

Coast Guard Auxiliary Shore Side and Underway Training for Sea Scouts

The Coast Guard Auxiliary has the authority to provide training to Sea Scouts in accordance with the Memorandum of Agreement (MOA) between the Auxiliary and the Boy Scouts of America (BSA).¹ The scope of training covered by this document includes standard Auxiliary boat crew and coxswain qualification tasks. Auxiliary boat crews will be selected for their ability to mentor boat crew and coxswain trainees, as well as having prior experience working with youth or younger trainees through the Coast Guard Auxiliary or other youth-serving organizations.

The training will be performed on Auxiliary Operational Facilities (OPFACs), operating under Coast Guard orders. All participating crew members (including coxswains) will complete the following orientation prior to providing training to Sea Scouts aboard Auxiliary facilities under orders:

- Carefully read the BSA MOA;
- Complete the “Venturing Leader Youth Protection Training” available online from the Boy Scouts of America.²

This training will orient Auxiliarists to the BSA MOA, as well as orienting them to appropriate interactions with youth members.

The process for bringing Sea Scouts on board OPFACS under orders requires that the guests complete a Liability Release in the form of the attached. Sea Scouts will be provided with life jackets with appropriate impact ratings, and equipped with the same PPE as Auxiliarists. OPFACs with Sea Scouts on board will not be tasked with SAR duties. In the unlikely event that an OPFAC with Sea Scouts aboard must respond to an incident, the youth must not be involved in the operation.

Auxiliary facilities used for Sea Scout training must be operated under orders with at least the minimum crew on board. The number of Sea Scouts aboard must not exceed the number of crew. For example, if there are two Auxiliarist crew aboard, there will be no more than 2 or Sea Scouts aboard. At no time is it permissible for one Auxiliarist to be alone with one youth. The Coxswain has total discretion at all times to determine whether Sea Scouts are participating appropriately in a training opportunity. If the Coxswain determines that any youth’s behavior is inconsistent with carrying out the mission, the Coxswain is encouraged to return the youth to the dock or abort the mission as appropriate. Providing underway training to Sea Scouts will be determined by the local Coast Guard Auxiliary district (i.e., District Commodore and Director of Auxiliary).

Recommended Training Activities

Following is a list of Auxiliary boat crew tasks/activities that can be provided by certified Auxiliarist Boat Crew for training Sea Scouts. Where applicable, the related Sea Scout advancement³ item is identified. When planning these training activities, the member should

¹ <http://www.auxbdept.org/pdf/BSAUSCGAuxMOA23Feb09.pdf>

² <https://myscouting.scouting.org/>

³ The following is based on the advancement requirements as identified at:

identify the specific training items to be covered and have sufficient quantities of Qualification Checklists and Advancement Scorecards to provide recordkeeping for the youth members involved. Youth with similar experience should be grouped together, and each session should build on the prior session.

Shore Side Training and Correlation to Sea Scout Advancement

Boat Crew Training Task	Sea Scout Advancement Task
BCM-02-01-AUX-Crew First Aid Responsibility	Able 5.f. First Aid
BCM-02-02-AUX-Sun / Heat Related Factors	Able 5.f. First Aid
BCM-02-03-AUX Symptoms / Treatment - Shock	Able 5.f. First Aid
BCM-02-05-AUX Controlling Bleeding Injuries	Able 5.f. First Aid
BCM-02-06-AUX Signs and Treatment for Burns	Able 5.f. First Aid
BCM-02-07-AUX Symptoms/Treatment- Hypothermia	Able 5.f. First Aid
BCM-02-09-AUX Boat Crew Survival Equipment	Apprentice 5.b. Safety/Distress Signal
BCM-02-10-AUX Use of Emergency Signal Mirror	Apprentice 5.b. Safety/Distress Signal
BCM-02-11-AUX Use of Hand Held Distress Flares	Apprentice 5.b. Safety/Distress Signal
BCM-02-12-AUX Use of Aerial Flares.	Apprentice 5.b. Safety/Distress Signal
BCM-02-13-AUX Personal Marker (PML)/Strobe Light	Apprentice 5.b. Safety/Distress Signal
BCM-02-14-AUX Survival Procedures - Capsize	Apprentice 5.b. Safety/Distress Signal
BCM-03-01-AUX Parts of a Line/Line Handling	Ordinary 6.a. Marlinespike Seamanship
BCM-03-02-AUX Knots, Hitches and Bends	Apprentice 6, Ordinary 6.b
BCM-03-03-AUX Securing to Cleats, Bitts and Posts	Apprentice 6, Ordinary 6.c
BCM-04-03-AUX Navigation Lights	Ordinary 9.e. Navigation Rules
BCM-04-04-AUX Sound Signals	Ordinary 9.f. Sound Signals
BCM-04-05-AUX Distress Signals	Apprentice 5.b. Safety/Distress Signal
BCM-06-01-AUX Parts/Symbols of Nautical Chart	Able 9.d, 9.e. Navigation Rules
BCM-07-09-AUX Classes of Fires	Able 5.c. Safety
BCM-07-11-AUX Operate a CO2 Fire Extinguisher	Able 5.d. Safety
BCM-07-12-AUX Operate Dry Chemical Extinguisher	Able 5.d. Safety
COX-02-01-AUX Indicators - Heavy Weather	Quartermaster 5.a., 11.
COX-02-02-AUX Warning Signs - Unstable Vessel	Quartermaster 5.a
COX-02-03-AUX Procedures If Engine Will Not Start	Able 14.d, Quartermaster 13.b
COX-02-04-AUX Loss of Electrical Power	Able 14.d, Quartermaster 13.d
COX-02-05-AUX High Engine Temperature	Able 14.d, Quartermaster 13.b
COX-02-06-AUX Low/No Engine Oil Pressure	Able 14.d, Quartermaster 13.b
COX-02-07-AUX Defective Charging System	Able 14.d, Quartermaster 13.d
COX-02-08-AUX Shaft Vibration	Able 14.d, Quartermaster 13.b
COX-02-09-AUX Steering Casualty	
COX-03-01-AUX Factors affecting Boat Handling	Able 7. Boat Handling
COX-03-02-AUX Principles of Boat Handling	Able 7. Boat Handling
COX-05-01-AUX Identify Navigational Publications	Able 9. Navigation Rules

<http://www.seascout.org/about/program/advancement/recognition-youth.html>. Sea Scout advancement requirements and Boat Crew tasks/activities are not always worded the same, so the member will review and compare them to ensure that the specific requirements are satisfied before signed them off as completed. All Sea Scout Advancement activities will be coordinated with the Sea Scout Adult Leader to ensure continuity within the Sea Scout unit advancement program.

COX-06-04-AUX Search Planning	
COX-06-05-AUX Expanding Square Search Pattern	
COX-06-06-AUX Sector Search Pattern	
COX-06-07-AUX Parallel Search Pattern	
COX-06-08-AUX Track line Return Search Pattern	
COX-07-04-AUX Action to Take if Aground	

Underway Training

Boat Crew Training Task	Sea Scout Advancement Task
BCM-03-04-AUX Pre-Underway Check-Off	Ordinary 5, Able 5.
BCM-04-01-AUX Assist In Anchoring the Boat	Ordinary 8
BCM-04-02-AUX Assist in Weighing the Anchor	Ordinary 8
BCM-04-06-AUX Stand a Lookout Watch	Ordinary 11
BCM-04-08-AUX Cast Off / Stow Lines and Fenders	Able 7.b
BCM-04-09-AUX Moor and Secure the Boat to a Dock	Able 7.a, Quartermaster 7.a, 7.b
BCM-05-01-AUX Operate a VHF-FM Radiotelephone	Apprentice 5.c, Ordinary 5.f
BCM-05-02-AUX Give Position/Operations Report	Ordinary 5.f
BCM-06-02-AUX Aids to Navigation-Piloting	Able 9.d
BCM-06-03-AUX Identify Local Landmarks on a Chart	Able 9.e
BCM-06-04-AUX Plot Position Using Lat. and Long.	Ordinary 10.a
BCM-06-05-AUX Plot Course on a Nautical Chart	Ordinary 10.f, Able 10.b
BCM-06-06-AUX Measure Distance on a Chart	Ordinary 10.f, Able 10.d
BCM-06-07-AUX Compute Time, Speed, Distance	Ordinary 10.f, Able 10.c
BCM-06-08-AUX Determine Depth	
BCM-07-01-AUX Man Overboard Evolution - pointer	Ordinary 5.d, Quartermaster 3.c
BCM-07-02-AUX MOB - Recovery/Pick up	Ordinary 5.d, Quartermaster 3.c
BCM-07-10-AUX Operate Dewatering Equipment	
COX-03-04-AUX Pre-Underway Check-Off	Able 5.a, 14.d, Quartermaster 3.c
COX-03-07-AUX Maneuver In A Narrow Channel	
COX-03-10-AUX Anchor the Boat	Ordinary 8.d
COX-03-11-AUX Weigh the Boat's Anchor	Ordinary 8.d
COX-04-02-AUX Execute Sound Signals	Ordinary 9.f
COX-04-03-AUX Set The Proper Navigation Lights	Ordinary 9.e, Able 9.b
COX-05-02-AUX Obtain A Visual Fix	Able 10.c
COX-05-03-AUX Compass from True Course	Ordinary 10.b
COX-05-04-AUX Sketch Chart Of Local Area	
COX-05-05-AUX Pilot Using Dead Reckoning	Ordinary 10.f, Able 10.b
COX-05-06-AUX Pilot A Boat Using "Seaman's Eye"	Able 10.c
COX-05-07-AUX Determine Position Using Radar	Able 10.f
COX-05-08-AUX Determine Position Using GPS	Able 10.e
COX-05-10-AUX Determine Course/Speed-Set/Drift	Ordinary 10.f
COX-05-11-AUX River Sailing- Locks, Dams, Locks	
COX-06-09-AUX Execute A Search Pattern	
COX-07-01-AUX Approach Object And Station Keep	
COX-07-02-AUX Recover a Person from the Water	Ordinary 5.d, Quartermaster 3.c
COX-09-04-AUX Night Navigation Exercise	Quartermaster 3.c, 10.b