

ADVANCED CREW STANDARD

(Coastal Crew - Sail)

It is envisioned that the program will be taught in six days to adequately cover all the performance objectives. The minimum time for evaluation of this standard is 48 consecutive hours.

Objective

To be able to act safely as crew of a sailing cruiser of 10 – 15 meters, any modern rig and inboard engine, operating within 100 miles of shore, by day and night in coastal or coastal or inland water in any weather.

Prerequisites

Basic Crew or Cruising, Intermediate Crew or Cruising and Coastal Navigation Standards;

ROC(M) VHF with DSC endorsement;

Pleasure Craft Operator's Card;

Recognized Standard first aid and CPR Certificate.

Note: To maximize the likelihood of successfully completing the Advanced Cruising Standard, a student should:

- a) Have experience as skipper and/or crew of at least two season or 20 days of cruising, and
- b) Have applied the knowledge and practiced the skills of the Intermediate Crew or Cruising and Coastal Navigation Standards, and
- c) Be able to consistently demonstrate the skills learned of the Intermediate Crew or Cruising and Coastal Navigation Standards.

Ashore Knowledge

This section is the same as the Advanced Cruising Standard Sections I through V, performance objectives 1 to 26.

Afloat Skills

Recommended vessel should be a 10 - 15 meter, modern rigged, sloop rigged keelboat with an inboard engine.

Section VI: Preliminaries

The candidate must, under direction of the skipper, be able to:

1. Check out a given boat for extended passage to include:
 - a) Soundness of hull, spars, rigging, deck hardware, sails, engine, internal systems, head, galley, stowage, safety equipment, spare parts,
 - b) Suggest needed improvements, repairs and additions to make the vessel totally seaworthy and sound;

Section VII: Underway

The candidate must, under direction of the skipper, be able to:

2. Apply Rules 1 through 36, 40 and 45 of the *Collision Regulations*;
3. Manoeuvre under power in simulated tight conditions with high winds and/or tidal currents;
4. Sail a vessel of the given size at an advanced level of skill, as crew, on all points of sail;
5. Assist skipper by handling ground tackle or helming while anchoring under sail;
6. Take appropriate action in the event an engine fails in various conditions (to be simulated);
7. Check the tune of a mast;
8. Rescue a swamped dinghy and, if possible, stow it on deck while underway;
9. Perform the following crew overboard procedures by day and night:
 - a) Triangle method under sail,
 - b) Alternative method under sail,
 - c) Williamson and Anderson turns under power;
10. Simulate at least two different methods of recovering a crew overboard;
11. Prepare and serve a hot meal while underway;
12. Set anchor from a dinghy;
13. Set a Bahamian moor;
14. Act as responsible crew on a live-aboard cruise, including a continuous passage of at least 48 consecutive hours;

Section VIII: Navigation

The candidate must, under direction of the skipper, be able to:

15. Determine deviation of the ship's compass using a transit;
16. Determine accuracy of knot meter and depth sounder and make instrument or process adjustments, as necessary;
17. Stand a navigation watch of 20 miles by day and 20 miles by night, keeping a full navigation log including the following:
 - a) Danger bearings,
 - b) Clearing bearings,
 - c) Advancing a line of position,
 - d) Distance off,
 - e) Plot course upwind including 3 tacks and resulting dead reckoning (DR) position,
 - f) Fix position using electronic navigation equipment,
 - g) Given leeway and or current, derive a course to steer over a 3-5 mile leg, and arrive within a quarter mile of the estimated position;

Endorsements

1. Make an eye splice in braided line.
2. Dock and leave dock under sail.
3. Pack, hoist, set, fly, gybe and douse a spinnaker.

Resource Material

Passage Maker, US Sailing