

Sea Scout Academy 2008

January 19-21, 2008

(Martin Luther King Day Weekend)

SUPPORTED BY: FRIENDS OF TEXAS SEA SCOUTS

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GENERAL INFORMATION

- LOCATION: The Academy will be held at Camp Mohawk, a part of the Brazoria County Parks Department, 8 miles south of Alvin on Texas 35. Maps are provided separately.
- COST: Cost for the weekend is \$35. This includes berthing, **six** meals, and evening snacks. It also includes materials, such as practice ropes, handouts, etc., and fuel. It does not include the cost of the TPWD class. If you take it, that will be collected separately.
- DEADLINE We need reservations by January 12th to allow time for final scheduling and food planning. A reservation is an obligation by the ship to pay the fee. Late registration is January 13-17th, for \$45.00. No registration after January 18th. Make checks payable to Ship 468.

ACADEMY SCHEDULE

- SATURDAY See separate Excel file. Registration starts at 1100.
- SUNDAY See separate Excel file
- MONDAY See separate Excel file. Graduation at 1230

THE FINAL SCHEDULE WILL BE PUBLISHED AT CHECK IN TIME. Sea Scouts in recruit and Apprentice ranks will be expected to follow the track schedules. Ordinary and Able Sea Scouts will follow track schedules but may be individualized. Where the skipper sees and validates a need for a Sea Scout to deviate from the track schedule, we will try to honor that request. Send the request to George Crowl at george.h.crowl@gmail.com at least two weeks prior, please.

GENERAL ORDERS

- WHO MAY ATTEND All registered BSA Sea Scouts. Ships from outside Sam Houston Area Council are welcome.
- NOT ADVANCEMENT ORIENTED? Look at our TPWD certification (includes Small Boat Handler bar). Take a class on some aspect of boating that you are not yet expert in. You don't have to log it toward a rank.. There are skills galore, like GPS navigation, motor boat handling and ornamental ropework which are fun to learn and will serve you well in years to come.
- 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. 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 newest properties. **Inappropriate behavior will not be tolerated!** Follow the Code of Conduct and avoid any problems. **In accordance with BSA *Guide to Safe Scouting*, smoking is not permitted at Scouting events.**
- BERTHING: We will be in dormitory rooms with double bunks, young men in one room, young women in another. Because of the shortage of berths and security issues, some adults may be required to berth with the youth. It is important to minimize noise and movement after taps until reveille. Bathroom facilities are reasonable but limited. Facilities will be inspected prior to checkout Monday. Adults will be responsible for the cleanliness of the mess and restrooms, with youth helping. If we reach capacity, latecomers may need to sleep in tents.. All members are

reminded to bring modest bed clothing, we will be in crowded quarters. The dormitories are heated, but bring a good sleeping bag or several blankets.

FOOD & EQUIPMENT	All meals will be provided per the schedule. We will cook in the kitchens using our equipment, serve in a chow line, and eat in the dining halls/classrooms. Bring warm clothing, a good jacket, and foul weather gear. Ships are encouraged to bring their flag. Individuals are encouraged to bring their own cups. 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 needed 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 Sunday at 1230.
SHORE LEAVE	There is NONE. Each Scout is responsible for staying within the designated area of the camp. Ships officers are responsible for compliance with this rule. Youth may attend just a portion of the Academy by clearing it in advance with their ship's officers, 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 the some kind of Sea Scout uniform. The chambray/dungarees (youth), or khakis (adults) are first choice. A Sea Scout 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 . Bring warm clothing. Bare feet, flip-flops, tank-tops, halters, tube-tops, etc. are not considered acceptable dress. NO OPEN TOED SHOES ARE ALLOWED. We request light colored shoe soles on our boats to minimize marks.
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.
CREWS	Crews will be formed from those attending a common series of classes. The senior Sea Scout will take charge. Youth are responsible for working as a group to help each other, for staying together and proper conduct.

This manual is incomplete without the Schedule, V1.0, which will be transmitted simultaneously. Recruit and Apprentice Sea Scouts should be following a track. We recommend that those who have not taken the TPWD Boating Safety course take Track 1/2 (Recruit/Apprentice). Those who have taken it should take Track 3/4 (Recruit/Apprentice). Ordinary and Able Sea Scouts have more flexibility, but have to tell us what they need.

Every unit is reminded to obtain a tour permit from their council office. This is important in case of an accident on the road or elsewhere. We will ask for them on arrival.

We will be asking each ship to provide one or two adults to pull a fire watch/youth watch for a couple hours during the night. Every ship is asked to provide a "cook's helper" for each meal. The exact number will be determined by attendance.

We would like to know if we have any non-Christian faiths represented among our youth or leaders so we can adapt our service. We will take up a collection for the World Friendship Fund at our Sunday worship service.

SEA SCOUT ACADEMY
Course Catalog, Description, and Comments

Sea Scouts,

These classes will prepare you to pass the tests for your next Sea Scout rank. In some cases, you will be able to pass the test, if your Skipper accepts the test. In other cases, your skipper will want to see you do the skill sometime after the Academy. For instance, if you “Demonstrate your ability to handle a rowboat” it is unlikely you will be retested. It is more likely that your Skipper will want to see that you still remember how to “tie a bowline” or remember the “rules of the road” a week or two later. Our primary goal is to teach you the skill, our secondary goal is to pass you on the requirement. Instructors will sign an advancement sheet when you meet their standards. In a few cases, all we can do is give you information to help you, because we cannot do the actual event at the academy (such as giving a 15 minute speech to adults). We encourage you to take classes to finish (if possible) your next rank, and start on the rank beyond. You are allowed to pass an Able requirement before finishing Ordinary, for example. Consult with your skipper or advancement chairman to make the best use of your time. For all advancement classes, we strongly urge that you read the referenced pages in the Sea Scout Manual.

SPECIAL COURSES:

Texas Parks and Wildlife Department Boater Education Course. Cost: \$10 additional. 8 Hr. This course is required for all captains of “non-exempt” boats born after August 31, 1984. It or an equivalent course is required for adult Sea Scout leaders to become boat captains (authorized vessel operators). It covers rules of the road, navigation aids, emergency signals, safety equipment, and much more. Completion also earns the BSA *Small Boat Handler*, except for the (Apprentice) knots. Information in this class will prepare for or complete advancement requirements: **IF YOU INTEND TO TAKE THE BOATER’S ED. COURSE, YOU MUST DECLARE THIS INTENTION BY NAME BY THE REGISTRATION DEADLINE. TPWD REQUIRES PREREGISTRATION BEFORE THEY SEND THE COURSE MATERIALS.**

Apprentice 6
Ordinary 7b, 8a/b, 10a/b, and 14a/b/c
Able 6a, 9a, basics of 14a, 17c

Venturing Leader Specific Training. 5 Hr. This is the basic training for all Venturing leaders, including Sea Scout leaders. Venturing organization, youth development and protection, program planning, and Venturing awards. This class will be taught Saturday afternoon.

Sea Scout Leader Specialized Training. 3 Hr. The course introduces adults to the Sea Scout Manual and other program resource materials. SSLST is a prerequisite for Seabage. This class will be taught Monday morning.

Crisis Afloat. 2 Hr. Classroom + 4 Hr. Afloat. This SHAC-required course teaches avoidance of and response to emergencies afloat. It is required of all boat captains (youth and adult) sailing “non-exempt” boats. The classroom portion will be Sunday evening and the afloat portion on Monday. Generally, “non-exempt” boats are power boats or the cabin sailboats. You must be competent to perform man-overboard exercises in a 30’ sailboat to take the sailing part of this class.

Optional if we have a need expressed. Contact Dan Wilson to request these lessons be taught:

Venturing Awards (for youth and adults). 1 Hr. An informal session on various awards available to youth. Gold Award, Silver Award, Quest Award, TRUST Award, Ranger Award, Hornaday Award, Young American Award, Congressional Award (to age 25), Venturing Leadership Award, Venturing scholarships.

Youth Protection Training (for adults) 1 Hr. This is taught using a video tape and discussion of adult responsibilities to Venturing-age youth. It includes the developmental stages of Venturing youth, and issues such as fraternization. It previews the youth tape.

APPRENTICE SEA SCOUT

APP-5. Seamanship: 2 Hr. Tie square knot, bowline, clove hitch, sheet bend, two half hitches, figure eight, and cleat hitch. Use a heaving line. Also overhand knot for Small Boat Handler. Study Sea Scout Manual (SSM) pp. 129-134 and 156.

APP-6. Safety: 1 Hr. Small boat safety rules. Equipment safety rules. PFD use. Marine distress signals, VHF distress call. SSM pp. 187, 200-203, 244-245.

APP-7. Customs: 1 Hr. Boarding, personal courtesy. The double salute. The landship, side boy duties, history. Follow appropriate customs when embarking or debarking. SSM p. 16

ORDINARY SEA SCOUT

ORD-1 & 2. Customs/Flags. 1 Hr. Explain SS emblem, tell how/why used. Understanding of customs/courtesies. Brief history US flag & when to fly, how to hoist, lower, fold, display, salute. SSM pp. 16, 17, 119, 120.

ORD-6a/b. Boats: 1 Hr. Identifying features of 10 boats, display of boat flags. SSM pp. 266-269.

ORD-6c. Handle a rowboat: 1 Hr. Rowing MBP.

ORD-7. Marlinspike: 2 Hr. Tie overhand, stevedore's, bowline on a bight, timber hitch, rolling hitch, marline hitch, midshipman's hitch, and double bowline (French bowline). Rope materials, advantages, disadvantages, laid & braided rope. Lay, thread, strand, hawser. Secure a line, coil, flake, flemish, size and measure. Cut and seal synthetic. SSM pp. 125-129+.

ORD-8a/b. Ground Tackle: 1 Hr. Describe 5 types of anchors, how they hold, which bottoms hold best, advantages/disadvantages. Name anchor parts. SSM p. 147

ORD-8c. Weigh & set anchor: 1 Hr

ORD-9 & 18c. Piloting: 2 Hr. Compass degrees, variation, deviation, relative bearings, measuring speed, deck log, DR position. Compass boxing. SSM pp. 172, 203. Sea Scouts bring pencils, erasers, and any available calculators, dividers, and parallel rules.

ORD-10. Communications: 1 Hr. Visual signaling, RT equipment & procedure. SSM pp. 200, 222.

ORD-11. Time: 1 Hr. UCT/zone conversion, 24 hour clock, bells & watches. SSM pp. 36, 230.

ORD-14. Safety. 2 Hr. Abandon ship bag, safety equipment, Safety Afloat. . SSM pp. 242, 254.

ORD-16. Sailing: 1 Hr. Name parts of rigging, characteristics of boats. SSM, p. 266 & App. A.

ORD-18e. Sailing. 2 Hr. Sail triangular course single-handedly in a cat-rigged small boat. SSM App. A.

SEAL Navigation and SEAL Course Preparation: The SEAL track will focus on navigation skills, but will also provide other hints and preparation to help a Sea Scout prepare to succeed at SEAL. SEAL requires that the candidate be Ordinary by May. Candidates for this track must have the recommendation of their skipper and an intent to attend SEAL in 2008.

ABLE SEA SCOUT:

ABL-7. Marlinspike: 2 Hr. Eye splice, short splice, palm & needle whipping. Flat seam, round seam, grommet eye, describe how used. SSM pp. 135, 140, 143, 267.

ABL-9. Piloting & ABL-15. Navigation: 4 Hr. ABL-9 - Aids to nav, NOS chart, Notice to Mariners, 3 deck logs, 3-bearing fix, running fix. Will use ground missions to practice piloting techniques. Students should sign up for ABL-9d, Piloting Exercise, to complete one deck log and the 3-bearing fixing requirement. ABL-15 - Lat, long, fixing, GPS. Will use ground missions to practice navigation techniques. Students should bring calculators, pencil, eraser, dividers, plotters, and other navigational tools if possible.

ABL-9d. Piloting. 4 Hr. Complete a deck log and take a 3-bearing fix. Take a running fix. Prerequisite: ABL-9. (Complements ABL-9 academics.) Students should bring pencil, eraser, dividers, plotters, and other navigational tools if possible.

ABL-8. Ground Tackle: 2 Hr. Windlass, chain, anchor rode, marking chain, ship's hardware. SSM p. 147.

ABL-12b. Safety: 1 Hr. Fire inspection, extinguishing agents, use extinguisher. SSM p. 248.

ABL-17a. Sailing. 4 Hr. Sail sloop w/crew triangular course, beating, reaching, running, using commands. SSM App. A. This course will be offered if time is available on the ABL-9/15 practical exercise. If a specific request is made for Monday morning, we will see if we have the resources to do it.

ABL-17g. Sea history. 1 Hr. Scouts must prepare by reading SSM pp. 283-298 and 301-304. Scouts will be expected to discuss and explain the history on those pages.

ABL-17h. Ornamental Ropework. 1 Hr. Various ornamental ropework projects.

ABL-5/QM-4. Sea Scouting Speech 1 Hr. How to prepare and practice a presentation. [This is a preparation lesson only, it needs to be passed in the ship.] SSM p. 5.

QUARTERMASTER SEA SCOUT

QM-4/ABL-5. Sea Scouting Speech. 1 Hr. How to prepare and practice a presentation. [This is a preparation lesson only, it needs to be passed in the home ship.]

QM-5. QM service project. 1 Hr. Hints on planning and executing a QM service project. SSM p. 83 & Eagle service project workbook.

QM-6. Boats. 2 hr. Motorboating MB skills. Springing. Coming alongside and getting underway. SSS Point Glass.

QM-7b. Marlinspike. 1 Hr. Eye splice double-braided line.

QM-8bcd. Ground Tackle. 4 Hr. Take charge of mooring and anchoring under several conditions. SSM p. 147.

QM-10. Signaling. *International Code of Signals*

QM-13. Safety. Heavy weather precautions. SSS Point Glass.

QM-14a. Weather. 2 Hr. Instruments, Beaufort, wx bulletin, forecast. Heavy weather precautions from **QM-13**. Pp. 237, 254.

QM-15b. Engines. 2 Hr. Types of engines. Spark vs compression ignition. Principles and components. Troubleshoot.

QM and ABL classes where Sea Scouts teach

Any Sea Scouts signing up for the classes below must contact **George Crowl** before **January 1st** so s/he can schedule you to conduct the instruction. You will be expected to handle a major part of the class, depending on how many others sign up to teach and to learn. QM-8, QM-9 classes require extensive preparation on the part of the QM candidate, and the instructor is under no obligation to use you if you are unprepared. You will need to have an individualized schedule and the permission of your skipper.

QM-8a. Ground Tackle. 2 Hr. Teach #8 Ordinary & Able

QM-9. Piloting. 2 Hr. Teach Ordinary #9 and Able #15.