

Rafting

The Activity:

Go on a rafting adventure with your Crew

The Rover Challenge

Participation – Take on a specific role.
Leadership – Organise the activity

ASSES

Adventure

SPICES

Intellectual Apply my capacity for imagination and ideas, and my ability to be innovative and creative.



Introduction

If the above video doesn't get your spine tingling we don't know what will! This month's Rover program resource will look at bringing your crew on a rafting expedition.

Maybe we won't go as far as Klarälven river in Sweden for the first time, but there's still plenty of adventure to have on Irish rivers. Even a weekend rafting trip can be a fantastic crew activity.

Disclaimer

Activities on the water can be extremely dangerous if not performed correctly. Common sense and best practice should be ensured at all times. Before going near the water, rovers should be wearing a suitable personal flotation device. Crews should also confirm with Scouting Ireland on insurance regulations before going on the water. Finally we advise reading the boating guidelines provided by Scouting Ireland and available on Scouts.ie

Plan

Begin by gauging interest from your crew. This is a relatively simple expedition so there's no need for your members to have serious marine training backgrounds. Although it would help if they were confident near and on the water.

Find a location. Rafting adventures should generally take place on inland waterways, away from fast flowing water and marine traffic. Ireland has a host of beautiful canals that are perfectly suitable. Try and find the closest one to your group and pick a start and finish point. Your expedition might only be a weekend in which case you're likely to only travel 8 or 12kms. *Important, plan your route so you don't have to pass through river weirs or canal locks. If you must pass them, take the raft out of the water and walk around. Always make sure you're going with the flow of the river!*

Gather the necessary equipment. For a raft you're going to need wood and barrels. The sea scout team have produced a detailed guide on building and designing your raft. It can be found [here](#).

Costs. Once you have sourced the equipment, calculate the other costs associated with the trip. These might include training, food, transport to and from the boat and extra activities your crew want to participate in along the way. Add all these costs together, calculate a reasonable deposit and start signing people up.

Team work. Once you have your team signed up, you need to start delegating tasks. Examples could include (Creating a menu and purchasing food, organizing program along the way, organizing transport to and from the boat and arranging any extra gear you might need).

Do

Watch it!

- W** Weather. Begin by checking the water on the week leading up to the trip. Met.ie provides a marine forecast of the lakes regions. You might have to do some research to understand the terms used.
- A** Area. Before you begin your trip, get your hands on some marine charts of the area you are going. Plan your route each day, and leave a plan with someone on shore.
- T** Tides. If you are going inland, you don't have to worry about this!
- C** Clothing. Make sure you're wearing a personal flotation device at all time on and near the water. You should also a rain jacket, and always have spare clothing in a dry bag.
- H** Hazards. There can be a host of unknown hazards under the water. Make sure you keep to your plan route and stick between the channel markers.
- I** Inventory. Bring everything back!
- T** Tell someone. Before you set off each day, send a text to someone on land and let them know where you're going and what time you expect to be there.

Watch system.

Ever wondered why sea scout groups called their patrols watches?! While on board, divide your team into four groups or watches. While your boat is moving, one watch should always be in charge. This allows the rest of your team to take it easy, and complete other important tasks like cooking and washing up!

Review

Finally, once you're home and dry it's important to review the event. Sit down with your crew and look at what people enjoyed and didn't. Note any tips to making the expedition run better, and write it all down and put it somewhere safe. Someday you might advise another crew on this topic!

Group Review

- What was learned?
- How did you approach the activity?
- What would you do differently?

Individual

- What did I get out of this activity?
- What was my role? Did I fulfil it well?

SPICES

- How did the activity help you advance in the social and intellectual area?
- Did you try different things to make a good hammock for you?
- Did you things differently to others?

Extra resources

[DOFE Expedition resource \(Gear list and route cards\)](#)

[Alastair Humphrey guide to rafting adventures.](#)

[Irish waterways](#)

[Rafting on the barrow](#)

Review SPICES

Social

- I value the people and relationships in my daily life.
- Develop the skills and attitudes needed to build and maintain meaningful and appropriate relationships and friendships.
- I respect the social integration of other cultures.
- I use my communication skills effectively.
- I recognise my roles within society.
- I make a positive contribution to society.

Intellectual

- I can assess situations, identify resources, make an informed choice, form my own opinions.
- I can recognise the best possible solution to a given situation.
- I am responsible for my own learning.
- I can incorporate the learning styles of others into all aspects of my life
- I can use my capacity for imagination & ideas, and my ability to be innovative and creative.
- I can make decisions, execute and review a project and accept responsibility for the outcomes.
- I understand how teams work and I strive to get the best from all members.