



Sea Scout Ship 25 – S.S.S. Yorkshire Recommended ScoutFleet 2002 Cruise Uniforms and Equipment List

1. Sea bag for all your gear (makes for easy stowage - packs and hard-edged containers discouraged). Mark it with your name so you can identify it. **EVERYTHING** must fit inside your sea bag – space is at a desperate premium with so many crewmembers embarked. The only exception is your sleeping bag, and fishing pole (if any).
2. Uniforms for special purposes.
 - 2.1. Full working blues with white hats for liberty and shore parties.
 - 2.2. Full undress whites for Cape May Coast Guard visit and for ScoutFleet day.
 - 2.3. Black Ship 25 polo shirt and Ship 25 ball cap for underway in formations.
3. Uniform of the day for sailing (when no other uniform required).
 - 3.1. Boat shoes (socks optional – without them sunburned ankles is a risk).
 - 3.2. Long and/or short trousers (depending on whether or not you sunburn easily).
 - 3.3. Belt.
 - 3.4. Long and/or short sleeve shirt (depending on whether or not you sunburn easily).
 - 3.5. Quick-dry underwear (makes washing and drying easier).
 - 3.6. Hat with visor for water glare/sun protection (one that doesn't blow off easily).
 - 3.7. Hat clip to retain hat if it is blown off.
 - 3.8. Sun Glasses (a must), with security neck strap.
 - 3.9. Sunscreen with high protection factor.
 - 3.10. Handkerchief (to wipe away the sweat on a hot day).
 - 3.11. Proper sailing gloves, or leather work gloves with fingers removed (line handling is hard on the palms, but in no event do you want the tips of the glove fingers to entrap your hands in a winch).
4. Toilet articles.
 - 4.1. Toothbrush and toothpaste.
 - 4.2. Mouthwash (optional).
 - 4.3. Comb.
 - 4.4. Razor and shaving cream.
 - 4.5. Soap.
 - 4.6. Washcloth.
 - 4.7. Deoderant/anti-perspirant.
 - 4.8. Quick-drying towel.
5. Laundry articles (optional – but will save you money).
 - 5.1. Laundry detergent in small container (just enough for four loads).
 - 5.2. Clothes pins to clip wet laundry to hand rails to dry.
 - 5.3. Roll of quarters for Laundromat.
6. Eating gear.
 - 6.1. Knife, fork, spoon, plate, cup, and bowl.



Sea Scout Ship 25 – S.S.S. Yorkshire Recommended ScoutFleet 2002 Cruise Uniforms and Equipment List

7. Safety gear.
 - 7.1. Locking, one-hand opening knife, on lanyard or safety strap (to cut yourself free from entanglements in an emergency).
 - 7.2. Whistle (that works even if full of water, on lanyard around neck or attached to your personal PFD).
 - 7.3. Your personal PFD.
 - 7.4. Water activated light for PFD (optional).
 - 7.5. Safety harness (if not provided by the master of the vessel).
 - 7.6. Double-A flashlight with headband and red lens cover (to preserve night vision) (for safety on deck at night) and spare set of batteries in unopened package.
 - 7.7. Spare eyeglasses (if visually challenged).

8. Foul weather gear (optional – *Willit Run??* has two sets for watchstanders)
 - 8.1. Sou'wester rain hat with ear flaps and chin ties for sailors who don't like their vision restricted by the foul weather jacket hood (the long back brim keeps wave water from going down inside the back of your foul weather jacket)).
 - 8.2. Foul weather jacket - preferably with reflective tape at strategic locations (so we can spot you in the water when you fall overboard on a moonless night).
 - 8.3. Foul weather trousers (that you can get on and off over your foul weather boots).
 - 8.4. Foul weather boots with suitable deck tread.
 - 8.5. Extra towel to ensure tight seal at neck of foul weather jacket.
 - 8.6. Wool socks for foul weather boots (warm when wet).
 - 8.7. Wool sweater.

9. Sleeping gear.
 - 9.1. Sleeping bag with synthetic fill (down is only good when dry - when wet, it takes forever to dry out).
 - 9.2. Hiker's small pillow (optional).

10. Liberty uniform.
 - 10.1. As specified in part 2 above.
 - 10.2. Civilian equivalent.
 - 10.3. \$\$\$ to keep the shore economy green (Anything near the water costs 2X or more what it does back on the farm).
 - 10.4. Daypack for shore excursions (when not in uniform).

11. Health and Safety/Risk Reduction.
 - 11.1. Personal medications, if any - inform skipper.
 - 11.2. Sea sickness medication if you tend to need it, or if you're not sure (as approved by your personal physician and with the awareness of vessel's master) (*NOTE: sea sickness medications are generally most effective when taken several hours BEFORE embarking so they have a chance to get into your system - follow manufacturer's and/or doctor's directions. Don't wait until it's too late. Also, eating proper meals at proper times, remaining active and on deck, and keeping your eyes on the stable horizon are additional no-cost*



Sea Scout Ship 25 – S.S.S. Yorkshire Recommended ScoutFleet 2002 Cruise Uniforms and Equipment List

insurance techniques against an inopportune eruption of your stomach's contents).

- 11.3. Copy of most recent BSA physical examination form for master of the vessel.
 - 11.4. Permission slip/waiver signed by participant, and by parent(s) of minor participants.
 - 11.5. Water bottle or hydration pack (fresh water is a scarce commodity at sea - don't waste it, but keep your self hydrated).
- 12. Fun and games (all optional).**
- 12.1. Camera.
 - 12.2. Film.
 - 12.3. Insect repellent.
 - 12.4. Swim suit.
 - 12.5. Therma-rest pad with optional backrest (for deck tanning events).
 - 12.6. Fishing gear (keep it small, no exposed hooks, license if required).
 - 12.7. Snorkel, mask, (plus fins only if space permits).
 - 12.8. Personal diary/journal and water-resistant writing instrument (felt tips run when wet).
 - 12.9. Musical instrument and songbook.
 - 12.10. Change(s) of clothing (depending on length of cruise).
 - 12.11. Prayer or meditation book.
 - 12.12. Port of call guidebooks.
 - 12.13. Zip lock plastic bags for keeping various items dry, and a large garbage bag or two for similar use.
 - 12.14. Headphones for any portable radios, CD-players, etc.
- 13. Sea Scouting gear.**
- 13.1. Sea Scout Manual.
 - 13.2. Bo' sun pipe and lanyard (for Boatswain).
 - 13.3. Sea Scouts BSA registration card.
 - 13.4. Dog tags with silencers (optional).
 - 13.5. Mending kit (optional).
- 14. Navigation gear (if serving as Navigator, or learning the art).**
- 14.1. Marine binoculars.
 - 14.2. Hand bearing compass.
 - 14.3. Appropriate charts in waterproof case.
 - 14.4. Eldridge coastal pilot.
 - 14.5. Parallel ruler.
 - 14.6. Dividers and (optional) compass.
 - 14.7. One-arm protractor.
 - 14.8. Pencils with erasers, pens, and grease pencils.
 - 14.9. Nautical slide rule.
 - 14.10. Watch with stopwatch feature, synchronized to correct time.
 - 14.11. Masking tape to secure charts to chart table.



Sea Scout Ship 25 – S.S.S. Yorkshire Recommended ScoutFleet 2002 Cruise Uniforms and Equipment List

- 14.12. Double-A flashlight with headband and red lens cover (for navigation).
 - 14.13. Tablet paper in clipboard with water-repellant cover.
 - 14.14. Calculator.
 - 14.15. GPS with spare batteries.
 - 14.16. Log book.
15. Seaman's Gear (if serving as a deckhand).
- 15.1. Sail maker's needle and twine.
 - 15.2. Sail maker's palm.
 - 15.3. Fid.
 - 15.4. Assorted plastic quick-ties.
 - 15.5. Grommet tool and grommets.
 - 15.6. Duct tape (of course!).
16. Notes:
- 16.1. Gear should be marked for easy and quick identification. The following scheme is suggested:
 - Fabric with ID labels - fill name in neatly with indelible laundry marker pen.
 - Fabric without ID labels – name stamped in 1/2" type with last name and last 4 digits of your social security number as per Navy regs.
 - Other objects - use color-coded electrical tape. For example, one sailor has traditionally used three bands of tape in red, white, and green. Ship's companies try to ensure no two members of their own ship's company use the same color code.
 - 16.2. Space is at a premium onboard a vessel, even a large one. Don't take unnecessary gear! However, you will get wet, it will be quite hot, it will be quite cold, it will be quite dark, there will be bugs, there will be brutal sun, and land is generally a long way off. Sailing cruises do not have a pause or a re-set button. Plan accordingly. (Are we having fun yet?).
 - 16.3. Check with the master of the vessel beforehand if possible for any additions, deletions, or modifications to this list.