



**Scouts**  
VICTORIA

# What Can I do?

A guide to running Adventurous  
Activities in Victoria



## Quick introduction

### When to use this document

“What can I do?” outlines:

- which activities you can deliver with a Certificate of Proficiency (including Scouting Adventure), and
- when and what Adventurous Activity qualifications you need to deliver activities.

**It covers any activities that don't already have a specific guidance published.** However, it doesn't cover everything, so if in doubt – please contact your relevant State Leader.

### When NOT to use this document

This document does NOT apply if there is already a specific guidance for an activity.

For example:

- If there is a relevant Resource Guide on Program Navigator
- Bouldering walls, fixed campsite activities, rope bridge kits, crate stacking activities, and certain zip-lines have specific pre-approved operating procedures
- Adventure Centres already have specific procedures in place as part of their normal operations
- Activity centres with structured programs (such as Bogong Rover Chalet), training courses and major events have specifically developed programs that form specific guidance

In these instances, you won't need this document.

### Need help?

We have some FAQs over the next few pages. Or, just ask the Adventurous Activity teams – they're always there to help. The Adventurous Activities Leadership team can be reached at

[adventurousactivities@scoutsvictoria.com.au](mailto:adventurousactivities@scoutsvictoria.com.au)

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## FAQ's

### What is an Activity Leader?

An activity leader is an adult or youth member of Scouts Victoria whose role is to lead or support the planned adventurous activity.

They must hold Scouts Victoria recognised adventurous activity skills and qualifications for the activity being held. They could be a local leader, or from an adventurous activities team.

This role is equivalent to the Activity Leader role in the National Adventurous Activity Framework (NAAF) and the Australian Adventurous Activity Standard (AAAS). These documents underpin the governance and structure of Adventurous Activities and the guidance in this document – *What can I do?*

The adventurous activity leader is responsible for planning the activity including:

- Developing an Activity Plan
- Developing an Activity Risk Assessment, following specific guidance where they exist
- Obtaining review and approval for the activity
- Ensuring parental informed consent for youth participants has been conducted
- Awareness of the capabilities of the participants on the activity
- Briefing activity participants before starting the activity
- Conducting the activity in accordance with Scouts Victoria Policies
- Carrying out and documenting a review of the activity after its completion

### Who can verify OAS?

Outdoor Adventure Skill I statements can be verified by:

1. A Scout who is at least two stages above the level being verified (for example, someone verifying Stage 3 camping must be Stage 5 in camping) – They may be from another Unit or Section.
2. An Adult Leader (when the Core Skill areas are Stages 1-5 or Specialist Skill areas are Stages 1 – 4).
3. An Adventurous Activity Leader (for Stages 5 and above this should be an Activity Leader with the suitable qualifications within the stream).
4. A subject specialist from outside Scouting.

### Who do I notify when we're doing an activity?

Any activities away from your district need to be registered in [scOUT and ABOUT](#). This includes activities at another Scouting location (eg: a campsite).

### What do the supervision levels in the guides mean?

- **Direct supervision** - the Activity Leader is directly supervising the participants they can supervise, lead and instruct directly, and physically assist within minutes. Direct supervision is often the most appropriate.
- **Indirect supervision** - the Adventurous Activity Leader is in the vicinity (such as following the patrol or waiting at checkpoints) and can reach the participants within an hour themselves.

- **Remote supervision** - the Adventurous Activity Leader is not in the vicinity. A response requires between 1 and 12 hours for leader (or suitable scouting person) assistance to reach the participants.

### Who is responsible for free time?

Activity planning must consider all aspects of the Scouting activity including free time. Incident data shows that serious injuries are unlikely to occur with the adventurous activity, but rather *free time* that shoulders an activity, such as rest breaks along a hike, or time availing itself after setting up camp whilst others prepare dinner.

A helpful resource to managing free time is available at <https://scoutsvictoria.com.au/age-sections-adults/leader-resources/safety/> under Policies, Procedures and Guidelines – “Managing Free Time”

### What skills do participants need?

You’ll find that the guide outlines the skills needed for each activity.

However, for activities using **direct supervision**, the guide only **suggests** participant skills. This allows for times when patrol members skills are at different skill levels. If the skill levels of some participants are lower than suggested, planning needs to address skills needed for the activity that would otherwise be assumed. Some activities may still have minimum requirements set by the organisers.

For activities using **indirect** or **remote supervision**, the minimum participant skills must be met.

### What is approval?

Approval is sign-off that your activity planning is OK.

In most cases, it will be given by your local Group Leader or an expert who understands what is being done on the activity.

Where a State Leader or State Commissioner is listed as the approver, they can delegate the review to one of their appointed assistants. The best way to obtain approval for an activity is to email [adventurousactivities@scoutsvictoria.com.au](mailto:adventurousactivities@scoutsvictoria.com.au) and we can assist with linking you with the relevant State Leader.

### What first aid do I need to consider?

As well as the regular first aid requirements, some environments might need extra first aid skills. You should consider the remoteness, time and distance from outside emergency response.

As a guide:

- **Urban Area** – parks and urban area easily accessible by emergency services and with consistent mobile phone coverage. Distance from roads with vehicle access is no more than 15 to 30 minutes of walking time. At least one person on the activity should be able and willing to administer basic first aid.
- **Standard area** – means access to professional medical care (such as a hospital or ambulance) is within 60 minutes, and reliable phone signal is less than 20 minutes’ walk. Your walking time from roads with vehicle access is less than 60 minutes. A member in the party has Provide First

Aid and is willing and able to provide care when required in line with their training.

- **Remote area** – any situation where access to emergency care is greater than one hour away in all foreseeable conditions. Where care is more than four hours away, it is recommended at least one person hold the Remote or Wilderness First Aid Skill Set.

The nominated first aider does not need to be the Adventurous Activity Leader. However, the first aider should be able to provide the required first aid care in the environment the activity is taking place allowing the Adventurous Activity Leader to manage overall situation.

A Personal Locator beacon (PLB) or similar, must be carried in remote area where other forms of communication like mobile phone is not reliable, can malfunction or run out of power.

### **Can I make a regional modification?**

Yes, in consultation with the relevant State Leader.

For example:

- a Scout Group local areas above the snow line would work with the State Leader Alpine to create a standard plan for everyday activities.
- a Scout Group whose local lake doesn't meet flat water conditions would work with the State Leader Paddling on creating an activity plan that included additional controls such as wind direction and speed, or extra safety devices such as a rescue boat.

### **How do I report incidents?**

#### **Emergency**

In an emergency, you must contact Scouts Victoria via the Emergency Line as soon as possible on 03 8543 9877 for incidents meeting the following criteria:

- A person requires immediate medical treatment by a doctor, dentist or in a hospital
- Major building or asset damage
- Lost or overdue activity participants
- An incident is reported to Emergency Services, such as Police, Fire, State Emergency Service or Ambulance
- An incident is continuing to escalate beyond local resource capacity or urgent assistance by Scouts Victoria is required

#### **Child Safety**

For Child Safety Reporting, call the Scouts Victoria Child Safe Hotline on 1800 870 772.

#### **Standard Incidents**

The [incident report form](#) is to be used by anyone to report any injury or incident relating to Scouting activities that affects any Scout member or member of the public. This includes near-miss incidents where the consequences could have been more significant. Incident reports should be completed within 48 hours of the activity finish.

## References

This document has been created to help all members of Scouts Victoria deliver adventurous activities that have considered the standards set out within the Australian Adventure Activity Standards and the Scouts Australia National Adventurous Activities Framework (NAAF).

These documents are a great resource when trying to understand the community expectations when delivering Adventurous Activities.


- National Adventurous Activities Framework (NAAF)
  - NAAF Document
  - NAAF Appendix 3
- The Australian Adventure Activity Standard
  - The Standard <https://australianaas.org.au/wp-content/uploads/Australian-Adventure-Activity-Standard-V1.0.pdf>
  - Core Good Practice Guides <https://australianaas.org.au/wp-content/uploads/Core-GPG-v1.0.pdf>
  - Activity Specific Good Practice Guides <https://australianaas.org.au/>

## Want to become an Activity Guide?

We are always looking for more leaders that are passionate about delivering amazing adventures for youth members, if you are interested in Learning more or becoming an Activity Guide. Please check out the resources at <https://scoutsvictoria.com.au/activities-events/adventurous-activities/>

Bushcraft			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
  <b>Bushcraft</b>	<b>Bushcraft and Pioneering</b>	Climbable constructions up to 2m in height.	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Bushcraft Stage 7	Certificate of Proficiency (Including Scouting Adventure)	Group Leader
		Unclimbed constructions up to 6m in height (such as a flagpole, dining shelter)									
		Construction up to 6m with participants no higher than 2m from ground at all times	None	Trained Participant Pioneering	Group Leader	Bushcraft Stage 5	Trained Participant Pioneering	Group Leader	At discretion of State Commissioner - Adventure		
		Complex Pioneering, natural constructed materials, or climbing over 2 m in height (requires a belay)	Bushcraft Stage 3	Guide Pioneering	State Leader Bushcraft	Bushcraft Stage 7	Guide Pioneering	State Leader Bushcraft	At discretion of State Commissioner - Adventure		
	<b>Survival</b>	Basic Survival (Stage 4- 5)	Bushcraft Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Bushcraft Stage 3	Trained Participant Survival	Group Leader	At discretion of State Commissioner - Adventure		
		Intermediate Survival <sup>1</sup> (Stage 6-7)	Survival Stage 5	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Survival Stage 5	Guide Survival	State Leader Bushcraft	At discretion of State Commissioner - Adventure		
		Complex Survival <sup>1</sup> (Stage 8-9)	Survival Stage 7	Guide Survival	State Leader Bushcraft	Survival Stage 8	Guide Survival	State Leader Bushcraft	At discretion of State Commissioner - Adventure		
	<b>Archery</b>	Campsite range	None	Certificate of Proficiency & Induction by warden	Group Leader	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Permanent range	None	Trained Participant Archery	Group Leader	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Mobile range	None	Guide Archery	State Leader Bushcraft	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	<b>Hatchet</b>	All	None	Guide Archery & Hatchet Endorsement	State Leader Bushcraft	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		

<sup>1</sup> For Survival activities requiring navigation refer to the bushwalking table. Examples include following a compass bearing off track in a untracked environment and night navigation.

Bushwalking			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Bushwalking</b>	Local Urban Areas, Parks & ovals in residential areas (any time)		None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader
	Grades 1 & 2 bush tracks (any time) Grade 3 tracks (daytime)		None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Bushwalking Stage 2	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Bushwalking Stage 3	Trained Participant (Bushwalking Tracked Environments)	Group Leader
	Grade 4 tracks (daytime) Grade 3 tracks (night hiking)		None	Trained Participant (Bushwalking Tracked Environments)	Group Leader	Bushwalking Stage 3	Trained Participant (Bushwalking Tracked Environments)	Group Leader	Bushwalking Stage 3	Guide (Bushwalking Tracked Environments)	Group Leader
	Grade 4 tracks (night hiking)		None	Trained Participant (Bushwalking Difficult Tracked Environments)	Group Leader	Bushwalking Stage 4	Trained Participant (Bushwalking Difficult Tracked Environments)	Group Leader	Bushwalking Stage 4	Guide (Bushwalking Difficult Tracked Environments)	Group Leader
	Untracked within constrained area set by a Guide (Difficult Tracked) e.g. Rogaining, Training Course, Scout Hike		None	Certificate of Proficiency (Including Scouting Adventure)	Guide (Bushwalking Difficult Tracked Environments)	Bushwalking Stage 3	Guide (Bushwalking Difficult Tracked Environments)	Group Leader	Bushwalking Stage 3	Guide (Bushwalking Difficult Tracked Environments)	Group Leader
	Grade 5 tracks (Extremely difficult tracked environment) <i>Verry rough, steep, no track signage, &gt;20km</i>		Bushwalking Stage 4	Trained Participant (Bushwalking Extremely Difficult Tracked & Untracked Environments)	State Leader Bushwalking	Bushwalking Stage 4	Guide (Bushwalking Extremely Difficult Tracked & Untracked Environments)	State Leader Bushwalking	Bushwalking Stage 5	Guide (Bushwalking Extremely Difficult Tracked & Untracked Environments)	State Leader Bushwalking
	Untracked environment		Bushwalking Stage 4	Guide (Bushwalking Extremely Difficult Tracked & Untracked Environments)	State Leader Bushwalking	Bushwalking Stage 6	Guide (Bushwalking Extremely Difficult Tracked & Untracked Environments)	State Leader Bushwalking	Bushwalking Stage 6	Guide (Bushwalking Extremely Difficult Tracked & Untracked Environments)	State Leader Bushwalking
	River crossings <i>Any bushwalk which requires entering flowing water with depth 50cm or greater or faster than walking pace.</i>		River crossings require the supervising activity leader hold the Cross rivers during bushwalks Unit of competency (or ATD equivalent) as the minimum qualification and Guide approval.								

Notes:


- Grading here refers to the Australian Walking Track Grading System (AWTGS) and not to classifications under AS2156.1-2001. Where a walk is rated under AS2156 as Class 1-5, this can be treated as the same Grade level. For Class 6, this can be treated as Grade 5.
- **Daytime** is defined as taking place entirely between hours of sunrise and sunset (can include setting up camp and staying overnight before recommencing walking). **Night-time** is defined as any part of a hike taking place between hours of sunset and sunrise, camping overnight until the next day is not considered night-time hiking.



Alpine			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Alpine</b>	<b>Downhill Skiing and Snowboarding in a patrolled resort area</b>	Within Resort Boundaries	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Alpine Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Alpine Stage 3	Certificate of Proficiency (Including Scouting Adventure)	State Leader Alpine
	<b>Cross Country Skiing</b>	Within Resort Boundaries	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Alpine Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Alpine Stage 3	Certificate of Proficiency (Including Scouting Adventure)	State Leader Alpine
		Day trips, Patrolled Areas	None	Trained Participant (Cross Country Skiing Easy Terrain)	Group Leader	Cross Country Skiing Stage 4	Guide (Cross Country Skiing Easy Terrain)	Group Leader	Cross Country Skiing Stage 5	Guide (Cross Country Skiing Easy Terrain)	State Leader Alpine
		Overnight trips or Unpatrolled areas	Cross Country Skiing Stage 4	Guide (Cross Country Skiing Intermediate Terrain)	State Leader Alpine	Cross Country Skiing Stage 6	Guide (Cross Country Skiing Intermediate Terrain)	State Leader Alpine	At discretion of State Commissioner - Adventure		
	<b>Snowshoe</b>	Within Resort Boundaries	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Alpine Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Alpine Stage 3	Certificate of Proficiency (Including Scouting Adventure)	State Leader Alpine
		Day trips, Patrolled Areas	None	Trained Participant (Snow Shoeing Day Touring)	Group Leader	Alpine Stage 3	Trained Participant (Snow Shoeing Day Touring)	Group Leader	Snow Shoeing Stage 5	Guide (Snow Shoeing Day Touring)	State Leader Alpine
		Day trips, Unpatrolled Areas	Alpine Stage 3	Guide (Snow Shoeing Day Touring)	State Leader Alpine	Snow Shoeing Stage 4	Guide (Snow Shoeing Day Touring)	State Leader Alpine	At discretion of State Commissioner - Adventure		
		Overnight trips	Snow Shoeing Stage 4	Guide (Snow Shoeing Overnight)	State Leader Alpine	Snow Shoeing Stage 4	Guide (Snow Shoeing Overnight)	State Leader Alpine	At discretion of State Commissioner - Adventure		

Notes:

- Alpine disciplines contain an additional level of risk. Activity plans may require additional qualifications for leaders depending on the activity (e.g. navigation in Extremely Difficult Untracked Terrain).

Cycling			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Cycling</b>	On Road	Established cycling paths and bike tracks	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Cycling Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Cycle Touring Stage 4	Guide (Cycling on Road)	State Leader Cycling
		On Road with Light to Moderate Traffic and Easy Terrain	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Cycle Touring Stage 4	Guide (Cycling On Road)	State Leader Cycling	Cycle Touring Stage 4	Guide (Cycling On Road)	State Leader Cycling
		On Road with Moderate Traffic and Moderate to Difficult Terrain	Cycle Touring Stage 4	Guide (Cycling On Road)	Group Leader	Cycle Touring Stage 5	Guide (Cycling On Road Intermediate)	State Leader Cycling	Cycle Touring Stage 5	Guide Cycling (On Road Intermediate)	State Leader Cycling
		On Road, Moderate to Heavy Traffic, Moderate to Difficult Terrain	Cycle Touring Stage 6	Guide Cycling (On Road Intermediate)	State Leader Cycling	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	Off Road	Off Road, Easy Trails, Roads with minimal to no traffic, BMX tracks (MTB grades White - Green)	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Mountain Biking Stage 4	Trained Participant (Cycling Off Road - Easy Trails)	State Leader Cycling	Mountain Biking Stage 4	Guide (Cycling Off Road - Easy Trails)	State Leader Cycling
		Off Road, Intermediate Trails, Roads and Tracks (MTB grade Blue)	Mountain Biking Stage 4	Guide (Cycling Off Road - Easy Trails)	Group Leader	Mountain Biking Stage 5	Guide (Cycling Off Road - intermediate)	State Leader Cycling	Mountain Biking Stage 5	Guide (Cycling Off Road - intermediate)	State Leader Cycling
		Off Road, Difficult Trails, Roads and Tracks (MTB grade Black)	Mountain Biking Stage 6	Guide (Cycling Off Road - intermediate)	State Leader Cycling	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		


Notes:

- Supported overnight camping (ride to a location with an established camp or cached equipment) may be conducted within this approval matrix.
- White, green, blue and black refers to the Mountain bike trail grading system.

Vertical			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Vertical</b>	<b>Climbing Gym, Indoor vertical or, Trampoline Centre</b>	Activity run and supervised by 3 <sup>rd</sup> party at their venue.	None	Certificate of Proficiency	Group Leader	None	Certificate of Proficiency	Group Leader	Anny Vertical Stage 4	Certificate of Proficiency	Group Leader
	<b>Abseiling</b>	Artificial Surface	None	Guide Abseiling - Artificial	State Leader Vertical	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Natural (Single Pitch)	None	Guide Abseiling - Single Pitch Natural Surfaces	State Leader Vertical	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Natural (Multi Pitch)	Abseiling Stage 5	Guide Abseiling - Multi Pitch Natural Surfaces	State Leader Vertical	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	<b>Canyoning</b>	Horizontal Canyoning (no ropes or climbs)	None	Guide Canyoning Easy to Intermediate	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Easy to Intermediate (Vertical)	Abseiling Stage 4	Guide Canyoning - Easy to Intermediate	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Intermediate to Advanced (Vertical)	Canyoning Stage 4	Guide Canyoning - Intermediate to Advanced	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	<b>Cave Tour</b>	Caves that offer Guided Tours (Tourist Caves)	None	Certificate of Proficiency	Group Leader	None	Certificate of Proficiency	Group Leader	Vertical Stage 3	Certificate of Proficiency	Group Leader
	<b>Caving (Horizontal &amp; Vertical)</b>	Easy (Horizontal - no ropes or climbs)	None	Guide Caving	State Leader Caving	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Vertical Caving	Abseiling Stage 6	Guide Caving	State Leader Caving	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	<b>Climbing (Top Rope)</b>	Top Rope (Artificial)	None	Guide Top Rope Climbing Artificial	State Leader Rock Climbing	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Top Rope (Natural)	None	Guide Top Rope Climbing Natural	State Leader Rock Climbing	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	<b>Climbing (Lead)</b>	Lead Climbing Single Pitch	Climbing Stage 7	Guide Climbing Lead Single Pitch	State Leader Rock Climbing	Trained Participant Lead Climbing	Guide Climbing Lead - Single Pitch	State Leader Rock Climbing	At discretion of State Commissioner - Adventure		
		Lead Climbing Multi Pitch	Climbing Stage 8	Guide Climbing Lead Multi Pitch	State Leader Rock Climbing	Trained Participant Lead Climbing Multi Pitch	Guide Climbing Lead - Multi Pitch	State Leader Rock Climbing	At discretion of State Commissioner - Adventure		

Notes:

- Multi-pitch (Abseil, Canyon, Cave) - progress is made by using more than one pitch and where belay systems must be established mid-route. It includes where insufficient space between the landing of one pitch and the take-off of the next requires the establishment of a belay for the safety of participants.

Aquatics			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Aquatics</b>	Swimming (R12.10 & R12.11)	Patrolled Beach or Swimming Pool with lifeguard	None	Certificate of Proficiency (including Scouting Adventure)	Group Leader	Aquatics Stage 3	Certificate of Proficiency	Group Leader	OAS Aquatics Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader
		Unpatrolled environments (flat water)	None	Certificate of Proficiency (including Scouting Adventure)	Group Leader	Lifesaving Stage 4	Certificate of Proficiency	State Leader Aquatics	At discretion of State Commissioner - Adventure		
		Unpatrolled environments (surf)	None	Certificate of Proficiency (including Scouting Adventure)	State Leader Aquatics	Lifesaving Stage 4	Certificate of Proficiency	State Leader Aquatics	At discretion of State Commissioner - Adventure		
	Snorkelling (R12.10 & R12.11)	Patrolled Beach, Swimming Pool with lifeguard	None	Certificate of Proficiency (including Scouting Adventure)	Group Leader	Snorkelling Stage 4	Certificate of Proficiency	State Leader Aquatics	At discretion of State Commissioner - Adventure		
		Unpatrolled environments (flat water)	None	Certificate of Proficiency (including Scouting Adventure)	Group Leader	Snorkelling Stage 4	Certificate of Proficiency	State Leader Aquatics	At discretion of State Commissioner - Adventure		
		Unpatrolled environments (open water, current, waves)	None	Trained Participant (Snorkelling)	State Leader Aquatics	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	Surfing	Small waves (0.5m), basic manoeuvres	Aquatics Stage 3	Trained Participant (Surfing)	Group Leader	Surfing Stage 4	Guide Surfing	State Leader Aquatics	At discretion of State Commissioner - Adventure		
	Scuba Diving (SDI Qualified)	Learn to Dive	Age 12	SDI Open Water Instructor	State Leader Scuba	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Open Water - No Overhead environment - No Staged Decompression (Max 18m)	Open Water Dive Card	Guide (Scuba Diving)	State Leader Scuba	Open Water Dive Card	Guide (Scuba Diving)	State Leader Scuba	At discretion of State Commissioner - Adventure		
		Open Water - No Overhead environment - No Staged Decompression (Max 30m / 21m for Junior)	Advanced Open Water Dive Card	Guide (Scuba Diving)	State Leader Scuba	Advanced Open Water Dive Card	Guide (Scuba Diving)	State Leader Scuba	At discretion of State Commissioner - Adventure		
		Open Water - No Overhead environment - No Staged Decompression (Max 40m)	Deep Diver Specialty and Age 15	Guide (Scuba Diving)	State Leader Scuba	Deep Diver Specialty and Age 15	Guide (Scuba Diving)	State Leader Scuba	At discretion of State Commissioner - Adventure		


Notes:

- Swimming and snorkelling activities are subject to [Scouts Australian National policy and rules](#) R12.10 and R12.11; including active supervision by at least two competent swimmers equipped with a life line are on grad as pickets during the activity in unpatrolled areas.
- Supervision around water is an active process even if there are lifeguards – their role is not to supervise youth alone. Ensure two competent swimmers have an unobstructed view of youth in the water, and have youth use the buddy system.

- Identify youth members who have not swum before or have never been in water where they could not touch the bottom. Add additional supports and active supervision within arm's reach for those youth members. When asking the youth, some may be uncomfortable sharing this in front of a group, so ask them individually.

Boating			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Boating</b>	Wind Surfing	Smooth Water & Light Wind Conditions	Boating Stage 3	Guide (Windsurfing)	Group Leader	OAS Windsurfing Stage 6	Guide (Windsurfing)	State Leader Boating	At discretion of State Commissioner - Adventure		
		Conditions Greater Than - Smooth Water & Light Wind Conditions	Windsurfing Stage 4	Guide (Windsurfing)	State Leader Sailing	OAS Windsurfing Stage 6	Guide (Windsurfing)	State Leader Boating	At discretion of State Commissioner - Adventure		
	Small Boat Sailing	Smooth Water & Light to Moderate Wind Conditions	Boating Stage 3	Trained Participant (Sailing Light to Moderate Wind conditions)	Group Leader	OAS Sailing Stage 4	Guide (Sailing Light to Moderate Wind conditions)	State Leader Boating	At discretion of State Commissioner - Adventure		
		Partially Smooth Water & Moderate to Fresh Wind Conditions	Sailing Stage 5	Guide (Sailing Moderate to Fresh Wind conditions)	State Leader Sailing	OAS Sailing Stage 6	Guide (Sailing Moderate to Fresh Wind conditions)	State Leader Boating	At discretion of State Commissioner - Adventure		
		Open Coastal Water & Moderate Wind Conditions	Sailing Stage 7	Guide (Sailing Open Coastal)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
	Power Boat Operations	Enclosed Water (day)	Safe Participant (Power Boating)	Trained Participant (Power Boating)	Group Leader	Safe Participant (Power Boating)	Trained Participant (Power Boating)	Group Leader	At discretion of State Commissioner - Adventure		
		Enclosed Water (night)	Trained Participant (Power Boating)	Guide (Power Boating)	Group Leader	Trained Participant (Power Boating)	Guide (Power Boating)	State Leader Boating	At discretion of State Commissioner - Adventure		
		Open Water <2nmi from shore (day)	Trained Participant (Power Boating)	Guide (Power Boating)	State Leader Sailing	Trained Participant (Power Boating)	Guide (Power Boating)	State Leader Boating	At discretion of State Commissioner - Adventure		
	Personal Watercraft Operations	Enclosed Water (day)	Safe Participant (Personal Watercraft)	Trained Participant (Personal Watercraft)	Group Leader	Safe Participant (Personal Watercraft)	Trained Participant (Personal Watercraft)	Group Leader	At discretion of State Commissioner - Adventure		
		Open Water <2nmi from shore (day)	Trained Participant (Personal Watercraft)	Guide (Personal Watercraft)	State Leader Sailing	Trained Participant (Personal Watercraft)	Guide (Personal Watercraft)	State Leader Boating	At discretion of State Commissioner - Adventure		

Wind speed Interpretation based on Beaufort wind scale: Light wind is ≤ 6 knots (11km/h), Moderate wind ≤ 16 knots (28km/h), Fresh wind ≤ 16 knots (38km/h)

Paddling			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skills	Minimum Activity Leader Qualification	Approval Required
 <b>Paddling</b>	Canoe	Confined Body of inland water areas such as small lakes, dams	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Paddling Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Canoeing Stage 4	Guide (Canoeing Flat Water)	Group Leader
		Flatwater Rivers in less than 15km/h wind conditions, where the current is less than walking pace*	Canoeing Stage 4 (Mandatory)	Trained Participant (Canoeing Flat Water)	Group Leader	Canoeing Stage 4	Guide (Canoeing Moving Water)	Group Leader	Canoeing Stage 5	Guide (Canoeing Flat Water)	State Leader (or Assistant) Paddling
			None	Guide (Canoeing Flat Water)	State Leader Paddling						
		Grade 1 Rivers, and/or on large open bodies of water such as lakes or dams.	Canoeing Stage 4	Guide (Canoeing Moving Water)	Group Leader	Canoeing Stage 4	Guide (Canoeing Moving Water)	Group Leader	Canoeing Stage 6	Canoeing Moving Water)	Adventurous Activity Commissioner
		White Water, up to Grade 2 Rivers	Canoeing Stage 5	Guide (Canoeing White Water Grade 2)	State Leader Paddling	Canoeing Stage 7	Guide (Canoeing White Water Grade 2)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure		
	White Water, Grade 3	Canoeing Stage 7	Guide (Kayak White Water Grade 3)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure			
	Kayak (Inland)	Confined Body of inland water areas such as small lakes, dams	None	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Paddling Stage 3	Certificate of Proficiency (Including Scouting Adventure)	Group Leader	Kayaking Stage 4	Guide (Kayaking Flat Water)	Group Leader
		Flatwater Rivers in less than 15km/hr wind conditions, where the current is less than walking pace*	Kayaking Stage 4 (Mandatory)	Trained Participant (Kayaking Flat Water)	Group Leader	Kayaking Stage 4	Trained Participant (Kayaking Flat Water)	Group Leader	Kayaking Stage 5	Guide (Kayaking Flat Water)	State Leader (or Assistant) Paddling
			None	Guide (Kayaking Flat Water)	State Leader Paddling						
		Grade 1 Rivers, and/or on large open bodies of water such as lakes or dams.	Kayaking Stage 4	Guide (Kayaking Moving Water)	Group Leader	Kayaking Stage 4	Guide (Kayaking Moving Water)	Group Leader	OAS Kayaking Stage 6	Kayaking Moving Water)	Adventurous Activity Commissioner
White water, up to Grade 2 Rivers		Kayaking Stage 5	Guide (Kayaking White Water Grade 2)	State Leader Paddling	Kayaking Stage 7	Guide (Kayaking White Water Grade 2)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			
White water, Grade 3	Kayaking Stage 7	Guide (Kayak White Water Grade 3)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure				

Notes:

- To measure the pace of the wind/current - throw something in the fastest moving part of the water (like a stick or branch that floats), it should move slower 5 meters in 4 seconds (which is an average walking pace)



Paddling			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skill	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skill	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skill	Minimum Activity Leader Qualification	Approval Required
<b>Paddling</b>	Sea Kayaking	Enclosed Waters	Paddling Stage 4	Trained Participant (Sea Kayaking - Enclosed Waters)	State Leader (or Assistant) Paddling	Sea Kayaking Stage 5	Guide (Sea Kayaking - Enclosed Waters)	State Leader Paddling	At discretion of State Commissioner - Adventure		
		Sheltered Coastal Waters	Sea Kayaking Stage 5	Guide (Sea Kayaking Sheltered Water)	State Leader Paddling	Sea Kayaking Stage 7	Guide (Sea Kayaking Exposed Coastal Water)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure		
		Exposed Coastal Waters	Sea Kayaking Stage 7	Guide (Sea Kayaking Exposed Coastal Water)	Adventurous Activity Commissioner	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		






Notes:

- When Sea kayaks are being used in inland rivers the Kayaking (inland) table should be referenced.




















Other			Direct Supervision			Indirect Supervision			Remote Supervision		
Activity Domain	Activity	Conditions	Suggested Participant Skill	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skill	Minimum Activity Leader Qualification	Approval Required	Minimum Participant Skill	Minimum Activity Leader Qualification	Approval Required
	Four Wheel Driving	Single Vehicle activity support only	Current Motor Vehicle Drivers Licence	Trained Participant (Four Wheel Driving)	Group Leader	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Single Vehicle Single Day 4WD tour or specific activity	Trained Participant (Four Wheel Driving)	Guide (Four Wheel Driving)	Group Leader	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		Multiple Day 4WD Activity of Any Type	Trained Participant (Four Wheel Driving)	Guide (Four Wheel Driving)	State Leader Four Wheel Driving)	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		
		4WD in regional or remote areas or where advanced recovery is "Likely" or "Almost Certain"	Trained Participant (Four Wheel Driving)	Guide (Four Wheel Driving)	State Leader Four Wheel Driving)	At discretion of State Commissioner - Adventure			At discretion of State Commissioner - Adventure		

Congratulations on completing a Scouting Adventure Course. This simplified **What Can I Do**, outlines the adventurous activities you can organise and run for your unit without any additional qualifications, once you have completed your On-the-Job training phase.

**Supplementary table 1:** What can I do as a CoP Leader Scouts Victoria

Activity	Type	Conditions	Supervision & Youth skill required		Activity Approval	Notes	What about the OAS I can statements? How do I know what I can supervise with my CoP?
			Direct	Indirect			
 Bushcraft	Bushcraft & Pioneering	Climbable constructions up to 2m in height. Or Unclimbed constructions up to 6m in height.	✓ None	✓ None	Group Leader	-	You can support everything up to and including stage 5 Pioneering or Survival without needing additional qualifications. Except delivery of provide first aid in stage 5.
	Survival	Intermediate Survival Skills (Stage 4-5).	✓ None	✗	Group Leader	Bushcraft 3 is recommended prior to beginning Survival stage 4 activities.	
 Bushwalking	Local Urban Areas	Sidewalks, parks & ovals in local residential areas.	✓ None	✓ None	Group Leader	<b>Grade 1:</b> Flat even surface, no steps or steep sections, usually assisted wheelchair accessible.	You can support everything up to stage 6 bushwalking under these conditions without needing additional qualifications. Except delivery of provide first aid in stage 5. <i>Stage 7-9 involves some night navigation and more challenging terrain where additional qualifications are required. Youth may be ready for more complex terrain much earlier.</i>
	Bushwalking trails / Tracks	Grade 1 and 2 tracks (any time) (walking at any time). Or Grade 3 tracks (walking during daylight hours).	✓ None	✓ Bushwalking 2	Group Leader	<b>Grade 2:</b> Hard or compact surface, gentle hill sections, occasional steps, ≤10km long. <b>Grade 3:</b> May have short steep sections, rough surfaces, many steps, ≤20km long.	
	Untracked	Untracked within constrained area set by a Guide (Difficult Tracked) e.g. Rogaining.	✓ None	✗	Guide*	Guide holding Bushwalking Difficult Tracked Environments can design and approve	
 Camping	Unit camping	Camping in established campgrounds, Scout property or camp, public campground, etc.	✓ None	✗	Group Leader	Unit camping is not considered an adventurous activity.	You can support everything in the Camping OAS up to and including stage 9. Except for Provide first aid at stage 5 and wilderness first aid at stage 8.
	Light weight camping	Minimal equipment camping associated with a journey-based activity you're permitted for.	✓ None	✗	as per activity	-	
 Alpine	Downhill	Skiing or snowboarding within resort boundaries during patrolled hours.	✓ None	✓ Alpine 3	Group Leader	Activities normally done in a patrolled alpine resort within the resort area in winter are permitted. eg. Tobogganing, Snow play, camping if allowed by the resort. Additional qualifications are required outside of resort boundary or in unpatrolled areas.	You can support everything in the general alpine stage 1-3 whilst remaining in an alpine resort boundary without additional qualifications. Cross-country stage 4-5, Downhill skiing 4-6 or snowboarding stage 4-7, may be achieved in resort boundaries with you as the responsible leader however skills development may be better supported by subject experts.
	Cross-country	Within resort boundaries.					
	Snowshoe	Within resort boundaries.					
 Cycling	On Road	Established cycling paths and bike tracks	✓ None	✓ Cycling 3	Group Leader		You can support everything in the Cycling OAS 1-3, Cycle touring stages 4-5 and Mountain Biking Stage 4 without additional qualifications. Stage 5 Mountain biking and stage 6 Cycle touring has elements that require a higher qualification.
		Road with Light to Moderate Traffic and Easy Terrain	✓ None	✗	Group Leader	Mostly flat, easy to see and understand traffic with plenty of time to respond.	
	Off Road	Off Road, Easy Trails, roads with minimal to no traffic, BMX tracks (MTB grade White - Green)	✓ None	✗	Group Leader		

**Supplementary table 1: What can I do as a CoP Leader Scouts Victoria**

Activity	Type	Conditions	Supervision & Youth skill required		Activity Approval	Notes	What about the OAS I can statements? How do I know what I can supervise with my CoP?
			Direct	Indirect			
 Vertical	Climbing gym, Indoor facility	Activity ran and supervised by 3 <sup>rd</sup> party at their venue.	 None	 None	Group Leader	-	All roped or vertical activities and caving require specialist qualifications. With your CoP you can support Stages 1-3 vertical with climbing gyms and scout camps supporting abseils and roped climbs.
	Bouldering	Unroped climbing on a public bouldering playground.					
	Cave Tours	Caves that offer Guided 3 <sup>rd</sup> party Tours (Tourist caves)					
 Aquatics	Swimming	Patrolled Beach or Swimming Pool with lifeguard	 None	 Aquatics 3	Group Leader	Youth and Leader swimming ability should be known prior to aquatic activities.  These activities are subject to National Rule 12.10 & 12.11 when people are in the water there must be two competent swimmers actively supervising with lifelines.	You can support all of Aquatics stage 1-3 without additional qualifications. Stages 4-6 snorkelling and 4-6 lifesaving are possible however are likely better supported by subject experts.  Swift water rescue, SCUBA, and Surfing Stages require additional skills.
		Unpatrolled environments (flat water)	 None	 Lifesaving 4	D -Group Leader I – State Leader		
		Unpatrolled environments (surf)	 None		State Leader		
	Snorkelling	Patrolled Beach or Swimming Pool with lifeguard	 None	 Aquatics 3	Group Leader		
		Unpatrolled environments (flat water)	 None	 Snorkelling 4	D -Group Leader I – State Leader		
 Boating	Sailing, windsurfing, motorboat	-			-	-	All boating, sailing, and wind surfing activities require some additional skills and /or licencing. Boating Stage 1&2 can be supported using a Small rowboat under the same conditions as paddling activities.
 Paddling	Canoe	Confined Body of inland water areas such as small lakes, dams.	 None	 Paddling 3	Group Leader	Includes use of constructed rafts	You can support everything up to Paddling stage 3 easily within a confined body of water or aquatic facility. Stage 4 contains activities that may require use of a larger body of or moving water that requires additional skills.
	Kayak					Includes use of a sea kayak that is being used inland instead of in salt water.	

Definitions specific to this table:

- **Supervision required**- the method of supervision you as the qualified CoP leader is using to supervise and support youth whilst the activity is taking place. There are three types of supervision.
  - **Direct** supervision – You as the qualified activity leader are physically with the participants, directly supervising and can offer immediate leadership, mentoring, and physically assistance.
  - **Indirect** supervision - The Adventurous Activity Leader is in the vicinity but is unable to intervene for up to one hour. Example: a leader following 30min behind youth on a hike.
  - **Remote** supervision– The qualified Adventurous Activity Leader is not in the vicinity of the participants and their ability to intervene or assist is over 1hr. \*Remote supervisions have been excluded from this table.
- **Youth skill required:** the skill youth are required to have before participating in the activity based on the environment, leader qualification and type of supervision being use. This is listed as an OAS stage.
- **Approval** –The person responsible for verification that the activity planning has been checked by another person and is stable for the group and activity and support networks are notified.