



**Scouting Ireland Water Activities Team in conjunction with  
Coiste Asgard announce**

## **The Asgard Challenge**

**A Challenge open to any person in Scouting Ireland 16 years of age and under 25 years on day of voyage. (Asgard Age Limits)**



**This competition is designed to build an awareness of water safety, and marine skills for the individual who is taking part.**

### **Skills needed for those taking part .**

- **Capable of working and taking care of a team**
  - You will be part of a crew in a small environment
- **Knowledge of the Safety necessary when going afloat**
  - You will need to know what to do to ensure a safe environment for both you and your crew-mates
- **Marine skills knowledge**
  - You will need to have the skills to make sure that you can carry out any duties which may be given to you as part of a sailing crew at sea
- **First Aid Skills**
  - You will need to have knowledge of First aid so that in the unfortunate case of an accident that you can take care of yourself or a crew member

## **Team Working**



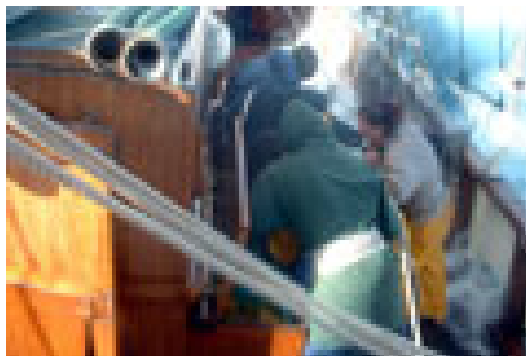
Organise a Watch or Patrol Weekend (at least 8 people) that consists of a least 8 hours water activities (can be at a water based centre such as Killaloe, or similar). Discuss with Scouter in Charge of your section before you carry out the activity.

Show, in a logbook of the activity, how you took account of the safety factors involved for the Water activity, and how all safety aspects were covered.

Show all factors that you took into account, and include any written notes, which you used to make your decisions.

Include menu and shopping lists for the weekend, and what gear was needed to ensure you're Watch / Patrol was well catered for.

## **Safety Afloat**



Have a good knowledge of Tides and tidal conditions.

Have a good knowledge of the Weather, and the signs that can precede all weather conditions.

Have a good knowledge of Signalling, and Distress procedures while at sea.

Have a good knowledge of Buoyage, and Navigation lighting

Have a good knowledge of Navigation at sea, and be able to submit a passage plan for a coastal journey of 50 Nautical miles from your home base or one of your choice if inland using the coastal charts and Tide tables for the area.

List all safety equipment that you may need for a coastal journey such as this.

Show that you have knowledge of how Marine VHF works, and is used.

## **Marine Skills**



Ropework

Parts of the different types of vessel ( rowing, sailing)

Rules of the road at sea.

Distress Signals

Knowledge of the various types of engines, fuels, and drives

Anchoring

Compass, and Sea Charts ( Paper )

Knowledge of GPS and its uses

**All the above information is available in the Sea Scout Handbook or Sea Training Manuals. Other information is available on the Sea Scout Section of [www.scouts.ie](http://www.scouts.ie)**

## **First Aid**



Have achieved a minimum of a Basic First Aid Cert, or Life Saving qualification from a recognized first aid or life saving organisation.

Order of Malta, Red Cross, or similar

Irish Water Safety Association, Royal Life Saving Society, or similar

**(Certificate must be in date)**

---

## **Competition Rules**

The individual will submit a logbook and Passage Plan at least 1 month before Competition date.

Competitor must be 16 years, and no more than 25 years **on date of departure on vessel.**

An oral and practical assessment will take place on the weekend of the competition.  
(Date to be announced for June / July)

Competitor must be available for the weekend of the assessment.

There are 4 places available 2 in spring, 2 in autumn.

The Judges decision is final and no negotiations will be entered into for any reason whatsoever.



## **ASGARD**

The gaff rigged Ketch, Asgard, was designed and built by Colin Archer of Larvik in 1905 and was the wedding present of Dr. and Mrs. Hamilton Osgood of Boston U.S.A., to their daughter Mary on her marriage to Erskine Childers, father of the late President Childers.

The name Asgard is an old Norse word meaning "Home of the Gods".

In July, 1914 Asgard with Erskine and Mary Childers and four others on board, sailed to the North Sea to collect a cargo of guns which had been bought in Hamburg for the Irish Volunteers. After a difficult voyage the cargo was landed at Howth on 26 July 1914. Asgard was sold by Mrs. Childers in 1926 and passed through several hands before being purchased by the Irish Government in 1961 because of her historical associations. In 1968 the Government formed the committee known as Coiste an Asgard, and placed Asgard under their guidance and control to be used as a sail training vessel for the young people of Ireland. Sail training cruises were carried out on Asgard each year from 1969 to 1974. Asgard was transferred to Kilmainham Jail Historical Museum in 1979 for exhibition to the public.

## **ASGARD II**

This lovely brigantine, which was designed specially for sail training purposes by the late Jack Tyrrell was built in Arklow, Co. Wicklow, and commissioned there on 7th March, 1981.

While Asgard II is owned by the State and the Minister for Defence is its registered owner, it is not a Naval Service vessel. It is managed by Coiste an Asgard, the committee first formed in 1968, which is now a company limited by guarantee. The Chairman of the company is the Minister for Defence and most of the other directors are experienced yachts people with a keen interest in sail training. Coiste an Asgard is also a founding member of Sail Training International, the body that regulates sail training throughout the world.

## **FIGUREHEAD**

As befits the traditional design of the vessel, Asgard II carries as her figurehead a carving of Granuaile the famous 16th century Mayo Pirate Queen.

# Winning Prizes

2 Positions on a Spring Voyage  
2 Positions on an Autumn Voyage  
on board

## **Asgard II**



all expenses for voyage paid

( travel to port of departure and travel home at winners expense )

This voyage to be awarded by Coiste an Asgard,  
voyage details to be confirmed before departure.