



# Survival Island

By SLt. Doug Hannon



What an incredible morning. The sun is shining and the breeze is just right to go on your new sailboat. You have made sure you have packed everything you need. You jump on your bike (energy conservation, eh) and you head down to the Marina.

Down on the dock is your new pride and joy the Sloop Dawg..... OOOOOH WAIT!!!! Is that an ICE CREAM STAND??

A) It is sailing time, go to the Sloop Dawg!

B) Whoa, is that 40 different flavours?? Sugary Goodness

# Good Choice

Well Done!! You have worked too hard and too long to let Ice Cream get in your way. It is time to Sail the Ocean Blue. Time to make sure Sloop Dawg is ready, paddles, compass, rigging knife, extra line, vintage Game Boy, charts, hand held VHF radio, extra fuel, some extra rations and water... a sail plan. Weren't you suppose to have submitted this?

A) Man, the Coast Guard office, it is so far away!

B) Safety First!



# Wrong, wrong, wrong

Wow, the story is called Survival Island!! Not sure, if ice cream counts as a survival item!! You know what, just go back and

TRY AGAIN!



# Safety Wins the Day

You take a deep breath and head off to the Coast Guard office, you are met at the door by Sally Flanders. “Hey, that Sloop Dawg is a bonnie boat! Do not forget to check the weather before you shove off!” Why do you have to check the weather on such a perfect day?

A) Maybe Sally has a point?

B) What me worry?



# UMMMMMMM

Well after about 2 weeks of searching the Coast Guard still cannot find you or the Sloop Dawg!

Maybe, you should just try again.



# Nicely Done

You settle on your boat and turn your trusty VHF radio on. You find the weather channel and listen intently as the radio comes alive, “Weather for the Spinner Cove area, mostly sunny with 40% of showers, winds at 15 kts from the East...” Time to shove off. The weather is perfect!

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# Wait, What?

After about 2 hours of pure blissful sailing, the storm front hits you like a Freight Train. As the Sloop Dawg is battered by waves, torn by a savage wind ...

Your boat is hit by the bright white flash of TRY AGAIN!!





What a beautiful day! You have been sailing for a few hours and it is time to have some lunch. After throwing on your new autopilot and go down below to fix yourself a snack. With nothing around for kilometres, you take some time to enjoy your new galley. Your smile never leaves your face.

You end up fixing yourself ....

A) Sandwich

B) Lasagna

C) Salad (Caesar, Geek, Garden, etc)

D) Mac and Cheese



# You Do You

Whoa!!! What type of a Narrator do you think I am? I mean, did you really think there would be a wrong choice? Well, unless you have a food allergy or lactose intolerant.... But, not really for me to judge.

So, lets just move on.



Why waste such a beautiful day hanging out below deck. The water is so blue with not a soul around. The warm breeze surrounds you and welcomes you as you emerge into the cockpit of your boat.

You are just settling to have your lunch. You have your favourite drink, your perfect meal and some soft music playing in the background. Life is great..... Until

Your VHF radio crackles to life....

“Mayday Mayday Mayday”

A) Turn the music up, if i do not hear it, did it happen?

B) This important, lunch can wait!



# Uuuuummmm!

Well, you return back to port, there does not seem to be any activity. The Coast Guard Station is quiet and the rescue boats are still in their berths. You reflect on the terrified voice over the radio and it haunts you for the rest of your life. You sneak out of the marina. You never do find out what happened.

Wracked with grief and determined to do better you...

TRY AGAIN!



# Call to Action

As soon as the VHF radio comes to life you turn off the music and pay close attention.

“Mayday Mayday Mayday, this is the Turtle, Turtle, Turtle. We have run aground on the NE coast of Survival Island. We have three people, two have injuries. Everyone has made land, smoke is coming from the engine. Over”

You wait 2 minutes and there is no response from the Coast Guard

A) Jump into action, plot a course. Time to be a hero!

B) Time to plot a course and send out a Mayday Relay



# Well make that 3 Casualties

Well with the best of intentions you head straight for danger to save the day. Until you miss judge your approach and wind up beached not far from the boat you went to rescue.

As you spend your first of many nights stranded on Survival Island, the crew is relieved to have company, but rescue would have been better.

At least you can share your wonderful lunch you made?

And, of course TRY AGAIN!



# You are one Smart Cookie

You know better than try this alone and you may end up out of radio contact as well. So, you find the Turtle's approximate location on your chart and plot a course. With no response from the Coast Guard, you grab your VHF radio.

Mayday Relay, Mayday Relay, Mayday Relay. The Turtle Turtle Turtle, has run aground on the NE beach of Survival Island. There are 3 people on Turtle when it crashed. Two people are injured and fire is coming from the engine. Everyone has made it to land. This is Sloop Dawg Over.

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It does not take long for your VHF radio to pick up a new message.

Sloop Dawg, this is the Coast Guard vessel Cape Fox. We are on our way to the Turtle. Keep radio contact with Turtle our ETA is 1600 local time. Over.

You look at your clock, 1600 hrs is still several hours away. You will be at the Turtle at least 2 hours before the Coast Guard arrives

A) I did my good deed for the Day the Coast Guard's got this.

B) Time to contact the Turtle, I am on my way.





# You did WHAT?

Turtle Turtle Turtle, this is Sloop Dawg Sloop Dawg Sloop Dawg. Over

You wait for a response from Turtle, but all there is just static. You did what you could, right? No point, the Coast Gard will take care of it. Time for my tasty Lunch.

You watch the Cape Fox pass you and shortly after a Helicopter passes by. It seems like a long time before the Helicopter passes again. You find it odd that the Cape Fox hails you and pulls along side.

As one of the Coast Guard Officers comes aboard your vessel you get a huge fine of

TRY AGAIN !!



# Wise Choice

You take charge and grab your radio.

Turtle Turtle Turtle, this is Sloop Dawg Sloop Dawg Sloop Dawg, come in over.

You try this several times leaving a 2 minute pause between calls. There is no response. You know that your are within range, but something must be wrong.

It is an agonizing hour to get to Survival Island. It does not take long to locate the Turtle.

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You see one of the Trurtle's crew on the land frantically waving at you. You immediately respond, by waving back. After taking down your sails, finding a safe place to anchor, you hoist a radar reflector.

Then you contact the Cape Fox.

Cape Fox Cape Fox Cape Fox, this is the Sloop Dawg Sloop Dawg Sloop Dawg Over.

Sloop Dawg this is the Cape Fox over.

Cape Fox this is Sloop Dawg, I have located the Turtle, it is beached and I can see all of the crew. Two of the crew are laying down and not moving. The third is conscious and trying to communicate with me. I have deployed a Radar Reflector over.

A) Stay on the boat.

B) Time is of the essence, I need to get over there.



# Well you tried??

Unfortunately, it takes longer for the Coast Guard to get to the scene. You stay, to be sure that help has arrived and the crew of the Turtle was evacuated. The Cape Fox pulls along side and thanks you for your help. After inquiring about the crew of the Turtle when you return, you find out the skipper did not make it

If there was only something else you could have done.....

Like try again.



# Great Choice

You are one smart shopper. When you purchased your sailboat, it came with a small inflatable boat. It takes only moments to get the boat ready. You grab your VHF radio, First Aid Kit, extra water, rope, rigging knife and blankets.

It does not take long before you are with the crew of the Turtle. The crewman you first meet is frantic and it takes several seconds to calm them down. After you check the other two you are able to render first aid.

The Skipper and other casualty of the Turtle are somewhat conscious battered and bruised. The skipper needed a splint for a suspected broken leg. You also believe the second crewman has a concussion.

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After securing the casualties and checking the third crewman you check the Turtle to be sure that it is not a threat. The engine is no longer smoking and there is no evidence of a fire. Unfortunately, the Turtle itself will never ride the open water again.

After communicating the situation to the Cape Fox, you continue to monitor the casualties.

The third crewman of the Turtle explains to you what happened. They were fooling around at high speed when the accelotator jammed and they beached their craft.

There is an uncomfotable silence

A) Whip out the vintage Game Boy to pass the time

B) Allow the third crewman to gather their thoughts and monitor the casualties



# What, for REAL?

You have a sudden urge to break out the Vintage Game Boy. The third crewman looks on curiously. You find that the batteries are dead. No problem it uses the same batteries as the VHF Radio. You are so intent on your game you do not notice a thick fog roll in.

Time clicks away until you hear an eerie “Game Over, Game Over Man!”

Try Again!



# Good for you!!

The third crewman stirs and begins to open up about how scary this experience has been for them. You listen thoughtfully and keep an eye on the other Turtle crewman to ensure that they are comfortable.

Before long, the Cape Fox arrives and lands a small boat on the shore. The Coast Guard personnel prepare the injured crew to be airlifted when the helicopter arrives.

The third crewman asks you to stay with them until they have to leave with the Cape Fox. After you both give a statement on what happened today the helicopter arrives.

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It does not take long for the injured crewmen to be brought up to the Helicopter. Which is a good thing since the rotors were kicking up a lot of sand.

After the crew of the Cape Fox help bring your boat and supplies back to the Sloop Dawg. You are about to weigh anchor and set off when you hear the third crewman of the Turtle call “How did you know how to help us?”

You respond “Cadets I guess!” They look at you with a puzzled expression before the Cape Fox motors away. The thought hits you like a brick. It really was the Sea Cadets that taught me what to do. It gave me a chance to make a difference.

Time for that nice meal.



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