

PIRATE GUIDE

Intro:

So ye want to be a pirate? Welcome aboard lads! This be a guide to help ye all adjust to the life of a pirate! It's not ALL fun and plunder, so this be a helpful tool to let ye know about what else to expect on the account.

Code of Conduct: Before setting sail, the entire crew will put together a list of rules. This'll include what crimes and punishments there'll be, the shares of the booty, compensation for lost limbs, what to do with prisoners, women, rations, etc. Anything that could cause an argument on board is settled before the voyage, and must get unanimous support from the crew.

Food: For short voyages, the food will be similar to that on land. Fruits, vegetables, salted meat, etc. However, sometimes for long voyages cross-ocean the fruit will go bad and so the crew needs to rely on non-perishable or replenishable food items to survive. These are:

- Fish - There are plenty of fish in the sea! Fishing can get a whole crew their fill! However, it is a pain for the cook to prepare, as there are a lot of fish, a lot of crew to feed, and little room on board.
 - Hardtack - A thick cracker made of just flour and water, baked into a brick. It is very hard, bland, and can sometimes become infested with weevils. Some crew opt to eat their hardtack in the dark so they can't tell if their ration is infested or not. (Weevils don't taste much worse than the hardtack, and they don't make you sick, so they're perfectly fine to eat!)
 - Jerky - Dried meat that is VERY HEAVILY salted. The salt preserves the meat and dries your mouth out while eating it, so be prepared to have a drink nearby! It tastes and feels like you're eating an old, salty, leather boot
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Quarters: Your quarters will be below deck in the same room as the rest of the crew. Only the captain and a few officers get rooms of their own. You will be sleeping in hammocks, and you will have to share your hammock with someone else. They will be working the opposite shifts as you and will wake you up when his shift is over.

Working: The crew work and rest in 6 four-hour shifts a day. So for 4 straight hours, one half of the crew will be working, while the other half gets to relax. A man on the clock will have one of several jobs to do. This could include (but isn't limited to):

Jobs for the crew

- Rigging
 - Manning the sails
- Lookout
 - Search for land, enemies, or possible plunder
- Man the Helm
 - Steer the ship. Make sure the ship is on course and not going to run aground
- Cleaning
 - Make sure the ship is clean and disease free
- Fishing
 - Gather food for the crew
- Repairs
 - Help patch up the ship if it's damaged
- Music*
 - Keep morale high and the crew working in time
- Guns**
 - Fire on the enemy, and take orders from the captain or master gunner.
- Boarding**
 - Board the enemy ship!

* Music is typically provided by the entire crew via shantys, however sometimes someone will play a tune on an instrument or two.

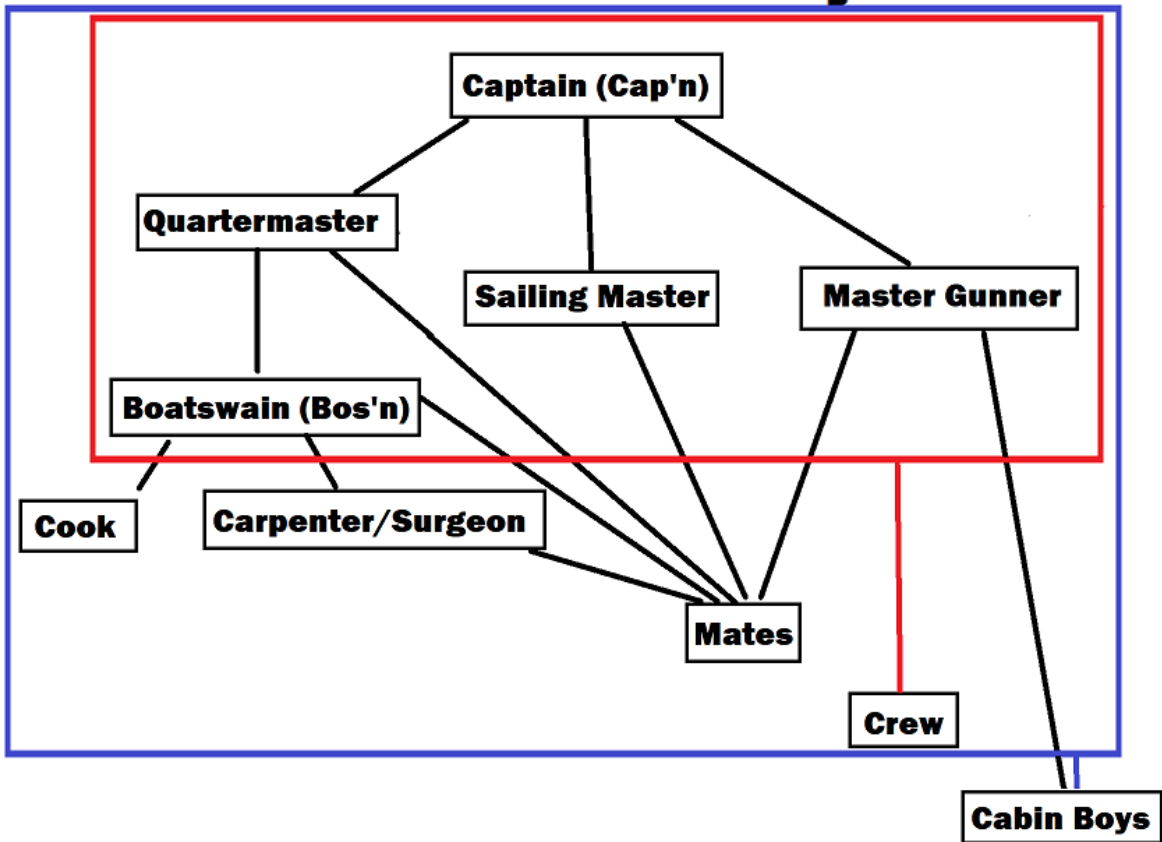
** Only needed during battle

Off the clock: During your 4 hour shift off the clock, that's when you get to relax, sleep, eat, patch up your clothes, and any other personal stuff you need to take care of. Be warned though, after your 4 hours on, you'll be pretty exhausted. Also be warned, during battle you're on the clock!

The Other Roles on the Ship:

- Captain
 - In charge of the ship.
 - Made decisions regarding the ship/fleet.
 - Democratically elected and could be removed.
- Quartermaster
 - In charge of discipline and protecting the pirates from one another.
 - Would represent the crew when bringing issues to the captain.
 - Took over for captain when not available.
 - In charge of food and water supplies
- Sailing Master
 - in charge of navigating and sailing the ship.
 - Expert in map making.
 - Typically kidnapped from professional boats.
- Boatswain
 - Responsible for the supplies and maintenance of the ship.
 - Supervisor
 - Reported to Quartermaster.
- Surgeon/Carpenter
 - not great with medicine, but very skilled with a saw!
- Master Gunner
 - Looks after and maintains gunpowder and cannons.
 - Supervises artillery in all things.
 - Very active in battle.
- Cook
 - Made the food.
 - Typically not professionally trained.
- Mates
 - Apprentices to higher levels. Assisted those roles and may replace one if their boss was injured. Most officers had mates.
- Able-Bodied Sailors (ABS)
 - Any pirate able to follow the directions of their superiors. Made up the majority of the crew. Should be well rounded.
 - See above for Crew duties
- Cabin Boy
 - young servant boys on board. The lowest rank.
 - Typically served as a powder monkey.
 - Brought powder from below deck to the cannons during battle.

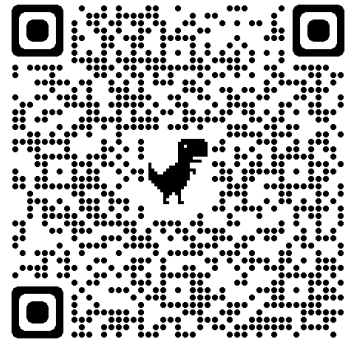
Pirate Hierarchy

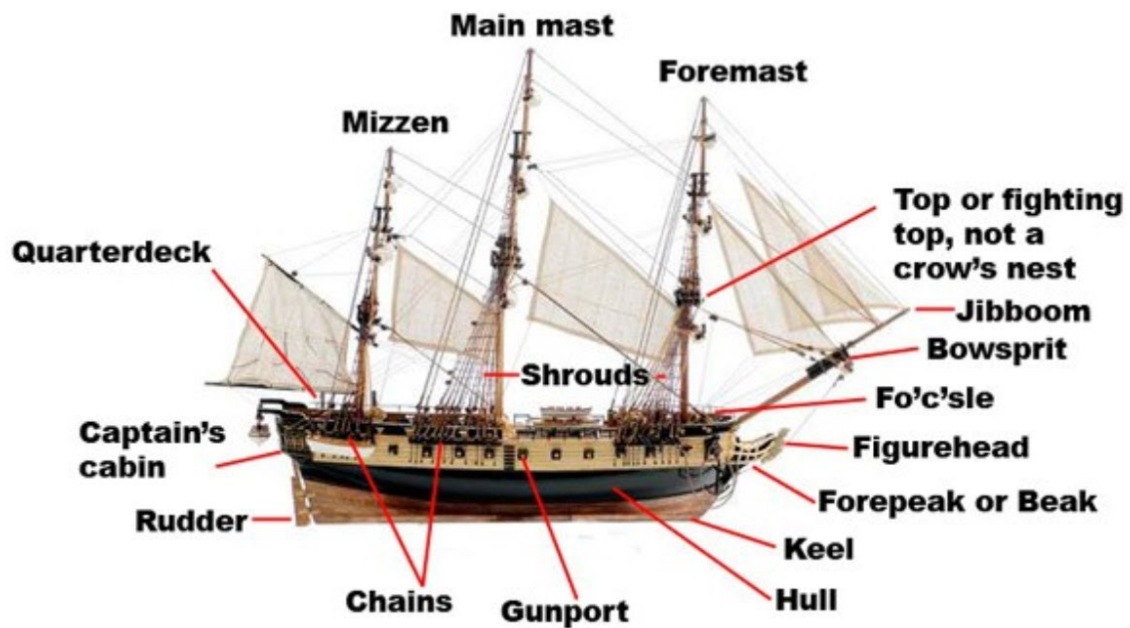


Ship Diagrams:

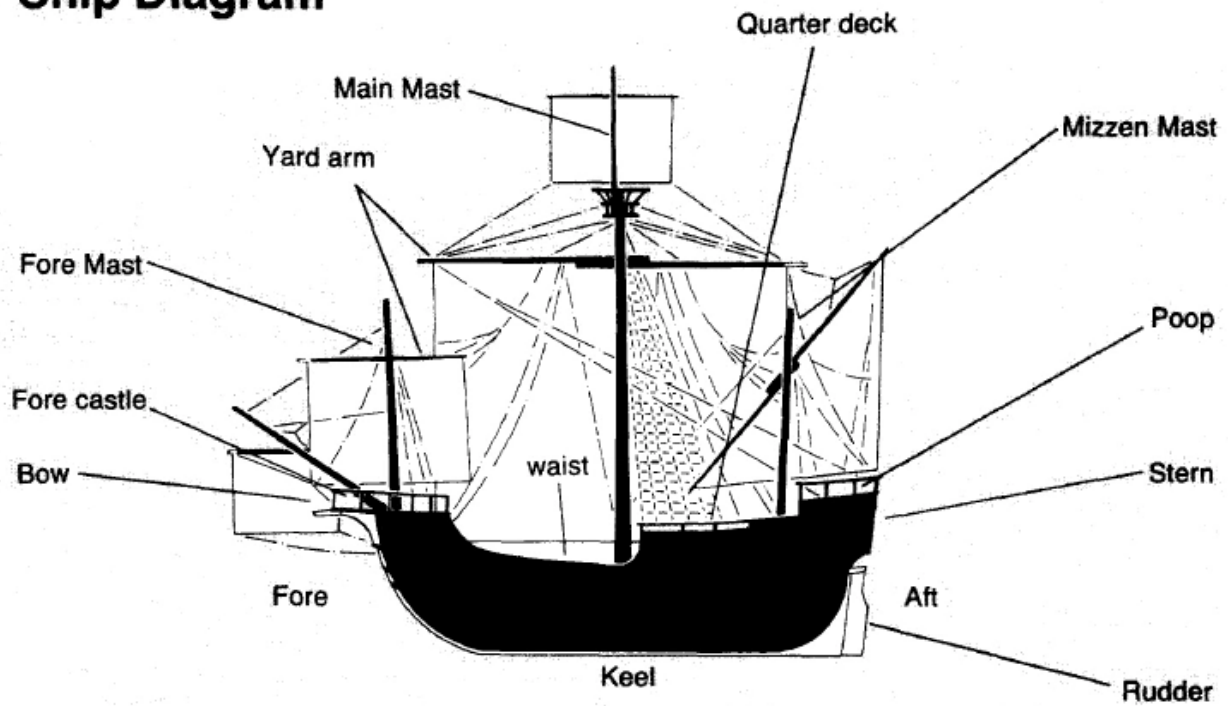
<https://www.sailsofglory.org/showthread.php?202-New-to-the-Age-of-Sails-here-is-a-simple-guide-to-mast-and-sails&styleid=5>

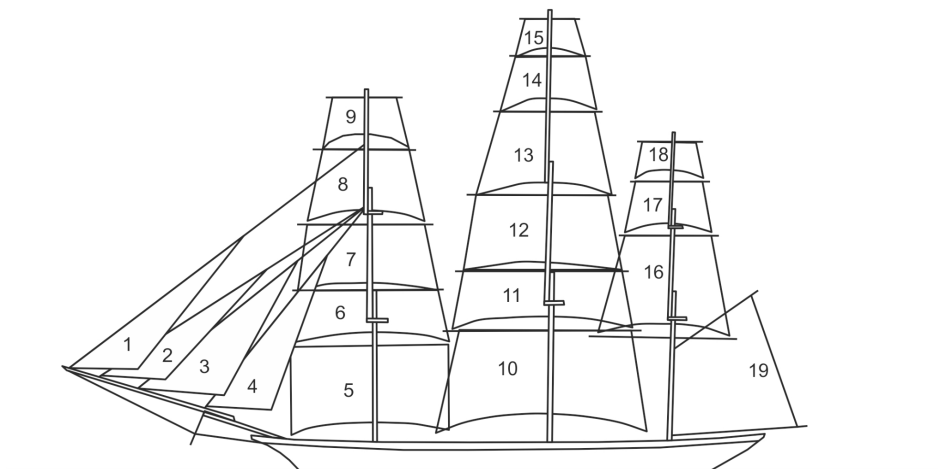
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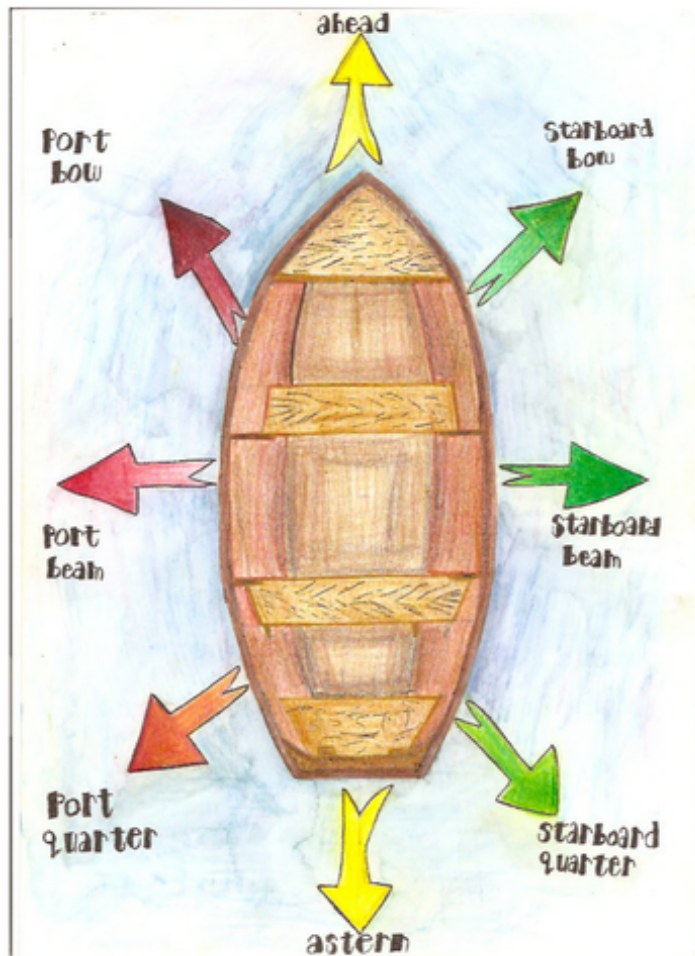


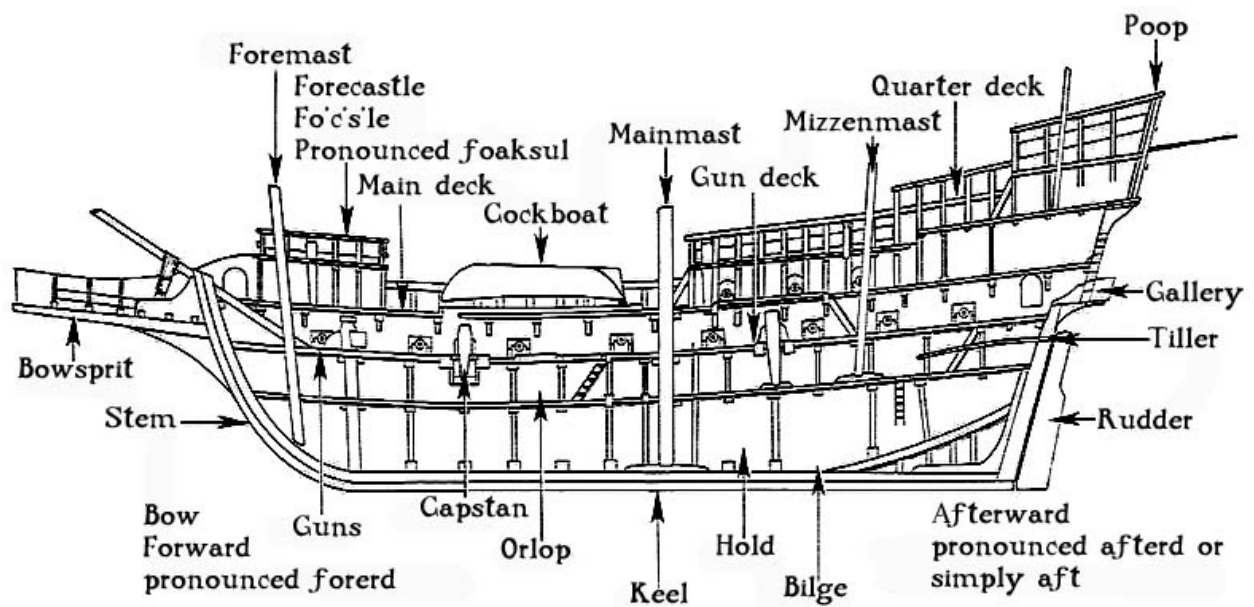
Ship Diagram





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|--------------------------|-----------------------------|
| 1. Flying Jib | 10. Mainsail |
| 2. Outer Jib | 11. Lower Main Topsail |
| 3. Inner Jib | 12. Upper Main Topsail |
| 4. Fore Topmast Staysail | 13. Main Top-Gallant Sail |
| 5. Foresail | 14. Main Royal |
| 6. Lower Fore Topsail | 15. Main Skysail |
| 7. Upper Fore Topsail | 16. Mizzen Topsail |
| 8. Fore Top-Gallant Sail | 17. Mizzen Top-Gallant Sail |
| 9. Fore Royal | 18. Mizzen Royal |
| | 19. Spanker or Driver |





Vocabulary:

Aboveboard - all honest, nothing hidden. Illegal cargo was typically stored below decks, so when everything's above board, it means there's honest plunder and it's easier to steal!

Aft - the rear of the ship, or anything, really.

Ahead - Directly in front of the ship

Ahoy - "hello!"

Armed to the teeth - heavily armed/ very prepared. Might literally mean there is a blade in someone's mouth.

Astern - Directly behind the ship

Avast - "stop and take heed!"

Aye - "I agree" or "will do"

Barnacle - a crustacean that attacks itself to the hulls of ships and to rocks. An affectionate nickname: "you old Barnacle"

Belay - to tie off (a line) or "shut up." "Belay that line" or "Belay that talk"

Belaying Pin - a pin that holds ropes into place. Made the act of tying and untying ropes easier as now you didn't have to tie or untie anything. You could simply take in or out the pin.

Blow me down - a phrase to describe something really surprising. Someone with good Sea legs would be difficult to knock over.

Boarders - the people/pirates boarding another ship. "Repel boarders" refers to repelling the invaders.

Booty - treasure, Plunder, etc.

Bowsprit - (aka spit) the long rod that sticks out of the front of the ship. Holds the spritsail or the jib sails

Boson/Bos'n - Short for Boatswain

Brass monkey - a brass base with 16 dents for cannonballs. This allows cannonballs to be stored in a pyramid shape without them all rolling around on deck.

Brethren of the coast - the name pirates in the Caribbean gave themselves. They formed small communities along coastlines. These communities were often homosexual.

Broadside - the long sides of the ship, where most of the cannons will be facing out of.

Bilge rat - a denizen of the lowest, dirtiest, level of the ship.

Buccaneer - A pirate from the Caribbean. Comes from the French "boucanier" meaning "eater of wild pork", referring to the pork the people would eat on the islands while hiding from the Spanish.

Bucko - friend, mate, buddy

Bunghole - the hole in a barrel full of Rum or water. The cork was called the bung, so the hole the cork went into is the bunghole.

Cannon - the long distance weapon of many ships. Could be loaded with many types of shot to do different things to enemy ships.

Cannon ball - A classic iron/lead ball that was fired at an enemy ship. It was really effective at doing damage to the hull.

Careen - beaching the ship in order to clean it and repaint it. Needed to keep the ship operating at peak efficiency.

Cat-o-nine-tails - the nine-tailed whip used for flogging. Also known as "the gunner's/captain's daughter"

Chain shot - Two half-cannonballs connected together with a chain. This shot was really effective at taking out the rigging of an enemy ship.

Chumbucket - a bucket of fish bait (chum). Some of the caught fish is eaten, while the rest is ground into more chum. "The circle of chum" as the cycle is known.

Concertina - Early version of an accordion. Kept spirits high on a ship.

Corsair - another name for pirate. These pirates frequented the Mediterranean. Probably from the Barbary coast.

Crows nest - a platform at the highest point of a mast. Lookouts were typically stationed there.

Cutlass - a short, heavy, curved sword used by pirates. A Cutlass didn't get caught on rigging like a broadsword or rapier would.

Dance the hempen jig - to dangle from a noose.

Dance with Jack Ketch - to be hanged by a hangman.

Davy Jones locker - the bottom of the sea or the watery grave of drown victims.

Deadlights - eyes.

Dead men tell no tales - started by Blackbeard, who would take a companion ashore to help bury his treasure, but then would kill and bury him with the treasure.

Deck - the floors of the ship.

Doubloon - a Spanish gold coin.

Dungbie - rear end. Unknown if this was the rear of a person or ship.

Fathom - a distance of about 6 feet. About the wingspan of a sailor, or how much rope a sailer could grasp at once

Figurehead - the carved figure at the front of the ship.

Freebooter/Filibuster - pirates who would attempt to overthrow a government or start an insurrection in a foreign land.

Flying colors - a ship's flag. Could be the Jolly Roger, or the flag of a country.

Foc's'le/Forecastle - a section of the upper deck located at the bow (front) of the ship.

Full Sail - To have all the sails fully "raised" to catch as much wind as possible, in order to make the ship move at maximum speed.

Galley - the area of the ship where the cooking happens.

Gibbet - a wooden cage in which dead pirates were hanged as an example to others.

Glory hole - the privy, the head, the toilet, etc.

Grapeshot - Similar to a shotgun, a cannon is loaded with several smaller cannonballs. This shot was devastating at close range, and was mainly used to kill enemy crew, or put holes in their sails to slow them down.

Grog - Rum and water mixture served (rationed) on ships to the sailors.

Gunwales/gunnels - the upper edge or wall of the ship where the mounted guns were.

Goat locker - the quarters of the bos'n or quartermaster.

Hardtack - a brick of flour and water that was eaten by Sailors. It would typically become infested with weevils. It was very bland and hard to eat.

Haul a jib - to pout or frown. Although you can haul a jib, as a jib is a sail and you can haul a sail.

Head - the privy, the glory hole, the toilet, etc.

Heave to - to slow/stop a ship. Could be to drop anchor, but mostly means slow down!

Helm - The ship's steering wheel

Hempen Halter - the hangman noose.

Hornswoggle - to cheat.

Hornpipe - a single-reeded instrument Sailors often had aboard ship. It's also a dance Sailors did.

Jolly Roger - the pirate's colors, the pirate flag.

Keelhaul - a punishment where a sailor would be dragged under the boat over the keel. (Could be long ways or crossways)

Kelp - seaweed

Kiss the gunner's/captain's daughter - to be flogged with the cat-o-nine-tails whip.

Knot - one nautical mile per hour, which is 1.15 mph on land.

Laddie - young man, boy

Lassie - girl, young woman

League - a unit of measurement equal to 3 nautical miles (or 3.45 land miles??)

Leeward - The direction of the wind or facing away from the wind.

Letters of Marque - documents from a government that turned pirates into privateers. Allowed the ship and crew to sink enemy vessels in exchange for not being enemies of that state.

Line - rope

Lower Sail - To make the sail so that it catches less wind and makes your ship slow down. This typically means literally raising the sail if its a square sail

Lubber - an incompetent sailor or oaf. Or someone who does not go to sea (landlubber)

Lubber hole - a hole that goes through the platform surrounding the ship's mast. Someone can climb through it to get aloft, however a skilled sailor would not need to do that.

Lubber line - a line or mark on the compass that shows the heading of the ship.

Matey - shipmates, friend, buddy

Measure for chains - to be outfitted for the gibbet cage.

Mizzenmast - a secondary mast of the ship. Had the mizzen sails.

Monkey pump - some straw used to sneak grog from the grog barrels.

Moses' law - 39 lashes with the cat-o-nine-tails was the max you could be punished. This is in reference to the fact that Jesus received 39 lashes from Pontius Pilate

On the account - someone who has turned to the pirate's life.

Plank - a board that prisoners would jump from with their hands bound into the ocean as punishment

Plunder - treasure, booty. Or to raid to booty.

Poop - the superstructure at the stern of the ship. Higher than and behind the quarterdeck.

Port - The left side of the ship. This side always faces the port when docking.

Port Bow - The front left side of the ship

Port Beam - The middle left side of the ship

Port Quarter - The rear left side of the ship

Powder monkey - a young boy who would ferry gunpowder from the ship's hold to the artillery pieces during battle.

Privy - the head, the glory hole, the toilet, etc.

Prow - the nose of the ship

Quarter - mercy. Pirates typically give no quarter, at least not for free.

Quarterdeck - the stern portion of the upper deck on a ship.

Raise Sail - To make the sail so that it catches more wind and makes your ship speed up. This typically means literally lowering the sail if its a square sail.

Reefed Sail - To make the sail so that it catches less wind and makes your ship slow down. This typically means literally raising the sail if its a square sail

Rigging - The ropes and cables that hold the sails in place.

Room to swing a cat - this means there's enough space to use the cat-o-nine-tails whip. This was typically only true abovedeck, as below decks were pretty cramped

Rum - the drink of choice for pirates

Rutter - Navigation book

Salt/salty - someone who is wise in the ways of the sea. "You old salt!"

Scut - a small Crack or dent in the deck

Scut work - hard and tedious work. One that takes precision to an extent. (Scraping barnacles, fixing scuts, polishing)

Scurvy - a disease caused by improper nutrition. Caused by a lack of vitamin C.

Scuttlebutt - the gossip that occurred near the barrel ("butt") that held water or grog near the back of the ship. Sailors would gossip there similarly to modern day water coolers.

Sea dog - a seasoned sailor. Someone's who's seen and survived the worst the sea has to offer

Sea legs - what someone has when they're used to sailing. Sailors have to constantly adjust their legs to the boat rocking with the waves. Sometimes when these Sailors are ashore, their legs still rock.

Seaworthy - capable of handling the sea and its dangers

Seven seas - all the oceans of the world. The 7 seas keep changing as time goes on.

Shanty/Chanty - a rhythmic, chanty, song sung by sailors as they work. It helped keep the crew in time for rhythmic tasks, such as hauling lines. (or for fun)

Shipwright - a ship builder, or someone who repairs ships.

Shark bait - someone who is tossed overboard

Shiver me timbers - when the timbers of the ship shivers, either via extreme winds or cannonfire. Typically an expression of shock.

Skull and crossbones - the universal symbol of pirates.

Smartly - to do something quickly

Spar - a pole attached to the mast to support a sail.

Spitten image - when the Figurehead on the spit closely resembles a person.

Spit - the bowsprit

Splice the mainbrace - to have a drink. It's unknown what splicing the mainbrace actually was. It could be it was made just to sound like a chore.

Spyglass - a telescope

Starboard - The right side of a ship. This side always faces away from the port while docked.

Starboard Bow - The front right side of the ship

Starboard Beam - The middle right side of the ship

Starboard Quarter - The rear right side of the ship

Stow - to put away

Suck the monkey - the act of drinking Rum out of a coconut. Pirates would sometimes purchase coconuts from port and replace the milk with rum. The coconut was said to resemble a monkey's head.

Swab - to mop/clean

Swashbuckler - a flashy pirate. A buckler is a small shield, and to swash it is to bang it (to scare the enemy).

Swing the lead - to throw over a measured line with a weight was used to determine how deep the water was.

Take a caulk - take a nap. The spaces between planks on a deck were caulked with tar or putty, and so a sleeping sailor would typically find his clothes covered with the caulk if he slept on the floor.

Tot - a cup. Sometimes worn via a chain around the neck. Sailors would receive their ration of grog in this.

Treasure - booty, plunder, etc.

Three sheets to the wind - to be very drunk. The sheets are the ropes that adjust the sail to the wind. The more sheets that break, the harder the ship is to control. The average ship has three masts. Therefore, three broken sheets would cripple a ship. The ship in question will lurch drunkenly and will be out of control.

Weigh anchor - to raise the anchor and store it so you can set sail

Wench - a saucy, lower class woman. Barmaid, whore, etc. Used to mean "young woman" but got corrupted over time.

Windward - The opposite direction of the wind or facing into the wind.

Yard - a long wooden rod/board/spar used to hang and spread the sails.

Yardarm - the very end of the yard. The part that is not supporting any sails. You can't drink until the sun is above the yardarm.