

SEA SCOUT ACADEMY LEADER GUIDE AND REGISTRATION
2026 SEA SCOUT ACADEMY
FORT MONROE, VIRGINIA
MAY 23-25, 2026

BOARDING MANUAL – LEADER’S GUIDE

PLEASE SUBMIT YOUR REGISTRATION BY MAY 9, 2026



Questions?

Contact Norm Effinger (nte@cox.net, 757-714-1348)

Please submit your registration by May 9, 2026

REVISION HISTORY

Original January 19, 2026 Initial draft.

OVERVIEW

The Sea Scout Academy is a Scouting event during the Memorial Day weekend for Sea Scouts and Venturers with an aquatic and boating emphasis that provides hands-on instruction and activities on keelboat sailing, dinghy sailing, windsurfing, and paddlecraft. Blended Wilderness First Aid is also offered, especially to the adults.

Event starts at lunch on **Saturday**. Traditional Sea Scout skills like marlinspike, safety, boat systems, and boat maintenance are taught in outdoor classrooms. **Sunday** is hands-on boating on windsurfers, paddlecraft, FJ dinghies, and keelboats. Scouts can take one craft in the morning and another in the afternoon. Sunday night presents the induction ceremony known as the Realm of the Golden Dragons. **Monday** morning is a competitive race in the FJ dinghies to determine the best sailors of year.

REGISTERING FOR SEA SCOUT ACADEMY

UNIT REGISTRATIONS ONLY. INDIVIDUALS UNDER 21 MUST BE PART OF A UNIT'S CONTINGENT.

All participants must be 14 or over, or 13 and finished 8th grade, and registered in the unit. Youth participants 18 and over must have current youth protection training.

Two-deep registered leadership requirements specified by the Guide To Safe Scouting apply at this event. Youth participants under 21 have priority at most on-water programs. Adults 21 and over should plan to serve in staff roles of instruction, food service, or logistics. Registrations should be submitted by the leader who is attending. Pre-registration is necessary to ensure that enough food and other supplies are procured.

Make sure that the following registration details are accurate:

- Participant details, training preferences, swimming abilities, and food restrictions. **Please submit \$50 participant fee.** Additional participant registrations are not accepted after the deadline.
- Signing up for the Realm for the Golden Dragon (more can be added at check in)
- Signing up for Wilderness First Aid. Max class size is 10. **The online training is paid through ECSI online.**
- Youth (under 21) signing up for specific on-the-water Sunday programs.
- Youth (under 21) interested in racing the Commodore's Cup sailboat race on Monday. **MUST take one FJ course on Sunday**

The following payments are made when your unit leader arrives:

- Number of tent sites needed for camping, \$30 per tent.
- Number of Wilderness First Aid, \$120 per person. You can drop without the \$120 penalty.
- Unpaid balances for Golden Dragon, \$10 per person.
- **NOTE: ONSITE PAYMENTS MUST BE CASH OR CHECK. NO ELECTRONIC PAYMENTS ACCEPTED. MAKE CHECKS PAYABLE TO COLONILA VIRGINIA COUNCIL, BSA.**

Leaders fill out ALL THREE PAGES: **Registration form, Roster form, and Instructor Volunteer form.** Please email the completed registration forms to Norm Effinger at nte@cox.net. Deadline May 9, 2026.

Sign up and make payment though the Colonial Virginia Council Black Pug website:

<https://scoutingevent.com/595-112496>

SEA SCOUT ACADEMY LEADER GUIDE AND REGISTRATION

To contact the council office:

Colonial Virginia Council, BSA

11834 Canon Blvd, Suite L,

Newport News, VA 23606

Office Phone: 757-595-3356

Council office event code: 103

LODGING

Tent camping on Saturday and Sunday nights is available at Fort Monroe at the Colonies RV and Travel Park. Tents are not provided. Arrangements must be made through the Sea Scout Academy headquarters at the campground to receive the scouting discount. The campground has a well-supplied store and snack shop.

MEALS

The event includes lunch and dinner on Saturday, all meals on Sunday, breakfast and lunch on Monday. The menu consists of foods containing meat, eggs, dairy, nuts, peanuts, soy, and gluten. Skippers should discuss food allergies and restrictions with the event chairman and make note on the registration form. Participants with special diets will receive a distinct armband to get their meals.

All meals are served at the Campground, except lunch on Sunday and Monday, which are served at the various program areas. Sunday box lunches are handed out at the Yacht Club, Sailboat Pier, and the Kayak Beach at specific times on the schedule. Be sure to be there and not be late. **Don't forget your water bottle.** Monday lunches is served at the Sailing Center immediately after the Commodore's Cup.

Waiters are needed to assist serving meals at the Campground. Each unit should send a waiter to Shelter 3 at the scheduled time.

BUDDY TAGS AND SWIM TESTS

Only BSA swimmers are allowed to participate in all watercraft activities at Sea Scout Academy. Beginners, non-swimmers, and untested individuals may only participate in the Keelboat program. Upon arrival, participants will be issued buddy tags. Units should conduct their own swim tests before arrival; there are no proper facilities to conduct Swim Tests at Fort Monroe. Submit the Unit Swimming Certification with your unit registration or upon arrival.

Participants will use buddy tags at each waterfront when participating in ANY boating or swimming activity. Buddy boards will be maintained by the Waterfront Supervisor. Participants are expected to follow Safe Swim Defense and Safety Afloat rules, including keeping buddies.

SUGGESTED EQUIPMENT LIST

The following list of personal gear is recommended.

<input type="checkbox"/> Water Bottle	<input type="checkbox"/> Foul weather jacket	Optional:	Do Not Bring:
<input type="checkbox"/> Sunscreen	<input type="checkbox"/> Shower kit		
<input type="checkbox"/> Water shoes	<input type="checkbox"/> Personal first aid kit	<input type="checkbox"/> Camera	Firearms
<input type="checkbox"/> Extra clothes	<input type="checkbox"/> Sleeping bag, pad, pillow	<input type="checkbox"/> Bug repellent	Fireworks
<input type="checkbox"/> Towel	<input type="checkbox"/> Warm jacket	<input type="checkbox"/> Camp chair	Alcohol
<input type="checkbox"/> Flashlight	<input type="checkbox"/> Tent	<input type="checkbox"/> Sunglasses	Illegal Drugs
<input type="checkbox"/> Uniform	<input type="checkbox"/> Swim Suit	<input type="checkbox"/> Recharger	Foul Language
	<input type="checkbox"/> USCG Approved Lifejacket		Styrofoam

FOOTWEAR

Closed toe shoes are required for all activities, flip flops are not acceptable. Shoes are required in paddlecraft and FJ sailboats; water shoes for these events are recommended since the program involves capsizing and recovery of your boat. Keelboat skippers prefer that shoes with non-marking (not black) soles; sneakers are normally okay. Boots are not recommended for any water activity.

LIFEJACKETS

Many activities will require that participants wear lifejackets. Participants are responsible for bringing their own USCG approved and properly fitted wearable lifejackets. Type III jackets are appropriate, inflatable PFDs are not acceptable.

GETTING AROUND

Saturday programs are scattered in several locations around Fort Monroe, consult the Event Map to find those locations. Unit leaders are encouraged to drive their scouts to the appropriate program areas.

SEA SCOUT ACADEMY SHUTTLE BUS. Take the First United Methodist Church of Fox Hill’s bus to get around. The bus will run Sunday only, 0745-0830, 1145-1330, and 1645-1730 only. Pickups are at the Campground, Sailing Center, Kayak Beach, Marina Pier H, and Yacht Club.

GETTING TO CAMPGROUND AT FORT MONROE

Address: The Colonies RV and Travel Park, 501 Fenwick Rd, Fort Monroe, VA 23651

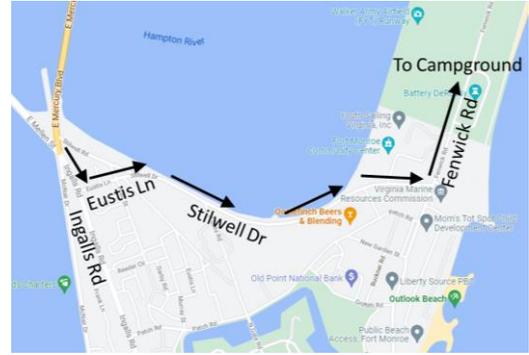
Coordinates: 37°01'19.4"N 76°17'55.6"W (37.022068, -76.298789)

Check in with the HQ (headquarters) at Shelter 3.

DIRECTIONS

Directions from Norfolk, VA via I-64 Hampton Roads Bridge Tunnel

- Head northwest on I-64 W - 0.2 mi
- Take exit 268 for Mallory St toward VA-169 E/Ft Monroe - 0.3 mi
- Turn left onto S Mallory St. Pass by HARDEE'S (on the right) - 0.3 mi
- Turn right onto E Mellen St - 0.7 mi
- Continue onto Ingalls Rd - 440 ft
- Turn left onto Eustis Ln - 463 ft
- Continue onto Stilwell Dr - 0.6 mi
- Turn left onto Fenwick Rd
- Destination will be on the left.



Gate to Campground

Directions from Richmond via I-64 and US-258 (NOTE: Take exit 263 from I-64 at Mercury Blvd to avoid traffic backup at Bridge Tunnel)

- Head east on I-64 E - 60.0 mi
- Take exit 263 to merge onto US-258 N/VA-134 S/W Mercury Blvd toward Coliseum
- Continue to follow US-258 N/W Mercury Blvd
- Slight left onto Ingalls Rd - 440 ft
- Turn left onto Eustis Ln - 463 ft
- Continue onto Stilwell Dr - 0.6 mi
- Turn left onto Fenwick Rd
- Destination will be on the left

EVENT MAP



<p><u>Campground</u> The Colonies RV and Travel Park 501 Fenwick Rd</p>
<p><u>Sailing Center</u> Sailboat pier behind Fort Monroe Community Center 381 Fenwick Rd</p>
<p><u>Kayak Beach</u> 10 Stilwell Dr</p>
<p><u>Marina Pier H</u> Old Point Comfort Marina 150 McNair Dr</p>
<p><u>Yacht Club</u> Old Point Comfort Yacht Club 102 McNair Dr</p>

SEA SCOUT ACADEMY LEADER GUIDE AND REGISTRATION

SCHEDULE – Eastern Daylight Savings Time (sunrise 0550, sunset 2015)

Saturday

1000	Setup headquarters at Shelter 3
1200	Opening Ceremony
1215	Lunch
1300-1700	Training Sessions
1700	Service Project
1800	Dinner
1900-2100	Training Sessions
2200	Quiet Time
2300	Lights Out

Sunday

0630	Scouts Own Chapel Service
0645	Waiters Muster
0700	Morning Colors
0715	Breakfast at Shelter 3
0800-1200	Activity Sessions
1200-1300	Lunch at Activity Centers
1300-1700	Activity Sessions
1745	Waiters Muster
1800	Evening Colors
1815	Dinner at Shelter 3, Skipper & Boatswain meeting at Shelter 4
1900	Golden Dragon Candidates Muster at Shelter 4
1930	Golden Dragon Ceremony at Landship
2000	Bridge of Honor at Landship
2030	Gamming* Party at Shelter 3
2200	Quiet Time
2300	Lights Out

Monday

0700	Breakfast at Shelter 3
0800-1200	Commodore's Cup Regatta at Sailing Center
1200	Lunch at Sailing Center
1230	Depart

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ACTIVITIES – Stuff to do in addition to training.

Gamming (Party)

Traditionally ships on the sea would occasionally meet in open water and raft up to have a party. In the spirit of that tradition, come visit with other Sea Scouts for snacks, drinks, games, and music at Shelter 3 on Sunday night. Units are encouraged to bring a snack to share with others.

Service Project

We will express our thanks to the campground by performing a service project Saturday afternoon. Meet at Shelter 3 following the afternoon training to get your instructions.

Realm of the Golden Dragon

Cardinal Wardroom is indebted to former Skipper Joe Haase of Ship 1, Danville VA, for developing the idea and the narrative for this ceremony resulting in the earning of this local award. Although not recognized nationally, the metal badge or cloth patch may be worn on the right pocket, on the flap if provided, as a temporary insignia.

The ceremony uses a nautical setting following the style of the mythical "Davy Shellback" featured in early editions of the Sea Scout Manual. It takes place on a landship and includes an imaginary voyage into the realm of the legendary Golden Dragons. The voyage is made "aboard" the good ship S. S. S. Cardinal Rose using dialogue between Davy Shellback and a guide, first; then after the Skipper, Bo'sun, and crew board the ship and sign The Articles, they get underway. During the voyage, they hear voices that lead them through an explanation and personal rededication to the Scout Oath and the 12 points of the Scout Law. Upon completion of the voyage (it takes about 45 minutes), the badge is presented to those participating who have not already been recognized. (There is a cost for the metal badge.)

QUALIFICATIONS: Sea Scouts who have completed Apprentice rank requirements are eligible to participate in the ceremony and receive the award. All adults registered in Scouting are eligible too.

Commodore's Cup

Scouts (under 21) who possess competitive interest in driving high performance sailboats in a head to head race should plan to enter the Commodore's Cup on Monday morning. Those scouts should signal their intent to race on the registration form. These sailors must attend a Saturday session and a Sunday session to earn qualification for the competition.

Fort Monroe Museum and Casemate Museum

EXPLORE FORT MONROE'S HISTORY – Completed in 1834, Fort Monroe was originally designed to protect the Hampton Roads waterway from an enemy attack and is the largest stone fort in America. Within the fort is the Casemate Museum, which chronicles the military history of Fort Monroe. Free self-guided tour. Open Daily 10:30am – 4:30pm.

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SATURDAY SEAMANSHIP TRAINING SYNOPSIS

Materials and tools needed for training are provided.

Program	Description	Advancement
Apprentice Track	Apprentice in a Day. Complete many requirements needed for advancement to Apprentice.	APP 1c, 1d, 1e, 3a, 3b, 4b, 5a, 5b1, 5b2, 5c, 5d1, 5d2, 5e, 6, 7a, 7b, 7c1
Ordinary Knots	Covers all the Ordinary Marlinspike requirements.	ORD 6a, 6b, 6c, 6d
Able Splices	Covers making end, eye, and short splices in twisted 3-strand rope.	ABL 6a
Able Long Splice and Sewn Whipping	Focus on making a long splice in a natural fiber line. First, sew whippings in each end of the line.	ABL 6a
Sail Repair	Practice making round and flat seams, making grommet eye.	ABL 6b
Double Braid Eye Splice	Practice making eye splice in double braided line.	QM 6b
Turks Head, Monkey Fist	Practice making Turks head and monkey's fist.	Level 1 Elective – Ornamental Ropework
Compass	Discuss the degree system of compass direction. Variation and deviation, and how are used to convert.	Ord 10b
Speed, Time, Distance	Calculate speed, time, or distance when knowing the other two. Describe speed measuring devices/methods, 24-hour time, and UTC.	Ord 10c, 10d, 10e
Latitude / Longitude	Learn about latitude and longitude, including finding position on chart, and reading position from chart.	Ord 10a
Dead Reckoning	Develop dead reckoning table and plot to a chart.	Ord 10f
Tackle	Practice Z-Drag	ABL 6c2
Radio	Discuss marine communications, including the use of DSC. Learn and demonstrate VHF radio communication procedures.	Ord 5e, 5f
Firefighting	Discuss causes of fire and fire prevention. Discuss rules associated with carriage and inspection of fire extinguishers. Practice extinguishing a small fire.	Able 5a, 5b, 5c
Safety Afloat	Discuss BSA Safety Afloat.	Ord 5a
Heavy Weather & Limited Visibility	Preparing for bad weather underway. Finding you way in limited visibility.	QM 5a, 5b
Weather Instruments & Forecasts	Reading weather bulletins, river levels, instruments, weather signs, prepare forecast.	Ord 13a, 13b, Able 13, QM 11a
Engine Maintenance	Learn to perform simple maintenance on outboard engines.	Level 1 Elective - Engines
Engine Operation	Learn to fuel, operate, and troubleshoot outboard engines.	Level 2 Elective - Engines

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Program	Description	Advancement
Propulsion Systems	Learn about different types of propulsion systems.	Level 3 Elective - Engines
Electricity	Learn about electrical safety, batteries, circuit protection, reading diagrams, wire tables, electrolysis, and simple troubleshooting.	Level 3 Elective - Electricity
Intro to Boat Maintenance	Work safety rules, tool use, and boat hardware.	Able 11a, 11b, 11c
Paint & Varnish	Learn to apply coatings to wood and fiberglass.	Able 11d1
Fiberglass & Epoxy Repair	Learn to mix and apply epoxy to fiberglass. Learn "drill-fill-drill" technique for mounting hardware.	Able 11e1
Anchoring	All about anchoring.	Ord 8a, 8b, 8c, Able 8a, 8b, 8c, 8e, QM 8b
Environment	Learn about handling oil, trash, & hazmat, learn nuisance species, Leave No Trace, MSD, grey water.	Ord 12a, 12b, 12c, Able 12a, 12b, QM 12a, 12b

SUNDAY ON-THE-WATER TRAINING SYNOPSIS

Program	Description	Advancement
FJ Dinghy Sailing @ Sailing Center	Instruction and practice using Flying Junior (FJ) sailboats. Must attend Saturday class. Swimmers Only. Mandatory for Commodore's Cup competitors.	Elective – Sailing (Level 1) Elective – Racing (Level 1)
Keelboat Sailing @ Marina Pier H	Instruction and practice using 26-30 ft sailboats. Must attend Saturday class. 5 scouts per boat + Skipper + additional adult.	ORD 5b – Required Equipment ORD 5c – Station Bill ORD 5d – Man overboard, fire, abandon ship drills ORD 7a – Sailboat Parts ORD 8d – Set and Weigh Anchor ORD 11d – Lookout Watch ORD 14b – Helm Watch
Kayaking @ Kayak Beach	Flatwater kayak training. Intro to kayaking, parts, strokes, etc. Must attend Saturday class. Swimmers Only.	Kayaking BSA Award ORD 7b – Boat Handling Elective – Paddlecraft (Level 2) Elective – Specialty Proficiency (Level 2) Small Boat Handler – Section 3 Boat Handling
Stand Up Paddleboard @ Kayak Beach	Learn and practice SUP. Swimmers Only.	SUP BSA Award ORD 7b – Boat Handling Elective – Paddlecraft (Level 2) Elective – Specialty Proficiency (Level 2) Small Boat Handler – Section 3 Boat Handling
Wind Surfing @ Kayak Beach	Learn and practice wind surfing. Swimmers Only.	Boardsailing BSA Award Elective – Paddlecraft (Level 2) Elective – Special Proficiency (Level 2)

BLENDED WILDERNESS FIRST AID PLUS CPR/AED

Earn certification in Wilderness First Aid from Emergency Care and Safety Institute (ECSI), the recognized provider of WFA training for BSA. This training will certification will meet the requirements of high adventure bases like Sea Base and Philmont. Also fulfills the Able rank first aid requirement. This certification also includes CPR/AED.

This course requires completing the 8-hour online course and test. Print and bring your online course completion certificate when you attend the in-person skills course at Sea Scout Academy. You will need a valid email address to receive your certification.

THIS COURSE REQUIRES THE STUDENT TO COMPLETE PREREQUISITES.

Designed for those who need more flexibility, our blended learning course combines both in-person and online coursework for a total time commitment of 6 hours in-person and 8 hours of online work. The certificate includes both Wilderness First Aid and CPR/AED.

PREREQUISITES

- Minimum age 14.
- Online portion of the CPR/AED. Must print and show the online course completion certificate at the start of the in-person session.
- Online WFA pre-requisite course is available from ECSI for a fee (about \$40) at this web link: <https://www.ecsinstitute.org/catalog/productdetails/9781284224719>

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TRAINING SCHEDULES

SATURDAY

	1300	1400	1500	1600	1700	1800	1900	2000	2100	2200
Apprentice Fast Track	Intro (1c, 1d, 3a, 3b)	Safety (4b, 5a, 5b, 5c, 5d)	Marlinspike (6)	Boats (7a, 7b, 7c)	Service Project at Shelter 3	Dinner at Shelter 3 & 4	Vessel Safety Check (5e) @ Yacht Club	YPT Video (1e) @ Yacht Club	Free Time	Quiet Time
Marlinspike Track	Ordinary Ropework (Ord 6a, 6b, 6c, 6d)	Splices (Able 6a)	Long Splice & Sewn Whipping (Able 6a)	Sail Repair (Able 6b)			Ornamental Ropework (L1 Elect)	Double Braid Splice QM 6b)		
Navigation Track	Ordinary Navigation (Ord 10a, 10b, 10c, 10d, 10e, 10f)		Ordinary Navigation (Ord 10a, 10b, 10c, 10d, 10e, 10f)				Celestial Navigation (L3 Elect)			
Safety Track	Tackle (Able 6c2)	Radio (Ord 5e, 5f)	Heavy Weather. & Lim. Vis. (QM 5a, 5b)	Weather Instr. & Forecasts (Ord 13a, 13b, Able 13, QM 11a)			Firefighting (Able 5b-5d)	Safety Afloat (Ord 5a)		
Engineering Track	Engine Maintenance (L1 Elective)	Engine Operation (L2 Elective)	Propulsion Systems (L3 elective)				Electricity (L3 Elective)			
Seamanship Track	Intro to Boat Maintenance (Able 11a,b,c)	Paint & Varnish (Able 11d1)	Fiberglass & Epoxy Repair (Able 11e1)				Anchoring (Ord 8a, 8b, 8c, Able 8a, 8b, 8c, 8e, QM 8b)	Environment (Ord 12a, 12b, 12c, Able 12a, 12b, QM 12a, 12b)		
Small Boats Track	Intro to FJ @ Sailing Center		Intro to FJ @ Sailing Center				Intro to FJ @ Sailing Center			
Wilderness First Aid	Wilderness First Aid @ Yacht Club						Wilderness First Aid @ Yacht Club			

SUNDAY

	0600	0700	0800	0900	1000	1100	1200	1300	1400	1500	1600	1700	1800	1900	2000	2030
Sailing Center	Chapel	Breakfast at Shelter 3	FJ Sailing				Lunch at Program Area	FJ Sailing				Free Time	Dinner at Shelter 3 & 4	Golden Dragon Ceremony	Bridge of Honor	Party at Shelter 3 & 4
Marina Pier H			Basic Keelboat					Basic Keelboat								
Kayak Beach			Kayaking & SUP					Kayaking & SUP								
			Boardsailing BSA					Boardsailing BSA								

MONDAY

	0700	0800	0900	1000	1100	1200
FJ Racing	Breakfast @ Shelt. 3	Commodore's Cup Sailing Center				Lunch @ Sail Cen.

SEA SCOUT ACADEMY LEADER GUIDE AND REGISTRATION

PAGE 1 – UNIT REGISTRATION FORM

Ship/Crew #	Council
Leader Name	Cell Phone
Mailing Address	
Email Address	

INSTRUCTIONS

UNIT REGISTRATIONS ONLY. INDIVIDUALS UNDER 21 MUST BE PART OF A UNIT CONTINGENT.

Registrations should be submitted by the leader who is attending.

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Colonial Virginia Council, BSA
 11834 Canon Blvd, Suite L,
 Newport News, VA 23606
 Office Phone: 757-595-3356
Council office event code: 103

REGISTRATION FEES

	Count	Fee	Total
Academy Participant (per person)		\$50 per person	
		Grand Total	

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PAGE 3 – INSTRUCTOR VOLUNTEER FORM

Saturday classes need instructors and facilitators. This is also an opportunity for youth working toward Quartermaster to earn their teaching requirements. Don't be intimidated. Each class has an instructor guide and materials. See the syllabus for the content of each course.

Add volunteer instructor names in course blocks below.

	1300	1400	1500	1600	1900	2000
Apprentice Fast Track	Intro	Safety	Marlinspike	Boats	Vessel Safety Check	YPT Video
Marlinspike Track	Ordinary Ropework	Splices	Long Splice & Sewn Whipping	Sail Repair	Ornamental Ropework	Double Braid Splice
Navigation Track	Ordinary Navigation		Ordinary Navigation		Celestial Navigation	
Safety Track	Tackle	Radio	Heavy Weather & Lim. Vis.	Weather Instr & Forecasts	Firefighting	Safety Afloat
Engineering Track	Engine Maintenance	Engine Operation	Propulsion Systems		Electricity	
Seamanship Track	Intro to Boat Maintenance	Paint & Varnish	Fiberglass & Epoxy Repair		Anchoring	Environment
Small Boats Track	Intro to FJ		Intro to FJ		Intro to FJ	