Max B. Jensen
5th Nat. S.S. School
Oct. 15–19, 1934
Mortimer L. Schiff Scout Reservation

SEA SCOUT SERVICE AIDS

for

LEADERSHIP TRAINING

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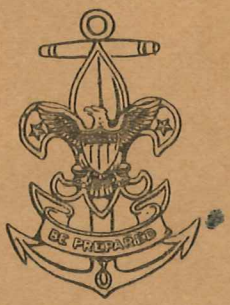


Prepared by

SEA SCOUT SERVICE

and

EDUCATIONAL SERVICE

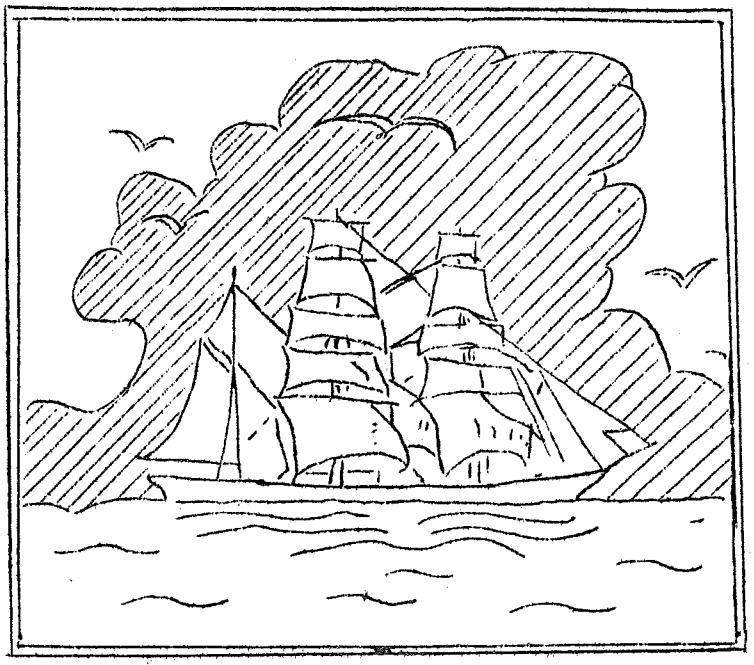
National Council

BOY SCOUTS OF AMERICA

2 PARK AVENUE, NEW YORK, N. Y.

THE ELEMENTS OF SEA SCOUT LEADERSHIP

PART I



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New York City

GENERAL INFORMATION

Purpose of Course. The purpose of this Elements of Sea Scouting Course, Part. I is to give present and prospective Sea Scout Leaders an understanding of the fundamental principles and practices of the Sea Scout Program. Emphasis is placed upon practical activities with just enough discussion to make clear the practice.

A Trained Staff. The men who act as leaders of this course will receive very special training as well as material study helps in the form of mimeographed notes from the National Sea Scout Service. As indicated in the program, the Staff will hold a one-half hour conference at the close of each regular meeting.

Text-Books, Literature and Study Helps. The National Sea Scout Service in cooperation with the National Educational Service has prepared study helps and notes especially for this course, so that course members can be assured of having the essentials of the course for future reference and further study. This special material has been prepared as educational literature and may be secured at a minimal cost from the National Sea Scout Service or through the Local Scout Executive. Text-books listed below with catalog numbers and abbreviations used in the outline, may be secured from National Supply Service, Boy Scouts of America, 2 Park Avenue, New York City.

3229	SEA SCOUT MANUAL (Required)	M	.60
3179	AIDS FOR SEA SCOUT LEADERS (Required)	A	.15
3118	SEA SCOUTS AFLOAT (Recommended)		.20
3190	WHAT SEA SCOUTS DO (Recommended)		.20
3380	HANDBOOK FOR SCOUTMASTERS (For leaders)		1.00
3250	LUBBER'S AFLOAT (For everybody)		2.00
3654	GAMES AND RECREATIONAL METHODS (For Crew Leaders)	GRM	2.00

Note:- The abbreviation N.S.S.S. is used for National Sea Scout Service.

Course Certificates. Upon the satisfactory completion of this course each student will receive a National Training certificate. Skippers who have had at least two years of experience as registered Sea Scout Officials and who serve as officers in this course will receive an Advanced Certificate.

ELEMENTS OF SEA SCOUTING - PART I

have meeting on images of Older Boy before this:-

MEETING NO. 1

PRE-OPENING PERIOD NO.1 (15 Minutes) . . . . . Ship Supply Officer

1. Exhibition of Official Sea Scout Literature
2. Exhibition of Course Certificates
3. Sale of Course Literature and mimeographed material
4. Erection of Training Course Ship under direction of Second Mate

OPENING PERIOD NO.2 (25 Minutes)

1. Introduction of Course Officials . . . . . Council Commodore
2. Explanation of Course and National Requirements for Official Certificate . . . . . Scout Executive
3. Explanation of Course Point and Record System . . . . Course Yeoman
4. Song Sea Scouts Sing, "Blow the Man Down" . . . . . Chantey Man
5. Organization of Crews and Assignment of Crew Numbers . . . First Mate
6. Instruction and Explanation of Ship Opening Exercises . . . First Mate or Instruction Officer
7. Story of Two Salutes . . . . . Skipper

"Songs Sea Scouts Sing" with words and music and mimeographed stories of sea traditions and customs may be secured from National Sea Scout Service. "Lubbers Afloat" by Thomas J. Keane, Supply Department, Boy Scouts of America, contains stories of the sea in book form.

OPENING CEREMONY PERIOD NO.3 (10 Minutes) . . . . . First Mate

1. Practice Ship Opening

It is recommended that a standard opening ceremony be adopted and practiced throughout the course. The National Standard Opening may be secured from National Sea Scout Service. A standard method for opening a Sea Scout Patrol Meeting is not recommended.

INFORMATION PERIOD NO.4 (25 Minutes)

1. Explanation of Crew Discussion to follow talk on Older Boys . . Skipper

Assign to each Crew one or more of the eight points in the presentation. Each Crew to report briefly on its findings in the Ship Meeting.

. Lecturer

2. Eight Older Boy Desires . . . . . Lecturer

An outline of this lecture may be secured from National Sea Scout Service. Students and Speakers should read the "Handbook for Scoutmasters, pages 259-261 and 281-291.

a. Challenging adventure
b. Challenge to intellect
c. Recognition of accomplishment
d. Distinguishing Uniform
e. The appeal of secrecy
f. Participation in self-selected athletics and acquatics
g. Recreational and social activities
h. Desire to discuss ethics, morals, hobbies and current events

3. Explanation of Crew Meetings . . . . . .Skipper

CREW MEETINGS PERIOD NO.5 (15 Minutes) . . . . . Crew Leaders

1. Crew members get acquainted; play nickname game
2. Select or elect Crew Yeoman
3. Select a "salty" Crew name
4. Discuss and prepare report on topics previously assigned

Crew No.1 prepares the closing ceremony for use at this meeting during this period.

SHIP MEETING PERIOD NO.6 (20 Minutes) . . . . . Instruction Officer

Each Crew Yeoman presents brief findings of his Crew upon its assigned topic, and the course leader conducts an open forum on the discussion of each of the eight subjects.

CREW PRACTICE MEETINGS PERIOD NO.7 (15 Minutes)

1. Crew Leaders explain sea bag making as a course requirement (M, pages 165 to 171).
2. Demonstrate flat seam
3. Crew members start sea bags

ANNOUNCEMENTS AND SHIP CLOSING PERIOD NO.8 (10 Minutes)

1. Crews muster on board ship
2. Announcements and assignment of required readings: Ordinary requirement No.1 - Sea History. Read A, pages 3 and 4 and M, 7 to 29. Bring Sea History Chart of one navigator's cruise to the exhibition period of the next meeting.
3. The Skipper's Minutes

The Skipper's Minutes correspond to the so called Scoutmaster's Minute. At each meeting the Skipper or some one appointed by him gives a brief inspirational talk.

4. Closing ceremony in charge of Crew No.1

A Duty Crew should be appointed for each meeting to stand by to dismantle the Course Training Ship. The Duty Crew should also set up the Ship at the following meeting.

STAFF MEETING PERIOD NO.9 (20 Minutes)

1. Discussion of Meeting No.1
2. Talk on "How to Lead Crew Discussions"

Notes on "How to Lead Crew Discussions" may be secured from N.S.S.S.

3. Explanation of Program No.2 with special emphasis on Crew Meetings
4. Demonstrate Inter-Crew Chain Quiz

MEETING NO. 2

I – PRE-OPENING PERIOD (15 to 30 Minutes) . . . . . Supply Officer

1. Sale of Sea Scout Literature and Equipment
2. Canvas and Sea Bag Exhibition – Exhibit samples of flat and round seams, and grommets
3. Sale of required materials for sea bag making including, canvas, palms, needles, twine, and wax
4. Sea Bag Making

   Experience indicates that an interesting pre-opening work is sea bag making. It is recommended that men leave their bags at the meeting place and work on them during Pre-Opening Periods and at spare moments. However, it is not recommended that bag making be carried on during discussion periods.
5. Exhibition of Sea History Charts, made by members of Course
6. Duty Crew set up training ship and prepare stage for play

II – SONGS SEA SCOUTS SING (15 Minutes) . . . . . Chantey Man

1. Story and significance of sea chanties
2. Learn and sing "Scouts of the Sea"

   The story of chanties may be obtained from the National Sea Scout Service in "Songs Sea Scouts Sing", containing words and music.

III – SHIP MUSTER BY CREWS (10 Minutes) . . . . . First Mate

Same as Meeting No.1 Opening Ceremony.

IV – SEA SCOUTING PROGRAM (30 Minutes) . . . . . Intruction Officer

Explanation of the standards and minimum requirements of the Apprentice, Ordinary, Able and Quartermaster ranks of Sea Scouting, and the correlation of Merit Badge work with Sea Scouting.

"Cruise to the Isle of Nukaheva." The Program of Sea Scouting may be presented in the form of a play obtainable from the N.S.S.S. This play has proved more satisfactory than a lecture.

V – CREW MEETINGS (40 Minutes) . . . . . Crew Leaders

1. Crew business and records
2. Crew discussion of the talk, "Sea Scouting Program"

   – or –

   Working in pairs, Crew members write the answers to the twenty questions on the play
3. Discuss assigned reading questions
4. Discuss Sea History Charts and methods of teaching Sea History
5. Challenge a Crew to an Inter-Crew Chain Quiz on sea history to 1492

   Picture-informational games to be used in lieu of quizzes may be secured from the N. S. S. S.
6. Instruction and practice in Sea Bag Making – the round seam

   During this period one of the Crews prepares a ceremony to be used in closing this meeting.

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During this period one of the Crews prepares a ceremony to be used in closing this meeting.

VI – ANNOUNCEMENTS AND CLOSING CEREMONY (15 Minutes)

1. Assigned readings and questions . . . . . Istruction Officer
   Ordinary requirement No.2–Types of Boats. Read A,6–7; M,59–69.
   Be prepared for Crew picture–information game on "Parts of a Boat".
   Pictures may be secured from N.S.S.S.
2. The Skipper's Minutes . . . . . .Skipper
3. Closing exercises . . . . . Assigned Crew
4. Duty Crew stand by

VII – STAFF MEETING (30 Minutes) . . . . . .Skipper

1. Check–up Meeting No.2
2. Explain program of Meeting No.3
3. Demonstrate picture–informational game
4. Explain types of drills for Meeting No. 3

MEETING NO. 3

I – PRE-OPENING PERIOD (15 to 30 Minutes) . . . . . Supply Officer

1. Exhibition of different kinds of rope, rope and wire splices, rope machines, and rope handicraft (M, Chapter III)
2. Exhibition of knot boards made to fulfill Ordinary Requirement No.3
3. Actual demonstrations of ropework put on by Sea Scouts or one of the Course Crews.
4. Continuation of sea bag making

II – SONGS AND STORIES (15 Minutes) . . . . . Chantey Man

1. Sing "Shenandoah"
2. Stories of Ship Bells and Watches

The above stories may be found in "Lubber's Afloat" or secured in abbreviated form from N.S.S.S.

III – SHIP MUSTER BY CREWS (10 Minutes) . . . . . First Mate

Same as Meeting No. 1, Opening Ceremony

For training purposes, it is suggested that regular officers allow members of the course to take their places.

IV – THE INDOOR PROGRAM OF SEA SCOUTING (20 Minutes) . . . Instruction Officer

1. Typical periods of an indoor Ship Meeting Program:
   (1) Pre-Opening (2) Ship Opening (3) Crew Meetings (4) Ship Meetings
   (5) Ship Business and Closing (6) Staff Meeting
2. Suggestions for Indoor Programs for a Sea Scout Patrol
3. A skeleton outline of outstanding events for the year, including social events

Outlines of all the above may be secured from N.S.S.S.

V – CREW BUSINESS MEETINGS (15 Minutes) . . . . . Crew Leaders

1. Regular Crew business and course records
2. Crew discussion and reports on the periods of a Ship Meeting

Each Crew may be requested to submit suggested activities for the periods of a typical meeting.

3. Discuss assigned readings.

VI – SHIP DISCUSSION MEETING (15 Minutes) . . . . . Instruction Officer

1. Each Crew reports on its assigned subject
2. General discussion of assigned readings

VII – CREW PRACTICE MEETINGS (30 Minutes) . . . . . Crew Leaders

1. Conduct picture-information game
2. Either practice or discuss Sea Scout Drill Requirement No.9, M, 370 – 374, or Abandon Boat Drill, Requirement No.13, A 24.
3. Instruction and practice in sea bag making – grommets
4. Assigned Crew prepare closing for this meeting

VIII - ANNOUNCEMENTS AND CLOSING EXERCISES (15 Minutes)

1. Assigned reading and questions . . . . . Instruction Officer
   Ordinary Requirement No.3 - Knots: A 8-9; M 110-125. Crew Leaders see "knot champ-nit," GRM 389, and knot relays, GRM 397.

   Know Sea Scout knots not included in Boy Scout program, including French Bowline, Bowline on a Bight, Rolling Hitch, Blackwall Hitches, Midshipmen's Hitch, Marling Hitch. Be prepared on Test No.3, A 10.

2. Skipper's Minutes . . . . . Skipper

3. Closing Exercises . . . . . Assigned Crew

4. Duty Crew stand by

IX - STAFF MEETING (30 Minutes) . . . . . Skipper

1. Check up Meeting No.3

2. Explain program of Meeting No.4

3. Demonstrate "Knot Champ-Nit"

4. Suggest Inter-Crew knot challenges and relays for Meeting No.4

MEETING NO. 4

I – PRE-OPENING PERIOD (15 to 30 Minutes) . . . . . Supply Officer

1. Continue exhibition of rope work, especially knot boards made by members of the course
2. Exhibit models and sketches of various sea paraphernalia, including boats, oars, and anchors
3. Continue sea bag making

II – SONGS AND TRADITIONS (15 Minutes) . . . . . .Chantey Man

1. Sing "One More Day"
2. The meaning of R.H.I.P. – rank has its privileges – compared with R.H.I.R. in Sea Scouting – rank has it responsibilities

III – SHIP MUSTER BY CREWS (10 Minutes) . . . . . .First Mate

Same as Meeting No.3

IV – ADEQUATE OUTDOOR SEA SCOUT PROGRAM (45 Minutes) . . . Instruction Officer

1. Indoor meetings prepare for outdoors
2. A program of week-end cruises and outdoor activities through the year; necessary leadership, minimum equipment, cost.
3. Advantages of simple ship owned equipment vs. more elaborate Council owned
4. Costs and methods of financing equipment by the Sea Scout Budget Plan
5. A summer program for Ship or Patrol
6. Recreational possibilities of a water sports program including, swimming, life saving, rowing, canoeing, etc.
7. The place of the old-fashioned "Billet System" in cruising
8. What can be done with (a) Regional Sea Scout Base (b) Council Base (c) A large Ship owned Ship (d) A Small Ship (e) No Boat Equipment

Mimeographed material on the above and a Ship and Patrol Budget plan may be secured from N.S.S.S.

V – CREW BUSINESS AND PRACTICE MEETING (40 Minutes) . . . . .Crew Leaders

1. Crew business and records
2. Discussion of assigned readings
3. Play anchor picture-informational game
4. Practice knots required for Ordinary Test No.3
5. Conduct knot relay
6. Select knot "Champ-Nit"

During this period one of the Crews prepares a closing for this meeting.

VI – ANNOUNCEMENTS AND CLOSING EXERCISES (10 Minutes)

1. Supply Officer instructs everyone to bring to next meeting a sharp knife; each Crew arranges to provide itself with a brace and a 3/8 inch bit; Ship Officer supplies for each two men a piece of soft wood 12" x 3" x 7/8" and 72 inches of 3/8" dowel rod and twine for lashing yard arms.

2. Assign readings and questions . . . . . Instruction Officer
Ordinary Requirement No.6 – Compass and Relative Bearings.
Read A, 16-17; M, 215-226. Be prepared on test No. 6, A, 17. Crew Leaders read GRM, 402, "Patrol Compass Game."

In addition to the required readings "SEA SCOUTS AFLOAT" will prove interesting and helpful. (Supply Service, Boy Scouts of America, 20¢.)

VII – STAFF MEETING (30 Minutes) . . . . . Skipper

1. Check up Meeting No. 4
2. Explain Meeting No.5
3. Explain details of model boat to be made in the next Meeting
4. Demonstrate compass relay and Inter-Crew compass boxing contest

MEETING NO. 5

I - PRE-OPENING PERIOD (15 to 30 Minutes) . . . . . Supply Officer

1. Miscellaneous exhibitions and live demonstrations. Assign Crews to demonstrate correct use of life belts and life buoys. Erect and demonstrate an improvised breeches buoy. Display the Sea Scout Uniform , Insignia, and Flags.

   For descriptions of meeting places see "What Sea Scouts Do", Supply Service, Boy Scouts of America, 20¢.

2. Demonstrate galley cooking and let members of the group sample the products

   The "Galley Guide", a cook book prepared by a member of the National Sea Scout Committee, may be secured from the Supply Service, Boy Scouts of America, $1.50.

3. Erect and operate an amateur Ship radio outfit

4. Exhibit actual Ship logs

5. Exhibit either photographs or actual equipment used to fit up an indoor Ship meeting place, including stanchions, lines, halyards, flags, compasses, binnacle, bells, lockers, wheels, running lights, anchors, life belts and buoys, etc.

   Whenever possible, Ship's gear should be borrowed from Skippers, Naval Reserve Officers, Ship Chandlers, and Yacht Clubs.

   A mimeographed list of Sea Scout projects and handicrafts may be secured from N. S. S. S.

II - OPENING PERIOD (10 Minutes) . . . . . Chantey Man

1. Song review including "Sea Scout Chantey" (M,480)

2. Story of the "Bean Rag"

III - DEMONSTRATION AND PRACTICE OF SEA SCOUT PATROL OPENINGS (15 Minutes)

1. Each Crew will demonstrate before the members of the Course, its idea of an appropriate opening for a Sea Scout Patrol

2. Discussion of Sea Scout Patrol Openings . . . . . Skipper

IV - CHARACTER INFLUENCING BY MEANS OF THE SEA SCOUT PROGRAM AND THE SCOUT OATH AND LAW (25 Minutes) . . . . . Instruction Officer

1. Definitions of character

2. Elements in the Sea Scout Program which influence character

3. Emphasis and importance of successes and satisfactions

4. Importance of carrying on the Scout Oath, Law, Motto, and Daily Good Turn

5. Care and guidance required in the leadership of Crew discussions on ethics, morals, customs, hobbies, vocations, etc

   A mimeographed pamphlet on the subject of character influencing and questions for Crew discussions may be secured from N. S. S. S.

V - CREW BUSINESS AND DISCUSSIONS (15 Minutes) . . . . . Crew Leaders

1. Crew business and records
2. Discussion of assigned readings
3. Discussion of character influencing problem to be reported upon at the next period

VI - EXPLANATION OF SEA SCOUT UNIFORM, INSIGNIA AND FLAGS (15 Minutes) . . . . . Instruction Officer

VII - CREW PRACTICE MEETINGS (25 Minutes) . . . . . Crew Leaders

1. Build model boat
2. Discuss ways for handling these requirements in Sea Scout units
3. Conduct Crew or Inter-Crew compass games and competitions
4. Prepare an informal closing for a Sea Scout Patrol

VIII - ANNOUNCEMENTS AND INFORMAL CLOSINGS (15 Minutes) . . Instruction Officer

1. The Skipper informs each Crew of its part in the next meeting
2. Assign readings, questions, and problems on Ordinary Requirement No. 5 - Types of Anchors. Read A, 14-15; M, 196-201. Also assign Ordinary Requirement No.7 - Latitude and Longitude. Read A, 18-19; M, 256-260.
3. Instruct each course member to bring his completed sea bag to the next meeting
4. Each Crew will demonstrate before the entire group its idea of appropriate closings for a Sea Scout Patrol

IX - STAFF MEETING (30 Minutes) . . . . . Skipper

This entire period should be spent in explaining the details of the final meeting

MEETING NO. 6

This entire Meeting will be carried on just as though it were an actual Ship Meeting of real Sea Scouts.

I - PRE-OPENING PERIOD (15 - 30 Minutes)

All officers report when the doors open. Second Mate supervises Duty Crew in erection of course training Ship. First Mate checks sea bags. Skipper checks up on all Officers. Crew Leaders take charge of Crews and explain and prepare for the meeting to follow

II - SHIP OPENING PERIOD (15 Minutes)

1. Bos'n pipes the Ship's Crew and all hands prepare for Ship Muster
2. Color ceremony in charge of First Mate
3. Skipper comes aboard
4. Formal inspection
5. Crew drill, Ship drill, or both; life belt drill and life buoy drill; man overboard drill or abandon ship drill; fire drill, etc.

III - CREW MEETINGS (60 Minutes)

1. Conduct necessary Course business
2. Discuss methods of teaching Sea Scout Requirements
3. Practice Requirements and Projects

   Each Crew Leader will plan this part of the Crew meetings and carry on as he pleases. For suggestions see mimeographed Suggested Troop Meeting Program prepared by the N. S. S. S.
4. Crew Leaders should plan at least one play-way activity, such as a recreational quiz, picture-informational game, story, Crew competition, inter-Crew contest.
5. Each Crew Leader will be in charge of a recreational activity, such as a physical game of low organization, pencil and paper game or puzzle, informal dramatic stunt, duel contest.
6. Discuss a possible Crew or Ship "Good Turn", and do something about it
7. Conduct a Crew Discussion on a point of the Scout Law, a current event, or any other subject selected by the Crew, and select one member of the Crew to report to the Ship on the subject discussed.

   Mimeographed questions on Crew discussions may be secured from N. S. S. S.

IV - SHIP MEETING (20 Minutes)

1. Mass instruction in one of the Sea Scout Requirements

   Select a subject which lends itself to either physical or mental activity - learn by doing
2. Open forum on the finds of Crew discussions held during previous Crew Meetings
3. Recreation and games coordinated with Crew meeting activities, such as "Champ-Nit" contest, relay races, chain quizzes, spell-downs, etc.

V - CLOSING PERIOD (15 Minutes)

1. Crew Leaders respond briefly for their Crews to the subject "What we got out of this course"
2. Skipper's Inspirational Minutes on the subject "What shall we do about it?"
3. Final closing ceremony

In lieu of a Staff Meeting the last period of this course should be reserved for members who intend to start Sea Scout Units to consider ways to start.

1. Approved methods of starting Sea Scouting in the order of preference
   (a) Start a Sea Scout Patrol with a Scoutmaster-Skipper and a few selected boys
   (b) Expand Sea Scout Patrol into a group of nine boys and a Skipper to form a Ship with two Crews to be registered as a separate unit under the sponsorship of the same institution.
   (c) Expand Ship of two Crews into a Ship of three or more Crews with one or two Mates
   (d) If, in accordance with the Local Council policy, two or more Scout Troops having boys desirous of becoming Sea Scouts but insufficient in number in either one of the Troops to organize a Ship, these Troops may band together to form a so-called "Neighborhood Ship" under the sponsorship of one of the institutions involved.
2. Consider adoption of Sea Scout Budget Chest in charge of the Purser-Committeeman
3. Consider monthly get-togethers of Sea Scout Leaders for further training