

# Pilot



Complete the following:

1. Hold the 'Boatman' badge.
2. Theory
  - (a) Explain the points and degrees on a compass and know how a compass works and magnetic deviation.
  - (b) Explain the symbols and abbreviations on a marine map. Know the operation of a compass, the meaning of Chart Datum and changes in tidal currents shown on the map.
  - (c) Know various floats, buoys, lighthouse, navigation vessels, typhoons and fog signals.
  - (d) Know the use of a barometer and explain the Beaufort Scale. Make a weather forecast according to the reading on the barometer and Beaufort Scale.
  - (e) Know The International Regulations for Preventing Collisions at Sea 1972 (IRPC at Sea 1972).
  - (f) Know and demonstrate the distress signals in Appendix IV of IRPC at Sea 1972.
  - (g) Be familiar with the local yachting regulations including harbour regulations, water boundary and local rescue facilities.
3. Practice

Complete a voyage on local waters and a night voyage. Plot both voyages on the marine map with definite destinations and targets.

#### 4. Service

Act as a crew or with other duties and as a pilot, participate in a rowing, sailing or using power boat adventure.

- (a) The Scout shall take an active role during the voyage.
- (b) Before undertaking the journey, the Scout must submit a note with diagrams showing the intended route, destination, information on tides and currents, intended buoys, sailing time and emergency contact.
- (c) After the voyage, the Scout shall discuss his / her experience with the assessor and point out on the marine map the actual route taken, with special reference to tidal currents, harbour, channel and depth of the water at the river mouth, and mention any particular features such as lighting, weather conditions and water traffic conditions.

Note: Holder of the 'Pilot' badge is exempted from respective items in the Coxswain' Mate and Coxswain badge assessments.