

Sea Scout Academy 2018

January 13-15 (Martin Luther King Day Weekend)

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. It will be taught Sunday evening after dinner.
- YOUTH:** Seven training tracks are available for Sea Scout youth ranging from recruit (1st year) to Been There Done That (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 2016.
- Youth on each track will be housed at Sea Star Base Galveston with the exception of Track 5 (SEAL Prep). That track will be housed at Lakewood Yacht Club. All tracks will begin and end their weekend at Sea Scout Base Galveston.
- 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:** The Academy will be held at Sea Star Base Galveston located at 7509 Broadway, Galveston, Texas. Check-in will begin at 11:00 a.m. on January 13. **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 5 (SEAL): \$40 – Limited to 20 youth.
 - Tracks staying in dorm: \$75
 - Ships opting to tent on-site: \$45 per person. This must be a ship decision with appropriate adult supervision.
- DEADLINE:** **Reservations can only be made through Doubleknot at: <http://www.bacbsa.org/program/sea-scout-academy-2018/65489> and will close at midnight January 4** to allow time for final scheduling and food planning. **No registrations will be accepted after midnight January 4.**

GENERAL ORDERS

- WHO MAY ATTEND:** All registered BSA Sea Scouts.
- 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.

Important Note: Please limit your ship adults attending to those needed for YPT and transportation. We have 275 berths and we want as many youth as possible to be able to attend.

- COURTESY:** Leaders should impress upon their members the necessity of exemplary conduct at all times. We are the guests of Sea Star Base Galveston for a significantly reduced cost. Inappropriate behavior will not be tolerated, and in accordance with BSA *Guide to Safe Scouting*, smoking will not be permitted.
- BERTHING:** Housing is in dormitory rooms with bunk beds or on-site tenting. Facilities will be inspected prior to checkout Monday. All members are reminded to bring modest bed clothing. Bring a sleeping bag or several blankets, a towel and a pillow.
- 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 kitchen, served in a chow line, and eaten in the dining hall. 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 Sea Star Base. 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. Each ship may park one vehicle on-site; additional vehicles will be parked in the satellite 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 are 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.

GENERAL SCHEDULE

Saturday

1100	Registration open
1300	Welcome and announcements, Flag Plaza
1330-1700	Classes
1730	Dinner
1830	Worship – Dining Hall
1900	Guest Speaker
2000	Fellowship – YOU MUST BE IN ONE OF THESE PLACES! <ul style="list-style-type: none">• Movie and Games – Dining Hall• Music – Chapel (Bring your guitars)• Volleyball – Volleyball Court
2230	Taps – EVERYONE in their quarters

Sunday

0630	Reveille
0700	Breakfast
0800-1300	Classes
1300	Lunch
1400-1630	Classes
1800	Dinner
1900	Fellowship – YOU MUST BE IN ONE OF THESE PLACES! <ul style="list-style-type: none">• Movie and Games – Dining Hall• Music – Chapel (Bring your guitars)• Volleyball – Volleyball Court
1900	SSALBT (adult training) – Room 513
2230	Taps – everyone in their quarters

Monday

0630	Reveille
0700	Breakfast
0800-1100	Classes
1110	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 2016 edition of the *Sea Scout Manual*.

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

This track will cover all the Apprentice requirements except swimming and service. Youth will be challenged with an Amazing Race format as they move through the requirements. They will have four hours of sailing, as well.

TRACK TWO – Ordinary (2nd year Participants)

This track will follow an Amazing Race format to complete the following Ordinary requirements:

- Ordinary 1 Ideals: a, b, c
- Ordinary 5 Safety: e, f, g
- Ordinary 6 Marlinspike Seamanship: a, b, c, d
- Ordinary 7 Boat Handling: a, b
- Ordinary 10 Piloting and Navigation: a, b, c, d
- Ordinary 11 Practical Deck Seamanship: a, b, c, d
- Ordinary 12 Environment: a

TRACK THREE – Ordinary (3rd year Participants)

This track will follow an Amazing Race format to complete the following Ordinary requirements:

- Ordinary 2 Active Membership: b
- Ordinary 3 Leadership: c
- Ordinary 5 Safety: c, d
- Ordinary 6 Marlinspike Seamanship: c, d
- Ordinary 8 Ground Tackle: a, b, c, d
- Ordinary 9 Navigation: a, b, c, d, e, f
- Ordinary 10 Piloting and Navigation: f, g
- Ordinary 11 Practical Deck Seamanship: b, d, e

TRACK FOUR – Able (4th year Participants) Limit – 20 Participants

- * Navigation Rules – Participants will study day shapes and aids to navigation (A 9.b,c)
- * 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 utilize 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.
- * Celestial Navigation
- * Environment – Information on the protection of marine endangered species will be shared.

TRACK FIVE – SEAL Prep, Limit – 20 Participants

- * 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).

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

- Crew Leaders will mentor and advise youth participating in the Apprentice track as the new recruits navigate an “Amazing Race” format to master the majority of material required for the Apprentice Rank.

TRACK SIX.B – Been There, Done That (5th year + Participants) Limit – 20 Participants

- Been There Done That Regatta
- Historic Trails: Seawolf Park
- Island Adventure (still working out details)
- Bay Smart Orientation and service project

Note: If a youth participated in this track last year, please register them on Track Six.A.