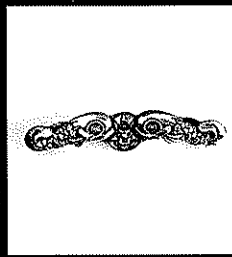
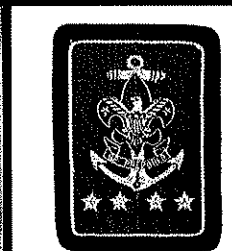
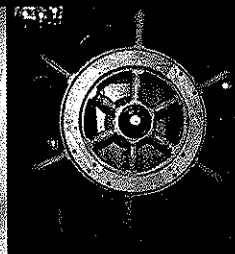


# ADVANCEMENT AND OTHER RECOGNITIONS



3



# ADVANCEMENT AND OTHER RECOGNITIONS

## Chapter 3



**A**dvancement can be a source of personal pride and a measure of your success in Scouting. Advancement in rank is a measure of your nautical knowledge and your performance as a leader. This unit of measure is called rank; this system is also used by the U.S. Navy, U.S. Coast Guard, the U.S. military academies, and others to award the individual with special privileges.

When you advance in rank you may be given the opportunity to cruise with cadets aboard the U.S. Coast Guard barque *Eagle*. This 295-foot tall ship has cruised to Australia and Europe with Sea Scouts aboard. To qualify for this opportunity you must hold the rank of Able or Quartermaster.

Should you choose to enlist in the U.S. Coast Guard or U.S. Navy, you will enter as an E-3 if you have earned the Quartermaster rank. If you apply to a U.S. military academy, you will be given special consideration if you are a Sea Scout Quartermaster or Eagle Scout.

Some special scholarships have been set aside for Sea Scouts who have earned Able or Quartermaster rank.

## Advancement

As you read the rest of this chapter, you will see that there are many opportunities for advancement in Sea Scouting. Included are the trails to Eagle and Quartermaster. Each of these trails is a highlight experience, but each requires the Sea Scout to set his (or her, in the case of the Quartermaster Award) own goals and follow through to achievement. Also covered are the Venturing advancement programs.

Remember that no more water ever comes out of a scuttlebutt than is put into it. Likewise, you will never get more out of an advancement in rank than you put into it. The requirements have been set up as a standard of performance for all Sea Scouts. It's up to you to measure up.

Give the rank advancement application to your Skipper. Your Skipper will hold a "Skipper's conference" with you during which he or she will assess whether you are ready to advance in rank. If you and your Skipper agree that you are ready to advance, your application will be forwarded to your ship's bridge of review. This group includes members from both the ship's quarterdeck and the ship committee. If they approve, the ship's advancement chair notifies the council service center and secures the necessary badge.

However, if your application is for the Eagle Scout or Quartermaster Award, the application must also be approved by the ship committee and the district or council advancement committee. Following this, an Eagle or Quartermaster application is forwarded to the National Council.

If your application is not approved, the Skipper returns it to you and explains why. He or she helps you make corrections so you can resubmit it later.

As soon as possible after an application has been reviewed and approved, it should be forwarded through the proper channels. The badge is secured and then presented at an impressive ceremony soon after it has been earned.

The bridge of honor is the ideal occasion for presenting awards. Traditionally, a bridge of honor is held in connection with a social affair. Although this is a good idea, it does not always have to be done this way.

It is important that each Sea Scout get his or her award as soon as possible. Sometimes there is an unavoidable delay between the date of approval and the bridge of honor. If this is the case, the award may be presented informally at a ship meeting and then presented again formally at your next bridge of honor.

New members must feel that joining the ship is an important step in their lives. An admission ceremony is the ideal way to give the new recruits the encouragement they need to make them enthusiastic members.

All other ceremonies (see page 25), properly prepared and conducted, will provide appropriate recognition for visitors, officers, and participating members.

Every time you take part in a ceremony, make sure your primary objective is to give the other members the recognition and honor they deserve.

Nothing makes you feel so useful and important as doing a good job. This is true whether you are a petty officer, crew leader, or activity committee chair in your ship. You will find that the hard work and the time you put in doing an effective job are very rewarding. You will feel the satisfaction of a job well done, and you will be recognized by your own friends as someone who gets things done.

## Reviewing Procedure

## Bridge of Honor

## Ceremonies

## Leadership Opportunities



## Recognizing Talent

Some of your shipmates might be especially gifted in music, athletics, or specific hobbies and skills. Make a special effort to use their talents, then recognize them for their contributions.

Many times, your shipmates will achieve recognitions outside of Sea Scouting. When they do, recognize those achievements at your ship meetings. Examples of such recognitions are the elections as president of a church youth group, or excelling as a scholar or athlete in school.

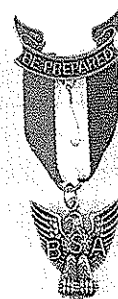
## Service to Others

Of the many activities planned and carried out by Sea Scouts, few are as rewarding as performing service for others. Keep alert to opportunities for serving your sponsor, community, and fellow man.

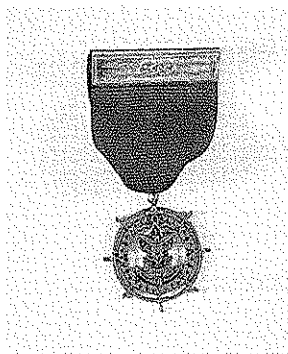
For the simple service of keeping a harbor free of floating logs and debris, the members of a Sea Scout ship were honored locally and recognized in a national yachting magazine. Service to others offers satisfaction that no Sea Scout should miss.

## The Eagle Award

Eagle Scout is primarily a recognition for young men in Boy Scout troops. However, if you have attained the First Class rank in a Boy Scout troop, a male Sea Scout may continue to work toward the Eagle Scout Award, through age 17, by meeting the requirements described in the *Boy Scout Handbook*. Leadership requirements may be met in the ship as boatswain, boatswain's mate, yeoman, or purser. Personal conferences, conducted by the Skipper and the board of review, for each progress award must be reviewed by the ship committee.



## The Quartermaster Award



The Quartermaster Award is the highest award in Sea Scouting and is as important as the Eagle Scout Award. It results from a young adult's determination to reach a goal he or she has set and achieved in spite of difficulties along the way.

The award is rich in symbolism. The blue ribbon stands for loyalty to country. The compass suggests the importance of carefully chosen direction in life. The wheel reminds us that we are the guides of our own future and that we must persevere with self-discipline. The Scout badge—the emblem of a purposeful brotherhood—has challenged and strengthened the lives of more than 40 million men. It shows Sea Scouting as an important part of the Scouting tradition. The anchor reminds us that a truly worthy life must be anchored in duty to God.

This badge of color, beauty, and symbolism, but most of all, of challenge, awaits every Sea Scout who has the determination to achieve excellence.

The Quartermaster Award, which stands for excellence, goes to the young adult who attains the highest rank in Sea Scouting. The award is a reminder that as a ship needs a rudder, a compass, and a moving force to reach its destination, so an individual must be physically strong, mentally awake, and morally straight to achieve worthwhile goals in life.

— Commander Thomas J. Keane



To the Sea Scout who has earned the Quartermaster Award, it may appear that there are no further achievements to be attained. True, there is no higher rank, but this does not mean that the Quartermaster has no future challenges, no work to be done. Thomas J. Keane, former national Sea Scouting director, stated that the Quartermaster "is on the threshold of a great adventure. The ship on which he is about to embark is God's greatest gift—life. Fortified by the Scouting experience, the Quartermaster plots course, sets sails, stands by the wheel, and whether the winds be fair or foul, looks forward to a happy and successful voyage." Make the most of your voyage ... and remember to help your shipmates on their journey.

## After the Quartermaster – What?

## Sea Scout Advancement Requirements

Reference materials such as merit badge pamphlets, U.S. Coast Guard navigation rules, International Sailing Federation Rules, OSHA requirements, International Code of Signals, and others change frequently. They should be available in your ship's library; they are not reprinted in this manual.

*Note:* Boy Scout merit badge requirements are used in Sea Scout advancement. Merit badges and other Boy Scout insignia, except the Eagle Scout Award, are not worn on Sea Scout uniforms.

### Ideals

1. Qualify as an official member of your Sea Scout ship by taking part in the ship's admission ceremony.
2. Repeat from memory and discuss with an adult leader the Sea Promise and Scout Oath and Law. Discuss the Venturing Code and agree to carry out the provisions of your ship's code.

*Reference:* See inside front cover and "The Ship Code" on page 38.

### Active Membership

3. Provide evidence that your dues are paid and that you are doing your fair share in helping to finance your ship's program.  
*Note:* Check with your ship's purser.
4. Describe the Sea Scout uniform and obtain one. Tell how and when the uniform is worn and how to care for it.

*Reference:* See "Sea Scout Uniforms and Insignia" on page 105.

### Special Skills

5. **Seamanship:** Using both large and small lines, tie and explain the use of the following knots: square knot, bowline, clove hitch, sheet bend, two half hitches, figure eight, and cleat hitch. Demonstrate the ability to use a heaving line.  
*Reference:* See "Knots" on page 129 and "Heaving a Line" on page 156.
6. **Safety:** Know the basic safety rules for small boats. Know the safety rules that apply to the floating 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. Demonstrate the proper use of a personal flotation device such as a life jacket or a life buoy. Be familiar with and be able to list the standard marine distress signals, and demonstrate the procedure to send a VHF distress call.

### Apprentice





*References:* See "Boating Safety" on page 244, "Standard Marine Distress Signals" on page 187, and "Radiotelephone Procedures" on page 200.

7. **Customs:** Demonstrate the proper procedure for boarding a vessel. Demonstrate normal usage of personal courtesy on board a ship.

*References:* See "Customs and Courtesies" on page 16 and appendix K.

8. **Swimming:** 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 an easy resting backstroke. After completing the swim, rest by floating. Discuss the Safe Swim Defense Plan with a ship's officer.

*References:* See "Safe Swim Defense" on page 250 and *Swimming merit badge pamphlet*, No. 33352.

9. **Work:** Log at least 16 hours of work on ship equipment, projects, or activities other than regular ship meetings, parties, dances, or fun events.

*Note:* Arrange for this work through the ship's petty officers.

## Ordinary



## Ideals

1. Give an explanation of the Sea Scout emblem and tell how and why it is used. Prove that you have a general understanding of the customs and courtesies of the sea.

*References:* See "Customs and Courtesies" on page 16, "Badges of Office—Youth" on page 119, and "Badges of Office—Adult" on page 120.

2. Give a brief history of the U.S. flag and show when to fly it and how to hoist, lower, fold, display, and salute it.

*Reference:* See "The History of Your Flag" on page 17.

## Active Membership

3. Attend at least 75 percent of your ship's meetings and special activities for six months.

*Note:* Check with your ship's yeoman.

4. Complete quarterdeck training, either as a petty officer or as a prospective petty officer, as provided and required by your ship and council.
5. Recruit a new member for your ship and follow through until the new member is registered and formally admitted. (This requirement may be waived by the ship committee if additional membership is not possible at the time the Sea Scout applies.)

*Reference:* See "Recruiting New Members" on page 20.

## Special Skills

6. **Boats:** Know the identifying features and special advantages of 10 of the following types of boats: canoe, catamaran, dinghy, dory, kayak, motor cruiser, motor lifeboat, motor sailer, motor whaleboat, pram, pulling whaleboat, punt, runabout, self-bailing surfboat, skiff, trimaran. Name the principal parts of the type of craft commonly used by your ship.

Know the proper display of boat flags and courtesies on small boats.

Demonstrate your ability to handle a rowboat.

*References:* See "Boat Etiquette" on page 305, "Larger Sailing Craft" on page 266, "Powerboats" on page 269, and *Rowing merit badge pamphlet*, No. 33404.

7. **Marlinspike Seamanship:** Using line appropriate to the craft you normally use, tie the following knots and explain the use of each: overhand knot, stevedore's knot, bowline on a bight, timber hitch, rolling hitch, marline hitch, midshipman's hitch, and double bowline (French bowline).

Name the various materials used for rope, the advantages and disadvantages of each, and the characteristics of laid and braided rope. Understand the meaning of lay, thread, strand, and hawser.

Demonstrate the ability to secure a line to pilings, bitts, and rings, and to coil, flake, and flemish a line. Know how rope is sized and measured. Demonstrate how to cut and heat-seal a synthetic line.

**References:** See "Rope" on page 125 and "Knots" on page 129.

8. **Ground Tackle:** Describe five types of anchors. Describe how each type holds the bottom, the kind of bottom in which it holds best, and any other advantages or disadvantages.

Name the parts of a stock anchor and a stockless anchor.

Demonstrate the ability to weigh and set anchor.

**Reference:** See "Ground Tackle" on page 147.

9. **Piloting:** Explain the degree system of compass direction. Explain variation and deviation, and show how corrections are applied to correcting and uncorrecting compass headings assigned by your consultant.

Name relative bearings expressed in both degrees and points. Be able to report objects in view and wind directions with respect to the boat, and know the duties of a lookout.

Name three kinds of devices used aboard ship for measuring speed and/or distance traveled and, if possible, demonstrate their use.

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:** It is best if this requirement can be met while under way. If this is not possible, it may be simulated, but the courses and charts used must be those in the normal cruising area of the ship.

**References:** See "Piloting and Rules of the Road" on page 172 and "Speed Logs" on page 203.

10. **Communications:** Name the three principal methods of visual signaling and explain the advantages and limitations of each method.

Name the three principal types of radiotelephone equipment in marine use and demonstrate your knowledge of correct radiotelephone procedures.

**References:** "Communications Signaling" on page 222 and "Radiotelephone Procedures" on page 200.

11. **Time:** Understand Universal Coordinated Time (Greenwich mean time) and zone time, and demonstrate the ability to convert from one to the other for your local area. Name the seven watches and bell time. Understand the 24-hour system of telling time.

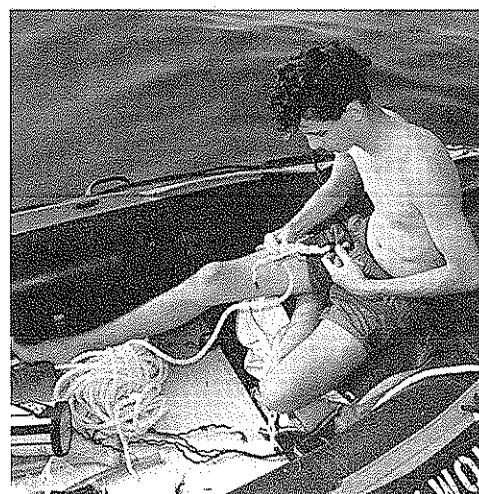
**References:** See "Time" on page 230 and "Watches and Bell Time Contest" on page 36.

12. **Swimming:** Meet the requirements for the Swimming merit badge.

**References:** See "Safe Swim Defense" on page 250 and *Swimming merit badge pamphlet*, No. 33352.

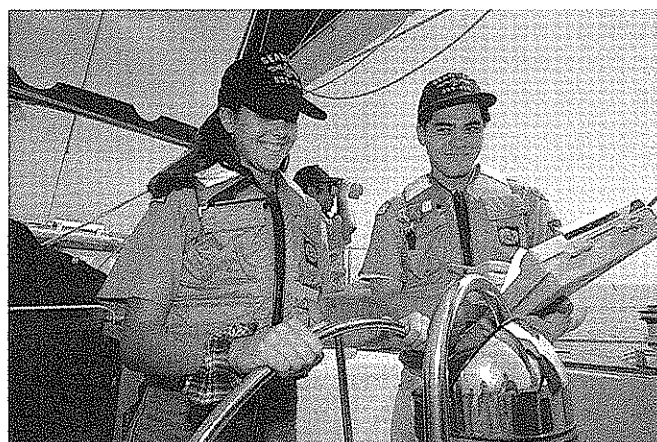
13. **Cruising:** Take part in planning and then make a two-day (including overnight) cruise in an approved craft under leadership. Submit a satisfactory log of the cruise.

Name the wheel or helm orders specified in the current Pilot Rules manual. While on the cruise, perform the duties of a helmsman.



Note: For each day of the cruise, fill out a cruise log.

**References:** See "Sample Plan—Long Cruise" on page 72 and "Helmsmanship" on page 220.



14. **Safety:** Know the man overboard, fire, abandon ship, and all other drills used by your ship.

List the equipment that should be contained in an abandon ship bag, and list the duties to be performed before abandoning ship.

List safety equipment required by law for your ship's main vessel. Discuss BSA Safety Afloat with a ship's officer.

**References:** See "Boating Safety" on page 242; "Overloading or Improper Loading Equals Boating Accidents" on page 254; BSA Safety Afloat Training Outline, No.

34159; and *Federal Requirements and Safety Tips for Recreational Boats* (U.S. Coast Guard).

15. **Galley:** While on a cruise or at a camp, prepare or take charge of a breakfast, lunch, and dinner, including boiled, fried, and uncooked dishes. Demonstrate your ability to properly use the galley equipment or personal cooking gear generally used aboard your craft. Demonstrate appropriate sanitation techniques for food preparation and meal cleanup.

Submit a menu, list of provisions, and estimated costs before meeting the above requirement.

Explain the use of charcoal, pressurized alcohol, propane, and compressed natural gas stoves, including safety precautions for each.

**References:** See "Good Galley—Good Cruise" on page 73, "Fire Prevention" on page 248, and *Cooking merit badge pamphlet*, No. 33349.

16. **Sailing:** 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.

Describe the identifying characteristics of a sloop, ketch, yawl, cutter, and schooner.

**References:** See "Larger Sailing Craft" on page 266 and appendix A.

17. **Work:** As a Seaman Apprentice log at least 16 hours of work on ship equipment, projects, or activities other than regular ship meetings, parties, dances, or fun events.

Note: Arrange this work through the ship's officers.

18. **Electives:** Do any three of the following.

Note: Many ships place emphasis on differing skills because of the nature of their programs. Check with your ship's petty officers before selecting electives to ensure that they will be consistent with the ship's program.

- a. **Drill:** Demonstrate your ability to execute commands in close-order drill.

**Reference:** See "Drill Ship Formations and Movements" on page 44.

- b. **Signaling:** Send and receive semaphore messages using proper procedures at a rate of at least 30 letters a minute.

**Reference:** See "Semaphore" on page 223.

- c. **Compass:** Box the compass to 32 points and demonstrate your ability to compute the degree heading for each point. Describe the relationship between the 32 points and the relative bearing system using points.

**Reference:** See "Mariner's Compass" on page 173.





- d. **Yacht Racing:** Describe the procedures used in yacht racing, and the signals used by the race committee to start a race, and serve as a crew member in a race sailed under current *International Sailing Federation Rules*.

*Note:* Secure the help of your ship's officers to obtain a copy of the current version of the ISAF racing rules from the U.S. Sailing Association and secure a berth on your nearest qualified yacht club race, or sail in your local council or regional sailing races.

- e. **Sailing:** In a cat-rigged or similar small boat, demonstrate the ability to sail singlehandedly a triangular course (leeward, windward, and reaching marks). Demonstrate beating, reaching, and running. A qualified instructor must observe this.

**Reference:** See appendix A.

- f. **Ornamental Ropework:** Demonstrate your ability to make a three-strand turk's head and a three-strand monkey's fist. Using either ornamental knot, make up a heaving line.

*Note:* Most ornamental ropework is far too complicated to describe and illustrate effectively in a manual of this type. Secure the help of a consultant and read the literature the consultant recommends.

- g. **Engines:** Perform routine maintenance on your ship's propulsion system, including filter, spark plug, oil changes, and other appropriate proper fueling procedures. Refer to operation manuals or ship officers for correct procedures.

**Reference:** See "Engines" on page 162.

### Ideals

1. Organize and conduct two impressive opening ceremonies and two impressive closing ceremonies for your ship.

**Reference:** See "Landships and Equipment" on page 25.

2. Demonstrate and explain the proper etiquette for boarding a Sea Scout vessel, landship, and naval vessels. Explain and demonstrate when and where to display the U.S. ensign, ship, and signal flags on a Sea Scout, Coast Guard, or Navy vessel.

Or

Lead your ship in a discussion of how the sea history of our nation has contributed to our way of life.

**References:** See "Boat Etiquette" on page 305, "Leading a Discussion" on page 52, and appendix K.

### Active Membership

3. Attend at least 75 percent of your ship meetings and special activities for one year.

*Note:* Check with your ship's yeoman.

4. Serve effectively either as an elected petty officer of your ship or as the chair of a major ship activity.

**References:** See "Election of Petty Officers" on page 5 and "Conducting the Activities" on page 61.

5. Prepare and present a 15-minute program on Sea Scouting before a Boy Scout troop, Venturing crew, Venturing Officers' Association meeting, school class, or other youth group. Some of this time should be used to describe the activities of your ship, with time allowed for questions and discussion of Sea Scouting.

**Reference:** See "Making a Speech" on page 51.

### Able



## Special Skills

6. **Boats:** Know and use a customized equipment checklist for your vessel. Learn and demonstrate your ability to properly operate a boat equipped with an outboard motor of not more than 25 horsepower. Included should be proper mounting of the motor, fueling, manual starting, leaving a dock, maneuvering, coming alongside, and securing the motor (including flushing if in salt water). Some states require an operator's license for outboard motor operations. Secure such a license, if required, before meeting this requirement.

Locate the capacity plate required to be affixed to all newer small boats. Show how to compute the safe loading capacity for a small boat.

**References:** See "Outboard Motors" on page 170, "Overloading or Improper Loading Equals Boating Accidents" on page 256, "Powerboats" on page 271, and *Motorboating* merit badge pamphlet, No. 33345.

7. **Marlinspike Seamanship:** Submit an eye splice, short splice, and a palm-and-needle whipping. Know the names and functions of lines used to secure a vessel to a dock. Understand and execute docking commands used in handling lines on your ship's main vessel.

Describe the parts of a block and how blocks are sized. Demonstrate the various types of tackle used by your ship.

Submit a flat seam, round seam, and grommet eye sewn in canvas or Dacron. Describe how each is used in the care of sails.

**References:** See "Whipping" on page 135, "Splicing" on page 135, "Blocks and Tackles" on page 143, "Canvas Work and Sail Repair" on page 140, and "Sail Maintenance" on page 267.

8. **Ground Tackle:** Identify a capstan or windlass and explain its use in handling line, wire rope, or chain. Identify and explain the fittings used to handle chain. Describe the various kinds of anchor rode and the advantages of each type.

Describe the methods of marking chain. Understand and execute the commands used in handling ground tackle.

Identify and explain the use of the following: thimble, shackle, turn-buckle, pelican hook, sister hook, and other ship's hardware and fittings commonly used aboard your craft. Describe how each is sized.

**Note:** See ship's officers for identification of the hardware and fittings on your ship's main vessel.

**Reference:** See "Ground Tackle" on page 147.

9. **Piloting:** Understand the system of aids to navigation employed in your area, including buoys, lights, and daymarks, and their significance and corresponding chart symbols. Read in detail a National Ocean Service chart, preferably for the area normally cruised by your ship, identifying all marks on it. Explain the use of tide tables, current tables, light lists, and how to update a chart using the Notice to Mariners.

Describe the deck log kept aboard your ship's principal craft. Keep a complete log for three cruises.

While on the water, determine a fix of your position from three or more visual bearings and plot this position on a chart.

**Note:** This is difficult to do in small sailing or power craft. Arrange for a larger, more stable craft if needed. Check with your ship's officers.

**References:** See "Piloting and Rules of the Road" on page 172 and "Navigation and Weather" on page 225.

10. **Swimming:** Meet the requirements for the Lifesaving merit badge.

**Reference:** *Lifesaving* merit badge pamphlet, No. 33297.



11. **Cruising:** Make a long cruise (two weeks) after becoming Ordinary.

Earn the Long Cruise badge.

*Reference:* See "Long Cruise Badge" on page 100.

12. **Safety:** Know and put into practice the rules for fire prevention. Conduct a fire safety inspection of the craft normally used by your ship or of your ship's meeting place. Note any fire hazards and report them to your ship's petty officers.

Know the different kinds of fire extinguishing agents and how each works. Know the classes of fires and the types of fire extinguishers that may or may not be used for each. In a safe place under adult supervision, demonstrate the extinguishing of class A and class B fires with an approved fire extinguisher. See that the fire extinguisher used is properly recharged or replaced.

*References:* See "Fire Prevention" on page 248 and *Fire Safety* merit badge pamphlet, No. 33318.

13. **First Aid:** Meet the requirements for the First Aid merit badge or American Red Cross Standard First Aid. Obtain CPR certification. Demonstrate the Heimlich maneuver and tell when it is used.

*References:* *First Aid* merit badge pamphlet, No. 33301; and *Boy Scout Handbook*, No. 33105, pages 296–297.

14. **Rules of the Road:** Explain and demonstrate a working knowledge of the nautical rules of the road that govern the local waters used by your ship's principal craft. Explain and demonstrate ship lights, rules in limited visibility, whistle signals, and right of way, including exceptions vessel. Describe special lights and day shapes deployed on the following vessels: not under command; restricted by ability to maneuver; constrained by draft; fishing (trawling); sailboat.

*Reference:* See "Rules of the Road" on page 176.

15. **Navigation:** Understand the systematic division of the earth's surface by latitude and longitude. On Mercator charts, place the coordinates of maritime positions and locate positions on charts when furnished with coordinates.

Demonstrate your ability to fix your position by the following methods: lines of position of two known objects, running fix, and estimated position.

Discuss the method for establishing a radar fix. Lay a course and execute it using dead reckoning.

Establish distance from a known object using "double the angle on the bow" and explain how to set a danger angle.

Discuss how GPS (Global Positioning System) operates, the purpose of way points, and the use of set and drift.

*Note:* If this requirement cannot be met under way, the skills should be demonstrated using charts of the ship's normal cruising area.

*References:* See "Charts" on page 208, "Latitude and Longitude" on page 226, and "Dead Reckoning" on page 211.

16. **Boat Maintenance:** Know how and why to use marine enamel, varnish, and synthetic coatings for both topsides and underbodies of boats. Demonstrate the proper surface and coating preparation, coating techniques, care of stored coatings, and cleaning of brushes. Explain any special techniques needed for the maintenance and repair of fiberglass hulls and decks.

Know the names, uses, sizes, and proper care of the common hand tools used aboard your craft.

*Note:* Consult your ship's petty officers and the marine supplier or maintenance people in your area with which your ship does business for information on the above.



**References:** See "Boat Maintenance and Engines" on page 159, and "Fiberglass Repairs" on page 172.

17. **Electives:** Do any three of the following.

**Note:** Many ships place an emphasis on differing skills because of the nature of their programs. Check with your ship's petty officers before selecting electives to assure that they will be consistent with the ship's program.

- a. **Sailing:** While in command of a crew of not less than two other persons, demonstrate your ability to sail a sloop or another suitable boat correctly and safely over a triangular course (leeward, windward, reaching marks), demonstrating beating, reaching, running, and the proper commands.

**Reference:** See appendix A.

- b. **Boats:** Teach and command a crew under oars, using a boat pulling at least four oars single- or double-banked. Perform the following maneuvers: get under way, maneuver ahead and back, turn the boat in its own length, dock, and secure.

**References:** See "Maneuvering at a Dock" on page 157, "Types of Powerboats" on page 276, and "Rowing" on page 278.

- c. **Radio:** Demonstrate the correct procedures to transmit and receive radiotelephone distress (Mayday), urgency (Pan), and safety (Security) messages, as well as normal traffic.

**References:** See "Radiotelephone Aboard Ship" on page 199, and Marine Radio Could Be a Lifesaver (U.S. Coast Guard).

- d. **Drill:** Demonstrate your ability to give and execute commands in close-order drill.

**Reference:** See "Techniques for Close-Order Drill" on page 44.

- e. **Engines:** Understand the safe and proper procedures for gasoline and diesel inboard engines, including fueling, prestarting checks, ventilation, starting, running, periodic checks while running, securing, post-operative checks, and keeping an engine log.

If possible, demonstrate use of the type of engine (gasoline or diesel) aboard the craft you most frequently use. Understand and demonstrate the preventive maintenance schedule recommended by the manufacturer.

Demonstrate basic knowledge of troubleshooting.

**Reference:** See "Boat Maintenance and Engines" on page 159.

- f. **Yacht Racing:** Demonstrate your understanding of the shapes, flag hoists, gun, and horn signals used in sailboat racing as well as a working knowledge of the racing rules of the International Sailing Federation.

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.

- g. **Sea History:** Know the highlights of sea history from the earliest times to the present. Include the evolution of boat construction and propulsion, important voyages of exploration and development, the origin of sea traditions, and leaders of U.S. sea history and their achievements.

**Reference:** See "The Evolution of Ships" on page 283.

- h. **Ornamental Ropework:** 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 bos'n's call lanyard, rigging knife lanyard, bell rope, etc., or decorate some portion of your ship's



equipment such as a stanchion, rail, lifeline, tiller, etc., as an example of your work.

*Note:* While pages page 129 through page 135 will be helpful, ornamental ropework is far too complicated to describe and illustrate effectively in a manual of this type. Secure the help of a consultant and read the literature the consultant recommends.

- i. **Specialty Proficiency:** Do one of the following: become a certified scuba diver; become proficient in boardsailing, surfing, kayaking, or whitewater rafting/canoeing.

### Ideals

1. Lead a discussion on the subject "participating citizenship" at a ship meeting or with a separate group of your peers.

*Reference:* See "Leading a Discussion" on page 52.

2. Write and submit a paper of about 200 words that tells how and what your ship can do to contribute to the world fellowship of Scouting.

Or

Prepare a written analysis of one of the following: your ship's bylaws, constitution, administration, or ceremonies and make recommendations for change to your ship's quarterdeck.

*Reference:* See *Citizenship in the World* merit badge pamphlet, No. 33260.

### Active Membership

3. Attend at least 75 percent of your ship's meetings and special activities for 18 months (including previous service as Apprentice, Ordinary, and Able).

*Note:* Check with your ship's yeoman.

4. Present a brief talk or program (15 minutes long is suggested) on Sea Scouting at a service club, religious organization, PTA, or other adult organization.

*Reference:* See "Making a Speech" on page 51.

5. While an Able Sea Scout, plan, develop, and give leadership to others in a service project helpful to any religious institution, any school, or your community. The project idea must be approved by your Skipper and ship committee and approved by the council or district before you start. This service project should involve your ship and at least one other group.

*Note:* You must use the *Eagle Scout Service Project Workbook*, No. 18-927, in meeting this requirement.

*References:* See page 83 and *Eagle Scout Service Project Workbook*, No. 18-927.

### Special Skills

6. **Boats:** Demonstrate and teach skills from the Motorboating merit badge. Know the principles of springing into and out from a dock, from both bow and stern, using an engine depending on the type of craft used by your ship.

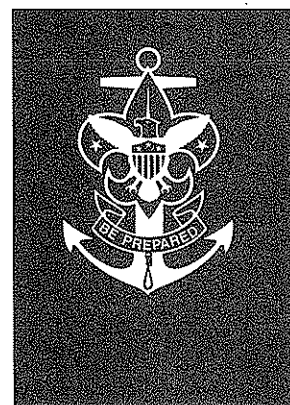
Take charge of the craft used by your ship, or a suitable powered craft, and give all necessary commands to the crew while coming alongside and getting under way in several wind and current situations.

*Note:* The purpose of this requirement is to demonstrate a knowledge of the effect of propeller, steering, and hull in boat handling.

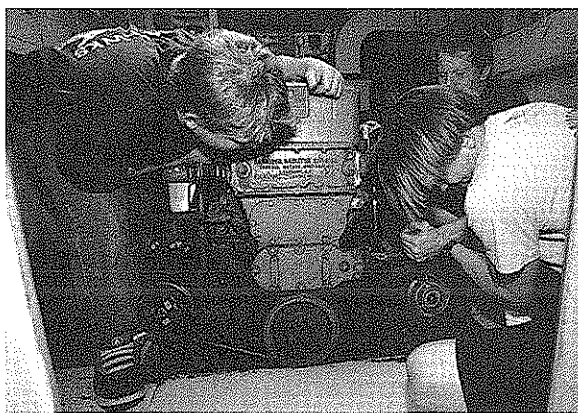
*References:* See "Orders to the Crew" on page 157 and *Motorboating* merit badge pamphlet, No. 33294.

7. **Marlinspike Seamanship:** Teach the Ordinary and Able requirement No. 7, Marlinspike Seamanship, to a crew. Demonstrate an eye splice in double-braided line.

### Quartermaster







**References:** See page 125 through page 147 and page 156 through page 157.

8. **Ground Tackle:** Teach the Ordinary and Able requirement No. 8, Ground Tackle, to a crew.

Know the methods of bringing a boat to anchor or a mooring with special emphasis on wind and current with respect to the vessel's course and speed.

Take charge of the craft used by your ship and give all commands to the crew for anchoring and weighing anchor in several wind and current situations.

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.

**Note:** Depending on the type of craft used by your ship, this requirement may be met either under sail or power.

**Reference:** See "Ground Tackle" on page 147.

9. **Piloting:** Teach the Ordinary requirement No. 9 and the Able requirement No. 15 to a crew.

Know the methods of fixing a boat's position in limited visibility, and the special precautions that should be taken when limited visibility is encountered.

**References:** See "Piloting and Rules of the Road" on page 172 and "Navigation and Weather" on page 225.

10. **Signaling:** Draw the international code flags and pennants from memory and give the single-letter meanings of the flags. Demonstrate your ability to use the book *International Code of Signals*.

**Note:** The *International Code of Signals* may be secured from most marine supply stores.

**Reference:** See "The International Code Flags" on page 224.

11. **Swimming:** Meet the requirements for BSA Lifeguard or Red Cross lifesaving, and obtain certification where applicable.

**References:** BSA Lifeguard Counselor Guide, No. 34536, and Application for BSA Lifeguard, No. 34435.

12. **Cruising:** Take command of a vessel with a crew of not less than four Sea Scouts for at least 48 hours (including two consecutive nights). Do no work while in command. You must delegate all duties and supervise only. During the cruise complete the following:

- a. Inspect the vessel for required equipment.
- b. Supervise the menu preparation.
- c. Prepare the boat to get under way with a proper checklist.
- d. Anchor, dock, and maintain course by commands to the helmsman.
- e. Remain under way for an extended period during darkness. Discuss appropriate nighttime running procedures.
- f. While under way, perform man overboard, damage control, abandon ship, fire fighting, collision drills, and any other drills used by your ship. During this cruise no substantial errors may be committed. A competent adult leader should grade and observe this requirement and, if necessary for safety reasons, take command of the vessel.

13. **Safety:** Know the heavy weather precautions taken aboard both power and sailing craft when dangerous weather approaches, and demonstrate these precautions aboard the craft used by your ship.

**Reference:** See "Heavy Weather" on page 254.



**Rules of the Road:** Teach Able requirement No. 14, Rules of the Road, and demonstrate a working knowledge of both international and inland navigation rules.

**Reference:** See "Rules of the Road" on page 176.

14. **Weather:** Demonstrate your ability to read a barometer, thermometer, anemometer, psychrometer, and weather vane. Be familiar with the Beaufort scale of winds and seas.

Read and understand a local weather bulletin. Know how to obtain current marine and weather reports from the National Weather Service in your area either by telephone or radio.

Know the weather signs for your local area, including cloud types, and prepare a 48-hour forecast from them. Compare your forecast with the actual weather that occurred.

**References:** See "Weather" on page 237, and *Weather* merit badge pamphlet, No. 33274.

15. **Electives:** Do four of the following.

**Note:** Check with your ship's officers before selecting electives to assure that they will be consistent with the ship's program.

- a. **Sailing:** Know the principles of handling a schooner, ketch, yawl, or other suitable sailing craft. Under competent direction, take charge of a crew and demonstrate your ability to handle a suitable sailing craft in all points of sail.

**Note:** The key to success here are the words "competent direction." You must secure the guidance of the adult in charge of the sailboat you will use. Read the reference material he or she suggests, and learn by doing as you sail together.

- b. **Engines:** 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.

Understand the operation of spark ignition and compression ignition for internal combustion engines used aboard small craft.

Be familiar with the engine aboard the craft used by your ship, including its principles of operation, fuel, lubrication, cooling and electrical systems, and their component parts.

Be able to locate and correct minor engine troubles according to the engine manufacturer's troubleshooting guide.

**Note:** With the help of your ship's officers, locate a consultant who has a knowledge of engines. Read the consultant's suggested reference materials, and ask the consultant to relate this to the engine aboard your craft.

**Reference:** See "Boat Maintenance and Engines" on page 159.

- c. **Radio:** Qualify for and obtain the Marine Radio Operator Permit as issued by the Federal Communications Commission.

**Note:** Look in the blue pages of your local telephone book for the address and telephone number of the nearest U.S. Federal Communications Commission field office. Ask for an application and appropriate study materials, and secure the help of a qualified adult. Sight-impaired applicants will receive a special examination.

- d. **Boat Maintenance:** Take charge of reconditioning or overhauling at least one of your ship's boats, or take charge of hauling out the principal craft 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.



*Note:* Work closely with an adult leader of your ship to carry out this requirement.

*Reference:* See "Boat Maintenance and Engines" on page 159.

- e. **Electricity:** Know and demonstrate the correct method of rescuing a person in contact with a live wire. Demonstrate the approved method of resuscitation.

Understand the construction of simple battery cells. Demonstrate the proper care of storage batteries.

Understand the difference between direct current and alternating current and the best uses for each.

Demonstrate that you know how to replace fuses, reset circuit breakers, and properly splice shipboard electric cable.

Submit a diagram of the electrical system aboard the craft used by your ship or aboard another craft.

Understand wire tables, the current-carrying capacity of circuits, and the hazards and prevention of electrical overloading.

Understand electrolysis as applied to the deterioration of a boat's underwater fittings by galvanic action and its prevention.

*Note:* Secure the help of a qualified adult to help you understand the wiring of your boat and the effects of galvanic action on the underwater fittings of your boat.

*References:* See "Electrical Systems" on page 169.

- f. **Navigation:** Understand how the sextant works. Show how to use it and demonstrate measuring horizontal angles and altitudes. Understand the navigator's day's work.

Demonstrate finding latitude by the altitude of Polaris or by the sun's altitude at local apparent noon. Demonstrate how longitude is determined.

Demonstrate finding error in the boat's compass by the sun's azimuth.

*Note:* Celestial navigation and sextant use are 'far too complicated to describe and illustrate effectively in a manual of this type. Secure the help of a consultant and read the literature that the consultant recommends.

- g. **Drill:** Demonstrate the ability to handle the ship's company in close-order drill. Do all required maneuvers.

*References:* See page 44 through page 51.

- h. **Piloting:** Under competent direction, assume the control of your ship's vessel. Plot its projected course between two ports, and cruise that course mooring to mooring, handling all piloting duties and acting as officer of the deck. The cruise should be made in daylight hours with good visibility.

*References:* See page 172 through page 220.

- i. **Yacht Racing Crew:** Take charge of a crew in a race using current ISAF racing rules.

- j. **Rigging:** Demonstrate your ability to splice and handle wire rope, attach wire rope fittings, and complete a safety and tuning inspection of a ship vessel.

*References:* "Splicing" on page 135 and "Wire Rope" on page 139.

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## SEAL Training

Sea Scout Advanced Leadership (SEAL) training, as the name implies, is a training course designed to develop leadership skills in young adults. Seamanship is the medium through which this course is taught. Nautical skills are the means, not the end. This leadership skills course, which utilizes an at-sea experience as a laboratory, is intended to teach and apply leadership skills. Few other media offer the opportunity to young people to actually put group dynamics leadership skills into practice. There is no play acting. All situations and tasks are real, not created. Bad decisions or team failure can produce real problems.

While seamanship skills are not developed during this course, it is not possible to teach this course if the students do not arrive knowing certain minimal nautical skills. Therefore, the prerequisites for this course are: students must have attained the rank of Ordinary, must possess a thorough knowledge of the contents of chapter 4 of the *Sea Scout Manual*, and must not have reached their 18th birthday by the date of the course. Upon successful completion of this course you will be authorized to wear the double dolphin SEAL insignia.

Several SEAL training courses are held each year. Ask your Skipper where the closest SEAL course is to your ship.



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## Sea Scouting Safe Boating and Advanced Seamanship Training Courses

These courses are designed for Sea Scout ships whose members may not be interested in following the advancement plan leading to Quartermaster, or as a supplementary program for traditional ships. The entire membership of the ship can work as a group in the course led by the ship's adult officers and/or qualified instructors.

Specific details on the following course outlines are found in the technical sections of this manual along with references to other publications listed in the bibliography.



## The Safe Boating Course

Instructor's outline for two two-hour sessions

### Session One—Aids to Navigation and Rules of the Road

1. Introduction to aids to navigation.
2. Buoyage system.
3. Chart symbols and letter designations.
4. Primary shapes for buoys.
5. Obstruction, mid-channel, and special types of buoys.
6. Beacons and daybeacons.
7. Ranges, range markers.
8. Intracoastal waterways, lakes, and rivers.
9. Class project—Develop buoy recognition game using flash cards.
10. Reasons for rules of the road.
11. The danger zone.
12. Windward and leeward clearances.
13. Stand on and give way vessels.
14. Sailboat right-of-way.
15. Sailboat rules.
16. Lights required on boats.
17. Emergency lights.
18. Sound signals.
19. Safety equipment.
20. Visual signaling devices.



**SMALL-BOAT  
HANDLER**

### Session Two—Boating Safety

1. Boating safety and first aid.
2. Develop a checklist.
3. Checking the hull.
4. Motor size compared with the boat.
5. Fueling—dangers, precautions, and procedures.
6. Loading a small boat.
7. When not to go out.
8. Operating.
9. Distress signals.
10. Equipment.
11. Equipment—anchors, line, signaling, first aid kit.
12. Project—Have class develop a checklist.
13. Seamanship—Review sea terms (see glossary).
14. Knots—Have class learn to tie overhand, square, sheet bend, bowline, clove hitch, two half hitches, and belaying to a cleat.
15. Class project—Prepare to cruise. Have class demonstrate on an actual boat the checklist, and procedures covered in items 1–12.
16. Types and uses of anchors.
17. Wind and current.
18. Conclusion—Present Small-Boat Handler's Bar, No. 04052, to those successfully completing the course.





# The Advanced Seamanship Course

Instructor's outline for eight two-hour sessions

1. Aids to navigation.
2. The buoyage system.
3. Use of various buoys.
4. Storm warnings—publications and charts.
5. Other storm warnings.
6. Daymarks on vessels.
7. Dredges, moored vessels, and towing.
8. Daymarks, beacons, minor lights, and ranges.
9. Intracoastal waterway markings, buoys, and aids.
10. Lightships and lighthouses.
11. Radio beacons.
12. Government publications—tide tables, Notice to Mariners, etc.

1. Purpose of rules of the road.
2. Danger zone, right-of-way.
3. Sound signals.
4. Lights.
5. Orders to the helmsman.

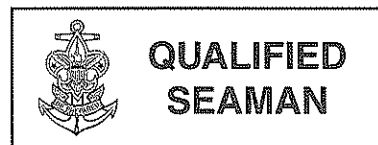
1. Lookout.
2. Bearings, reporting.
3. Taking soundings.
4. Marlinspike seamanship.
5. Types and use of anchors.

1. Necessary equipment.
2. Hazards.
3. Hull inspection.
4. Fire fighting.
5. Proper fueling.
6. Life jackets.
7. Charts.
8. Weather.
9. Man overboard drill—class project.
10. Grounding.
11. First aid.

1. The compass—description and use.
2. Compass boxing contest.
3. Operating by visual aids.
4. Working a course.

1. Definition of charts.
2. Orientation and dividers.
3. Chart symbols.
4. Speed, distance, and time.

## Session One—Aids to Navigation



## Session Two—Rules of the Road

## Session Three—Seamanship

## Session Four—Safety

## Session Five—Piloting

## Session Six—Charts



## Session Seven— Safe-Boating Operation

1. Principles of sailing.
2. Powerboat operation.

## Session Eight— Operating a Boat

1. Demonstrate proper operation of a sailboat or a powerboat.
  - a. Safety checklist.
  - b. Emergency procedure.
  - c. Handling lines.
  - d. Correct anchoring.
  - e. Use a chart—lay out a course.
  - f. Operate the boat in a proper manner and make a correct landing.
2. Conclusion—Present Qualified Seaman Bar, No. 04053, to those successfully completing the course.

## Snorkeling, BSA

The Snorkeling, BSA requirements have been developed by the National Health and Safety Service to introduce Scout- or Venturing-age youth to the special skills, equipment, and safety precautions associated with snorkeling, to encourage the development of aquatic skills which promote fitness and recreation, and to lay a solid skill and knowledge foundation for those who will later participate in more advanced underwater activity. Secure a Snorkeling, BSA, Application, No. 19-176, from your council service center.

## Boardsailing BSA



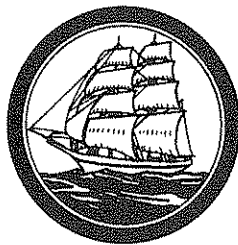
This award was developed to introduce Scout- or Venturing-age youth to basic boardsailing skills, equipment, and safety precautions; to encourage the development of skills that promote fitness and safe aquatic recreation; and to lay a foundation of skill and knowledge for those who will participate later in more advanced and demanding activities on the water. Get a Boardsailing BSA Award Application, No. 19-935, from your local council service center. See also *Start Windsurfing Right*, a US Sailing publication.

## Long Cruise Badge

The Long Cruise badge may be earned by both youth and adults registered in Sea Scouting. Once the individual has completed the requirements that follow, the Skipper submits a statement to the Boy Scout council service center where the badges can be secured. It is recommended that all Sea Scouts and adult officers qualifying for the Long Cruise badge maintain a log of their cruising experiences. This log will be useful for Scouting advancement, U.S. Coast Guard licensing, US Sailing certification, and chartering.

## Long Cruise Badge Requirements

1. A Sea Scout must be at least Ordinary rank before he or she can start recording cruising time for the Long Cruise badge.



Long Cruise



Additional  
Long Cruise



Five  
Long Cruises

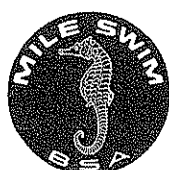


2. In order to qualify for this badge, the Sea Scout must have cruised for two weeks on any vessel or boat provided by the local council or the ship, or their own vessel when authorized by an adult officer in that Sea Scout ship. Each additional long cruise is marked by a red arc above the badge, until five such cruises have been completed. Then a single white arc replaces them above the badge.
3. In the event that it is not possible to make a two-week cruise, a series of weekend or overnight cruises on any boat or ship may be made, provided that the total number equals 14 days. (Note: An overnight cruise lasts two days; a weekend cruise starting on Friday and ending on Sunday will be counted as three days.)
4. There are no requirements regarding distance and number of miles.
5. The Long Cruise badge is an achievement, not a badge of rank; therefore, an adult officer may qualify for the badge without qualifying for Ordinary rank.

## Aquatics Awards

The BSA Lifeguard emblem is especially important in Sea Scouting. It improves your ability to help others in all types of aquatics activities.

Based on completion of swimming skills, Safe Swim Defense, safety afloat, first aid, emergency action, lifesaving, rowing, and canoeing requirements, Sea Scouts may qualify as a BSA lifeguard. The Application for BSA Lifeguard, No. 34435, is available from your BSA local council service center.



The Mile Swim, BSA, emblem is earned by swimming a continuous mile under safe conditions in the presence of a special counselor approved by your council. Complete information on these two awards can be found in *Boy Scout Requirements*.

## BSA Lifeguard

## Mile Swim, BSA

## Other BSA Awards

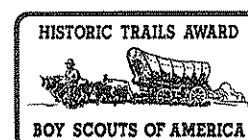
Throughout the nation there are numerous historic sites and trails. The Historic Trails Award was established to implement the cooperation between historical societies and Venturing ships and crews. This cooperation makes many exciting trips and treks possible for you.

Information on how to proceed and qualify for the award is found in the BSA's *Tours and Expeditions*. The Historic Trails Award Application, which must be filled out and sent to the local council service center, is also found in this publication.

The 50-Miler Award is presented to each individual of a Sea Scout ship for satisfactory participation on a cruise or wilderness trek that meets the award requirements. Individuals can qualify only as members of their ship. Those participating as members of a provisional ship are not eligible.

Information including the rules, award requirements, and the application can be found in the BSA's *Tours and Expeditions*.

## Historic Trails Award



## 50-Miler Award



## Religious Emblems

Religious emblems are provided by the authorities of various faiths to stimulate the spiritual growth of Venturers in those faiths. The requirements and procedures for earning any one of the emblems illustrated here are available at your council service center.



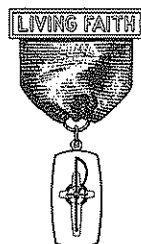
Etz Chaim  
Jewish



Life and World  
World Community



God and Life  
Episcopal



Living Faith  
Lutheran



God and Life  
Protestant



Pope Pius XII



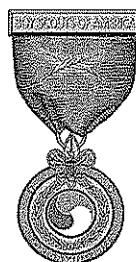
God and Life  
Salvation Army

## Awards for Heroism

Awards for heroism are made to Venturers by the National Court of Honor of the Boy Scouts of America. Your Skipper and the council service center must submit an application on a regular form within six months of the deed of heroism.

The Honor Medal and the Heroism Award are for saving a life or attempting to save a life at the risk of life.

The Medal of Merit and the Certificate of Merit are for an outstanding act of service not necessarily involving the risk of life.



Honor Medal



Heroism Award



Medal of Merit

## Hornaday Award



The William T. Hornaday Award is for distinguished service to conservation. If you are interested in the conservation of the country's natural resources, you may wish to earn this award, named after the staunch conservationist and first director of the New York State Zoological Society, William T. Hornaday. Suggestions that will



help you qualify for it are found on the application, which is available at your council service center.

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## The Venturing Recognition Program

The Venturing Silver Award is available to all youth Venturing members of the Boy Scouts of America. The purpose of the Venturing Silver Award is to

- Provide a pathway for personal development.
- Encourage Venturers to learn, grow, and serve.
- Recognize the high level of achievement of Venturers who acquire Venturing skills.
- Identify trained and highly motivated Venturers who will be a training, leadership, and program resource for other Venturers, Scouts, organizations, and the community.
- Help define Venturing.

Sea Scouts, being members of the Venturing program, may work toward the Silver Award in addition to the Quartermaster Award.

Earning the Venturing Silver Award will identify you as a Venturer who has direction in his or her life, knows how to plan and accomplish goals, is skilled, lives the Venturing Oath, is a leader, is willing to serve others, and is one of the proud few to wear the Venturing Silver Award.

The Bronze Award is the first step toward the Venturing Silver Award. Each of the five different Venturing programs (Arts and Hobbies, Outdoor, Sea Scouting, Sports, and Religious Life) has its own Venturing Bronze Award. All five Bronze awards contain the common elements of experience, learning a skill, and sharing your experiences and skills with others. Earning at least one Bronze Award is required for the Venturing Gold Award. The Bronze Award is designed as the entry-level award for Venturers so they can acquire usable skills that will carry them along the trail to the Venturing Silver Award. To earn the Sea Scouting Bronze Award, the Sea Scout must earn the Ordinary rank. Requirements for the Sea Scout Bronze (Ordinary rank) Award may be found earlier in this chapter. The Bronze Award is a colorful, campaign-style ribbon that may be worn on the Sea Scouting or Venturing uniform. If all five are earned, all five may be worn on the uniform. Each ribbon has an icon representing the area in which it was earned superimposed on the ribbon.

The Venturing Gold Award program recognizes significant accomplishment in a Venturer's life as he or she has proven outstanding performance in a broad spectrum of activities. These activities relate to leadership, citizenship, social skills and responsibility, outdoors, service, and fitness. It challenges Venturers over an extended period by offering challenging and stimulating opportunities for Venturers to develop and achieve personal goals in the areas of leadership, character development, and personal fitness. Venturing Gold Award candidates must be active and registered Venturers for at least 12 months before final qualification. They must serve in a leadership role within the 12 months before final qualification. They must participate in a district, council, or national Venturing event or activity. They must also earn one Venturing Bronze Award. They must set and accomplish one personal goal related to each of the experience areas. They must plan and lead at least two ship activities built around the experience areas. Three letters of recommendation from adults outside the ship are

### Step 1. Venturing Bronze Award

### Step 2. Venturing Gold Award





required, and the candidate must pass a ship bridge of review. Finally, they must be approved by their ship committee. The award is a gold medal featuring the Venturing logo inside a compass dial. The medal is suspended from a white ribbon worn above the left pocket.

### Step 3. Venturing Silver Award



The Venturing Silver Award is available to all Venturing youth members. Its purpose is to provide a pathway for personal development; encourage Venturers to learn, grow, and serve; and recognize a high level of achievement of Venturers who acquire Venturing skills. Candidates must be proficient in emergency preparedness (including standard first aid, CPR, and Safe Swim Defense); participate in Ethics in Action; complete the Venturing Leadership Skills Course; earn the Venturing Gold Award; and earn at least one of the five Venturing Bronze awards. Sea Scouts work with their Skippers to establish a plan of action for earning the Silver Award. Sea Scouts can choose to work on the requirements alone or with other Sea Scouts as a ship activity. Sea Scouts can work on requirements in the Bronze Award program, Gold Award program, Silver Award program, and the Quartermaster Award program simultaneously. They could also work on each program separately. It's up to the Sea Scout and Skipper as to how they earn the award. After completion of all requirements, the Silver candidate will go through a ship bridge of review. The Venturing Silver medal features an eagle superimposed on a compass dial. It also has a red, white, and blue background behind the eagle. The medal is worn suspended from a green and white ribbon, which is suspended from a silver Venturing bar. A cloth knot is also available.

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## Recognition for Adults

The question is often asked, "What about the Skipper, mates, and members of the ship committee? Do they qualify for advancement the same way a Sea Scout does?" The answer to these questions calls for a brief explanation of the purpose of Venturing advancement and a reminder of those recognitions that are recommended for adults in Sea Scouting.

Sea Scout advancement programs offer young adults a progressive series of requirements in various skills with standards for meeting them. When Venturers meet these goals, they receive special badges and awards.

The sole purpose of advancement is to challenge young adults to engage in activities that will accomplish the character development and citizenship objectives of the Sea Scout program.

Clearly, one can see from this that advancement is for the youth. Adult leaders may not earn the Apprentice, Ordinary, Able, Quartermaster, or Eagle ranks, nor the Bronze, Gold, Silver, or Ranger awards. They may, however, earn other awards:

- Emblems of office
- Training keys, awards, and certificates
- Distinguished service awards
- Long Cruise Award



- 50-Miler Award
- Mile Swim, BSA
- Historic Trails Award
- U.S. Power Squadrons certificate
- U.S. Coast Guard Auxiliary certificate
- Seabadge

- Council Leadership Award
- Regional Leadership Award
- National Leadership Award
- Silver Beaver Award
- District Award of Merit

## Sea Scout Emblem

The First Class anchor has been used in the Sea Scouting program for more than 70 years. Its use started in 1920 when a young man had to be a First Class Scout to join the Sea Scouts. This emblem continues to be used in the traditional Sea Scouting program.

The main part of the First Class anchor is the Scout badge, which signifies that a Sea Scout is able to point the right way in life as truly as the compass points it afloat. It has three points like the three parts of the Scout Oath. The eagle with the shield is the national emblem of the United States of America. It stands for freedom. The scroll with the Scout motto is turned up at the ends to suggest the corners of Sea Scouts' mouths raised in smiles as they do their duty. The knot attached to the bottom of the scroll is to remind you that, as a Sea Scout, you have promised to do a Good Turn to someone else every day. The stars symbolize the ideals of truth and knowledge of the Scout movement. They guide you by night and suggest a Sea Scout's nautical life. The anchor embodies the specialized seagoing nature of the Sea Scouting program that seeks to attract people who have a common interest in the sea.



## Sea Scout Uniforms and Insignia

"In our uniforms we are not just individuals, but representatives of the vast movement, a great cause, a vital part of a great nation."

James E. West

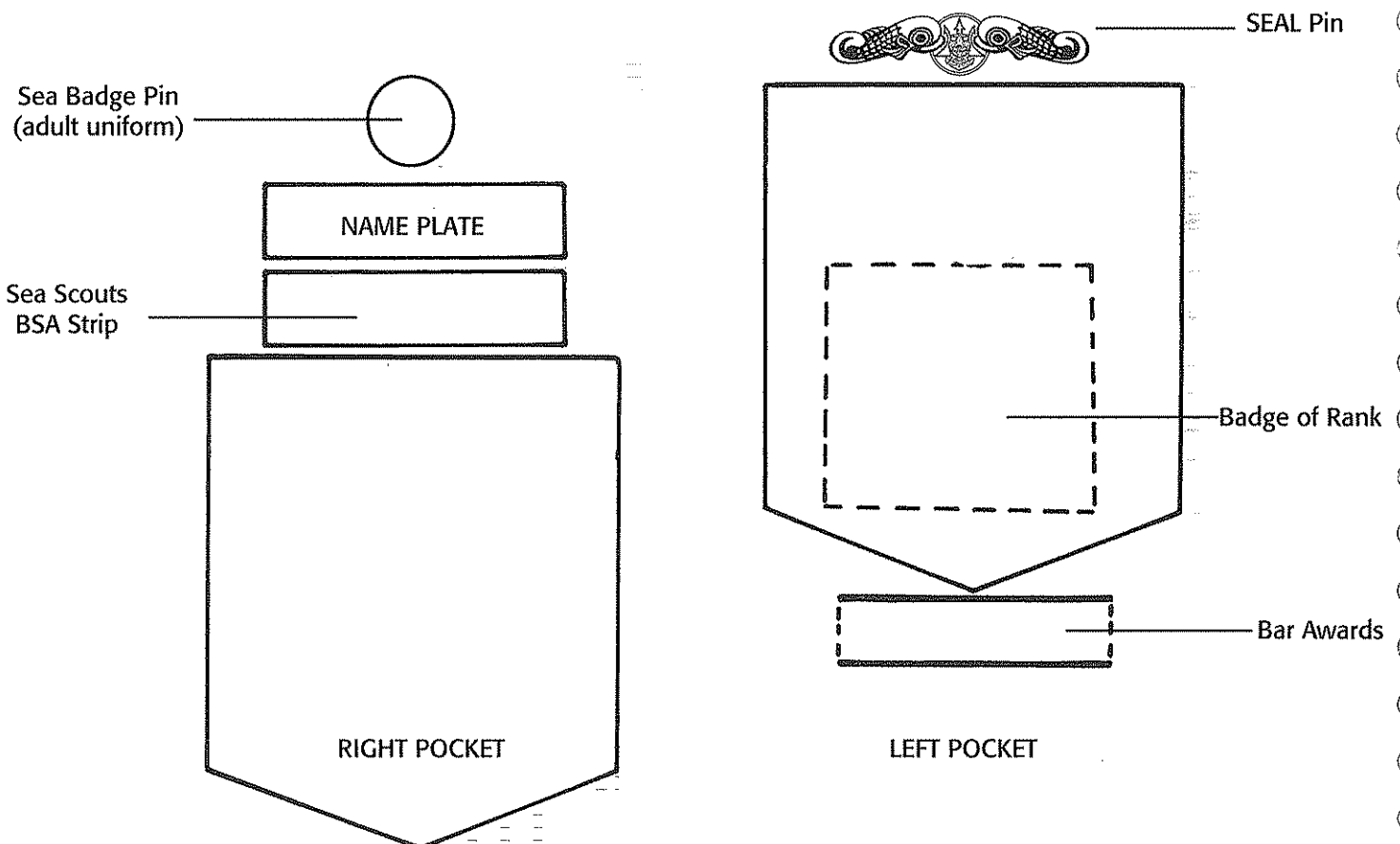
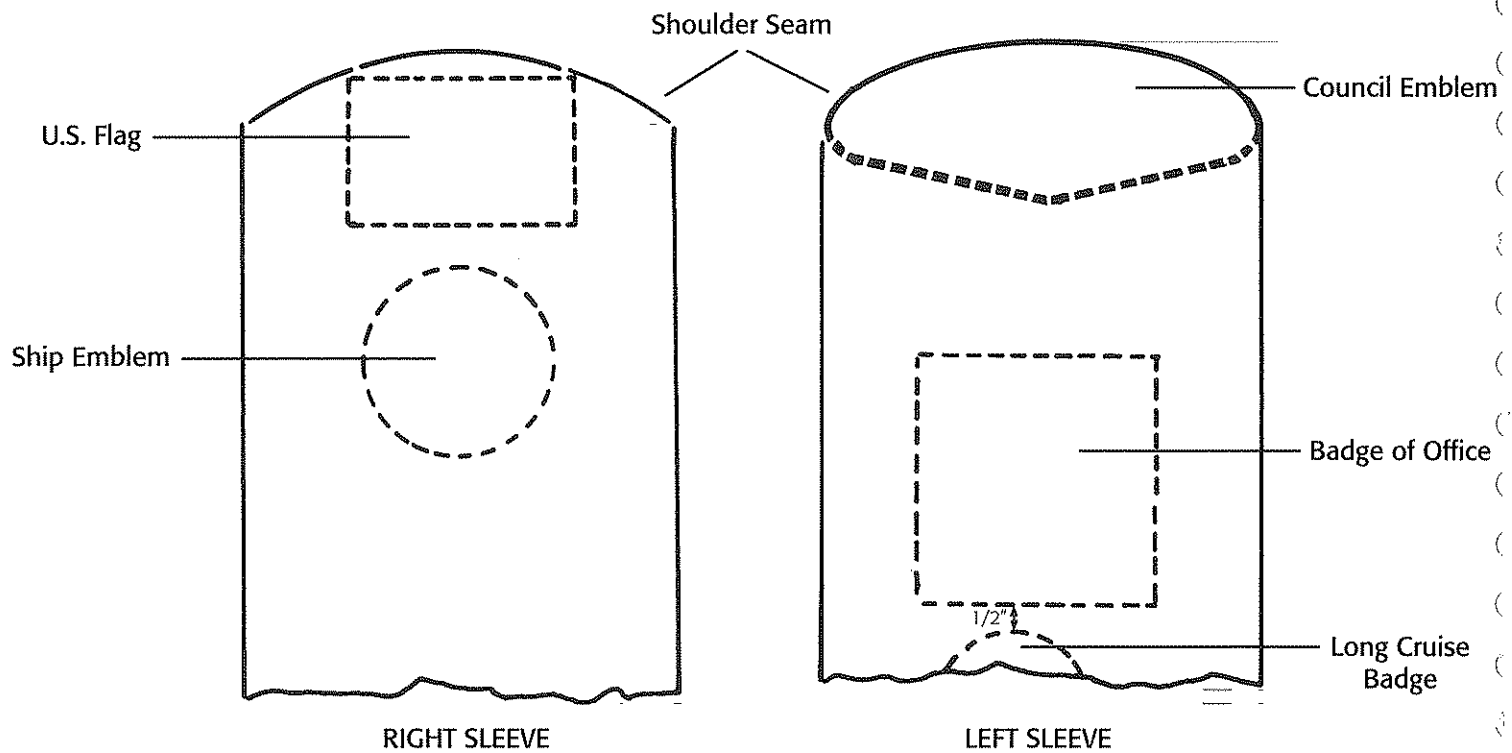
In the early history of Sea Scouting, the United States Navy type of uniform was found to be most representative of this maritime heritage program. Uniforming is an important part of developing program recognition and self-identity among Sea Scouts. The purpose of the uniform is to single you out as a member of the Sea Scouting program of the Boy Scouts of America—a Sea Scout! By wearing the Sea Scout uniform, you make a statement to those who observe you that you have a special way of living and that courtesy, thoughtfulness, and honesty, among other core values, mark your character. Of course, merely wearing a uniform will not give you these qualities. Wearing the uniform properly will, however, remind you of what you should expect from yourself.

As we work aboard our vessels, we learn that with privilege comes responsibility. The same is true with the privilege of wearing the Sea Scout uniform. Anything you do while wearing it reflects upon the reputation of all Sea Scouts in our nation. Because of this, it becomes your responsibility to always do the right thing, and it becomes your responsibility to keep your Sea Scout uniform correctly creased, cleaned, and maintained. This manual spends a lot of time discussing the uniform and the insignia that go on it. Yet, proper uniforming is really quite simple. As with Boy Scout and other BSA uniforms, the national

## Background



## Recommended Placement of Sea Scout Insignia



organization establishes the uniform requirements, and you obtain that uniform and sew the patches and insignia on it according to the rules in this manual. When in doubt, consult your ship's boatswain or the adult officer responsible for helping your ship in uniforming.

When Sea Scouting began in 1912, Sea Scouts wore brown uniforms. Between 1922 and 1925, retired Commander Thomas J. Keane, USN, changed the uniforms into the seagoing uniform that Sea Scouts still wear today. In the middle of the 20th century, when Sea Scouts were known as Sea Explorers, local ships were free to adopt any uniform they desired, though insignia requirements remained uniform. With the creation of the Venturing program of the Boy Scouts of America in 1999, the old Sea Exploring program was named Sea Scouts once again. The National Sea Scout Committee resolved to return to traditional and standard uniforming for all ships. With all units wearing the same uniform, Sea Scouting gives the appearance of one national organization.

The National Sea Scout Committee adopted the uniforms in this manual as the only official Sea Scout uniform. When Sea Scouting was created after the old Sea Explorer program was discontinued, these new uniform specifications were established. These uniforms represent a return to the roots of Sea Scouting. The uniforms described are required for participation in national Scouting events. In the interests of economy, ships should consider choosing only one dress uniform for their members. A new white dress uniform is less expensive than a new dress blue uniform and is available in male and female sizes. However, some ships may be in areas where the availability of high-quality, low-cost used dress blue uniforms makes them more desirable. Other units may elect to wear blue uniforms in the winter and whites in the summer.

All members and leaders of the individual ship must wear whatever national standard uniform is selected by the ship. This chapter describes the placement of insignia on the uniform. It is important that the uniform clearly indicate that the wearer is a Sea Scout in the Boy Scouts of America. National official Sea Scout uniform insignia must be worn exactly as specified in the *Sea Scout Manual*.

Sea Scout dress uniforms are worn on special occasions such as bridges of honor, annual banquets, public appearances, and other formal occasions. The dress uniforms are identical to U.S. Navy uniforms except for distinctive Sea Scout modifications. Uniforms come in navy blue (black) and in white, although the white uniform, because of a change in styles just before World War II, is known in the Navy as undress whites. New style dress blue uniforms are actually black and made of a lightweight wool gabardine that is not as itchy as the old wool blues were. White uniforms are made of cotton or polyester. A plain white crewneck T-shirt is always worn under the jumper, and white underwear is a must for the white uniforms. Uniforms are always pressed with a military press. The press of Sea Scout uniforms is unique, and you must refer to the manual for instructions.

### **Sea Scout Youth Dress Uniform—Whites (Male and Female)**

The national official Sea Scout uniform, youth dress white, conforms to the U.S. Navy enlisted uniform specifications and consists of a white traditional jumper with flap on the back; white trousers; Navy-style white enlisted cover (hat) (no insignia on cover and identical cover for male and female); black, rolled tie secured with a square knot; black, plain-toe, polished dress shoes; black socks; and white web belt with plain silver buckle. The back of the uniform flap has two Sea Scout oval cloth anchors (bugs) attached, positioned

## **National Official Sea Scout Uniform**

### **About the Uniforms**



1 inch from the lowest portion of the anchor crown to each corner of the flap with the crown of the anchor pointed at the corner of the flap, thus placing the anchor at a diagonal. To prepare the cover, first wash it. While the cover is wet, place the cover on your head and fit it to the shape of your head. Take the cover off and set it on a table. Roll the upper 1/2 -inch portion of the lip of the cover down tightly. The roll will dry at a 45-degree angle to the side of the hat. The cover is worn with the bottom band of the cover 1 inch above the eyebrow. The cover is never worn cocked back on the head or to one side.

### Sea Scout Youth Dress Uniform—Blues (Male)

By unit designation, ships in colder climates may wish to wear a navy blue (black) uniform. This uniform consists of a black, Navy-style enlisted jumper; black trousers; a black, rolled tie secured with a square knot; black, polished, plain-toe shoes; and black socks. The cover is white (with no insignia) and the same as for the white uniform. Oval cloth Sea Scout anchors (bugs) are positioned 1 inch from the corner of the inside piping to the lowest position of the anchor crown. The crown of the anchor is pointed at the corner of the piping, placing the anchor insignia at an angle, replacing the stars on the flap of U.S. Navy uniforms. The cuff and back flap have only two rows of piping. The center row of piping on the cuff and back flap of U.S. Navy uniforms is removed.

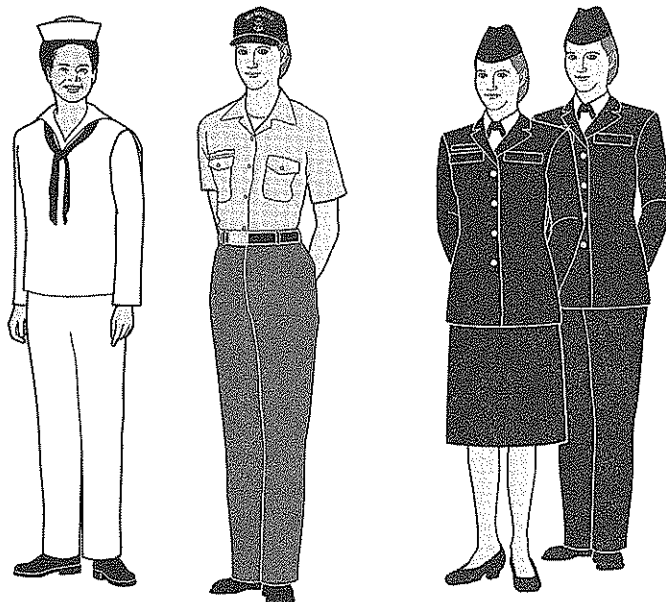
### Sea Scout Youth Dress Uniform—Blues (Female)

Because the Navy does not manufacture female blue uniforms identical to the male uniforms, female blue uniforms are distinctively different.

Female Sea Scout youth uniforms must meet USN female enlisted uniform specifications: woman's garrison cap (no insignia); woman's white, short-sleeve blouse; black tab tie; woman's service blue coat with Sea Scout silver buttons; woman's blue trousers; black medium-heel pumps; and black socks.

By unit option, the entire female ship's company may elect to wear a woman's garrison cap (no insignia); woman's white, short-sleeve blouse; black tab tie; woman's service blue coat with Sea Scout silver buttons; and woman's plain,

### Youth Female Uniforms





blue, six-gored skirt, unbelted with a waistband pocket in the upper right front. The welt pocket style may be worn as long as it is serviceable. The skirt must match the coat in color and fabric. The kick pleat shall not exceed 6 inches in length. The skirt is worn at the middle of the knee to 1½ inches below the knee. The zipper is worn on the left side. The skirt is worn with flesh-colored, no-seam hose with no design. Black medium-heel pumps are worn.

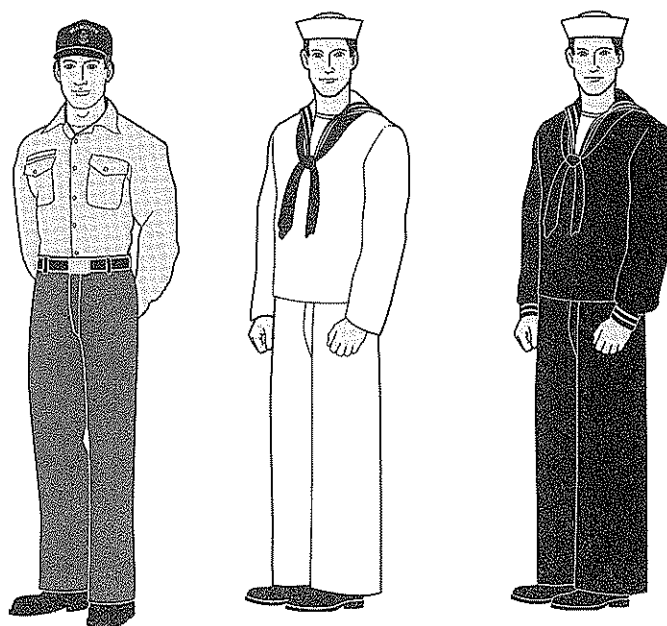
### Sea Scout Youth Work Uniform (Male and Female)

The “work uniform” refers to uniforms used in day-to-day Sea Scout activities. It is sometimes known as an activity uniform. Different activities require different clothing, and it is understood that the ship will designate the appropriate uniform for each activity. A Sea Scout ship may, for example, designate a ship T-shirt for member use. All clothing used by ships should identify members as part of Sea Scouts, Boy Scouts of America. This may be accomplished by including the words Sea Scouts BSA or the First Class anchor on the clothing item.

While program variation requires flexibility with the work uniform, the national official Sea Scout youth work uniform consists of a light blue short- or long-sleeve shirt (cotton-blend U.S. Navy enlisted shirt), dark blue trousers with navy blue web belt and silver buckle, and navy blue baseball cap. The cap may have the ship name or insignia on it. The footgear will usually consist of black plain shoes with black socks, but may be altered by the nature of the work involved. The badge of office is worn on the left sleeve as usual. The Sea Scouts BSA strip is worn over the right pocket. See below for other insignia placement. Work uniforms should be lightly starched and pressed with a regular military press. This is a great uniform for the ship to start out with. It is very inexpensive and practical.

The work uniform is not designed for actual work such as painting or engine repairs. Use old clothes for this purpose. It is a practical uniform used for ship activities. It is practical, easily cleaned, comfortable, and provides recognition of individuals as members of Sea Scouting. It is a good uniform to wear on an outdoor activity or while underway. Ships may substitute navy blue cargo-type shorts as optional wear for warm months of the year.

### Youth Male Uniforms



As in all things, safety must be of primary concern in selecting clothing for activities.

### Adult Dress White Uniform

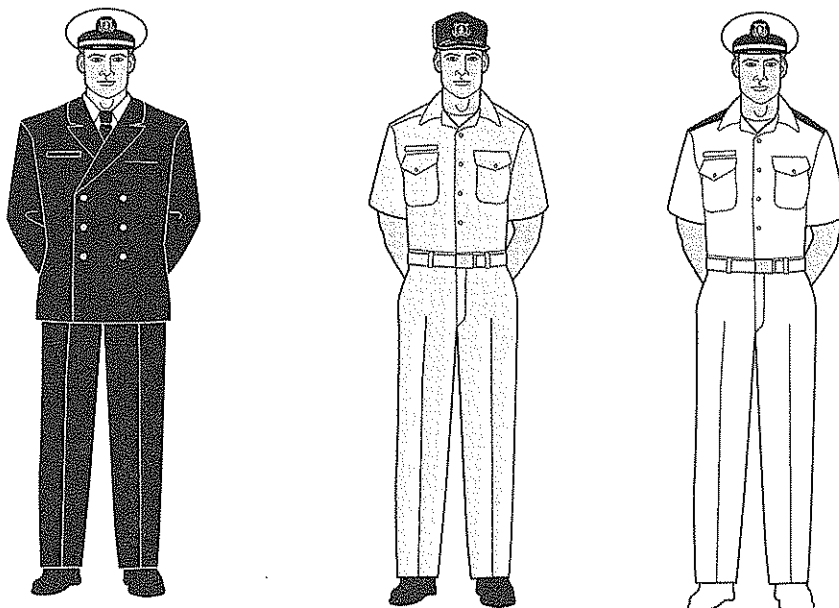
Adult officers should always set the example regarding standardization of the uniform. The national official Sea Scout dress white uniform for adult leaders conforms to U.S. Navy officer specifications, with a white, short-sleeve shirt with epaulets; white trousers; white web belt and silver buckle; and plain-toe, high-polish white shoes with white socks. The adult leader wears a traditional U.S. Navy-style officer combination white cover with the Sea Scout hatband, silver chin strap, and Sea Scout silver cap buttons. A white crewneck T-shirt is worn under the shirt. Adult women wear the same uniform as men, except women do not wear the T-shirt under the blouse, and they wear a woman's white U.S. Navy officer combination cover. This cover must be altered to Sea Scout specifications as listed above. The badge of office (Skipper, mate, etc.) shall be worn on black epaulet covers that cover the entire epaulet of the shirt. The badge of office is centered on the black epaulet cover with the crown of the anchor directed away from the body.

As an alternative, adult females may wear the above uniform with a white A-line skirt (U.S. Navy specifications), hemmed at the knee to 1½ inches below the knee with a kick pleat in the center back not to exceed 6 inches. When wearing the skirt, the female adult will wear white, medium-heel pumps and flesh-colored seamless hosiery with no design.

### Adult Dress Blue Uniform—Men

By unit option, male adult leaders may wear a navy blue (black) uniform six-button jacket; white, long-sleeved dress shirt; black four-in-hand tie; black trousers; navy blue web belt with brass buckle; black, highly polished, plain-toe dress shoes with black socks; and white U.S. Navy officer combination cover with Sea Scout hatband, silver chin strap, and Sea Scout silver cap buttons. Six Sea Scout silver buttons replace the Navy brass buttons on the jacket. The

### Adult Male Uniforms



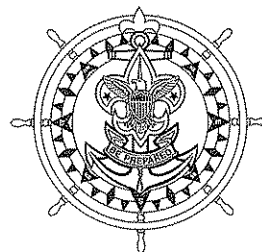
badge of office insignia is positioned 2 inches above the edge of the sleeve, measured from the lowest portion of the insignia to the edge of the sleeve, with the crown of the anchor pointed toward the hand.

### Adult Dress Blue Uniform—Women

Female adult leaders may wear the following uniform meeting U.S. Navy officer specifications: navy blue, single-breasted, four-button uniform jacket; white blouse; black tab tie; black wool gabardine A-line skirt, hemmed at the knee to 1½ inches below the knee with a kick pleat not to exceed 6 inches in the center back; black, medium-heel pumps; flesh-colored seamless hosiery; and Navy uniform female officer's combination cover with a white cover, silver Sea Scout hatband, silver Sea Scout chin strap, and silver Sea Scout hat buttons. Four Sea Scout silver buttons replace the Navy buttons on the jacket. As an alternative, adult females may wear black slacks with black, highly polished, plain-toe shoes with black socks.

### Adult Work Uniform

The national official Sea Scout adult work uniform shall consist of a khaki, short-sleeve shirt; khaki trousers; black, plain-toe, polished shoes; black socks; navy blue baseball cap; and khaki web belt with brass buckle. The officer signifies his or her office by wearing a silver metal insignia on each collar. The exact position of the badge of office is noted below. A white crewneck T-shirt is worn under the uniform shirt, and the uniform shirt is worn with the collar open.

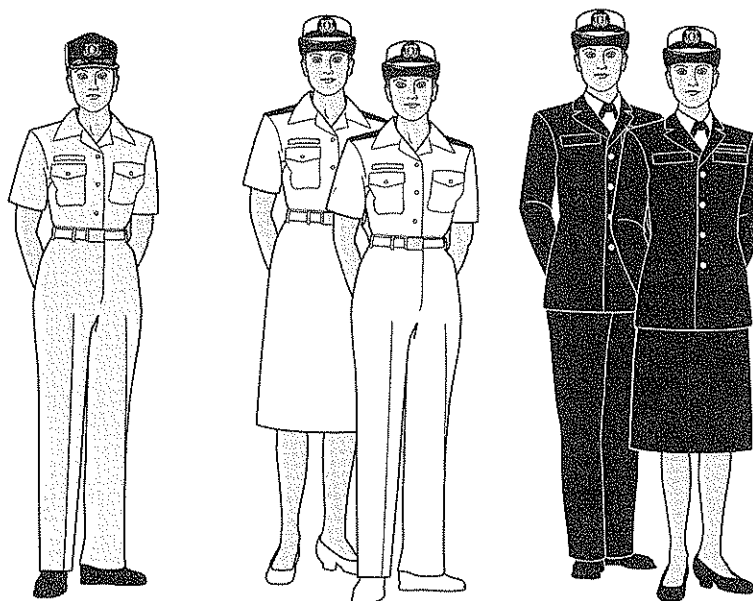


### Quartermasters

The Quartermaster Award, Sea Scouting's highest achievement, entitles (but does not require) the holder to wear an adult officer's uniform (see above). The Quartermaster may elect to wear the Sea Scout youth uniform instead. If the Quartermaster chooses to wear the youth uniform, the Able rank patch is removed.

Quartermaster youth members who elect to wear an adult officer's uniform wear a black chin strap in place of the silver strap on the adult officer's combi-

### Adult Female Uniforms



## Where to Find Uniforms

nation cover. No rank insignia is worn on the left pocket. The medallion or square knot is worn instead. The First Class anchor device without stars is worn on both sleeve cuffs of white or blue dress jackets in the same position as an adult badge of office. On white dress officer's shirts, the Quartermaster knot is worn. Quartermasters wear boatswain's and boatswain's mate badges of office on the sleeve as designated for all youth uniforms, except khaki work uniforms. Quartermasters wearing khaki uniforms will wear the First Class anchor (lapel pin) on the collar in the same position as the adult leader's badge of office.

Navy uniforms can be obtained from Navy exchanges, surplus stores, or by mail order through the Navy resale system. Khaki or work-type uniforms can be located at stores specializing in work clothing. Information from the U.S. Navy outlining how to obtain uniforming for the Sea Scout program is found in the appendix at the back of this manual.

However, the best source of uniforms for most units is the U.S. Navy:

The Uniform Support Center

1545 Crossways Blvd.

Chesapeake, VA 23320

Attn: Procurement Department

The unit leader must send a letter to the Uniform Support Center on ship stationery. The letter must state that he or she is a Sea Scout leader and authorized to purchase Navy uniforms for Sea Scout purposes. The letter must include the full name, Social Security number, and address of the sender. Following receipt of this letter, the Navy will enter the unit leader's name and Social Security number in the Uniform Support Center computer. The unit leader may then call the Uniform Support Center and order uniforms by telephone by using a credit card. The uniforms will then be mailed to his or her address. In the year 2000, the cost of a white Sea Scout dress uniform through the Uniform Support Center was \$33. There is a change in progress that will allow ordering on the Web.

The Navy no longer makes the white officer's shirt with epaulets. However, pilot shirts are a low-cost option. If you desire a better grade white shirt, the U.S. Coast Guard Auxiliary is a source. Ship's Stores (described below) is considering handling this shirt at the time of publication.

Another source of traditional uniforms and information is Ship's Stores. Operated as a nonprofit service by several Sea Scout officers, it offers quality uniforms for both Sea Scouts and Sea Scout officers at prices that make the traditional blue uniform the ship's most economical option for a dress uniform.

Along with dress blue uniforms, white uniforms, and work uniforms, Ship's Stores carries program materials such as advancement scorecards and wallet certificates, and from time to time introduces detailed how-to-do-it books and pamphlets for Sea Scouts and their leaders.

Ship's Stores is a mail-order house. Ship Skippers and council officers may request a free catalog and current price list by writing to:

Ship's Stores

P.O. Box 576453

Modesto, CA 95357-6453

## Insignia

The placement of Sea Scout insignia is detailed below. Placement is specific and is effective as of the publication date of this manual.

Council emblems will be worn on all dress Sea Scout uniforms. In addition, each ship will wear a custom-designed ship emblem unique to the respective



ship. This custom ship emblem must be round, approximately 2½ inches in diameter. It must contain the name of the ship, the ship number, and the city of registry. In addition, the emblem may contain a custom design of the ship's choosing. It may not contain U.S. Navy or U.S. or local government seals or insignia. (Units with present inventory of ship insignia may use that insignia until it is exhausted before ordering new custom emblems that conform to the new standards set above.)

### Youth Dress Uniforms

Right sleeve	The U.S. flag is centered at the seam. Flag size is approximately 1½ by 2½ inches. The ship custom emblem is centered 1 inch below the U.S. flag. The National Quality Unit Award is centered 1 inch below the ship emblem.
Left sleeve	The council emblem is centered touching the seam. The badge of office (boatswain, etc.) is centered 4 inches below the seam. The Long Cruise badge is centered ½ inch immediately below the badge of office or, if no badge of office is worn, 4 inches below the shoulder seam. Note that stand-alone unit numbers are not displayed on the uniform.
Right pocket	There is no right pocket on some dress uniforms. The Sea Scouts BSA strip, No. 04125 (blue), or No. 04126 (white), is to be approximately ¾ of an inch above where the top of the pocket would be if it were there (use the left pocket top as your guide). Order of the Arrow insignia are not worn on Sea Scout uniforms. Nameplates must be black with white block lettering (No. 20100) and are worn immediately above the Sea Scouts BSA strip. As an alternative to the Sea Scouts BSA strip, adult or youth uniforms may have the letters SEA SCOUTS BSA embroidered or sewn in contrasting white or black thread, ¾ of an inch above the right pocket (or approximate position if no pocket) measured to the bottom of the letters from the top of the pocket seam. The letters must be in block-style letters ⅝ of an inch in height. All thread will be black in color except for lettering on navy blue (black) uniforms, where the thread will be white.
Left pocket	The badge of rank is centered on the left pocket. The SEAL (Sea Scout Advanced Leadership) twin dolphin insignia is worn ¾ of an inch above the left pocket. If suspended medals or knots are worn, the SEAL insignia is worn above the suspended medals or knots. Suspended medals are worn no more than five at a time, pinned in a single row immediately above the seam. Medals are worn for bridges of honor and formal occasions. Bar awards (e.g., Small-Boat Handler) are worn centered ¾ of an inch below the pocket.

### Youth Work Uniform

The Sea Scouts BSA strip is worn or the words SEA SCOUTS BSA are embroidered ¾ of an inch above the right pocket in black block letters ⅝ of an inch in height. The badge of office is worn centered 4 inches below the left shoulder seam, measured from the shoulder seam to the top of the embroidered insignia. The ship may elect to wear the ship emblem on this uniform in the same location as on the dress uniform. The ship may elect to wear the badge of



rank in the same location as on the dress uniform. The American flag is worn on the right sleeve at the shoulder seam. No other insignia is worn on this uniform. A nameplate, black plastic with white letters (No. 20100), is worn immediately above the Sea Scouts BSA strip.

### Adult Dress Uniform

These regulations apply to all the adult dress uniforms, except as noted in the sections above relating to each individual uniform.

**Right sleeve** On dress uniform jackets, the cuff insignia badge of office is worn 2 inches above the coat sleeve cuff, measured from the cuff to the bottom portion of the insignia on both sleeves. If wearing a dress white uniform shirt with white adult dress uniform (no jacket), a silver metal badge of office is worn on black soft epaulet covers centered on each shoulder, or the black epaulet cover may have the badge of office embroidered directly on it in silver thread. This insignia shall be centered with the crown of the anchor facing toward the shoulder. The black epaulet cover shall cover the entire epaulet. Collar insignia is not worn with this white uniform shirt. The white shirt worn without a jacket is worn open at the neck with a white crew-neck T-shirt. The U.S. flag is worn at the right shoulder seam on the white dress shirt. The U.S. flag is not worn on any of the dress jackets.

**Left sleeve** The council emblem is worn at the top of the shoulder. The badge of office is worn centered 2 inches above the cuff on uniform jackets only. In the case of dress white shirts, the badge of office is worn as described on the shoulder. No collar insignia is worn on dress white shirts.

**Right pocket** There is no right pocket on some dress uniforms. The Sea Scouts BSA strip, No. 04125 (blue), or No. 04126 (white), is to be approximately  $\frac{3}{8}$  of an inch above where the top of the pocket would be if it were there (use the left pocket top as your guide). Order of the Arrow and Wood Badge insignia are not worn on Sea Scout uniforms. The Sea Badge trident insignia will be worn centered above the right pocket, over Sea Scouts BSA and immediately above the nameplate. Nameplates must be black plastic with white letters with block lettering. Nameplates are worn immediately above the Sea Scouts BSA strip.

**Left pocket** Up to six knots may be worn immediately over the pocket in two rows of three. The SEAL insignia is worn centered immediately above the square knots. Only five suspended medals may be worn at a time, pinned in a single row immediately above the seam of the left pocket. Scouting medals are worn for formal or bridge of honor occasions only. The order in which medals and knots are worn is at the discretion of the wearer. It is suggested that the medal or knot deemed most important by the wearer be worn on his or her own right. Embroidered knots are representative of suspended medals and are designed for the convenience of the wearer. No youth awards are worn by adults on any Sea Scout uniforms, with the exception of the Quartermaster, Eagle Scout, Venturing Silver, and old Air Scout Ace awards; the Honor Medal, Heroism Award, Medal of Merit, and



Hornaday Award; and Scout religious awards. Military ribbons or other awards not awarded by the BSA are not worn on any Sea Scout uniform.

Wood Badge      Wood Badge beads are not worn with Sea Scouting uniforms.  
Temporary      No temporary insignia is worn.  
insignia

### Adult Work Uniform

The national official adult work uniform (khaki) has minimal insignia on it. It is highly recommended that insignia on work uniforms be kept to an absolute minimum.

Right sleeve	The American flag is worn at the seam. Optional: ship custom emblem 1 inch below the American flag
Left sleeve	None
Right pocket	Khaki Sea Scouts BSA strip, No. 04127, is worn in line with the top edge of the pocket, with the lettering centered $\frac{3}{8}$ of an inch above the pocket seam measured to the bottom of the letters. Temporary insignia and Order of the Arrow pocket flaps are not worn on any Sea Scout uniform. A nameplate, black plastic with white block letters (No. 20100), is worn immediately above the Sea Scouts BSA strip. The Sea Badge trident may be worn centered above the right pocket, above the nameplate.
Left pocket	The SEAL pin may be worn $\frac{3}{8}$ of an inch above the left pocket and above any other insignia in that location.
Collar	The insignia denoting office consists of a metal device worn on each collar on khaki work uniforms only. The insignia is centered $\frac{3}{4}$ of an inch from the tip of the collar to the lowest portion of the insignia. The crown of the anchor is pointed toward the tip of the collar so that the insignia is at an oblique angle. Quartermaster youth wearing the adult uniform will wear the Sea Scouting lapel pin, No. 04135, centered on both sides of the collar in the same location.
Wood Badge	Wood Badge beads are not worn with Sea Scout uniforms.

No other insignia is authorized for the work uniform.

### Sea Scout Pocket Strips










The Boy Scouts of America Supply Division offers the Sea Scouts BSA pocket strips to be worn by Sea Scouts and adult leaders on all uniforms above the right pocket. Units may elect to embroider SEA SCOUTS BSA directly on the uniform. The only correct wording for strips is Sea Scouts BSA. Strips with the words Sea Explorers BSA or Sea Scouting BSA must be replaced. White, No. 04126B; navy, No. 04125B; tan (khaki), No. 04127B. This insignia utilizes black thread on all uniforms except the navy blue (black) uniforms, which utilize white thread. The words SEA SCOUTS BSA are in block letters  $\frac{5}{16}$  of an inch in height. Old insignia with colored thread other than black or white must be replaced.

Experience shows that superior results may be achieved having uniforms embroidered directly on the material with the words SEA SCOUTS BSA above the right pocket or in the approximate position. The letters must be  $\frac{5}{16}$ -inch block letters in contrasting black or white. The letters are positioned  $\frac{3}{8}$  of an inch above the pocket seam measured to the bottom of the letters.





## Sea Scouting Insignia—Youth and Leader

Ship Emblem	Ships design their own emblem. Right sleeve	
Sea Scout BSA Pocket Strip	Blue cloth, No. 04125 White cloth, No. 04126 Khaki cloth, No. 04127 Above right pocket	
Sea Scout Metal Insignia	Leader's Hat Pin, No. 04134 Lapel Pin, No. 04135 Civilian wear or leader's collar insignia Leader's Hat Band Silver, No. 04154 Fits navy-style combination hat	
Collar Ornaments	White cloth, No. 04146 Blue cloth, No. 04147 Corners of jumper collar	
Leader's Hat Buttons	Silver, small, No. 04156 Fits navy-style combination hat	
Coat Buttons	Silver, large, No. 04155 Worn on leader's coat	
Council Shoulder Emblem	(Available from local council) Left sleeve	
Sea Scout Neckerchief or Cravat	No. 04153 Wear with blue or white jumper	
Long Cruise Badge	Blue cloth, No. 04139 White cloth, No. 04136	

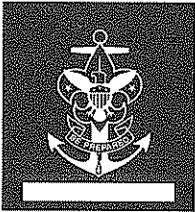



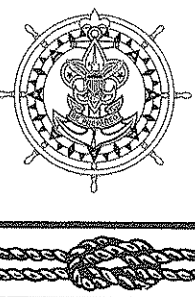
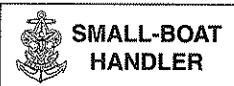
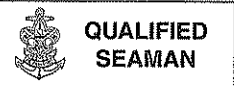


**Long Cruise Arc**

Red cloth, No. 04137  
White cloth, No. 04138  
Left sleeve




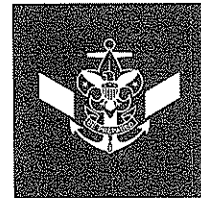
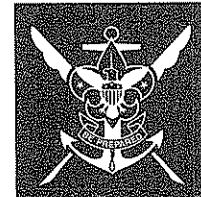
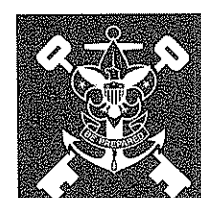
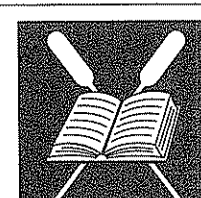


## Advancement—Youth

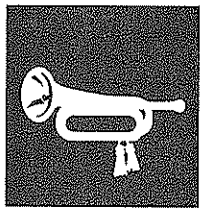

Apprentice	Blue cloth, No. 04142 White cloth, No. 04145 Left pocket	
Ordinary	Blue cloth, No. 04141 White cloth, No. 04144 Left pocket	
Able	Blue cloth, No. 04140 White cloth, No. 04143 Left pocket	
Quartermaster	Blue cloth, No. 04121 White cloth, No. 04122 (Same emblem used for leader cuff insignia) Both sleeve cuffs Red cloth, 2" round, No. 04100 Centered on left pocket	
Quartermaster Award	Ribbon and pendant available from the national Venturing Division Left pocket Patch, No. 04100 Embroidered knot, blue on white, No. 05009 Leader, above left pocket Miniature, available from the national Venturing Division Civilian wear	
Small-Boat Handler Bar	Metal, No. 04052 Below left pocket	
Qualified Seaman Bar	Metal, No. 04053 Below left pocket	





## Badges of Office—Youth

Boatswain	Blue cloth, No. 04062 White cloth, No. 04063 Left sleeve	
Boatswain's Mate	Blue cloth, No. 04060 White cloth, No. 04061 Left sleeve	
Crew Leader	Blue cloth, No. 04058 White cloth, No. 04059 Left sleeve	
Assistant Crew Leader	Blue cloth, No. 04056 White cloth, No. 04057 Left sleeve	
Yeoman	Blue cloth, No. 04123 White cloth, No. 04124 Left sleeve	
Purser	Blue cloth, No. 04069 White cloth, No. 04070 Left sleeve	
Storekeeper	Blue cloth, No. 04064 White cloth, No. 04065 Left sleeve	



Bugler	Blue cloth, No. 04150 White cloth, No. 04151 Left sleeve cuff	
Specialist	Blue cloth, No. 04072 White cloth, No. 04073 Left sleeve	

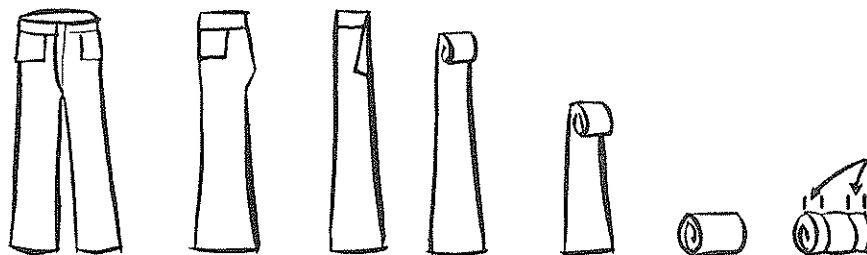
## Badges of Office—Adult

Skipper	Blue cloth, No. 04095 Both sleeve cuffs White cloth, No. 04096 Left sleeve	
Mate	Blue cloth, No. 04098 Both sleeve cuffs White cloth, No. 04099 Left sleeve	

## Uniform Care

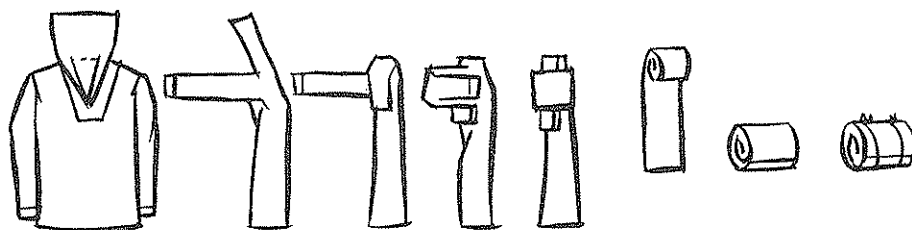
### Rolling the Trousers

Brush clean and turn inside out. Fold one leg over the other so that the seams on the inside of the legs come together. Fold the crotch over and then roll the trousers from the top toward the bottom of the legs. Secure the roll with cotton stoppers.





Brush clean and turn inside out. Place one sleeve directly over the other in front of the jumper. Fold the collar lengthwise so that the side edges are together and then fold down. Fold the arms back over the collar twice. Roll the jumper tightly toward the lower edge. Secure with cotton stoppers.

## Rolling the Jumper



## Training Recognition—Adult

Skipper's Key	Medal, available from Venturing Division Square Knot, No. 05006 Skipper's Device, No. 00931 Device worn on medal or knot Left pocket	
Sea Scouter's Training Award	Medal, No. 00922 Square Knot, No. 05008 Sea Scouting Device, No. 00931 Device worn on medal or knot Left pocket	
Seabadge Trident Pin	No. 04097 (Presented by region) Centered above right pocket, above the Sea Scouts BSA strip and nameplate Knot, No. 05527	