



**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 some 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 knowledge of Tides and tidal conditions.

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

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

Have a knowledge of Buoyage, and Navigation lighting

Have a 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

First Aid



**Have achieved a minimum of a First Aid Attainment Badge, or a Basic First Aid Cert, 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**

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.

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

Every Year until Further Notice

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.

Cruise Preparation

Before you join

Plan to arrive on board at the time stated in your joining instructions. It is important not to miss any of the joining routines.

Anyone who is going to arrive late should telephone the office before the date on which the cruise commences. Your berth will be re-allocated if you fail to do this.

Recommended kit list

The following is a suggested list of gear to bring with you:

sleeping bag liner (single sheet folded and stitched as required)

pillow case

1 warm jacket

2 pairs of jeans

2 heavy jumpers

shirts/t-shirts

changes of underwear and socks

2 pairs of soft rubber-soled shoes (runners)

1 toilet bag containing soap, face cloth, toothbrush, toothpaste, shampoo, hairbrush, deodorant

2 towels

swimming costume

shorts (summer season)

hat, scarf, gloves

camera

musical instrument (if you can play it!)

torch

no suitcases are allowed on board. Please use a soft kit bag only

The following are supplied for your use whilst onboard

set of oilskins

sleeping bag

pillow

rubber boots

Joining Day - What to expect

Life on board Asgard II should never be dull, since there are countless tasks to be performed to maintain the smooth running of the ship.

These duties include steering, sail handling, scrubbing decks, lookout, repairs to ship's gear and rigging, cooking and cleaning, all of which are necessary daily duties on board Asgard II.

On your arrival on board Asgard II you will be given a bunk number. Please find your bunk and stow your gear as soon as possible but remember that you may have to share your locker with another trainee. You are given an opportunity to talk with other trainees before the captain gives a small talk on what you will achieve by the end of the cruise. This is followed by safety drills and then the 'up and over'.

Everyone assembles on deck and climbs up one side of the mast and descends the other. Don't worry, you'll have a safety harness on at all times while aloft and it is guaranteed that you will be up and down the yards like monkeys by the end of the cruise! Please note that it is not compulsory to go aloft.

Ship's Articles

As Asgard II is a merchant ship that comes under the control of the Merchant Shipping Acts, you are required to sign articles of agreement, which form a contract between the Master and you for the duration of your cruise. These cover all aspects of your cruise, including insurance. If you work at sea you should bring your discharge book to be stamped. Log Books will be stamped on the last day of each cruise.

Spending Money

Trainees normally bring some spending money on a cruise, the amount varying from person to person. Take into consideration that your food and board are already provided so the money you would bring would be for pocket money whilst ashore.

There is a safe on board and trainees are advised to give the Captain any large sums of money or valuables for safe keeping. Please note that due to the nature of our cruises it is extremely complicated (almost impossible) to transfer funds to trainees whilst they are on board.

Therefore trainees are requested to bring sufficient funds (plus a little extra for luck!) to last the duration of the trip.

Identification

Irish/UK waters: trainees should carry a form of identification (eg student card/commuter ticket) on cruises where Asgard II will be sailing in Irish/UK waters.

Outside Irish/UK waters: trainees are reminded that passports must be carried when sailing outside Irish/UK waters or when travelling to join or leave Asgard II in a foreign port. This passport policy applies to all outside countries (including EU countries.)

Washing facilities

Asgard II is limited in the amount of fresh water she is able to carry on any leg of the cruise. The washing of clothes is therefore restricted, so trainees are advised to bring enough changes of clothes for the duration of their cruise. If you have a foot odour problem bring sufficient pairs of socks, soft shoes and powders.

Allergies

If you suffer from any known medical condition or allergy and have not already indicated this on your application form please notify the office immediately. Any slight mental or physical disabilities **must** be reported to the office before joining.

Seasickness

Some trainees may succumb to seasickness on the first stage of their cruise. However, seasickness tablets are provided on board and trainees are advised to take a tablet - after all, prevention is better than cure!

Taken from the Asgard Information for Trainees

More info available at www.asgard2.ie