

Advancement Change Sheet Effective August 2024

1. Ideals

- e. **With other Sea Scouts, friends or family members, complete the Personal Safety Awareness Training for BSA's Older Youth Programs led by an adult leader or designee. The adult conducting the program should follow the program guidelines found in <https://seascout.org/program-toolbox/to> to complete this requirement.**

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.

(Pass a NAUI, PADI, SDI, or any other Recreational Scuba Training Council Certification Agency's swim test.) no longer an option

5. Safety

- b. Identify visual day and night marine distress signals and know their location and the proper use for your ship's vessel(s).

OR

Know and demonstrate basic hand, paddle, and whistle signals commonly used on paddlecraft trips.

- 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.

OR

Obtain and discuss with your leader or designee, your state's paddlecraft safety rules for the craft most frequently used by your ship.

- e. **Obtain a current copy of the U.S. Coast Guard Auxiliary (USCG AUX) or America's Boating Club (ABC) Vessel Safety Check (VSC) Form online. With an**

approved Vessel Examiner or an experienced adult leader, perform a VSC on the vessel(s) in use by your Ship. Additionally, obtain, or create your own, USCG "IF FOUND" sticker(s). Complete the contact information and place it on the vessel(s) used by your Ship. If your Ship's vessel(s) already displays an "IF FOUND" sticker, verify the contact information is still correct. If not, correct it.

6. *Marlinspike Seamanship*

a. 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, **and trucker's hitch.**

7. *Boat Handling*

a. Name the principal parts of a typical sailboat, runabout, **canoe, kayak, SUP, and raft.**

b. Describe the identifying characteristics of:

- i. A sloop, ketch, yawl, cutter, and schooner
- ii. **An open motorboat and cabin motorboat**
- iii. **A touring canoe and whitewater canoe**
- iv. **A whitewater kayak and sea kayak**
- v. **Oar frame raft and a paddle raft**

c. Demonstrate the ability to use a heaving line.

OR

While on land, demonstrate the ability to throw a rescue throw bag and hit a four-foot-wide target 30 feet (10 meters) away. Then, without hesitation, retrieve the line, and immediately throw it as a coil, and hit a four-foot-wide target 21 feet (seven meters) away. Finally, retrieve the line and re-stuff the bag.

13.3.2 Ordinary

3. *Leadership*

b. Complete quarterdeck training, either as an officer or as a prospective officer.

5. Safety

- a. Discuss BSA Safety Afloat with an adult leader **or a Quartermaster candidate**.
- b. Describe the safety equipment required by law for your ship's primary vessel. **Know and demonstrate basic hand, paddle, and whistle signals commonly used on paddlecraft trips.**
- c. For larger vessels that require a crew, develop a ship's station bill for your ship and review it with an adult leader.

OR

For smaller vessels with only one or two people aboard, develop a roster of attendees for your ship's next float trip. Identify lead and sweep boats. Note which boats are carrying rescue and first aid equipment, the trip roster, and medical forms. Review the roster with an adult leader.

- d. Plan and practice the following drills: man overboard, fire, and abandon ship.

OR

If your ship uses small vessels such as small sailboats or paddlecraft, plan and practice man overboard drills (if appropriate), capsize drills, and deep water re-entries.

- f. Demonstrate proficiency with the communication devices used on your ship's primary vessel. **(removed making at least three calls to another vessel, marinas, bridges, or locks.)**

8. Ground Tackle

- 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. **Discuss the challenges of using an anchor with paddlecraft compared to larger vessels.**

11. Practical Deck Seamanship

- f. Describe the deck log kept aboard your ship's principal craft. Contribute to a cruise log for three days of cruising (one cruise or a combination of day cruises). Submit the logs to your Skipper.

OR

Keep a trip log for at least three paddling day trips, recording details of the waterway paddled, listing participants, and details of the paddling trip. Submit the logs to your Skipper.

12. *Environment*

- c. Explain how the principles of Leave No Trace can be applied to boating trips.**

13. *Weather*

- b. Find a river in your area and review the forecasted flow levels by using the National Weather Service's Hydrologic Prediction Service's map and graphs. Compare forecasted flow levels to average flow levels using the USGS National Water Information System web page.**

14. *Cruising*

- a. Plan and participate in an overnight cruise. If you cannot sleep aboard your vessel, participating in a multi-day trip will meet this requirement.**

13.3.3 Able

5. *Safety*

- b. Demonstrate your understanding of fire prevention on motorized vessels.**

OR

Explain how entanglements or entrapments, such as but not limited to loose ropes and difficult to remove sprayskirts, can be avoided in kayaks, canoes, paddleboards and rafts.

6. *Marlinspike Seamanship*

- 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.**

OR

On land, establish a 2-point load-distributing anchor point and a 3:1 mechanical advantage system (e.g., Z-drag) used to unpin paddlecraft. Use the system to haul a

weight at least 5 feet across the ground. The system must include a progress capture system and a damper.

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, docking, and coming alongside.

OR

In a human propelled vessel, board the vessel and depart from shore, paddle or row the vessel in a straight line forward 200 feet and backwards 40 feet; spin in place 180 degrees or more to right and left; and move sideways 10 feet or more to right and left (only if the vessel uses paddles). Then, while underway, turn 90 degrees to right and left while maintaining headway and maneuver through a figure of 8 course with markers set three to four boat lengths apart. Finally return to shore and disembark the vessel. At all times, maintain proper trim and balance.

8. Ground Tackle

d. While on a cruise assist in the construction of an anchor watch schedule and stand one watch.

OR

Establish a watch for boats secured to a shore or beach and stand one watch.

11. Practical Deck Seamanship

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.

OR

Demonstrate how to make a minor repair on a paddlecraft used by your ship.

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

OR

Explain the techniques used for the maintenance, protection and storage of paddlecraft used by your ship.

13.3.5 Quartermaster

3. Leadership

c. Instruct: Organize and help conduct the BSA's Introduction to Leadership Skills for Ships (ILSS) for your ship or serve as staff on an NYLT course NYLT Leadership Academy, NAYLE, Wood Badge course, or Seabadge course.

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.

OR

Take charge of three or more single occupant vessels and give all the commands necessary to move the group successfully to the opposite shore, across a river in moving water, or lake in windy conditions, without drifting downstream or down lake.

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.

OR

Demonstrate and teach the proper way to enter moving water with a canoe, kayak, paddleboard or raft, facing both upstream and downstream, while in an eddy and from shore.

10. Piloting and Navigation

c. Create a route in an electronic navigation device that includes at least five waypoints. Use the electronic navigation device to navigate your route.

OR

Use an electronic navigation device (e.g., GPS) to determine coordinates and routes for at least five emergency exit routes for inland waterways. Identify the beginning of each route during a boating trip.

12. *Environment*

c. 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.

OR

Write a 500-word report on one of the United States of America's most endangered rivers (as identified by the list provided by the American Rivers organization) highlighting the threats and potential solutions. Discuss the impact, both positive and negative, of doing or not doing each potential solution.

13.3.6 Electives

Leadership

- 2 Attend NYLT Leadership Academy.**
- 2 Attend BSA Leave No Trace Trainer Course.**
- 3 Attend Leadership Challenge at Philmont or the Summit (youth 18 and over).**
- 3 Quartermaster Cruise: Take command of one of more vessels crewed by not less than four Sea Scouts (e.g., four single occupant vessels or a single vessel with four occupants) for at least 40 consecutive hours, including two nights. You must delegate and supervise all duties. Prior to departure, create a trip plan and receive approval from your ship's Skipper. If your boats are transported to the water, inspect all vessels with an adult leader, and evaluate whether they are adequately secured for transportation prior to departure. In addition, prior to the trip, complete the following: file a float plan, inspect the vessel(s) for required equipment; supervise all menu preparation; prepare the vessel(s) to get underway with a proper checklist approved by the adult leaders; launch, anchor, dock, and maintain course by commands to the helmsman appropriate for your vessel(s); remain underway for an extended period during darkness if your vessel has running lights; and discuss appropriate nighttime running procedures. While underway, perform safety and rescue drills appropriate to your boat(s), such as capsized person in the water, towing vessels, damage control, abandon ship, fire, collision, and**

any other drills used by your ship. During this cruise no substantial errors may be committed.

OR

Plan and serve as coordinator on a "live-aboard" dive trip of at least three days with all dive plans, equipment, food, surface and underwater charts on dive sites, specific training including all financial, safety information and emergency protocols, plan for provisions; supervise all menu preparation; prepare the boats to get underway with a proper checklist approved by the adult leaders; and file a float plan. If on open water, prepare a navigation chart including at least three legs and/or course corrections. If on inland rivers, identify river access points and coordinate transportation at both ends of the trip. With an adult leader, inspect all vessels and evaluate whether they are adequately secured for transportation.

Paddlecraft

- 2 Earn ACA instructor certification in canoe, kayak, or SUP at any level.

America's Boating Club (formerly United States Power Squadrons)

- 2 As a member of America's Boating Club, complete the Boat Handling and Marine Navigation courses.
- 3 As a member of America's Boating Club, complete the Advanced Marine Navigation course.

Awards

- 2 Complete the Outdoor Ethics Awareness Award.
- 3 Complete the Outdoor Ethics Action Award

Removed 2. Complete any Nova Award (Each award completed counts as a Level 2 elective).