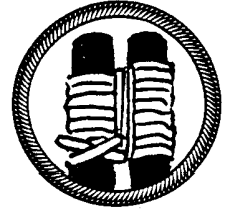


# Outdoors Category



## Pioneering

1. Demonstrate the ability to tie the three (3) knots not covered during the Voyageur Requirements. Know the uses of the knots in a pioneering setting. (i.e. clove hitch for beginning and ending a lashing)
2. Prepare a demonstration illustrating square lashing, diagonal and tripod lashing and indicate the use of each.
3. In a field setting and using only wooden poles and ropes or other bindings, the Scout will construct any tow of the following.
  - a) a bridge type project
  - b) a camp gate, free standing flag pole or other useful item
  - c) an entertainment type project (turnstile, swing, etc.)

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## Powercraft

1. Earn the Canadian Power Squadron Boat-Pro;  
  
OR  
  
Earn the exact equivalent of this Award.
2. Demonstrate all skills required by the Boat-Pro Award.
3. Know the safety equipment required for your craft by Transport Canada, and explain how to use it.

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