

Sea Scout Requirements

| | Date | Advisor's Initials |
|---|-------------|-------------------------------|
| Ideals | | |
| 1. Give explanation | | |
| 2. History of flag | | |
| Active Membership | | |
| 3. Seventy-five percent attendance | | |
| 4. Complete quarterdeck training | | |
| 5. Recruit new member | | |
| Special Skills | | |
| 6. Boats | | |
| 7. Marlinspike seamanship | | |
| 8. Ground tackle | | |
| 9. Piloting | | |
| 10. Communications | | |
| 11. Time | | |
| 12. Swimming | | |
| 13. Cruising | | |
| 14. Safety | | |
| 15. Galley | | |
| 16. Sailing | | |
| 17. Work | | |
| Electives. Do any three: | | |
| 18a. Drill | | |
| 18b. Signaling | | |
| 18c. Compass | | |
| 18d. Yacht racing | | |
| 18e. Sailing | | |
| 18f. Ornamental ropework | | |
| 18g. Engines | | |
| * Details on these requirements can be found in the Sea Scout Manual. | | |