

Pioneer



Complete the following:

- (A) Complete a recognised Scout Pioneering Course; or
- (B)
1. Know the main characteristics of man-made fibre ropes and natural fibre ropes that are suitable for use in pioneering. Demonstrate how to keep and coil the rope, estimate the amount of force that can be borne by the rope.
 2. Know the dangers in the following situations: ignoring instructions from leaders, disobeying rules, misusing tools or exceeding the load, making errors in ropes and knots. Know the danger caused by splitting of ropes made of man-made fibre.
 3. Demonstrate piles used in different types of pioneering in various fastening work, location and soil, including loose soil and swamps.
 4. Understand and demonstrate the various knots and their purposes: sheetbend, clove hitch, round turn and two half hitches, bowline, timber hitch, sheepshank, square lashing, west country or simple whipping, harvesters hitch, double sheetbend, fisherman's knot, rolling hitch, figure-of-eight lashing, diagonal lashing, sailmaker whipping, eye splice, back splicing, wildlass and cat's paw.
 5. Choose a pioneering project from photographs provided by the assessor and accompanied by a team of three or four scouts to complete the pioneer project efficiently. The Scout applying for this award shall take all necessary safety precautions.
 6. Design a pioneering project individually. The function, design drawings, procedures, necessary material, tools and time required must be discussed and agreed with the assessor. Construct a scaled model of the pioneer project.
- Note:
- (1) Scout can freely propose a pioneering project, and can seek the opinion of the assessor. Although the choice of the project may be similar to other design, the Scout has to demonstrate the creativity involved and the ability to handle the project, which is not purely by plagiarism.
 - (2) Items (5) and (6) should be different types of pioneering projects, e.g. raft, tower, bridge, derrick. These constructions should be in scale, and should demonstrate the skills required in pioneering.