



Ship 1610
Fort Monroe, Virginia

Name

Joining Date

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NOTES ABOUT ADVANCEMENT

How Sea Scout Advancement Works

Scouts advance from Apprentice to Quartermaster by doing things with their crew and ship, with leaders, and on their own. Well-delivered programming will take scouts to Ordinary in their first year of membership. Advancement is a simple matter when the four steps or stages outlined below are observed and integrated into ship programming.

The Scout Learns: Scouts learn by doing, and as they learn, they grow in their ability to do their part as a member of the crew and ship. Scouts develop knowledge and skill, they are asked to teach others; and in this way they learn and develop leadership.

The Scout Is Tested: The Skipper authorizes those who may test and pass the Sea Scout on rank requirements. They might include his crew leader, boatswain, a Mate, a ship committee member, another Scout, or the Skipper himself.

The Scout Is Reviewed: After a scout has completed all requirements for a rank, the Scout meets with a bridge of review. For Apprentice through Able, the ship conducts the bridge. The Quartermaster bridge of review is held in accordance with National Sea Scout Director and local council procedures.

The Scout Is Recognized: When the bridge of review has approved his advancement, the Scout deserves recognition as soon as possible. This should be done at a ceremony at the next unit meeting. The certificate for the new rank may be presented later, during a formal bridge of honor.

All requirements must be completed before the 21st birthday, and the ranks are available to registered Sea Scouts only. Ranks must be awarded in order, but the requirements may be accomplished at any time, unless the requirement specifically states a pre-requisite.

Other Awards

Other awards Sea Scouts may earn include the Small-Boat Handler bar, the Qualified Seaman bar, and the Long Cruise badge and arcs. All Venturing awards are also available, as are any BSA recognitions that are not limited to Cub Scouts, Boy Scouts, or Varsity Scouts. Examples that may interest Sea Scouts include BSA Lifeguard, Boardsailing BSA, Snorkeling BSA, Paddlecraft Safety, Kayaking BSA, Mile Swim BSA, and many more.

The Skipper Conference

Skippers hold a conference with youth who indicate they are ready to advance to the next Sea Scout rank. Once the conference has taken place and the other requirements for the rank are fulfilled, the application for rank is forwarded to the ship's bridge of review. Its members come from the ship quarterdeck and committee. The process is similar to that for a Scoutmaster conference.

The Sea Scout Bridge of Review

Purpose and Timeliness of Bridges of Review

After completing the requirements for any Sea Scout rank, the Sea Scout appears before a bridge of review. He or she cannot be denied this opportunity. The purpose of the review is to determine the quality of the candidate's experience and decide whether the youth is qualified to advance. The bridge of review date becomes the effective advancement date.

Composition of the Bridge of Review

A bridge of review must consist of no fewer than three members and no more than six. Skippers and mates may not serve on a bridge of review for a Sea Scout in their own ship. Parents or guardians may not serve on a bridge for their son or daughter. The candidate or his or her parent(s) or guardian(s) shall have no part in selecting any bridge of review members.

Conducting a Bridge of Review

Not a Retest or "Examination": Though one reason for a bridge of review is to ensure the Scout did what he or she was supposed to do to meet the requirements, it shall become neither a retest or "examination," nor a challenge of his or her knowledge. In most cases it should, instead, be a celebration of accomplishment. Remember, it is more about the journey. A badge recognizes what a young person is able to do and how he or she has grown. It is not so much, a reward for what he or she has done.

What Should Be Discussed: During the review, board members may refer to the Sea Scout Handbook and other references. The Troop Committee Guidebook, No. 34505, has examples of appropriate questions. A Scout may be asked where he or she learned their skills and who taught them, and what they gained from fulfilling selected requirements. The answers will reveal what he or she did for the rank. It can be determined, then, if this was what they were supposed to do. Discussion of how he or she has lived the Sea Scout promise, Scout Oath, and Scout Law in his home, unit, school, and community should be included. We must remember, however, that though we have high expectations for our members, as for ourselves, we do not insist on perfection. A positive attitude is most important, and that a young person accepts Scouting's ideals and sets and meets good standards in their lives.

Board Members Must Agree Unanimously on Decisions to Approve: To approve awarding a rank, the bridge must agree unanimously. Every effort should be made to deliberate with careful consideration of each member's perspective, and in sufficient detail as to avoid factual misunderstanding. It is appropriate to call the candidate back if additional questions may provide clarification. Still, if any member dissents, the decision cannot be for approval. In the case of such disagreement, the Scout shall not be informed about the specifics of the conversations or any arguments taking place. The scout is told only how he or she can improve.

After the Review: If the members agree a Scout is ready to advance, the scout is called in and congratulated. The bridge of review date—not that of a subsequent bridge of honor—becomes the rank's effective date. If a bridge decides not to approve, the candidate must be so informed and told what he can do to improve. Most Scouts accept responsibility for their behavior or for not completing requirements properly. If it is thought that a Scout, before their 21st birthday, can benefit from an opportunity to properly complete the requirements, the board may adjourn and reconvene at a later date. If the candidate agrees to this, then if possible, the same members should reassemble. If the scout does not agree, then the board must make its decision at that point. In any case, a follow-up letter must be promptly sent to a Scout who is turned down. It must include actions advised that may lead to advancement, and also an explanation of appeal procedures.

Particulars for Apprentice through Able Ranks

The preceding applies to bridges of review for all Sea Scout ranks, but there are a few differences for those leading up to Quartermaster. See “Particulars for the Quartermaster Rank,” to learn about the differences for Quartermaster.

1. After a Skipper conference, the youth advancing meets with the bridge of review made up of three to six members of the quarterdeck or ship committee.
2. The boatswain serves as bridge of review chair, conducts the review according the BSA procedures, and reports results to the ship advancement coordinator.
3. The location should be comfortable, such as the unit meeting place or a leader’s home.
4. The review should take approximately 15 minutes, but no longer than 30 minutes.

Particulars for Quartermaster Rank

With few exceptions, the particulars for handling bridges of review for Quartermaster rank are identical to those for Eagle Scout boards of review. References to the 18th birthday are replaced with the 21st birthday for Sea Scouts. Where petitions, etc., are indicated to be sent to the national Advancement Team, for Sea Scouts they are sent to the national Sea Scout director.

Bridges of Honor

A bridge of honor is the forum where awards are presented. It should be impressive and well planned. It is often held in connection with a social affair. As in any other BSA program, it is important Sea Scouts receive prompt recognition; thus it may be a good idea to present awards informally first at a ship meeting and then again (more formally) at the next bridge of honor

Apprentice Requirement	Initial	Date		
1. Ideals				
a. Qualify as a member of your Sea Scout ship by taking part in the ship's admission ceremony.				
b. Repeat from memory and discuss with an adult leader, an Able Scout or a Quartermaster Scout the Scout Oath and Law and the Sea Promise, and agree to carry out the provisions of your ship's code and bylaws.				
c. Demonstrate acceptable courtesies used aboard a Sea Scout vessel.				
d. Demonstrate the proper procedure for boarding a Sea Scout vessel and landship.				
2. Active Membership				
a. Provide evidence that you are fulfilling your financial obligations to your ship, including helping with fund-raisers. Note: Check with your ship's purser.				
b. Obtain a Sea Scout uniform. Describe the Sea Scout uniforms. Tell how and when to wear the uniforms; and explain care of uniforms.				
c. Meet your ship's bylaws requirement for active participation in your ship's meetings and activities for three months.				
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%; padding: 2px;"><i>Joining Date</i></td> <td style="width: 70%;"></td> </tr> </table>	<i>Joining Date</i>			
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3. Leadership				
a. Describe your ship's organization, including the youth and adult leadership positions.				
b. Demonstrate your ability to identify insignia of youth and adult leadership positions. Explain the chain of command in your ship.				
4. Swimming				
<p>a. Demonstrate your ability to swim by doing one of the following:</p> <p>Jump feet first into water over your head, swim 75 yards/meters in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards/meters using the elementary backstroke. The 100 yards/meters must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating on your back, remaining as motionless as possible.</p>				

Apprentice Requirement	Initial	Date																											
<p style="text-align: center;">or</p> <p>Pass a NAUI, PADI, SDI, or any other Recreational Scuba Training Council Certification Agency's swim test.</p>																													
<p>b. Discuss the BSA Safe Swim Defense plan and explain how it is used to protect Sea Scouts and other groups during swimming activities.</p>																													
5. Safety																													
<p>a. Explain the uses, advantages, and disadvantages of the various types of Coast Guard-approved life jackets. Demonstrate the proper use and care of life jackets used by your ship. Discuss your state's boating laws as they relate to life jacket wear.</p>																													
<p>b. Identify visual day and night marine distress signals, and know their location and the proper use for your ship's vessel(s).</p>																													
<p>c. Use the Distress Communications Form to demonstrate the procedure to send the following VHF emergency messages: Mayday, Pan Pan, and Security.</p> <table border="1" data-bbox="203 976 1133 1115"> <tr> <td style="border: none;"><i>Securite</i></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Pan Pan</i></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Mayday</i></td> <td style="border: none;"></td> </tr> </table>	<i>Securite</i>		<i>Pan Pan</i>		<i>Mayday</i>																								
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<p>d. Know the safety rules that apply to vessels and equipment used by your ship, and safety standards in the use of power tools, machinery, lifting heavy objects, and other safety devices used by your ship.</p>																													
6. Marlinspike Seamanship																													
<p>Using both large and small lines, tie and explain the use of the following knots: overhand, square, figure eight, bowline, two half hitches, clove hitch, sheet bend, and cleat hitch.</p> <table border="1" data-bbox="203 1503 1133 1919"> <thead> <tr> <th style="border: none;"><i>Knot</i></th> <th style="border: none;"><i>Large (1")</i></th> <th style="border: none;"><i>Small (3/8")</i></th> </tr> </thead> <tbody> <tr> <td style="border: none;"><i>Overhand</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Square</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Figure Eight</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Bowline</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Two Half Hitches</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Clove Hitch</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Sheet Bend</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"><i>Cleat Hitch</i></td> <td style="border: none;"></td> <td style="border: none;"></td> </tr> </tbody> </table>	<i>Knot</i>	<i>Large (1")</i>	<i>Small (3/8")</i>	<i>Overhand</i>			<i>Square</i>			<i>Figure Eight</i>			<i>Bowline</i>			<i>Two Half Hitches</i>			<i>Clove Hitch</i>			<i>Sheet Bend</i>			<i>Cleat Hitch</i>				
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7. Boat Handling																	
a. Name the principal parts of a typical sailboat and a runabout.																	
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b. Describe the identifying characteristics of a sloop, ketch, yawl, cutter, and schooner.																	
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:33%;"><i>Sloop</i></td> <td style="width:33%;"><i>Ketch</i></td> <td style="width:33%;"><i>Schooner</i></td> </tr> <tr> <td><i>Yawl</i></td> <td><i>Cutter</i></td> <td><i>Cat</i></td> </tr> </table>	<i>Sloop</i>	<i>Ketch</i>	<i>Schooner</i>	<i>Yawl</i>	<i>Cutter</i>	<i>Cat</i>											
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<i>Yawl</i>	<i>Cutter</i>	<i>Cat</i>															
c. Demonstrate the ability to use a heaving line.																	
8. Service																	
a. Log at least 8 hours of work on ship equipment, projects, or activities other than ship meetings, parties, dances, or fun events.																	
<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:40%;"><i>Project</i></th> <th style="width:20%;"><i>Date</i></th> <th style="width:40%;"><i>Hours</i></th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table>	<i>Project</i>	<i>Date</i>	<i>Hours</i>														
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b. Participate with your ship for at least 8 hours in community service projects.																	
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Reviews																	
Skippers' Conference																	
Bridge of Review																	

Ordinary Requirement	Initial	Date
1. Ideals		
a. Explain the symbolism of the Sea Scout emblem.		
b. Give a brief oral history of the U.S. flag.		
c. Demonstrate how to fly, hoist, lower, fold, display and salute the U.S. flag. Explain flag etiquette and protocols for both land and sea.		
d. Discuss with an adult leader how you live the Scout Oath and Law in your daily life.		
2. Active Membership		
a. Meet your ship's bylaws requirement for active participation in your ship's meetings and activities for three months.		
b. Do one of the following. Recruit a new member for your ship and follow through until the new member is registered and formally admitted with an admissions ceremony, or assist in planning and carrying out a ship recruiting activity, such as an open house or joint activity with a youth group or organization. (Another Sea Scout ship will not count.)		
3. Leadership		
a. Participate in the BSA's Introduction to Leadership Skills for Ships (ILSS) course. Complete quarterdeck training, either as an officer or as a prospective officer.		
b. Serve as an activity chair for a major ship event. Responsibilities should include planning, directing, and evaluating the event.		
4. Swimming		
a. Pass all requirements for the BSA's Swimming merit badge.		
5. Safety		
a. Discuss BSA Safety Afloat with an adult leader.		
b. Describe the safety equipment required by law for your ship's primary vessel.		
c. Develop a ship's station bill for your ship and review it with an adult leader.		
d. Plan and practice the following drills: man overboard, fire, and abandon ship.		

Ordinary Requirement	Initial	Date										
e. Describe three types of equipment used in marine communications.												
f. Demonstrate your knowledge of correct maritime radio telephone communications procedures by making at least three calls to another vessel, marinas, bridges, or locks. <table border="1" data-bbox="203 493 1112 726"> <thead> <tr> <th data-bbox="203 493 917 535"><i>Call</i></th> <th data-bbox="917 493 1112 535"><i>Date</i></th> </tr> </thead> <tbody> <tr> <td data-bbox="203 535 917 577"></td> <td data-bbox="917 535 1112 577"></td> </tr> <tr> <td data-bbox="203 577 917 619"></td> <td data-bbox="917 577 1112 619"></td> </tr> <tr> <td data-bbox="203 619 917 661"></td> <td data-bbox="917 619 1112 661"></td> </tr> <tr> <td data-bbox="203 661 917 703"></td> <td data-bbox="917 661 1112 703"></td> </tr> </tbody> </table>	<i>Call</i>	<i>Date</i>										
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g. Galley												
i. Before an activity, submit a menu that uses cooked and uncooked dishes, a list of provisions, and estimated costs for a day's meal (breakfast, lunch, and dinner). Once the provision list is approved, help obtain the items on the list.												
ii. Explain the use of charcoal, pressurized alcohol, and propane. Include safety precautions for each.												
iii. Prepare breakfast, lunch, and dinner while on the activity. Demonstrate your ability to properly use the galley equipment or personal cooking gear generally used by your ship. <table border="1" data-bbox="203 1245 847 1434"> <thead> <tr> <th data-bbox="203 1245 646 1287"><i>Meal</i></th> <th data-bbox="646 1245 847 1287"><i>Date</i></th> </tr> </thead> <tbody> <tr> <td data-bbox="203 1287 646 1339"><i>Breakfast</i></td> <td data-bbox="646 1287 847 1339"></td> </tr> <tr> <td data-bbox="203 1339 646 1392"><i>Lunch</i></td> <td data-bbox="646 1339 847 1392"></td> </tr> <tr> <td data-bbox="203 1392 646 1434"><i>Dinner</i></td> <td data-bbox="646 1392 847 1434"></td> </tr> </tbody> </table>	<i>Meal</i>	<i>Date</i>	<i>Breakfast</i>		<i>Lunch</i>		<i>Dinner</i>					
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<i>Dinner</i>												
iv. Demonstrate appropriate sanitation techniques for food preparation and meal cleanup.												
6. Marlinspike Seamanship												
a. Name the various materials used to manufacture rope, the advantages and disadvantages of each, and the characteristics of laid and braided rope. Discuss the meaning of lay, thread, strand, and hawser. Explain how rope is sized and measured.												
b. Using both large and small lines, tie and explain the use of the following knots: stevedore's knot, French												

Ordinary Requirement	Initial	Date			
(double) bowline, bowline on a bight, timber hitch, rolling hitch, marline hitch, trucker's hitch, and midshipman's (taut-line) hitch.					
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<i>Timber Hitch</i>					
<i>Rolling Hitch</i>					
<i>Marline Hitch</i>					
<i>Trucker's Hitch</i>					
<i>Midshipman's Hitch</i>					
c. Demonstrate your ability to secure a line to pilings, cleats, and rings, and to coil, flake, and flemish a line.					
d. Demonstrate how to cut and heat-seal a synthetic line and whip the end of plain-laid line using waxed cord or similar material.					
7. Boat Handling					
a. Name the principal parts of the masts, booms, spars, standing and running rigging, and sails of a gaff- or Marconi-rigged sloop, schooner, and ketch or yawl.					
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:33%;"><i>Foremast</i></td> <td style="width:33%;"><i>Main Mast</i></td> <td style="width:33%;"><i>Mizzen Mast</i></td> </tr> </table>	<i>Foremast</i>	<i>Main Mast</i>	<i>Mizzen Mast</i>		
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<i>Spinnaker Pole</i>	<i>Whisker Pole</i>	<i>Sprit</i>			
<i>Gaff</i>	<i>Boom</i>	<i>Spreader</i>			
<i>Foot</i>	<i>Leech</i>	<i>Luff</i>			
<i>Clew</i>	<i>Tack</i>	<i>Head</i>			
<i>Batten</i>	<i>Roach</i>	<i>Telltale</i>			
<i>Forestay</i>	<i>Backstay</i>	<i>Shroud</i>			
<i>Furler</i>	<i>Halyard</i>	<i>Main Sheet</i>			
<i>Jib Sheet</i>	<i>Topping Lift</i>	<i>Dutchman</i>			
<i>Winch</i>	<i>Outhaul</i>	<i>Cunningham</i>			
<i>Traveller</i>	<i>Jib Car</i>	<i>Jib</i>			
<i>Genoa</i>	<i>Mainsail</i>	<i>Spinnaker</i>			
<i>Vang</i>	<i>Preventer</i>	<i>Shackle</i>			
<i>Stanchion</i>	<i>Pelican Hook</i>				

Ordinary Requirement	Initial	Date						
<p>b. Demonstrate your ability to handle a vessel with paddles or oars by doing one of the following: Safely board a rowboat and row in a straight line for 200 yards, stop, make a pivot turn, return to the starting point and backwater in a straight line for 50 yards/meters. Make a turn and return to the starting point.</p> <p style="text-align: center;">or</p> <p>Safely board a canoe, kayak, or paddleboard and paddle a straight line for 200 yards, stop, pivot, return to the starting point, and backwater in a straight line for 50 yards/meters. Make a turn and return to the starting point. Demonstrate a draw stroke to move the boat sideways both right and left, and forward and reverse sweeps to spin the boat both clockwise and counter.</p>								
8. Ground Tackle								
<p>a. Name the parts of a stock anchor and a stockless anchor.</p> <table border="1" data-bbox="203 1003 1133 1100"> <tr> <td><i>Stock</i></td> <td><i>Fluke</i></td> <td><i>Shank</i></td> </tr> <tr> <td><i>Crown</i></td> <td><i>Arm</i></td> <td><i>Palm</i></td> </tr> </table>	<i>Stock</i>	<i>Fluke</i>	<i>Shank</i>	<i>Crown</i>	<i>Arm</i>	<i>Palm</i>		
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<i>Crown</i>	<i>Arm</i>	<i>Palm</i>						
<p>b. Describe five types of anchors. Describe how each type holds the bottom, the kind of bottom in which it holds best, and the advantages or disadvantages of each type.</p> <table border="1" data-bbox="203 1272 964 1415"> <tr> <td><i>Fisherman's</i></td> <td><i>Mushroom</i></td> </tr> <tr> <td><i>Danforth</i></td> <td><i>Grapnel</i></td> </tr> <tr> <td><i>Plow</i></td> <td><i>Navy</i></td> </tr> </table>	<i>Fisherman's</i>	<i>Mushroom</i>	<i>Danforth</i>	<i>Grapnel</i>	<i>Plow</i>	<i>Navy</i>		
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<i>Danforth</i>	<i>Grapnel</i>							
<i>Plow</i>	<i>Navy</i>							
<p>c. Calculate the amount of anchor rode necessary for your ship's primary vessel in the following depths: 10, 20, and 30 feet in normal and storm conditions.</p>								
<p>d. Demonstrate the ability to set and weigh anchor.</p>								
9. Navigation Rules								
<p>a. Explain the purpose of <i>Navigation Rules, International and Inland.</i></p>								
<p>b. Know the general "Rule of Responsibility."</p>								
<p>c. Define stand-on and give-way vessels for the following situations: meeting, crossing, and overtaking for both power and sailing vessels.</p>								

Ordinary Requirement	Initial	Date
d. Explain "Responsibility Between Vessels" (vessel priority).		
e. Explain the navigation lights required for power-driven and sailing vessels underway. Explain what is required for a vessel under oars. Describe the lighting requirements for paddlecraft. Explain why carrying a sound producing device like a whistle is important when operating a paddlecraft.		
f. Describe the sound signals for maneuvering, warning, and restricted visibility.		
10. Piloting and Navigation		
a. Demonstrate your understanding of latitude and longitude. Using a chart, demonstrate that you can locate your position from given coordinates and determine the coordinates of at least five aids to navigation.		
b. Explain the degree system of compass direction. Explain variation and deviation and how they are used to convert between true headings and bearings to compass headings and bearings.		
c. Describe three kinds of devices used aboard ship for measuring speed and/or distance traveled and, if possible, demonstrate their use.		
d. Explain the 24-hour time system and demonstrate that you can convert between 12- and 24-hour time.		
e. Understand Universal Coordinated Time (Greenwich Mean Time or Zulu Time) and zone time. Demonstrate your ability to convert from one to the other for your local area.		
f. Make a dead reckoning table of compass and distances (minimum three legs) between two points, plot these on a chart, and determine the final position. Note: Ideally this requirement should be met while underway. If this is not possible, it may be simulated using charts.		
g. Discuss how a GPS works. Explain possible uses and functions including different screen views. Use a GPS to set a waypoint and navigate to the waypoint you have set.		

Ordinary Requirement			Initial	Date
<i>Skill</i>	<i>Date</i>	<i>Initial</i>		
<i>How GPS works</i>				
<i>GPS Screen Functions</i>				
<i>Set GPS Waypoint</i>				
<i>Navigate to GPS Waypoint</i>				
11. Practical Deck Seamanship				
a. Name the seven watches and explain bell time.				
b. Explain the duties of a lookout and demonstrate how to report objects in view and wind directions with respect to the vessel.				
c. Name relative bearings expressed in degrees.				
d. While underway, serve as a lookout for two hours total. When boating in a manually propelled craft, boating alone or as a bow paddler for a tandem craft will meet this requirement.				
<i>Cruise/Destination</i>	<i>Date</i>	<i>Hours</i>		
e. Demonstrate the use of wheel or helm commands found in the <i>Sea Scout Manual</i> .				
f. Describe the deck log kept aboard your ship's principal craft. Contribute to the cruise log for three days of cruising (one cruise or a combination of day cruises). Submit the cruise logs to your Skipper.				
<i>Cruise/Destination</i>	<i>Date</i>	<i>Initial</i>		
12. Environment				
a. Discuss with an adult leader the Federal Water Pollution Control Act as related to oil discharges. Explain what a "Discharge of Oil Prohibited" placard is and, if applicable, find it aboard your ship's vessels.				

Ordinary Requirement	Initial	Date															
b. Explain what aquatic nuisance species are and how you can help stop their spread.																	
13. Weather																	
Read and understand a local weather bulletin. Know how to obtain current marine and weather reports from the National Weather Service in your area by telephone, radio, or online.																	
14. Cruising																	
a. Help plan and participate in an overnight cruise.																	
b. While on the cruise, perform the duties of a helmsman for at least 30 minutes. If underway in a paddlecraft, paddling independently or as a stern paddler/steersman will meet this requirement.																	
15. Boating Safety Course																	
Successfully complete a boating safety course approved by the National Association of State Boating Law Administrators (NASBLA) offered by one of the following agencies: a state boating agency, the United States Power Squadrons, the United States Coast Guard Auxiliary, or other private or military education courses.																	
16. Service																	
a. Log at least 8 hours of work on ship equipment, projects, or activities other than ship meetings, parties, dances, or fun events.																	
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<i>Project</i>	<i>Date</i>	<i>Hours</i>															
b. Participate with your ship for at least 8 hours in community service projects.																	
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<i>Project</i>	<i>Date</i>	<i>Hours</i>															

Ordinary Requirement	Initial	Date
17. Electives		
Choose any three electives from the options listed following Quartermaster rank requirements.		
<i>Level</i>	<i>Elective</i>	<i>Date</i>
Reviews		
Skippers' Conference		
Bridge of Review		

Able Requirement	Initial	Date									
1. Ideals											
a. Organize and conduct two impressive opening and closing ceremonies for your ship											
b. Explain how our nation’s maritime history has contributed to our way of life. Note: Explain” means to convey information to one or more people using any of the following methods (or something similar approved by your Skipper): video, computer slide show (PowerPoint), story board (project board display), diorama, model, annotated photo album, verbal report, or written report. For comparison purposes, a written report of 500 to 1,000 words would form an appropriate explanation.											
2. Active Membership											
a. Meet your ship’s bylaws requirement for active participation in your ship’s meetings and activities for six months.											
b. Prepare and present a program on Sea Scouts for a Boy Scout troop, Venturing crew, Venturing Officers’ Association meeting, school class, or other youth group. Your presentation should last a minimum of 15 minutes and describe the activities of your ship and Sea Scouts											
3. Leadership											
<p>Either serve and fulfill the responsibilities of a crew leader or an elected officer of your ship.</p> <p style="text-align: center;">or</p> <p>Serve as an activity chair for two major ship events. Responsibilities should include planning, directing, and evaluating the event. (These events are in addition to the Ordinary requirement.)</p> <table border="1" data-bbox="207 1528 1128 1665" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><i>Event</i></th> <th style="text-align: left;"><i>Date</i></th> <th style="text-align: left;"><i>Initial</i></th> </tr> </thead> <tbody> <tr> <td style="height: 20px;"></td> <td></td> <td></td> </tr> <tr> <td style="height: 20px;"></td> <td></td> <td></td> </tr> </tbody> </table> <p style="text-align: center;">or</p> <p>With a boat operator plan a boat dive trip and include all equipment, provisions and location. Using navigation charts to determine course to the location and</p>	<i>Event</i>	<i>Date</i>	<i>Initial</i>								
<i>Event</i>	<i>Date</i>	<i>Initial</i>									

Able Requirement	Initial	Date
topographical charts of the sea floor create a dive plan for the participants making the dive.		
4. Swimming		
Pass all requirements for the BSA's Lifesaving merit badge.		
5. Safety		
a. Develop and use a customized vessel safety checklist for a boat used by your ship.		
b. Demonstrate your understanding of fire prevention on vessels.		
c. Know the classes of fires and the substances that will extinguish each type of fire.		
d. In a safe place, under adult supervision, demonstrate your ability to successfully extinguish a class A and a class B fire with an approved fire extinguisher. If required, see that the fire extinguisher used is properly recharged or replaced.		
e. Conduct a fire safety inspection of the vessel normally used by your ship or of your ship's meeting place. Note any fire hazards and report them to your ship's adult leaders.		
f. Complete the certification for standard first aid through the American Red Cross, the American Heart Association, or other approved organizations' standard first aid course.		
g. Complete the certification for CPR through the American Red Cross, the American Heart Association, or other approved organizations' course. or Obtain certification from DAN®'s Professional Diver first aid course or an equivalent USCG approved course.		
6. Marlinspike Seamanship		
a. Complete a back splice, eye splice, short splice, long splice, and a palm-and-needle whipping.		
<i>Back Splice</i>		
<i>Eye Splice</i>		
<i>Short Splice</i>		
<i>Long Splice</i>		

Able Requirement	Initial	Date
<p><i>Palm & Needle Whipping</i></p>		
<p>b. Sew a flat seam, round seam, and grommet eye in canvas or sail material. Describe how each is used in construction of and the care of sails.</p>		
<p><i>Flat Seam</i></p>		
<p><i>Round Seam</i></p>		
<p><i>Grommet Eye</i></p>		
<p>c. Describe the parts of a block and explain how blocks are sized. Describe the following types of tackle: luff, gun, double purchase, single whip, and runner. With the help of another shipmate, reeve a double purchase tackle.</p> <p style="text-align: center;">or</p> <p>Establish a 2 point load distributing anchor point and a 3:1 mechanical advantage system (e.g., Z-drag) used to unpin paddlecraft. Use the system to haul a weight at least five feet across the ground. The system must include a progress capture system and a damper.</p>		
<p>7. Boat Handling</p>		
<p>a. Demonstrate your ability to properly operate a small boat equipped with a motor. Included should be fueling, starting, leaving a dock, maneuvering, docking and coming alongside.</p>		
<p>b. Know the names and functions of lines used to secure a vessel to a wharf or pier. Understand and execute docking commands used in handling lines on your ship's primary vessel.</p>		
<p>8. Ground Tackle</p>		
<p>a. Describe the various kinds of anchor rode and the advantages and disadvantages of each type.</p>		
<p>b. Identify the parts of the anchor cable starting with the anchor and ending at the vessel.</p>		
<p>c. Describe the methods of marking chain or rode and demonstrate that you know the chain or rode markings on your ship's vessel.</p>		
<p>d. While on a cruise assist in the construction of an anchor watch schedule and stand one watch.</p>		

Able Requirement	Initial	Date
e. Identify a capstan or windlass and explain its use in handling line, wire rope, or chain.		
9. Navigation Rules		
a. Demonstrate a working knowledge of <i>Navigation Rules, International and Inland</i> .		
b. Explain vessel lights and day shapes for the following: towing (astern, alongside, pushing ahead, and cannot deviate), fishing, trawling, restricted maneuverability, not under command, underwater operations, constrained by draft, dredging, aground, and sailing vessels under power.		
c. Understand the system of aids to navigation employed in your area. Include buoys, lights, and daymarks, and their significance and corresponding chart symbols.		
d. Read in detail a National Ocean Service (NOS) chart, preferably for the area normally cruised by your ship, identifying all marks on it.		
10. Piloting and Navigation		
a. Supervise the proper keeping of a complete deck log for three days of cruising (one cruise or a combination of day cruises). Submit the cruise logs to your Skipper. or Keep a journal of paddling trips that includes names of participants, access points, waterway description and notable events. Record at least three trips in the journal and submit to your Skipper.		
b. Lay a course of at least three legs and execute it using dead reckoning. or Make a scuba dive, navigating three legs underwater using a compass, measuring distance and time, and logging all information Use a chart to plan depth and topography.		
c. Demonstrate your ability to fix your position by the following methods: taking bearings from two known objects, running fix, and estimated position.		

Able Requirement	Initial	Date
d. Establish distance from a known object using “double the angle on the bow” and explain how to set a danger bearing.		
e. Enter three waypoints into an electronic navigation device (i.e. GPS, chartplotter) and navigate your vessel to each point. Demonstrate the use of the MOB function of your electronic navigation device.		
f. Discuss how radar is used in situational awareness and the method of taking a radar fix.		
g. Explain the use of tide tables, current tables, light lists, and how to update a chart using the Notice to Mariners.		
11. Practical Deck Seamanship		
a. Demonstrate your knowledge of personal safety equipment needed while cleaning, maintaining, or repairing your vessel.		
b. Know the names, uses, sizes, and proper care of the common hand tools used by your ship.		
c. Identify and explain the use of the following: thimble, shackle, turnbuckle, pelican hook, and other ship’s hardware and fittings commonly used aboard your ship’s vessels.		
d. Demonstrate proper surface and coating preparation, coating techniques, care of stored coatings, and cleaning of brushes and tools used to maintain surfaces on your ship’s vessel.		
e. Explain techniques used for the maintenance, protection, and repair of hulls and decks on your ship’s vessel.		
12. Environment		
a. Demonstrate your knowledge of local environmental laws related to the proper storage, disposal, and cleanup of maritime coating materials, fuels, and other environmentally sensitive materials.		
b. Discuss with an adult leader the dumping of garbage in the marine environment. Review the contents of the MARPOL placard and locate it aboard your ship’s vessels if applicable.		

Able Requirement	Initial	Date																		
c. Explain the importance of protecting marine endangered species, using a representative species as an example (mammal, bird, fish, or reptile). As a minimum, include a description of the species, its habitat, history, current population numbers, and current steps being employed to help its recovery. Note: Refer to the definition and expectation for “explain” in Able 1b.																				
13. Weather																				
Demonstrate your ability to read a barometer, thermometer, anemometer, and weather vane. Be familiar with the Beaufort Wind Force Scale.																				
14. Cruising																				
Earn the Long Cruise badge.																				
15. Electives																				
Choose any four level 2 or higher electives from the options listed following Quartermaster rank requirements.																				
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Reviews																				
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Quartermaster Requirement	Initial	Date
1. Ideals		
a. Initiate a discussion on the ideals stated in the Sea Promise.		
b. Prepare a written analysis, offering recommendations for improvements regarding one of the following ship's programs: bylaws and code, training programs, ceremonies, quarterdeck meetings, recruiting programs, or fund-raising.		
2. Active Membership		
a. Meet your ship's bylaws requirement for active participation in your ship's meetings and activities for six months.		
b. Present a talk or program at least 15 minutes long on Sea Scouts to a service club, religious organization, PTA, or other adult organization.		
3. Leadership		
<p>a. Quartermaster Project: While an Able Sea Scout, plan, develop, and demonstrate leadership to others in a service project that is helpful to any religious institution, school, or your community. The project plan must be approved by your Skipper and ship committee and approved by the council or district advancement committee before you start. This service project should involve your ship and at least one other group. You must use the Quartermaster Service Project Workbook, 420-011 to document your work.</p>		
<p>b. Officer: Serve as a ship officer for at least six months.</p>		
<p>c. Quartermaster Cruise: Take command of a vessel with a crew of not less than four Sea Scouts for at least 40 consecutive hours, including two nights. You must delegate and supervise all duties. During the cruise complete the following: File a float plan, inspect the vessel for required equipment; supervise all menu preparation; prepare the boat to get underway with a proper checklist approved by the adult leaders; anchor, dock, and maintain course by commands to the helmsman; remain underway for an extended period</p>		

Quartermaster Requirement	Initial	Date
<p>during darkness; and discuss appropriate nighttime running procedures. While underway, perform the following drills: man overboard, damage control, abandon ship, fire, collision, and any other drills used by your ship. During this cruise no substantial errors may be committed.</p> <p style="text-align: center;">or</p> <p>Plan and lead a paddlecraft cruise with at least four paddlecraft for at least two days. You must delegate and supervise all duties. During the cruise complete the following: Inspect the vessels and members of the group for required equipment; plan for provisions; supervise all menu preparation; prepare the boats to get underway with a proper checklist approved by the adult leaders; file a float plan. If on open water, prepare a navigation chart including at least three legs and/or course corrections. If on inland rivers, identify river access points and coordinate transportation at both ends of the trip. With an adult leader, inspect all vessels and evaluate whether they are adequately secured for transportation. During this cruise no substantial errors may be committed.</p> <p style="text-align: center;">or</p> <p>Successfully complete SEAL (Sea Scout Experience Advanced Leadership) training.</p> <p style="text-align: center;">or</p> <p>Plan and serve as coordinator on a “live-aboard” dive trip of at least three days with all dive plans, equipment, food, surface and underwater charts on dive sites, specific training including all financial, safety information and emergency protocols.</p>		
<p>d. Organize and help conduct the BSA’s Introduction to Leadership Skills for Ships (ILSS) for your ship, or serve as staff on a NYLT course.</p>		
<p>4. Swimming</p>		
<p>Complete the requirements for lifeguard through BSA, the American Red Cross, or other approved organizations’ lifeguard course.</p>		

Quartermaster Requirement	Initial	Date
5. Safety		
a. Know the heavy-weather precautions taken aboard power, sailing, and paddle vessels when dangerous weather approaches, and demonstrate these precautions aboard the vessel used by your ship.		
b. Know the special precautions that should be taken when limited visibility is encountered.		
c. Teach Apprentice Safety 5a. and Ordinary Safety 5a., 5b., and 5c. requirements to a crew.		
6. Marlinspike Seamanship		
a. Teach the Apprentice, Ordinary, and Able marlinspike seamanship requirements to a crew.		
b. Make an eye splice in double-braided line.		
7. Boat Handling		
a. Take charge of the craft used by your ship and give all commands to the crew for picking up a mooring buoy and properly mooring the vessel in several wind and current situations.		
b. Demonstrate and teach the principles of springing into and out from a dock, from both bow and stern, using an engine depending on the type of vessel used by your ship.		
c. Teach Ordinary and Able boat handling requirements to a crew.		
8. Ground Tackle		
a. Teach the Ordinary and Able anchoring requirements to a crew.		
b. Know the methods of bringing a vessel to anchor and a mooring with special emphasis on wind and current.		
c. Take charge of a vessel used by your ship and give all commands to the crew for setting and weighing anchor in several wind and current situations.		
9. Navigation Rules		
Teach the Ordinary navigation rules requirements and Able 9.b and 9.c to a crew.		
10. Piloting and Navigation		
a. Teach the Ordinary and Able piloting requirements to a crew.		

Quartermaster Requirement	Initial	Date																		
b. Know the methods of fixing a boat's position in limited visibility.																				
c. Create a route in an electronic navigation device that includes at least five waypoints. Use the electronic navigation device to navigate your route.																				
11. Weather																				
a. Teach the Ordinary and Able weather requirements to a crew.																				
b. Demonstrate your knowledge of the weather signs for your local area, including cloud types. Prepare a 48-hour forecast and compare your forecast with the actual weather that occurred.																				
12. Environment																				
a. Discuss the three types of marine sanitation devices and the laws governing sewage discharge.																				
b. Explain what gray water is and how it should be handled in your boating area.																				
c. Write a 500-word report on an aquatic environment (freshwater, coastal, estuary, or sanctuary). Include in the report the location, habitat, history, animals and plants that inhabit the area, its importance to man, current regulations, and what boaters can do to help preserve it for future generations.																				
13. Electives																				
Choose any four level 3 electives.																				
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Reviews																				
Skippers' Conference																				
Submit Application to Council																				
Council Bridge of Review																				

ELECTIVES

Note: All participants in official Scouting activities should become familiar with the [Guide to Safe Scouting](#), applicable program literature or manuals, and be aware of state or local government regulations that supersede Boy Scouts of America practices, policies, and guidelines.

Ordinary: Choose any three level 1 electives.

Able: Choose any four level 2 electives.

Quartermaster: Choose any four level 3 electives.

Level/Elective	Initial	Date
Leadership		
1. Attend National Youth Leadership Training (NYLT).		
2. Attend National Advanced Youth Leadership Training (NAYLE).		
3. Attend Wood Badge (youth 18 and over).		
3. Attend Seabadge (youth 18 and over).		
Duty to God		
1. Participate in two appropriate interfaith Scout's Own religious services during ship outings.		
2. Plan and conduct two appropriate Scout's Own interfaith religious services during ship outings.		
3. Complete the requirements for the religious emblem of your faith. (Refer to the Duty to God brochure, No. 05-897A.		
Sailing		
1. In a cat-rigged or similar small vessel, demonstrate your ability to sail single-handedly a triangular course (leeward, windward, and reaching marks). Demonstrate beating, reaching, and running. A qualified sailing instructor should observe this requirement.		

Level/Elective	Initial	Date
2. While leading a crew of not less than two other persons, demonstrate your ability to sail a sloop or another suitable vessel correctly and safely over a triangular course (leeward, windward, reaching marks), demonstrating beating, reaching, running, and the proper commands.		
3. Know the principles of handling a schooner, ketch, yawl, or other suitable sailing vessel. Under competent oversight, take charge of a crew and demonstrate your ability to handle a suitable sailing vessel in all points of sail.		
Paddlecraft		
1. Join the American Canoe Association (ACA) or an ACA Paddle America Club.		
2. Take a course from an ACA certified instructor or an equivalent, ie: State-certified paddling instructor.		
2. Complete the requirements for one of the following: Boardsailing BSA, Kayaking BSA, or Stand Up Paddling BSA, or the Kayaking, Whitewater, or Canoeing merit badge. (Note: This must be a different activity from the one chosen under Level 2 Electives – Specialty Proficiency.)		
2. Compete in a freestyle, downriver, flatwater or slalom paddling race in a canoe, kayak, or Stand Up Paddleboard (SUP), using nationally accepted rules.		
2. Successfully complete an ACA level one or higher assessment in canoe, kayak or SUP.		
2. Complete an ACA level 3 or higher swiftwater rescue course.		
2. Earn ACA instructor certification in canoe, kayak or SUP at any level.		
3. Complete the Scout Leader Watercraft Safety Course. Conduct a watercraft safety class for your ship using Paddle Smart America materials. Identify sources of safety brochures and other materials that could be used by your ship and distribute to troops in your area or your chartered organization.		

Level/Elective	Initial	Date
SCUBA		
2. Complete an Open Water Diver course from NAUI, PADI, or any other Recreational Scuba Training Council Certification Agency		
2. Plan and coordinate a public service event such as underwater trash cleanup, coral reforestation project, or invasive species reduction project.		
2. Complete an Advanced Diver course from any RSTC agency.		
2. Complete a DAN® Oxygen Administration Course.		
3. Maintain a dive logbook (either electronic with backup or paper) to record a minimum of 25 dives after receiving basic Open Water Diving Certification.		
3. Take an additional certification course such as VIP process, tank filler/compressor operations, night diving, underwater navigation, underwater archaeology, underwater photography. Each course may be counted as an elective.		
3. Complete a Rescue Course from any RSTC agency.		
3, Become a certified Dive Master, Assistant Instructor or Instructor. Each certification may be counted as an elective. (Must be over 18 and log at least 50 dives.)		
Vessels		
1. Teach and lead a crew under oar using a boat pulling at least four oars single- or double-banked. Perform the following maneuvers: get underway, maneuver ahead and back, turn the boat in its own length, dock, and secure.		
3. Under competent oversight, assume the duties of navigator of your ship's vessel. Plot its projected course between two ports at least two hours apart and cruise that course mooring to mooring handling all piloting duties. The cruise should be made in daylight hours with good visibility.		

Level/Elective	Initial	Date
3. Obtain a US Coast Guard OUPV (Operator of Uninspected Passenger Vessels) boat operator license. (Must be over 18 to take test but can collect Sea Service time before 18.)		
Racing		
1. Describe the procedures used in yacht racing and the signals used by the race committee to start a race. Serve as a crew member in a race sailed under current International Sailing Federation Rules.		
2. i) Demonstrate your understanding of the shapes, flag hoists, gun, and horn signals used in yacht racing as well as a working knowledge of the racing rules of the International Sailing Federation (ISAF). ii) Serve as helmsman, with one or more additional crew members, of a sloop-rigged or other suitable boat with a spinnaker in a race sailed under ISAF racing rules.		
3. Take charge of a crew in a race using current ISAF racing rules.		
Engines		
1. Perform routine maintenance on your ship's propulsion system, including filter, spark plug, oil changes, proper fueling procedures and other routine maintenance tasks. Refer to operations manuals or your ship's adult leaders for correct procedures and guidance.		
2. i) Understand the safe and proper procedures for the use of gasoline and diesel inboard engines, including fueling, pre-start checks, ventilation, starting, running, periodic checks while running, securing, postoperative checks, and keeping an engine log.		
ii) Using the type of engine aboard the vessel you most frequently use, demonstrate your understanding of basic troubleshooting and the preventive maintenance schedule recommended by the manufacturer.		

Level/Elective	Initial	Date
<p>3. i) Explain the principal features of steam turbine, turboelectric, direct reversing diesel, diesel-electric, gas turbine, nuclear, gasoline, and diesel engines and the relative advantages of each type. ii) Explain the operation of spark ignition and compression ignition for internal combustion engines used aboard small vessels. iii) Demonstrate your familiarity with the engine aboard the vessel used by your ship, including its principles of operation, fuel, lubrication, cooling and electrical systems, and their component parts. iv) Demonstrate your ability to locate and correct minor engine troubles according to the engine manufacturer's troubleshooting guide.</p>		
Vessel Maintenance		
<p>2. Demonstrate your proficiency and knowledge of fiberglass repair and gel coating while working on your ship's vessel or other similar vessel.</p>		
<p>2. Demonstrate your knowledge of small paddlecraft construction by building your own or assisting in building a canoe or kayak from wood, fiberglass, or other suitable materials. Kits may be used.</p>		
<p>3. Take charge of reconditioning or overhauling at least one of your ship's vessels, or take charge of hauling out the principal vessel used by your ship. In either case, lay out a plan of the work to be done in advance, including an estimate of the materials, tools, cost, and time involved.</p>		
<p>3. Take charge of building a paddlecraft. Lay out the plan of work to be done, identify suitable building plans, estimate materials, tools, cost, and time involved. Launch the craft.</p>		

Level/Elective	Initial	Date
Electricity		
3. i) Know and demonstrate the correct method of rescuing a person in contact with a live wire. ii) Understand the construction of simple battery cells. Demonstrate the proper care of storage batteries. iii) Explain the difference between direct current and alternating current and the best uses for each. iv) Demonstrate that you know how to replace fuses, reset circuit breakers, and properly splice shipboard electric cable. v) Submit a diagram of the electrical system aboard the vessel used by your ship. vi) Explain wire tables, the current-carrying capacity of circuits, and the hazards and prevention of electrical overloading. vii) Explain electrolysis as applied to the deterioration of a boat's underwater fittings by galvanic action and its prevention.		
Rigging		
3. Demonstrate your ability to splice and handle wire rope, attach wire rope fittings, and complete a safety and tuning inspection of a vessel.		
Specialty Proficiency		
2. Complete the requirements for one of the following: Mile Swim BSA, Boardsailing BSA, Kayaking BSA, Stand Up Paddling BSA, or Snorkeling BSA, Whitewater Rafting BSA, Scuba BSA or the Kayaking, Whitewater, or Canoeing merit badge. (Note: This must be a different activity from the one chosen under Level 2 Electives – Paddlecraft.)		
2. Complete the National Safe Boating Council course Boat Control On-Water Training.		
3. Become proficient in boardsailing, surfing, kayaking, or whitewater rafting/canoeing.		
3. Teach another Sea Scout the information needed to complete the BSA Kayaking, Canoeing or Whitewater merit badge or the SUP or Boardsailing award.		
3. Attend Powderhorn (youth 14 and over)		

Level/Elective	Initial	Date
Ornamental Ropework		
1. Make a three-strand Turk's head and a three-strand monkey's fist. Using either ornamental knot, make up a heaving line.		
2. Demonstrate your ability to fashion the following items of ornamental ropework: four-strand Turk's head, coach whipping, cockscombing, round braid, flat sennit braid, wall knot, and crown knot. Make a useful item such as a boatswain's lanyard, rigging knife lanyard, bell rope, etc., or decorate a portion of your ship's equipment such as a stanchion, rail, lifeline, tiller, etc.		
Maritime Tradition		
1. Boatswain Call: Demonstrate your ability to use a boatswain's pipe by making the following calls—word to be passed, boat call, veer, all hands, pipe down, and piping the side.		
1. Drill: Demonstrate your ability to execute commands in close-order drill.		
2. Maritime History: Describe the highlights of maritime history from the earliest times to the present. Include the evolution of vessel construction and propulsion, important voyages of exploration and development, the origin of maritime traditions, and the achievements of notable maritime leaders in U.S. sea history.		
2. Drill: Demonstrate your ability to give and execute commands in close-order drill.		
3 Celestial Navigation: i) Explain how the sextant works. Show how to use it and demonstrate measuring horizontal angles and altitudes. ii) Find latitude by the altitude of Polaris or by the sun's altitude at local apparent noon. Demonstrate how longitude is determined. iii) Demonstrate finding error in the boat's compass by the sun's azimuth.		
3. Drill: Demonstrate your ability to handle the ship's company in close-order drill. Do all required maneuvers.		

Level/Elective	Initial	Date
3. Communication: Draw the International Code flags and pennants from memory and give the single-letter meanings (Alpha = Have diver down, keep clear) of the flags. Show how to use the book International Code of Signals.		
United States Coast Guard Auxiliary		
1. Be inducted as a Basic Qualified member of a United States Coast Guard Auxiliary flotilla.		
2. Successfully complete the Coast Guard Auxiliary Boating Skills and Seamanship course. All core sessions, as well as at least three elective sessions, must be completed to fulfill this requirement.		
3. Successfully complete the Coast Guard Auxiliary Weekend Navigator course.		
3. Join a local Coast Guard Auxiliary flotilla as a Basic Qualified member and qualify for any Operational Auxiliary Program (AUXOP) or any Trident Marine Safety specialty rating.		
America's Boating Club (formerly United States Power Squadrons)		
1. Be inducted as a member of your local America's Boating Club.		
2. As a member of America's Boating Club complete the Seamanship and Piloting courses.		
3. As a member of America's Boating Club complete the Advanced Piloting course.		
Awards		
2. Complete any Nova Award (Each award completed counts as a Level 2 elective).		

QUARTERMASTER TEACHING REQUIREMENTS

Quartermaster Requirement	Apprentice	Ordinary	Able
5.c. Safety	5.a.	5.a, b, c	
6.a. Marlinespike Seamanship	6	6	6
7.c. Boat Handling		7	7
8.a. Ground Tackle		8	8
9. Navigation Rules		9	9.b, c
10.a. Piloting and Navigation		10	10
11.a. Weather		13	13

REQUIRED WRITTEN REPORTS

“Explain” means to convey information to one or more people using any of the following methods (or something similar approved by your Skipper): video, computer slide show (PowerPoint), story board (project board display), diorama, model, annotated photo album, verbal report, or written report. For comparison purposes, a written report of 500 to 1,000 words would form an appropriate explanation.

Able 1.b.	Explain how our nation’s maritime history has contributed to our way of life.
Able 12.c.	Explain the importance of protecting marine endangered species, using a representative species as an example (mammal, bird, fish, or reptile). As a minimum, include a description of the species, its habitat, history, current population numbers, and current steps being employed to help its recovery.
Quartermaster 1.b.	Prepare a written analysis , offering recommendations for improvements regarding one of the following ship’s programs: bylaws and code, training programs, ceremonies, quarterdeck meetings, recruiting programs, or fund-raising.
Quartermaster 12.c	Write a 500-word report on an aquatic environment (freshwater, coastal, estuary, or sanctuary). Include in the report the location, habitat, history, animals and plants that inhabit the area, its importance to man, current regulations, and what boaters can do to help preserve it for future generations.

PERSONAL CRUISE LOG			DATE
DEPARTURE:			TIME
STOPOVER:			TIME
ARRIVAL:			TIME
VESSEL	MILES	HOURS MOTOR	HOURS SAIL
WEATHER	WIND	HOURS NIGHT	HOURS DAYTIME
CREW & GUESTS			
LOG OF EVENTS			
SKIPPER/MATE _____ Name			SEAL _____ Signature

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