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Liberty Nautical
Education Center**



SAFETY AT SEA AND GAM 2025

SAFETY TRAINING AND FUN!

US Merchant Marine Academy, Kings Point, NY

Friday, Sept. 19 – Sunday Sept. 21, 2025

Main Events 0800 – 2200 Sat.

Patriots' Path Council and the Liberty Nautical Education Center will be holding an annual safety at sea training event at the US Merchant Marine Academy, Kings Point, New York jointly with the United States Coast Guard, United States Power Squadron and USCG AUX the weekend of September 20, 2025. This event will provide instruction and practical applications of safety procedures and emergency preparedness skills for situations that could be encountered at sea.



The event will begin on Friday evening for those ships who wish to arrive early because of travel restrictions, and extend into Sunday morning, again for those ships who need to stay over due to distance. Camping facilities will also be available. The main events will be 0800-2200 on Saturday, September 20, 2025. **Youth participants MUST be 14 or older and registered with Scouting America.**

For all participants (Day Trippers and Overnight Guests), the **cost will be \$30.00 each (youth older youth, or adult)**. This fee is for training materials, event expenses, and food (light breakfast, lunch, and BBQ Dinner on Saturday).

Questions can be directed to the Camp Director, Skipper Michael Rowles, Ship 142, Kings Point NY, 631-219-1638, c/o email: NavalEngineer@gmail.com and the Program Director, CAPT James Zatwarnicki, Ship 228, Linden NJ, c/o email: info@libertynautical.org

SAFETY AT SEA AND GAM 2025

US Merchant Marine Academy, Kings Point, NY

REGISTRATION FORM

Please complete contact Information for lead adult in attendance at the 2025 Kings Point Safety at Sea Day and GAM. (A gathering of Ships)

Please list Unit Members and Leaders attending on the following page.

Unit Type _____ Unit Number _____ Council _____

Name _____ Ship Position _____

Address _____

City _____ State _____ Zip _____

Mobile Phone _____ Email _____

Total # adult attendees _____ x \$30 each = \$ _____

Total # older youth attendees _____ x \$30 each = \$ _____

Total # youth attendees _____ * x \$30 each = \$ _____

Total of Check Enclosed = \$ _____

Registration fees can be submitted online at <https://buy.stripe.com/dRm5kD0AR8qOgbx2pcbZe0s> or through check made out to “Liberty Nautical Education Center”, and sent, along with registration materials, to:

James Zatwarnicki, Attn: Safety at Sea Gam 2025, 30 Hicks Ln., #1 Great Neck NY 11024

REGISTRATION DEADLINE IS Sunday, Sept. 12, 2025.

ATTENDEE LIST

Unit: _____

Please complete for all participants in the event.

IMPORTANT NOTE: Due to stringent security precautions at the USMMA facilities, non-registered individuals will NOT be permitted to participate in the event.

ADULT LEADERS (age 21 and older - all adults in attendance must bring state or federal ID)

Name and Position (Skipper, Mate, etc.)	Gender	Dietary Needs	Allergies	Annual Health Medical Release A/B	Emergency Contact #

OLDER YOUTH PARTICIPANTS (18 to 20 years old - must bring state or federal ID)

Name	Gender	Dietary Needs	Allergies	Annual Health Medical Release A/B	Emergency Contact #

YOUTH PARTICIPANTS (must be at least 14 years of age and under age 18)

Name	Activity Consent Form	Gender	Dietary Needs	Allergies	Annual Health Medical Release A/B	Emergency Contact #
F2						

NOTE: Please list additional names and information on an additional copy of this form. The roster should be submitted to the council office along with the registration form. Obtaining a parental signed Annual Health and Medical Release and Activity Consent Form for youth participants is the sole responsibility of the individual Ship leaders. AHMR Form A is required of all attendees. Form B is required of all activity participants and/or overnights. NYS does not require medical professional signature and only Tetanus (e.g., DTaP) is a required vaccination for this event. Forms can be downloaded from Scouting America at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_instruction.pdf and <https://filestore.scouting.org/filestore/pdf/19-673.pdf>

Date _____

SAFETY AT SEA DOCKING APPLICATION
IF YOU WISH TO BRING YOUR VESSEL TO KINGS POINT

VESSEL NAME _____

SHIP # _____ **HAILING PORT** _____

VESSEL TYPE _____

LOA _____ **BEAM** _____ **DRAFT** _____

POWER REQUIREMENT YES / NO **WATER REQUIRED** YES / NO

SHIP OPERATORS NAME _____

SHIP OPERATORS CONTACT PHONE _____

SECONDARY ONBOARD PHONE _____

SHIP OPERATORS EMAIL _____

**PLEASE PROVIDE A COPY OF THE VESSEL'S INSURANCE
CERTIFICATE**

YOU MUST SUBMIT THIS FORM 10 DAYS BEFORE THE EVENT
TO THE PROGRAM REGISTRAR

2025 Safety at Sea & Gam @ USMMA



A joint program with: US Merchant Marine Academy, US Coast Guard Kings Point Station, United States Power Squadron, US Coast Guard Auxiliary and Sea Scout Ships from the Northeast Region and the Area 2 Sea Scouts.

PROGRAM AGENDA

Friday	4:00-10:00 pm	Ship & campers arrive, checks in, and provide on board meals on your own. Programing with be nautical /seamanship for those ship that arrive and can work towards advancement
Saturday	8:00 – 8:30 AM	Arrival and Check-in for day only ships Check-in Location: each unit will receive a Plan of the Day and a map of the facility so it will know where to be at what time
	8:30 – 8:45 AM	Opening Ceremonies and Assignment of Youth (Scouts will be divided into groups to do a "round robin" adventure through various stations.)
	9:00AM – 12:00PM	Round robin interactive activities for the Sea Scouts run at separate locations with an instructor.
	12:05 – 1:00 PM	Lunch
	1:00 – 1:30 PM	Group photograph (location TBD)
	1:30 – 5:15 PM	Round robin interactive activities for the Sea Scouts run at separate locations with an instructor.
	5:15 - 5:30 PM	'Leave no Trace' grounds cleanup for those there for the day
Saturday	6:00 - 7:00 PM 7:00 - 12:00 AM	Supper Evening activities & Cracker-barrel
Sunday	7:00 - 7:30 AM 7:30 - 8:30 AM 9:30 - 10:30 AM 10:30 - 11:00 AM	Devotional Services Breakfast Closing Ship prepares and departs

THE FOLLOWING ACTIVITIES WILL BE AVAILABLE, WEATHER PERMITTING:

DEWATERING PUMP OPERATIONS: Using teamwork as an effort, Sea Scouts will learn how to dewater a sinking vessel. Sea Scouts should be prepared to get wet and bring at least one change of clothing. Pump Operation (timed challenge)

- The team will be provided with a USCG P-6 SAR Pump Kit at the starting line. The kit will be fully packaged in the SAR pump can with the lid and locking ring in place. The pump kit will already be filled with gasoline and base oil.
- On the judge's signal the timing is started, the pump kit will be carried from the starting line to the operating zone.
- The pump kit will be unpacked, assembled (including the nozzle), the basket strainer of the suction hose will be placed in the water and the engine started.
- Once started, the nozzle on the hose will be used to fill to the discharge chute on the can target located in the operating zone. Please note that the filling of the can will continue until the operation is completed to the satisfaction of the judges.
- Once the can has been filled to the discharge chute, the team will then shut down the pump, drain the hoses, repack the pump kit, and carry it back to the starting line.
- When the pump is properly packed and back to the starting line, the judges will stop timing and the event is over for that team.

FLASHPAN/FIRE EXTINGUISHER TRAINING: Sea Scouts will learn how to properly extinguish various types of fires using equipment usually found on board a vessel. Protective equipment will be provided.

COLD WATER PLUMBING: Sea Scouts will be challenged to assemble piping and fittings in a cold-water setting. Sea Scouts should be prepared to get wet and bring at least one Change of clothing. Cold Water Piping (timed and points for accuracy)

- Assemble assorted pipes and fittings in a canoe/container of cold water.
- Connect water pump to pipe assembly in an attempt to fill a bucket.

SHIPBOARD FIRST AID: Sea Scouts will be quizzed on "what could happen?" During an afternoon cruise that would require immediate first aid before the USCG and EMTs arrive. Exposure, hypothermia, cuts, burns, sprains, breaks, heart attacks, choking - are you prepared? Just what should be in your boat's "First Aid Kit"?

SEARCH AND RESCUE OLYMPICS

CRAFT IN DISTRESS EXERCISE: Sea Scouts will be challenged with locating a vessel in distress and organize the search and rescue mission. SAR Patterns (timed and points for accuracy)

- Pick a SAR pattern (creeping line, expanding square, or victor sierra)
- Plan out SAR pattern execution (length of legs, timing, etc.)
- Walk the SAR pattern on the ball field

RECREATIONAL VESSEL INSPECTION TRAINING: Sea Scouts will learn how to properly inspect a recreational vessel for safety equipment.

UNITED STATES MERCHANT MARINE ACADEMY ADMISSIONS BOTH

UNITED STATES POWER SQUADRON INFO BOOTH

With Sea Scout program, advancement and membership benefits

UNITED STATES COAST GUARD INFO BOOTH

With USCG programs, Academy entry and Sea Scout opportunities

RESCUE HEAVING LINE (points challenge) The purpose of this event is to evaluate the teams' ability to accurately throw a heaving line at a stationary Ring Buoy. The time is allotted for this exercise and is a 50 ft. throw. At the end of the exercise, the total points accumulated by each team will be tabulated.

MARLINSPIKE: The SEAL Challenge (timed challenge) 15 knots in 3 minutes

RESCUE THE SKIPPER: Two crews compete to move the Blindfolded Skipper from the stern to the bow of the ship amid a bundle of deck obstacles in a heavy storm- USCG leadership game.

SAFETY AT SEA: ABANDONING SHIP

Class Size: 20 participants max; take Two Periods

Location: Waterfront Docks

- Sea Scouts will learn the proper use of shipboard pyrotechnics, i.e. emergency flares, and their proper disposal.
- Sea Scouts will learn signaling, covering various signal flags and distress configurations, and proper radio protocol to communicate a craft in distress
- Sea Scouts will don a Mustang suit (on land only) used for Search & Rescue drills.

PYROTECHNIS INSTRUCTION

SIGNALING INSTRUCTION

FULL MISSION BRIDGE SIMULATOR: Using the USCG damage control simulation trailer, Sea Scouts learn to manage damage and emergency situations onboard boats, including hull damage and sinking situations. Sea Scouts should be prepared to get wet and bring at least one change of clothing.

DAMAGE CONTROL SIMULATOR (tentative): Using the USCG damage control simulation trailer, Sea Scouts learn to manage damage and emergency situations onboard boats, including hull damage and sinking situations. Sea Scouts should be prepared to get wet and bring at least one change of clothing.

DAYTIME TOUR OF USMMA: Opportunity to meet and socialize with Academy leadership and student body during a guided tour of the Academy grounds

NIGHTTIME "GHOST TOUR" OF USMMA: Back by popular demand overnights will get to continue their guided tour of the campus for additional "fun and adventure" (a fan favorite!)

NOTE: ALL EVENTS ARE SUBJECT TO CHANGE

COME JOIN US!

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