



## 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, an Able Scout or a Quartermaster Scout the Scout Oath and Law and the Sea Promise, 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 a Sea Scout uniform. Describe the Sea Scout uniforms. Tell how and when to wear the uniforms; and explain care of uniforms.
- c. Meet your ship's bylaws requirement for active participation in your ship's meetings and activities for three months.

### 3. Leadership

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

### 4. Swimming

- a. Demonstrate your ability to swim by doing one of the following:  
Jump feet first 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.

or

Pass a NAUI, PADI, SDI, or any other Recreational Scuba Training Council Certification Agency's swim test.

- 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 various types of Coast Guard-approved life jackets. Demonstrate the proper use and care of life jackets used by your ship. Discuss your state's boating laws as they relate to life jacket wear.
- 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**

- a. Name the principal parts of a typical sailboat and a runabout.
- b. Describe the identifying characteristics of a sloop, ketch, yawl, cutter, and schooner.
- c. Demonstrate the ability to use a heaving line.

## **8. Service**

- a. Log at least 8 hours of work on ship equipment, projects, or activities other than ship meetings, parties, dances, or fun events.
- b. Participate with your ship for at least 8 hours in community service projects.