

Sea Scout Rank Requirements

Reference materials such as 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.

Apprentice

1. Ideals

- a. Qualify as a member of your Sea Scout ship by taking part in the ship's admission ceremony.
- b. Repeat from memory and discuss with an adult leader the Sea Promise. Discuss the BSA Mission Statement, the BSA Vision Statement, the Scout Oath and Law and agree to carry out the provisions of your ship's code and bylaws.
- c. Demonstrate acceptable courtesies used aboard a Sea Scout vessel.
- d. Demonstrate the proper procedure for boarding a Sea Scout vessel and landship.

2. Active Membership

- a. Provide evidence that you are fulfilling your financial obligations to your ship, including helping with fund-raisers. **Note:** Check with your ship's purser.
- b. Obtain the Sea Scout uniform. Describe the Sea Scout work and dress uniforms. Tell how and when the uniforms are worn and explain care of uniforms.

3. Leadership

- a. Describe your ship's organization, including the youth and adult leadership positions.
- b. Demonstrate your ability to identify officer and adult leader insignia. Explain the chain of command in your ship.

4. Swimming

- a. Jump feetfirst into water over your head, 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 the elementary backstroke. The 100 yards/meters must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating on your back, remaining as motionless as possible. (Refer to the BSA's Swimming merit badge instruction if you need to improve your swimming strokes.)
- b. Discuss the BSA Safe Swim Defense plan and explain how it is used to protect Sea Scouts and other groups during swimming activities.

5. Safety

- a. Explain the uses, advantages, and disadvantages of the five types of Coast Guard-approved life jackets. Demonstrate the proper use and care of life jackets used by your ship.

- b. Identify visual day and night marine distress signals, and know their location and the proper use for your ship's vessel(s).
 - c. Use the Distress Communications Form to demonstrate the procedure to send the following VHF emergency messages: Mayday, Pan Pan, and Security.
 - d. Know the safety rules that apply to vessels and 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.
- 6. Marlinspike Seamanship**
Using both large and small lines, tie and explain the use of the following knots: overhand, square, figure eight, bowline, two half hitches, clove hitch, sheet bend, and cleat hitch.
- 7. Boat Handling**
Demonstrate the ability to use a heaving line.
- 8. Service**
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 officers.

Ordinary

- 1. Ideals**
- a. Explain the symbolism of the Sea Scout emblem.
 - b. Give a brief oral history of the U.S. flag.
 - c. Demonstrate how to fly, hoist, lower, fold, display and salute the U.S. flag. Explain flag etiquette and protocols for both land and sea.
- 2. Active Membership**
- a. Attend at least 75 percent of your ship's meetings and activities for six months. **Note:** Check with your ship's yeoman.
 - b. Do one of the following. Recruit a new member for your ship and follow through until the new member is registered and formally admitted with an admissions ceremony, or assist in planning and carrying out a ship recruiting activity, such as an open house or joint activity with a youth group or organization (another Sea Scout ship will not count).
- 3. Leadership**
- a. Complete quarterdeck training, either as an officer or as a prospective officer.
 - b. Serve as an activity chair for a major ship event. Responsibilities should include planning, directing, and evaluating the event.
- 4. Swimming**
Pass all requirements for the BSA's Swimming merit badge.
- 5. Safety**
- a. Discuss BSA Safety Afloat with an adult leader.
 - b. Describe the safety equipment required by law for your ship's primary vessel.
 - c. Develop a ship's station bill for your ship and review it with an adult leader.
 - d. Plan and practice the following drills: man overboard, fire, and abandon ship.
 - e. Describe three types of equipment used in marine communications.

- f. Demonstrate your knowledge of correct maritime communications procedures by making at least three calls to another vessel, marinas, bridges, or locks.
- g. Galley
 - i. Before an activity, submit a menu that uses cooked and uncooked dishes, a list of provisions, and estimated costs for a day's meal (breakfast, lunch, and dinner). Once the provision list is approved, help obtain the items on the list.
 - ii. Explain the use of charcoal, pressurized alcohol, and propane. Include safety precautions for each.
 - iii. Prepare breakfast, lunch, and dinner while on the activity. Demonstrate your ability to properly use the galley equipment or personal cooking gear generally used by your ship.
 - iv. Demonstrate appropriate sanitation techniques for food preparation and meal cleanup.

6. Marlinespike Seamanship

- a. Name the various materials used to manufacture rope, the advantages and disadvantages of each, and the characteristics of laid and braided rope. Discuss the meaning of lay, thread, strand, and hawser. Explain how rope is sized and measured.
- b. Using both large and small lines, tie and explain the use of the following knots: stevedore's knot, French (double) bowline, bowline on a bight, timber hitch, rolling hitch, marline hitch, and midshipman's (taut-line) hitch.
- c. Demonstrate your ability to secure a line to pilings, bits, cleats, and rings, and to coil, flake, and flemish a line.
- d. Demonstrate how to cut and heat-seal a synthetic line and whip the end of plain-laid line using waxed cord or similar material.

7. Boat Handling

- a. Name the principal parts of a typical sailboat and a runabout.
- b. 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.
- c. Describe the identifying characteristics of a sloop, ketch, yawl, cutter, and schooner.
- d. Demonstrate your ability to handle a rowboat by doing the following: row in a straight line for a quarter mile, stop, make a pivot turn, return to the starting point and backwater in a straight line for 50 yards/meters. Make a turn and return to the starting point.

8. Anchoring

- a. Name the parts of a stock anchor and a stockless anchor.
- b. Describe five types of anchors. Describe how each type holds the bottom, the kind of bottom in which it holds best, and the advantages or disadvantages of each type.
- c. Calculate the amount of anchor rode necessary for your ship's primary vessel in the following depths: 10, 20, and 30 feet in normal and storm conditions.
- d. Demonstrate the ability to set and weigh anchor.

9. Navigation Rules

- a. Explain the purpose of *Navigation Rules, International and Inland*.
- b. Know the general "Rule of Responsibility."
- c. Define stand-on and give-way vessels for the following situations: meeting, crossing, and overtaking for both power and sailing vessels.
- d. Explain "Responsibility Between Vessels" (vessel priority).
- e. Explain the navigation lights required for power-driven and sailing vessels underway. Explain what is required for a vessel under oars.
- f. Describe the sound signals for maneuvering, warning, and restricted visibility.

10. Piloting and Navigation

- a. Demonstrate your understanding of latitude and longitude. Using a Mercator chart, demonstrate that you can locate your position from given coordinates and determine the coordinates of at least five aids to navigation.
- b. Explain the degree system of compass direction. Explain variation and deviation and how they are used to convert between true headings and bearings to compass headings and bearings.
- c. Describe three kinds of devices used aboard ship for measuring speed and/or distance traveled and, if possible, demonstrate their use.
- d. Understand Universal Coordinated Time (Greenwich Mean Time or Zulu Time) and zone time. Demonstrate your ability to convert from one to the other for your local area.
- e. Explain the 24-hour time system and demonstrate that you can convert between 12- and 24-hour time.
- f. 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: Ideally this requirement should be met while underway. If this is not possible, it may be simulated using charts.

11. Practical Deck Seamanship

- a. Name the seven watches and explain bell time.
- b. Explain the duties of a lookout and demonstrate how to report objects in view and wind directions with respect to the vessel.
- c. Name relative bearings expressed in degrees.
- d. While underway, serve as a lookout for one watch.
- e. Demonstrate the use of wheel or helm commands found in the *Sea Scout Manual*.
- f. Supervise and contribute to the cruise log for three days of cruising (one cruise or a combination of day cruises). Submit the cruise logs to your Skipper.

12. Environment

Discuss with an adult leader the Federal Water Pollution Control Act as related to oil discharges. Explain what a "Discharge of Oil Prohibited" placard is and find it aboard your ship's vessels.

13. Cruising

- a. Plan and participate in an overnight cruise in an approved craft under leadership that lasts a minimum of 36 hours.

- b. While on the cruise, perform the duties of a helmsman for at least 30 minutes.

14. Boating Safety Course

Successfully complete a boating safety course approved by the National Association of State Boating Law Administrators (NASBLA) offered by one of the following agencies: a state boating agency, the United States Power Squadrons, the United States Coast Guard Auxiliary, or other private or military education courses.

15. Service

As an 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 for this work through the ship's officers.

16. Electives—Do any three of the following:

- a. **Drill:** Demonstrate your ability to execute commands in close-order drill.
- b. **Yacht Racing:** Describe the procedures used in yacht racing and the signals used by the race committee to start a race. Serve as a crew member in a race sailed under current International Sailing Federation Rules.
- c. **Sailing:** In a cat-rigged or similar small vessel, demonstrate your ability to sail single-handedly a triangular course (leeward, windward, and reaching marks). Demonstrate beating, reaching, and running. A qualified sailing instructor should observe this requirement.
- d. **Ornamental Ropework:** Make a three-strand Turk's head and a three-strand monkey's fist. Using either ornamental knot, make up a heaving line.
- e. **Engines:** Perform routine maintenance on your ship's propulsion system, including filter, spark plug, oil changes, proper fueling procedures and other routine maintenance tasks. Refer to operations manuals or your ship's adult leaders for correct procedures and guidance.
- f. **USPS:** Join a local Power Squadron as an Apprentice member.
- g. **Boatswain Call:** Demonstrate your ability to use a boatswain's pipe by making the following calls—word to be passed, boat call, veer, all hands, pipe down, and piping the side.
- h. **USCGAux:** Successfully complete either the Coast Guard Auxiliary *Boating Skills and Seamanship* or *Sailing Skills and Seamanship* course. All core sessions, as well as at least three elective sessions, must be completed to fulfill this requirement.

Able

1. Ideals

- a. Organize and conduct two impressive opening and closing ceremonies for your ship.
- b. Submit an essay of 500 to 1,000 words on how our nation's maritime history has contributed to our way of life.

2. Active Membership

- a. Attend at least 75 percent of your ship's meetings and special activities for one year. **Note:** Check with your ship's yeoman.
- b. Prepare and present a program on Sea Scouts for a Boy Scout troop, Venturing crew, Venturing Officers' Association meeting, school class, or

other youth group. Your presentation should last a minimum of 15 minutes and describe the activities of your ship and Sea Scouts.

3. Leadership

Either serve and fulfill the responsibilities of a crew leader or an elected officer of your ship, or serve as an activity chair for two major ship events. Responsibilities should include planning, directing, and evaluating the event. (These events are in addition to the Ordinary requirement.)

4. Swimming

Pass all requirements for the BSA's Lifesaving merit badge.

5. Safety

- a. Develop and use a customized vessel safety checklist for a boat used by your ship.
- b. Demonstrate your understanding of fire prevention on vessels.
- c. Know the classes of fires and the substances that will extinguish each type of fire.
- d. In a safe place, under adult supervision, demonstrate your ability to successfully extinguish a class A and a class B fire with an approved fire extinguisher. See that the fire extinguisher used is properly recharged or replaced.
- e. Conduct a fire safety inspection of the vessel normally used by your ship or of your ship's meeting place. Note any fire hazards and report them to your ship's adult leaders.
- f. Complete the American Red Cross Standard First Aid course.
- g. Obtain CPR certification from a certified agency.
- h. Demonstrate the Heimlich maneuver and tell when it is used.

6. Marlinespike Seamanship

- a. Complete a back splice, eye splice, short splice, long splice, and a palm-and-needle whipping.
- b. Sew a flat seam, round seam, and grommet eye in canvas or sail material. Describe how each is used in construction of and the care of sails.
- c. Describe the parts of a block and explain how blocks are sized. Describe the following types of tackle: luff, gun, double purchase, single whip, and runner. With the help of another shipmate, reeve a double purchase tackle.

7. Boat Handling

- a. Demonstrate your ability to properly operate a small boat equipped with a motor. Included should be fueling, starting, leaving a dock, maneuvering, and coming alongside.
- b. Know the names and functions of lines used to secure a vessel to a wharf or pier. Understand and execute docking commands used in handling lines on your ship's primary vessel.

8. Anchoring

- a. Describe the various kinds of anchor rode and the advantages and disadvantages of each type.
- b. Identify the parts of the anchor cable starting with the anchor and ending at the vessel.

- c. Describe the methods of marking chain and demonstrate that you know the chain markings on your ship's vessel.
- d. While on a cruise assist in the construction of an anchor watch schedule and stand one watch.
- e. Identify a capstan or windlass and explain its use in handling line, wire rope, or chain.

9. Navigation Rules

- a. Demonstrate a working knowledge of *Navigation Rules, International and Inland*.
- b. Explain vessel lights for the following: towing (astern, alongside, pushing ahead, and cannot deviate), fishing, trawling, restricted maneuverability, underwater operations, constrained by draft, and aground.
- c. Describe special lights and day shapes deployed on the following vessels: not under command, restricted by ability to maneuver, constrained by draft, fishing (trawling), and sailing vessels under power.
- d. Understand the system of aids to navigation employed in your area. Include buoys, lights, and daymarks, and their significance and corresponding chart symbols.
- e. Read in detail a National Ocean Service (NOS) chart, preferably for the area normally cruised by your ship, identifying all marks on it.
- f. Explain the use of tide tables, current tables, light lists, and how to update a chart using the Notice to Mariners.

10. Piloting and Navigation

- a. Describe the deck log kept aboard your ship's principal craft. Keep a complete log for three cruises.
- b. Lay a course of at least three legs and execute it using dead reckoning.
- c. Demonstrate your ability to fix your position by the following methods: taking bearings from two known objects, running fix, and estimated position.
- d. Establish distance from a known object using "double the angle on the bow" and explain how to set a danger angle.
- e. Discuss how GPS (Global Positioning System) operates and the purpose of waypoints. While underway, demonstrate your ability to use a GPS using three different waypoints.
- f. Discuss the method of establishing a radar fix.

11. Practical Deck Seamanship

- a. Demonstrate your knowledge of personal safety equipment needed while cleaning, maintaining, or repairing your vessel.
- b. Know the names, uses, sizes, and proper care of the common hand tools used by your ship.
- c. Identify and explain the use of the following: thimble, shackle, turnbuckle, pelican hook, and other ship's hardware and fittings commonly used aboard your ship's vessels. Describe how each is sized.
- d. Demonstrate proper surface and coating preparation, coating techniques, care of stored coatings, and cleaning of brushes and tools used to maintain surfaces on your ship's vessel.

- e. Explain techniques used for the maintenance, protection, and repair of hulls and decks on your ship's vessel.

12. Environment

- a. Demonstrate your knowledge of local environmental laws related to the proper storage, disposal, and cleanup of maritime coating materials, fuels, and other environmentally sensitive materials.
- b. Discuss with an adult leader the dumping of garbage in the marine environment. Review the contents of the MARPOL placard and locate it aboard your ship's vessels.
- c. Write a 500-word report on a marine endangered species (mammal, bird, fish, or reptile). The report should include a description of the species, its habitat, history, current population numbers, and current steps being employed to help its recovery.

13. Cruising

Earn the Long Cruise badge.

14. Electives—Do any three of the following.

- a. **Sailing:** While leading a crew of not less than two other persons, demonstrate your ability to sail a sloop or another suitable vessel correctly and safely over a triangular course (leeward, windward, reaching marks), demonstrating beating, reaching, running, and the proper commands.
- b. **Vessels:** Teach and lead a crew under oar using a boat pulling at least four oars single- or double-banked. Perform the following maneuvers: get underway, maneuver ahead and back, turn the boat in its own length, dock, and secure.
- c. **Drill:** Demonstrate your ability to give and execute commands in close-order drill.
- d. **Engines:**
 - i. Understand the safe and proper procedures for the use of gasoline and diesel inboard engines, including fueling, pre-start checks, ventilation, starting, running, periodic checks while running, securing, postoperative checks, and keeping an engine log.
 - ii. Using the type of engine aboard the vessel you most frequently use, demonstrate your understanding of basic troubleshooting and the preventive maintenance schedule recommended by the manufacturer.
- e. **Yacht Racing:**
 - i. Demonstrate your understanding of the shapes, flag hoists, gun, and horn signals used in yacht racing as well as a working knowledge of the racing rules of the International Sailing Federation.
 - ii. 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.
- f. **Maritime History:** Know the highlights of maritime history from the earliest times to the present. Include the evolution of vessel construction and propulsion, important voyages of exploration and development, the origin of

maritime traditions, and the achievements of notable maritime leaders in U.S. sea history.

- g. **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 boatswain's lanyard, rigging knife lanyard, bell rope, etc., or decorate a portion of your ship's equipment such as a stanchion, rail, lifeline, tiller, etc.
- h. **Fiberglass Repair and Maintenance:** Demonstrate your proficiency and knowledge of fiberglass repair and gel coating while working on your ship's vessel or other similar vessel.
- i. **Specialty Proficiency:** Become a certified scuba diver or become proficient in boardsailing, surfing, kayaking, or whitewater rafting/canoeing.
- j. **USPS:** As an apprentice member of the United States Power Squadrons complete the *Seamanship* and *Piloting* courses

or

USCGAux: Successfully complete the Coast Guard Auxiliary *Weekend Navigator* course.

Quartermaster

1. Ideals

- a. Initiate a discussion on the ideals stated in the Sea Promise.
- b. Prepare a written analysis, offering recommendations for improvements regarding one of the following ship's programs: bylaws and code, training programs, ceremonies, quarterdeck meetings, recruiting programs, or fund-raising.

2. Active Membership

- a. Attend at least 75 percent of your ship's meetings and special activities for 18 months. **Note:** Check with your ship's yeoman.
- b. Present a talk or program at least 15 minutes long on Sea Scouts to a service club, religious organization, PTA, or other adult organization.

3. Leadership

- a. **Quartermaster Project:** While an Able Sea Scout, plan, develop, and demonstrate leadership to others in a service project that is helpful to any religious institution, school, or your community. The project plan must be approved by your Skipper and ship committee and approved by the council or district advancement committee before you start. This service project should involve your ship and at least one other group.
- b. **Officer:** Either serve as an elected officer for at least six months or serve as an activity chair for three major events (These events are in addition to the Able requirement.)
- c. **Quartermaster Cruise:** Take command of a vessel with a crew of not less than four Sea Scouts for at least 40 consecutive hours, including two nights. You must delegate and supervise all duties. During the cruise complete the following: Inspect the vessel for required equipment; supervise all menu

preparation; prepare the boat to get underway with a proper checklist approved by the adult leaders; anchor, dock, and maintain course by commands to the helmsman; remain underway for an extended period during darkness; and discuss appropriate nighttime running procedures. While underway, perform the following drills: man overboard, damage control, abandon ship, fire, collision, and any other drills used by your ship. During this cruise no substantial errors may be committed.

or

Successfully complete SEAL (Sea Scout Advanced Leadership) training.

4. Swimming

Either complete the requirements for BSA Lifeguard or complete a Red Cross lifesaving course or other certified lifesaving course.

5. Safety

- a. Know the heavy-weather precautions taken aboard both power and sailing vessels when dangerous weather approaches, and demonstrate these precautions aboard the vessel used by your ship.
- b. Know the special precautions that should be taken when limited visibility is encountered.
- c. Draw the International Code flags and pennants from memory and give the single-letter meanings (Alpha = Have diver down, keep clear) of the flags. Show how to use the book *International Code of Signals*.

6. Marlinspike Seamanship

- a. Teach the Apprentice, Ordinary, and Able marlinspike seamanship requirements to a crew.
- b. Make an eye splice in double-braided line.

7. Boat Handling

- a. 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.
- b. Demonstrate and teach the principles of springing into and out from a dock, from both bow and stern, using an engine depending on the type of vessel used by your ship.
- c. Teach Ordinary and Able boat handling requirements to a crew.

8. Anchoring

- a. Teach the Ordinary and Able anchoring requirements to a crew.
- b. Know the methods of bringing a vessel to anchor and a mooring with special emphasis on wind and current with respect to the vessel's course and speed.
- c. Take charge of a vessel used by your ship and give all commands to the crew for setting and weighing anchor in several wind and current situations.

9. Navigation Rules

Teach the Ordinary navigation rules requirements to a crew.

10. Piloting and Navigation

- a. Teach the Ordinary and Able piloting requirements to a crew.
- b. Know the methods of fixing a boat's position in limited visibility.

11. Weather

- a. Read and understand a local weather bulletin. Know how to obtain current marine and weather reports from the National Weather Service in your area by telephone, radio, or online.
- b. Demonstrate your ability to read a barometer, thermometer, anemometer, psychrometer, and weather vane. Be familiar with the Beaufort Wind Force Scale.
- c. Demonstrate your knowledge of the weather signs for your local area, including cloud types. Prepare a 48-hour forecast and compare your forecast with the actual weather that occurred.

12. Environment

- a. Discuss the three types of marine sanitation devices and the laws governing sewage discharge.
- b. Explain what gray water is and how it should be handled in your boating area.
- c. Explain what aquatic nuisance species are and how you can help stop their spread.
- d. Write a 500-word report on an aquatic environment (freshwater, coastal, estuary, or sanctuary). Include in the report the location, habitat, history, animals and plants that inhabit the area, its importance to man, current regulations, and what boaters can do to help preserve it for future generations.

13. Electives—Do any four of the following.

- a. **Sailing:** Know the principles of handling a schooner, ketch, yawl, or other suitable sailing vessel. Under competent direction, take charge of a crew and demonstrate your ability to handle a suitable sailing vessel in all points of sail.
- b. **Engines:**
 - i. 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.
 - ii. Explain the operation of spark ignition and compression ignition for internal combustion engines used aboard small vessels.
 - iii. Demonstrate your familiarity with the engine aboard the vessel used by your ship, including its principles of operation, fuel, lubrication, cooling and electrical systems, and their component parts.
 - iv. Demonstrate your ability to locate and correct minor engine troubles according to the engine manufacturer's troubleshooting guide.
- c. **Vessel Maintenance:** Take charge of reconditioning or overhauling at least one of your ship's vessels, or take charge of hauling out the principal vessel 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.
- d. **Electricity:**
 - i. Know and demonstrate the correct method of rescuing a person in contact with a live wire.
 - ii. Understand the construction of simple battery cells. Demonstrate the proper care of storage batteries.

- iii. Explain the difference between direct current and alternating current and the best uses for each.
- iv. Demonstrate that you know how to replace fuses, reset circuit breakers, and properly splice shipboard electric cable.
- v. Submit a diagram of the electrical system aboard the vessel used by your ship.
- vi. Explain wire tables, the current-carrying capacity of circuits, and the hazards and prevention of electrical overloading.
- vii. Explain electrolysis as applied to the deterioration of a boat's underwater fittings by galvanic action and its prevention.
- e. **Navigation:**
 - i. Explain how the sextant works. Show how to use it and demonstrate measuring horizontal angles and altitudes.
 - ii. Find latitude by the altitude of Polaris or by the sun's altitude at local apparent noon. Demonstrate how longitude is determined.
 - iii. Demonstrate finding error in the boat's compass by the sun's azimuth.
- f. **Drill:** Demonstrate your ability to handle the ship's company in close-order drill. Do all required maneuvers.
- g. **Piloting:** Under competent direction, assume the duties of navigator of your ship's vessel. Plot its projected course between two ports at least two hours apart and cruise that course mooring to mooring handling all piloting duties. The cruise should be made in daylight hours with good visibility.
- h. **Yacht Racing Crew:** Take charge of a crew in a race using current ISAF racing rules.
- i. **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.
- j. **USPS:** As an apprentice member of the United States Power Squadrons complete the Advanced Piloting course.
- k. **USCGAux:** Join a local Coast Guard Auxiliary flotilla as a Basic Qualified member and qualify for any Operational Auxiliary Program ("AUXOP") or Trident Marine Safety specialty rating.