



Sea Scout Personal Advancement Record (SPAR)

This SPAR is designed to provide Sea Scouts with an easy-to-use record to track their advancement. All requirements found in this SPAR are based on the current requirements found in the Sea Scout Manual (No. 33239C). This is not an official document of and is not produced or distributed by the Boy Scouts of America.

The SPAR may be downloaded from www.seascouting.org and may be reproduced locally for use by U.S. Sea Scouts. If you find errors in this document or have suggestions as to how we can improve the SPAR please contact us at ideas@seascouting.org.

SEA SCOUT PERSONAL ADVANCEMENT RECORD (SPAR)

Sea Scout Name: _____ Birthdate: _____

Sea Scout Advancement - Apprentice

Date

Signature

Ideals

1. Qualify as an official member of your Sea Scout ship by taking part in the ship's admission ceremony. _____
2. Repeat from memory and discuss with an adult leader the Sea Promise and Scout Oath and Law. Discuss the Venturing Code and agree to carry out the provisions of your ship's code. _____

Active Membership

3. Provide evidence that your dues are paid and that you are doing your fair share in helping to finance your ships program. _____
4. Describe the Sea Scout uniform and obtain one. Tell how and when the uniform is worn and how to care for it. _____

Special Skills

5. **Seamanship:** Using both large and small lines, tie and explain the use of the following knots: square knot, bowline, clove hitch, sheet bend, two half hitches, figure eight, and cleat hitch. Demonstrate the ability to use a heaving line. _____
6. **Safety:** Know the basic safety rules for small boats. Know the safety rules that apply to the floating 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. Demonstrate the proper use of a personal flotation device such as a life jacket or a life buoy. Be familiar with and be able to list the standard marine distress signals, and demonstrate the procedure to send a VHF distress call. _____
7. **Customs:** Demonstrate the proper procedure for boarding a vessel. Demonstrate normal usage of personal courtesies on board a ship. _____
8. **Swimming:** 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 an easy resting backstroke. After completing the swim, rest by floating. Discuss the Safe Swim Defense Plan with a ships officer. _____
9. **Work:** Log at least 16 hours of work on ship equipment, projects, or activities other than regular ship meetings, parties, dances, or fun events. _____

Skipper's Review. I have reviewed this Sea Scout's SPAR and find that he or she has satisfied all requirements for advancement to Apprentice Sea Scout.

Signature

Printed Name

Ship

Date

SEA SCOUT PERSONAL ADVANCEMENT RECORD (SPAR)

Sea Scout Name: _____ Birthdate: _____

Sea Scout Advancement - Ordinary

Date

Signature

Ideals

1. Give an explanation of the Sea Scout emblem and tell how and why it is used. Prove that you have a general understanding of the customs and courtesies of the sea.
2. Give a brief history of the U.S. flag and show when to fly it and how to hoist, lower, fold, display, and salute it.

_____	_____
_____	_____

Active Membership

3. Attend at least 75 percent of your ship's meetings and special activities for six months.
4. Complete quarterdeck training, either as a petty officer or as a prospective petty officer, as provided and required by your ship and council.
5. Recruit a new member for your ship and follow through until the new member is registered and formally admitted. (This requirement may be waived by the ship committee if additional membership is not possible at the time the Sea Scout applies.)

_____	_____
_____	_____
_____	_____

Special Skills

6. **Boats:** Know the identifying features and special advantages of 10 of the following types of boats: canoe, catamaran, dinghy, dory, kayak, motor cruiser, motor lifeboat, motor sailer, motor whaleboat, pram, pulling whaleboat, punt, runabout, self-bailing surfboat, skiff, trimaran. Name the principal parts of the type of craft commonly used by your ship.

_____	_____
_____	_____

Know the proper display of boat flags and courtesy on small boats.

_____	_____
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Demonstrate your ability to handle a rowboat.

_____	_____
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7. **Marlingspike Seamanship:** Using line appropriate to the craft you normally use, tie the following knots and explain the use of each: overhand knot, stevedore's knot, bowline on a bight, timber hitch, rolling hitch, marline hitch, midshipman's hitch, and double bowline (French bowline).

_____	_____
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Name the various materials used for rope, the advantages and disadvantages of each, and the characteristics of laid and braided rope. Understand the meaning of lay, thread, strand, and hawser.

_____	_____
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Demonstrate the ability to secure a line to pilings, bits, and rings, and to coil, flake, and Flemish a line. Know how rope is sized and measured.

_____	_____
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Demonstrate how to cut and heat-seal a synthetic line.

_____	_____
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Sea Scout Advancement - Ordinary (page 2)

Date

Signature

8. **Ground Tackle:** Describe five types of anchors. Describe how each type holds the bottom, the kind of bottom in which it holds best, and any other advantages or disadvantages.

Name the parts of a stock anchor and a stockless anchor. Demonstrate the ability to weigh and set anchor.

9. **Piloting:** Explain the degree system of compass direction. Explain variation and deviation, and show how corrections are applied to correcting and uncorrecting compass headings assigned by your consultant.

Name relative bearings expressed in both degrees and points. Be able to report objects in view and wind directions with respect to the boat, and know the duties of a lookout.

Name three kinds of devices used aboard ship for measuring speed and/or distance traveled and, if possible, demonstrate their use.

Make a dead reckoning table of compass and distances (minimum three legs) between two points, plot these on a chart, and determine the final position.

10. **Communications:** Name the three principal methods of visual signaling and explain the advantages and limitations of each method.

Name the three principal types of radiotelephone equipment in marine use and demonstrate your knowledge of correct radiotelephone procedures.

11. **Time:** Understand Universal Coordinated Time (Greenwich Mean Time) and zone time, and demonstrate the ability to convert from one to the other for your local area. Name the seven watches and bell time. Understand the 24-hour system of telling time.

12. **Swimming:** Meet the requirements for the Swimming merit badge.

13. **Cruising:** Take part in planning and then make a two-day (including overnight) cruise in an approved craft under leadership. Submit a satisfactory log of the cruise.

Name the wheel or helm orders specified in the current Pilot Rules manual. While on the cruise, perform the duties of a helmsman.

14. **Safety:** Know the man overboard, fire, abandon ship, and all other drills used by your ship.

List the equipment that should be contained in an abandon ship bag, and list the duties to be performed before abandoning ship.

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Date

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List safety equipment required by law for your ship's main vessel. Discuss BSA Safety Afloat with a ship's officer.

15. **Galley:** While on a cruise or at a camp, prepare or take charge of a breakfast, lunch, and dinner, including boiled, fried, and uncooked dishes. Demonstrate your ability to properly use the galley equipment or personal cooking gear generally used aboard your craft.

Demonstrate appropriate sanitation techniques for food preparation and meal cleanup.

Submit a menu, list of provisions, and estimated costs before meeting the above requirement.

Explain the use of charcoal, pressurized alcohol, propane, and compressed natural gas stoves, including safety precautions for each.

16. **Sailing:** Name the principal parts of the masts, booms, spars, standing and running rigging, and sails of a gaff- or Marconi-rigged sloop, schooner, and ketch or yawl.

Describe the identifying characteristics of a sloop, ketch, yawl, cutter, and schooner.

17. **Work:** As a Seaman Apprentice log at least 16 hours of work on ship equipment, projects, or activities other than regular ship meetings, parties, dances, or fun events.

18. **Electives:** Do any three of the following:

a. **Drill:** Demonstrate your ability to execute commands in close-order drill.

b. **Signaling:** Send and receive semaphore messages using proper procedures at a rate of at least 30 letters a minute.

c. **Compass:** Box the compass to 32 points and demonstrate your ability to compute the degree heading for each point. Describe the relationship between the 32 points and the relative bearing system using points.

d. **Yacht Racing:** Describe the procedures used in yacht racing, and the signals used by the race committee to start a race, and serve as a crew member in a race sailed under current International Sailing Federation Rules.

e. **Sailing:** In a cat-rigged or similar small boat, demonstrate the ability to sail single-handedly a triangular course (leeward, windward, and reaching marks). Demonstrate beating, reaching, and running. A qualified instructor must observe this.

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Date

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f. **Ornamental Rope Work:** Demonstrate your ability to make a three-strand Turk's head and a three-strand monkey's fist. Using either ornamental knot, make up a heaving line.

g. **Engines:** Perform routine maintenance on your ship's propulsion system, including filter, spark plug, oil changes, and other appropriate proper fueling procedures. Refer to operation manuals or ship officers for correct procedures.

Skipper's Review. I have reviewed this Sea Scout's SPAR and find that he or she has satisfied all requirements for advancement to Ordinary Sea Scout.

Signature

Printed Name

Ship

Date

SEA SCOUT PERSONAL ADVANCEMENT RECORD (SPAR)

Sea Scout Name: _____ Birthdate: _____

Sea Scout Advancement - Able

Date

Signature

Ideals

1. Organize and conduct two impressive opening ceremonies and two impressive closing ceremonies for your ship.

2. Demonstrate and explain the proper etiquette for boarding a Sea Scout vessel, landship, and naval vessels. Explain and demonstrate when and where to display the U.S. ensign, ship, and signal flags on a Sea Scout, Coast Guard, or Navy vessel.

Or,

Lead your ship in a discussion of how the sea history of our nation has contributed to our way of life.

Active Membership

3. Attend at least 75 percent of your ship meetings and special activities for one year.

4. Serve effectively either as an elected petty officer of your ship or as the chair of a major activity.

5. Prepare and present a 15-minute program on Sea Scouting before a Boy Scout troop, Venturing crew, Venturing Officers' Association meeting, school class, or other youth group. Some of this time should be used to describe the activities of your ship, with time allowed for questions and discussion of Sea Scouting.

Special Skills

6. **Boats:** Know and use a customized equipment checklist for your vessel. Learn and demonstrate your ability to properly operate a boat equipped with an outboard motor of not more than 25-horsepower. Included should be proper mounting of the motor, fueling, manual starting, leaving a dock, maneuvering, coming alongside, and securing the motor (including flushing if in salt water). Some states require an operator's license for outboard motor operations. Secure such a license, if required, before meeting this requirement.

Locate the capacity plate required to be affixed to all newer small boats. Show how to compute the safe loading capacity for a small boat.

7. **Marlinspike Seamanship:** Submit an eye splice, short splice, and a palm-and-needle whipping. Know the names and functions of lines used to secure a vessel to a dock. Understand and execute docking commands used in handling lines on your ship's main vessel.

Describe the parts of a block and how blocks are sized. Demonstrate the various types of tackle used by your ship.

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Submit a flat seam, round seam, and grommet eye sewn in canvas or Dacron. Describe how each is used in the care of sails.

8. **Ground Tackle:** Identify a capstan or windlass and explain its use in handling line, wire rope, or chain. Identify and explain the fittings used to handle chain. Describe the various kinds of anchor rode and the advantages of each type.

Describe the methods of marking chain. Understand and execute the commands used in handling ground tackle.

Identify and explain the use of the following: thimble, shackle, turnbuckle, pelican hook, sister hook, and other ship's hardware and fittings commonly used aboard your craft. Describe how each is sized.

9. **Piloting:** Understand the system of aids to navigation employed in your area, including buoys, lights, and daymarks, and their significance and corresponding chart symbols. Read in detail a National Ocean Service chart, preferably for the area normally cruised by your ship, identifying all marks on it. Explain the use of tide tables, current tables, light lists, and how to update a chart using the Notice to Mariners.

Describe the deck log kept aboard your ship's principal craft. Keep a complete log for three cruises.

While on the water, determine a fix of your position from three or more visual bearings and plot this position on a chart.

10. **Swimming:** Meet the requirements for the Lifesaving merit badge.

11. **Cruising:** Make a long cruise (two weeks) after becoming Ordinary. Earn the Long Cruise badge.

12. **Safety:** Know and put into practice the rules for fire prevention. Conduct a fire safety inspection of the craft normally used by your ship or of your ship's meeting place. Note any fire hazards and report them to your ship's petty officers.

Know the different kinds of fire extinguishing agents and how each works. Know the classes of fires and the type of fire extinguisher that may or may not be used for each. In a safe place under adult supervision, demonstrate the extinguishing of class A and class B fires with an approved fire extinguisher. See that the fire extinguisher used is properly recharged or replaced.

13. **First Aid:** Meet the requirements for First Aid merit badge or American Red Cross Standard First Aid. Obtain CPR certification. Demonstrate the Heimlich maneuver and tell when it is used.

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Date

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14. **Rules of the Road:** Explain and demonstrate a working knowledge of the nautical rules of the road that govern the local waters used by your ship's principal craft. Explain and demonstrate ship's lights, rules in limited visibility, whistle signals, and right of way, including exceptions vessels. Describe special lights and day shapes deployed on the following vessels: not under command; restricted by ability to manover; constrained by draft; fishing (trawling); sailboat.

15. **Navigation:** Understand the systematic division of the earth's surface by latitude and longitude. On Mercator charts, place the coordinates of maritime positions and locate positions on charts when furnished with coordinates.

Demonstrate your ability to fix your position by the following methods: lines of positions on two known objects, running fix, and estimated position.

Discuss the method for establishing a radar fix. Lay a course and execute it using dead reckoning.

Establish distance from a known object using "double the angle on the bow" and explain how to set a danger angle.

Discuss how GPS (Global Positioning System) operates, the purpose of way points, and the use of set and drift.

16. **Boat Maintenance:** Know how and why to use marine enamel, varnish, and synthetic coatings for both topsides and underbodies of boats. Demonstrate the proper surface and coating preparation, coating techniques, care of stored coatings, and cleaning of brushes. Explain any special techniques needed for the maintenance and repair of fiberglass hulls and decks.

Know the names, uses, sizes, and proper care of the common hand tools used aboard your craft.

17. **Electives:** Do any three of the following.

a. **Sailing:** While in command of a crew of not less than two other persons, demonstrate your ability to sail a sloop or another suitable boat correctly and safely over a triangular course (leeward, windward, reaching marks) demonstrating beating, reaching, running, and the proper commands.

b. **Boats:** Teach and command a crew under oars using a boat pulling at least four oars single- or double-banked. Perform the following maneuvers: get under way, maneuver ahead and back, turn the boat in its own length, dock, and secure.

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Sea Scout Name: _____ Birthdate: _____

Sea Scout Advancement - Able (Page 4)

Date

Signature

c. **Radio:** Demonstrate the correct procedures to transmit and receive radiotelephone distress (Mayday), urgency (Pan), and safety (Security) messages, as well as normal traffic.

d. **Drill:** Demonstrate your ability to give and execute commands in close-order drill.

e. **Engines:** Understand the safe and proper procedures for gasoline and diesel inboard engines, including: fueling, prestarting checks, ventilation, starting, running, periodic checks while running, securing, postoperative checks, and keeping an engine log.

If possible, demonstrate using the type of engine (gasoline or diesel) aboard the craft you most frequently use. Understand and demonstrate the preventive maintenance schedule recommended by the manufacturer.

Demonstrate basic knowledge of troubleshooting.

f. **Yacht Racing:** Demonstrate your understanding of the shapes, flag hoists, gun, and horn signals used in sailboat racing as well as a working knowledge of the racing rules of the International Sailing Federation.

Serve as helmsman, with one or more additional crew members, of a sloop-rigged or other suitable boat with a spinnaker in a race sailed under ISAF racing rules.

g. **Sea History:** Know the highlights of sea history from the earliest times to the present. Include the evolution of boat construction and propulsion, important voyages of exploration and development, the origin of sea traditions, and leaders of U.S. sea history and their achievements.

h. **Ornamental Ropework:** Demonstrate your ability to fashion the following items of ornamental ropework: four-strand turk's head, coach whipping, cockscombing, round braid, flat sennit braid, wall knot, and crown knot. Make a useful item such as a bos'n's call lanyard, rigging knife lanyard, bell rope, etc., or decorate some portion of your ship's equipment such as a stanchion, rail, lifeline, tiller, etc., as an example of your work.

i. **Specialty Proficiency:** Do one of the following: become a certified scuba diver; become proficient in windsurfing, surfing, kayaking, or whitewater rafting/canoeing.

Skipper's Review. I have reviewed this Sea Scout's SPAR and find that he or she has satisfied all requirements for advancement to Able Sea Scout.

Signature

Printed Name

Ship

Date