

Sea Scout Academy 2014

January 18-20 (Martin Luther King Day Weekend)

Hosted by SHAC Fleet

TRAINING OPTIONS FOR YOUTH AND ADULTS

- ADULTS:** **Sea Scout Adult Leader Basic Training.** (4 hours) The course introduces adults to the Sea Scout program and the resources necessary to get a ship up and running successfully. SSALBT is a prerequisite for Seabadge.
- YOUTH:** **Six** training tracks are available for Sea Scout youth ranging from recruit (1st year) to Quartermaster (5th year). Tracks are designed based upon a typical advancement path as outlined in the *Sea Scout Manual*. **NOTE:** Rank requirement references reflect advancement requirements in the *Sea Scout Manual* published in 2010.
- Tracks 1-3 and 6 will be housed at Camp Mohawk, Track 4 will be housed at Galveston Boat Club, and Track 5 will be housed at Lakewood Yacht Club. All tracks will begin and end their weekend at Camp Mohawk.
- Sea Scouts will be expected to follow the track schedule for which they registered. If a Skipper sees and validates a need for a Sea Scout to deviate from their schedule, we will try to honor that request. Send the request to Cassie Johnson at ch.johnson@sbcglobal.net.

GENERAL INFORMATION

- LOCATION:** For the most part, the Academy will be held at Camp Mohawk, a part of the Brazoria County Parks Department, 8 miles south of Alvin on Texas 35. Check-in will begin at 11:00 a.m on January 18. Lunch will not be served, so bring a sack lunch or eat before arriving at camp.
- COST:** Cost for the weekend covers berthing, five meals, evening snacks, and materials (practice ropes, handouts, fuel, etc.).
- Track 1-3 and 6: \$40 for a bed in the dorm; \$30 if camping
Track 4: \$35
Track 5: \$30
- DEADLINE:** **Reservations can only be made through Doubleknot, and will close at midnight January 6** to allow time for final scheduling and food planning. **No registrations will be accepted after midnight January 6.**

GENERAL ORDERS

- WHO MAY ATTEND:** All registered BSA Sea Scouts and Venturers. Ships from outside Sam Houston Area Council are welcome. Venturing youth will be restricted to the Apprentice track.
- ADULT LEADERSHIP:** Each unit must have at least one adult leader for each 10 youth with 2 adults minimum. Units with female members present must provide appropriate female adult leadership or make arrangements with another unit for supervision of the youth. All adults are expected to cooperate and participate when called upon by the

academy staff. Adult participation includes instruction, dorm monitoring, kitchen staff, service watch, or other duties assigned by the chairman.

COURTESY:

Leaders should impress upon their members the necessity of exemplary conduct at all times. We are guests of the Brazoria County Parks Department in one of their best properties, and we are guests at the yacht clubs we will be sailing from. Inappropriate behavior will not be tolerated, and in accordance with BSA *Guide to Safe Scouting*, smoking will not be permitted.

BERTHING:

Housing at Mohawk will be in dormitory rooms with bunk beds, young men in one room, and young women in another. Some adults may be required to berth with the youth. It is important to minimize noise and movement between taps and reveille. Facilities will be inspected prior to checkout Monday. Adults will be responsible for the cleanliness of the mess and restrooms with youth assistance. All members are reminded to bring modest bed clothing since we will be in crowded quarters. The dormitories are heated, but bring a good sleeping bag or several blankets.

Ships that choose to camp are responsible for providing all necessary camping equipment.

The Able track, track 4, will be housed at Galveston Boat Club. Youth and adults will need to bring a sleeping bag and cot or air mattress.

The SEAL track, track 5, will prepare all meals, conduct all activities, and be berthed on boats at Lakewood Yacht Club.

FOOD & EQUIPMENT:

All meals will be provided per the schedule. Food will be prepared on site in the kitchens using our equipment, served in a chow line, and eaten in the dining halls/classrooms. Individuals are encouraged to **bring their own cup**. IF YOU HAVE A DIETARY REQUIREMENT OR FOOD ALLERGY, PLEASE LET US KNOW BY THE REGISTRATION DATE.

INJURY:

Any injury, however slight, is to be reported to the First Aid Station as soon as possible and necessary first aid administered. In case of a more serious injury, the Academy Chairman and the Scout Executive must be notified.

SPECIAL NEEDS:

Anyone requiring refrigeration for medication should contact the designated first aid officer. Other special medical needs should be brought to the attention of the first aid officer.

WORSHIP SERVICE:

There will be a non-denominational worship service conducted Saturday evening. A collection will be taken for the World Friendship Fund at our worship service.

SHORE LEAVE:

There is NONE. Each Scout is responsible for staying within the designated area of the camp and marinas. Ship adult leaders are responsible for enforcing compliance with this rule. Youth may attend just a portion of the academy by clearing it in advance with their ship's adult leaders and notification to the academy staff. The park is closed in the evening. Vehicles will be parked in the parking lot.

LIQUOR OR DRUGS:

Possession or consumption of intoxicating products or drugs of any kind by participants, guests, or adults will not be tolerated at any time during the academy. Violation of this regulation will result in immediate expulsion from the academy.

UNIFORM:

Each individual is requested (expected) to wear a Sea Scout work uniform. The chambray/dungarees (youth), or khakis (adults) or the new century uniform are first choice. A Sea Scout Class "B" T-shirt/blue jeans is also acceptable. We need to be able to tell who the Sea Scouts are.

It is expected to be **COLD**. Bare feet, flip-flops, tank-tops, halters, tube-tops, etc. are not considered acceptable dress. **Bring warm clothing, a good jacket, and foul weather gear. NO OPEN-TOED SHOES ARE ALLOWED.** Wear boat shoes or light colored shoe soles on our boats to minimize marks.

TOUR PLAN:

Every unit is reminded to obtain a tour plan from their council office. Each ship's tour plan and medical forms are required for check-in.

SCHEDULE**Saturday:**

1100: Registration open – no lunch will be provided, eat before arrival!
 1200: Boatswain/Skipper meeting in chapel
 1230: Boatswain and Skipper brief their crews
 1300-1700: Classes
 1730: Dinner
 1830: Scout's Own - chapel
 1900: Guest Speaker – Maritime Museum
 2230: Taps – **everyone** in the dorms

Sunday:

0630: Reveille
 0700: Breakfast
 0730: Leave for LYC, South Shore or *Point Glass*
 0830-1200: Classes
 1200: Lunch
 1300-1630: Classes
 1800: Dinner
 1900: Commodore's Choice – movie
 1900: SSALBT (adult training) - Karankawa
 2230: Taps – **everyone** in the dorms

Monday:

0630: Reveille
 0700: Breakfast
 0800-1100: Classes
 1130: Closing

CHANGES:

The academy committee makes every effort to see that this event is conducted as described in this manual. Inevitably, unforeseeable circumstances arise that require unpublished alterations to events described in this manual.

YOUTH TRAINING CHOICES

Youth should choose the track most appropriate to their time in Sea Scouts, their current rank, or their attendance at previous Sea Scout Academies. The advancement requirement numbering reflects the numbering found in the 2010 edition of the *Sea Scout Manual*.

TRACK ONE – New Recruit/Apprentice (1st year Participants)

- * **Boat Familiarization and Basics of Sailing** – An hour and a half of preparation for Sunday's adventure on the water on one of SHAC's big boats
- * **Safety** – An hour and a half that covers the objectives of Apprentice 5.a, 5.b, and 5.d with the added bonus of what is expected of crew member when conducting safety drills while underway
- * **Radio Communication** – This hour and a half covers the ins and outs of basic radio communication, and it meets the objectives of Apprentice 5.c.
- * **Sailing** – While enjoying 3.5 hours of sailing, the location and proper use of safety devices aboard the vessel, boat familiarization, and basic commands will be covered before getting some helm time and having lots of fun.
- * **Knots** – All knots required for Apprentice 6, and throwing a heaving line for Apprentice 7 will be taught and tested through a variety of zany and stimulating relays.
- * **Customs and Courtesies** – Objectives of Apprentice 1.d will be addressed, and care of a uniform, Apprentice 2.b will be demonstrated. Bell time, watches and the 24 hour clock will also be introduced (Ordinary 11.a).
- * **Boat Repair** – An introduction to the basic tools necessary for sanding and painting safely coupled with some boats in need of sanding and painting will meet some of the requirements for Apprentice 8 (1½ hours) and Apprentice 5.d.
- * **Chart Orientation** – This session reviews the symbols found on a chart, how to read and measure latitude and longitude, and gives each participant an opportunity to manipulate the tools of navigation.

TRACK TWO – Ordinary (2nd year Participants)

- * **Communication** – Ordinary 5e and 5f will be covered with instruction on all types of radio calls and practice with visual signaling.
- * **Ground Tackle** – Ordinary 8a, 8b, and 8c objectives will be introduced and demonstrated.
- * **Safety** – All points of *Safe Swim Defense* and *Safety Afloat* will be covered to meet the requirements of Ordinary 5a.
- * **Sailing** – While on the water, youth will cover the material for meeting Ordinary 11b, 11c, and 11d. Conducting man overboard drills will partially complete Ordinary 5d. In addition, youth will learn to visually check the vessel for wear and tear before getting underway, will make sure all safety equipment is in good order, and will go through the engine checklist before leaving the slip.
- * **Customs and Courtesies** – Ordinary 1.c will be introduced and practiced both on land and a landship, and using the Boatswain's Pipe to practice the calls for Ordinary 16.g should be both entertaining and exasperating.
- * **Knots** – Ordinary 6.b, 6.c and 6.d will be covered with a review of all Ordinary knots, learning to coil, Flemish, and flake line correctly, cutting and sealing synthetic line, and learning to do a jiffy whip on non-synthetic line.
- * **Types of Boats/Parts of Boats** – Ordinary 7a, 7b, and 7c objectives are covered in this session.
- * **Piloting** – The degree system of compass direction and its correlation to relative bearings, calculating deviation and variation, and devices found onboard that measure time, speed and distance will fill this session and cover the objectives found in Ordinary 10b and 10c.

TRACK THREE – Ordinary (3rd year Participants)

- * **Safety** – What is required by our vessel by law, the "Discharge of Oil" placard, what happens in man overboard, fire, abandon ship, collision, and ground drills, developing a station bill, and what goes into an abandon ship bag will introduce the requirements for Ordinary 5b, 5c, and Ordinary 12.
- * **Galley** – Menus, methods of safe cooking by charcoal, alcohol and propane, and appropriate sanitation for food preparation and cleanup will be covered to instruct the material required by Ordinary 5gi, 5gii, and 5giv.

- * **Rowing** – Participants will have an opportunity to handle, maneuver and practice the requirements of Ordinary 7d.
- * **Knots** – Participants will create a 3-strand Turk's Head and a 3-strand Monkey's Fist, and will use one of these to construct a heaving line. (Ordinary 16d)
- * **Sailing** – Before getting underway, skipper and participants will construct a Duty Watch chart, and develop a station bill for the vessel they are on. While underway, watches will be posted and all drills will be practiced: man overboard, fire, abandon ship, and collision. (Ordinary 5c, 5d)
- * **Customs and Courtesies** – Close order drill will be introduced and practiced. (Ordinary 16a)
- * **Navigation Rules** – Ordinary 9a-f is the sole focus of this session.
- * **Piloting and Navigation** – Locating items on a chart based upon latitude and longitude, and accurately giving locations will be practiced, and measuring distance of a given line will be practiced. If time allows, a dead reckoning table of compass and distances will be constructed. (Ordinary 10a, 10f)

TRACK FOUR – Able (4th year Participants)

- * **Safety** – Participants will receive instruction on fire prevention and will be introduced to the classes of fires and the substances necessary to extinguish them. They will also demonstrate their ability to extinguish a class A and class B fire with an approved fire extinguisher (Able 5b, c, d).
- * **Blocks and Tackle** – Participants will learn the parts of a block and how blocks are sized. They will reeve different types of tackle. (Able 6.c.)
- * **Point Glass** – Youth will travel to Point Glass to cover Quartermaster requirements (7, 8, 11, 13b).
- * **Splicing, Whipping, Grommets** – Instruction and practice will be given for meeting the requirements of Able 6a.
- * **Sail Repair** – Youth will learn and practice all necessary sail repair stitches while constructing their own ditty bag (Able 6b).

TRACK FIVE – SEAL Prep

- * **Piloting** – All Ordinary (10a-f) and Able (10a-f) Piloting and Navigation requirements will be covered and practiced.
- * **SEAL Navigation** – A typical SEAL day will be described along with the expectations for Boatswain, Navigator, Crew, and drills. The SEAL Navigation practice test will be administered.
- * **Sailing** – The youth will follow the course they established in the morning class, take fixes, maintain a deck log, etc.
- * **Boatswain's Pipe** – Youth will learn and practice calls they will use during SEAL (Ordinary 16g).
- * **Sail Repair** – Youth will learn and practice all necessary sail repair stitches while constructing their own ditty bag (Able 6b).

TRACK SIX – Been There, Done That (5th year + Participants)

- * **Boat Assessment and Overhaul Plan and Plan Implementation** – Participant will assess the boats for needed repairs, review safety procedures for the repairs, tools, and materials used, and begin the repairs. (Quartermaster 13c)
- * **Crisis Afloat (classroom)** – The material presented is required of all adult AVOs (Approved Vessel Operators).
- * **Crisis Afloat (practical)** – The youth will perform the on-the-water components of Crisis Afloat training (Quartermaster 5a, 5b, 11a).
- * **Quartermaster 9** – The participants will teach the Ordinary Navigation Rules to Track Three participants.