

Name:

SEA CADET TERMINOLOGY

LESSON 31

Directions: Highlight or circle any of the terms you don't know, then study them

IMC Announcement – An announcement (made by loudspeaker or email) given to the entire unit to provide general information

All hands – Everybody - the entire crew, both officer and enlisted

AT - Advanced Training, a week or longer training for NLCC and NSCC cadets in various specialties and topics.

Aye – Yes, or I understand

Aye-aye - Reply to an order or command meaning "I understand and will comply."

Barracks – A building onshore where Sailors live/sleep

Below – Downstairs

Berthing – Sleeping area

Billet – An assigned position or job in a unit or training contingent

Boondoggle - Any disorganized, inefficient evolution or activity or project that is a waste of time or money

Boot Camp – See RT

Bravo Zulu - Originally "BZ" was a flag signal meaning "Well Done." Now used by seniors to praise subordinates in one form or another

Bulkhead - Wall

Bunk or rack – Bed

Cadence – Call and response song sang while marching or running, used to keep everyone in step and at the right pace.

Captain's Call – Mandatory group meeting with the Commanding Officer

Carry on - An order to resume work or duties

CDO, Command Duty Officer – The officer assigned to carry out the unit's routine during a day of drill

Chief's Call – Cadet Leading Chief Petty Officer's meeting with the cadets to discuss issues or concerns or pass information

Chit, chit book – Request form (supply chit, ribbon chit, medical chit, etc.); a book of such items

Chow - Food

Chow hall (mess deck) – Slang term used by soldiers and Marines for a dining facility, a building where you eat meals (see Mess Decks)

Close order drill – Military practice in marching, maneuvering, and formal handling of rifles in which the cadets perform at close intervals

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Colors - Raising or lowering of a national flag, the national colors is the American Flag, aka national ensign. Each military branch also has its own organizational colors.

CO – Commanding Officer, the head officer in charge of a Sea Cadet unit.

Commands – Directions from a superior that must be followed

Compartment – Room, space

COTC – Commanding Officer of the Training Contingent; CO of a Sea Cadet or League Cadet training.

Cover – Hat worn in uniform, including ball caps

Crow – Slang term for the eagle adorning the Petty Officer rank insignia.

Deck – The floor or ground. Technically the horizontal planking or plating that divides a ship into layers.

Detail – A small part of a larger group put together temporarily for a purpose (e.g., work detail, painting detail, marching detail)

DFAC – Dining facility on Army or Air Force Bases (as compared to galleys in the Navy and mess halls in the Marine Corps)

Dixie Cup - The canvas white hat Sailors and cadets PO1 and below wear with their dress uniforms.

Ensign – First rank of a Navy or Coast Guard officer between the rank of chief warrant officer and lieutenant junior grade; national flag (see colors)

Executive Officer – The officer that is second in command. Aka XO

Fast – Snugly secured (e.g., hold fast, stand fast)

Field day – Deep cleaning of heads, spaces/compartments, and passageways

Flag officer – Any commissioned officer in pay grade O-7 or above

FOD Walk Down – An organized search of the deck/ground for trash – from the search done on an aircraft carrier flight deck or hangar deck looking for foreign object debris (FOD) that a jet engine might ingest

Gangway – A raised platform or walkway providing passage, typically onto a ship; an order meaning to clear the way

Gear adrift – Items not stowed away properly

Gear locker – Storage room

Geedunk – Snacks, candy, gum, or place that sells them

Gig - A form of point deduction for an unsatisfactory inspection, either personal, uniform, or rack and locker inspections, depending on the severity. Used as both a noun and a verb.

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Gig line - The visual line formed by a uniform's trouser zipper, belt buckle, and shirt seam

Gouge - The inside scoop, the skinny, the low-down. Only the critical information you need to know in a given situation, with nothing else to waste your time

Gundeck - Falsifying or misrepresenting records and reports. Gundecking reports constitute falsifying official documents and can be punishable.

Hatch - A horizontal opening on the DECK leading to the cargo hold or other space in the lower part of a ship or boat (it's not the same as a door).

Head - Bathroom; Head call - bathroom break. Say "Request permission to make a head call" if you want to use the head.

Leadership Billet - A billet at training in which a registered staff cadet has responsibility for ≥10 subordinate cadets

Ladder - A device to allow movement from one level to another; stairs

League Cadets - Younger cadets ages 10-13; Navy League Cadet Corps members.

Leave - Vacation or time off.

Liberty - Permission to leave the base, usually for not more than 96 hours; "Base liberty" = free time on the base

Log - Book or ledger in which data or events during a watch are recorded. (e.g., watch log, deck log, CDO log)

Look alive - Command to be alert or move fast.

Lucky Bag - Collected unclaimed personal items or such things confiscated as gear adrift.

Malingering - Pretending to be sick or injured to get out of an unpleasant task or evolution, such as PT or a working party. Grounds for disciplinary action.

Make a hole/Make way/Gangway - Move out of the way so people may pass

Master at Arms (MAA) - Staff cadet who is the regulations and discipline enforcer of the unit, runs working parties, works directly for the CO, and reports to the CDO for watch concerns. AKA MA, the rating (job title) for Navy law enforcement personnel

Messenger of the Watch (MOW) - Member of the Quarterdeck watch team. Walks the building or area, looking for fire and security problems.

Muster - To assemble the division; roll call

NEX - Navy Exchange; department store for the Navy

NLCC - Navy League Cadet Corps. Junior version of the Sea Cadets for grades 5th-8th

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NLO – Navy League Orientation, a one-week orientation (“boot camp”) for Navy League Cadets

Officer’s (or staff) Call – Meeting for the officers (staff) only

Officer’s Country - Area where the officer’s berthing and wardroom are located, cadets are not allowed into Officer’s Country without permission

Officer of the Deck – Senior Member of the Quarterdeck Watch Team.

Orders – Instructions

Overhead – Ceiling

PAC - Polaris Advancement Course – academic requirements at each rate, administered on the NSCC’s online learning platform Polaris

Passageway – Hallway; aka “p-way”

Petty Officer of the Watch (POOW)
- Member of the Quarterdeck Watch Team. Records items in the Deck Log. Trains and monitors the Messenger of the Watch.

POD – Plan of the Day, the official schedule and notes published by a training command or unit (see POM below)

POLA - Petty Officer Leadership Academy – a one-week training in basic leadership; NSCC cadets must be an SN or PO3 to attend POLA

POM - Plan of the Month, the official schedule and notes published by a unit each month

Port – The left/left side

PRT – The Physical Readiness Test where a cadet is required to perform a plank, pushups, and a 1-mile run in a given time based on age & sex

PQS - Personnel Qualification Standards – a set of practical requirements for each rate, which must be satisfactorily demonstrated to unit personnel prior to advancement

PT - Physical Training. A required exercise regimen during Sea Cadet evolutions

PT Gear – The athletic clothes required to be worn for unit physical fitness activities

Quarterdeck – Designated area or formal space at the entrance of a building or ship where you request permission to enter

Quarters - Assembling of all hands for muster, instruction, and inspection (morning and evening quarters)

Rack – A bed, aka “bunk.”

Rate – The title of a Navy sailor, takes their job specialty (rating) and their rank (E-1, E-6, etc.), e.g., MM2 is a machinist mate second class;

Rating - A job specialty title in the Navy (Master at Arms, Corpsman, Boatswain's Mate)

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Reveille - Wake up, start a new day. Also played as a bugle call on military bases. Opposite of "Retreat," which is played at the end of the workday when colors (flags) are taken down.

RT - Recruit Training – a 9-day indoctrination ("boot camp") for new Sea Cadets

Salt and Peppers – Dress uniform worn by NLCC Cadets, white shirt and black trousers

Salty – Older and more experienced (from being at sea a long time). What Chiefs are.

Scullery - Place in the galley to wash dishes

Scuttlebutt - Drinking fountain; a rumor

Seabag - A large green canvas bag used to pack Sea Cadet gear. Equivalent to the Army's duffle bag.

Seabag Inspection – Official check of items based on a seabag list.

Seabag Issue – All the uniforms that the unit has issued

Sea lawyer – One who makes excuses or tries to get out of trouble by trivial technicalities

Secure – To lock up; put away; stop work.

Shipmate - Any fellow cadet

Sick call – Time the medical staff sees cadets for aches and pains

Sickbay - Hospital or clinic

Starboard – Right/right side

Stateroom – A room where an officer sleeps

Supply call – Time when the Supply staff will exchange and issue uniform parts

Swab – Mop/to mop

Taps – Time to sleep, end of the day. The bugle call played at the end of the day on military bases, funerals, and other memorial ceremonies.

Tattoo – Bugle call played fifteen minutes before taps on military bases to signal time to prepare to hit the rack (sleep)

Topside - Upstairs

Turn to - To begin or get back to work

UA – Unauthorized absence (Navy term for

AWOL –absent without leave)

Unsat – Below standards; not passing

Wardroom - Officer's mess or dining room. Also used to collectively refer to all the officers at a command

Wheel book - A small pocket-sized notebook carried by leaders, Petty Officers, and Chiefs.

Working party – A group of personnel, led by a supervisor, tasked with a job such as taking the trash out or moving equipment