

New Syllabus

and

marking system

for the

Senior Seamanship Trophy (*Fry Cup*)

September 2003

INTRODUCTION

This Proposed new Syllabus and marking system has been designed to update the current Fry Cup syllabus to a senior seamanship trophy syllabus to include some modern and more relevant seamanship skills suitable for senior Scouts in the Section.

It has also been designed to give Scout Leaders a clear indication of the standards required and how the marks will be distributed

It will enable examiners to award marks in accordance with a clearly defined syllabus and on an evenhanded basis.

Because of the detail it will allow a year to year comparison of results and hence a comparison of standards within troops and within the section as a whole

It also attempts to make each scout responsible for an equal amount of marks spreading the responsibility across the team.

PRINCIPLES

The syllabus is designed for a team of six Senior Sea Scouts under 17 years of age on 1st June of the Year of the competition.

Each Scout must be prepared for every topic, as numbers will be allocated randomly

Where there are options within a topic the choice will be at the discretion of the examiner. (eg. Eye Splice or Back Splice)

In the paired topics both categories will be examined the nominated scouts may decide between them which category each will take.

If a Scout has a disability which may prevent him/her completing one of the topics this should be indicated to the OOD before the competition begins (e.g. broken finger unable to splice etc).

The Fry Cup will be awarded to the team that attains the highest marks.

In the event of a tie the Fry Cup is shared there is no facility for a tiebreaker.

The decision of the OOD is final.

NUMBER ALLOCATION

Each Scout will be allocated a number on registration and will be examined in the topics allocated to that number

Given Numbers will be examined as Follows

TEAM EVENTS

Uniform	Numbers 1 to 6
Boating	Numbers 1 to 6

PAIRED TOPICS

Paired Topics may have one or two examiners but the nominated Scouts will decide between them which topic each will take.

Water Safety and Anchors	Numbers 3 and 5
Steering Rules/Lights and Buoyage	Numbers 2 and 4
Compass work and Chartwork	Numbers 1 and 6

INDIVIDUAL TOPICS

Boat Maintenance	Number 4
SPLICING	Number 3
KNOTS	Number 6
WEATHER	Number 5
SAIL THEORY	Number 1
COMMUNICATIONS	Number 2

FRY CUP SYLLABUS

TEAM EVENTS

UNIFORM INSPECTION (All 6 Scouts)

TOTAL 50

Uniform Jumper	5
Group Neckerchief	5
Appropriate Woggle	5
Lanyard	5
Belt	5
Clasp knife	5
Scout Whistle	5
Navy Blue Trousers	5
Black Shoes	5
Duck with tallyband	5

Each scout is awarded 2 marks for having the above item and 3 marks for the quality of presentation of it.

Each Scout to be marked and the team score = total marks / 6

ROWING (FULL TEAM)

TOTAL 50

(Sea training Handbook Part 1 Pages 20 – 25)

Be able to embark safely, row a four oared boat around a buoy trail oars, maneuver between two marker buoys, return, disembark safely and secure the boat.

Particular attention will be paid to the following areas

Equipment required for a rowing exercise

Discipline embarking and disembarking

Bearing off and coming alongside

Rounding the buoy

Trailing oars

Manoeuvre between two buoys

Cox'n

Rowing Style

PAIRED EVENTS

WATER SAFETY (Scout 3 or 5)

TOTAL 30

(Sea Training Handbook part 1 pages 6, 7 and 19)

Understand what action to take in the case of the capsize of a BP 18.

10

Be able to heave a line from a boat to hit a target 10 meters away.

5

Know the safety inventory for a small boat for a daylight day trip.

5

Know prudent and safe behavior when embarking, disembarking and travelling in a boat.

5

Know the basic difference between a buoyancy aid and a life jacket and when each should be worn and how should they be tested?.

5

ANCHORING (Scout # 3 or 5)

TOTAL 30

(Sea Training Handbook part 1 pages 28, 54 – 56)

(Sea Training Handbook part 2 Page 56)

Be able to identify the following small boat anchors and know their parts.

Admiralty pattern

CQR / Plough

Mushroom

8

Know what to look for in a good anchorage

5

Know what is meant by tripping the anchor and the purpose for which it is done.

2

Know how to increase the efficiency of a standard anchor

2

Know how to decrease the turning circle of a boat at anchor

5

Know the determining factors for the amount of rope to let out when lying to anchor.

3

Know the role and purpose of a sea anchor.

5

STEERING RULES AND LIGHTS (No 2 or 4)

TOTAL 30

(Sea Training Handbook Part 2 Pages 18 – 21, Sea Training handbook Part 1 page 40)

Know which vessel is the giveaway vessel and the action to be taken by giveaway vessel in the following situations:-

Two power driven vessels head on
Two power driven vessels crossing
Two power driven vessels one overtaking the other 6

Two sailing vessels crossing wind on same side
Two sailing vessels crossing wind on opposite side 4

Sailing vessel overtaking power driven vessel
Sailing vessel and power driven vessel crossing
Symbol for sailing vessel proceeding under sail and power. 6

The assumption can be made that all situations given involve risk of collision
The above situations may be examined either by models or by oral question (at the discretion of the examiner)

Understand the conduct of vessels navigating in a narrow channel and when crossing a fairway 4

STEERING LIGHTS

Lights shown by a sailing vessel underway
Lights shown by a power driven vessel underway
Lights to be shown by a vessel under oars 6

The above situations may be examined by coloured dots on black cards (requiring deduction) or by oral question (at the discretion of the examiner)

Know the arc of visibility of the following lights:-

- Side lights
- Stern lights
- Masthead lights 4

BUOYAGE (No. 2 or 4)**TOTAL 30***(Sea Training Handbook Part 2 Pages 16 – 17)*

Know the colours and be able to identify each of the cardinal marks and their topmarks.	10
Be able to identify the light sequence of each of the above	8
Know how to pass each of the above	3
Be able to identify port and starboard buoys	2
Know the light sequence of each of the above	2
Know how to pass each of the above	2
Know the general direction of buoyage around the Irish Coast and know the direction of buoyage for entering and leaving harbours.	3

COMPASS WORK (Scout # 1 or 6)

TOTAL 30

(Sea Training Handbook Part 1 Page 66)

Be able to box the compass in points (32 points). 5

(The examiner will ask the Scout to box a quadrant of the Examiners choice.)

Know the main parts of wet and dry card magnetic compasses. 10

(Binnacle, Compass bowl, Compass card, gimbals, prism/mirror, lubbers line, needle, magnets type of liquid and it's purpose).

Be able to read a bearing and calculate its reciprocal. 5

Understand variation and deviation and be able to apply them 5

Understand the causes and characteristics of variation and deviation. 5

CHART WORK (Scout # 1 or 6)

TOTAL 30

(Sea Training Handbook Part 2 pages 7,9,13)

Understand soundings and contours on a coastal chart. 5

Be able to identify the following symbols from cards or on a chart:-

1. A wreck which dries
2. A wreck with a low water clearance
3. A light house
4. Separation zone
5. Shoal
6. An outfall 5

Given 2 latitude and longitude positions be able to accurately plot the two positions

Read the true course between A and B 3

Given the variation and deviation be able to calculate the compass course to be steered from A to B. 10

SPLICING (Scout # 3)

TOTAL 20

3 Stranded eye splice

3 stranded back splice

Each Scout to complete 1 Splice of the examiners choice awarding 10 marks for the correct completion of the nominated splice and 10 marks for the quality and presentation of the splice.

KNOTS (Scout # 6)

TOTAL 20

(Sea Training handbooks part 1 pages 16 to 19 and other publications)

Be able to correctly demonstrate each of the following and know their uses:-

Clove hitch

Sheet Bend Double

A stopper knot

Fisherman's bend

Bowline on the bight

Fireman's chair knot

Stevedore knot

Reef knot

sheet bend

Round turn and two half hitches

Common bowline

Sheep shank

Rolling hitch

1 Scout will be expected to tie 10 of the above knots nominated by the examiner being awarded 2 marks for each correctly tied knot and 1/2 mark for any knot correctly tied at a second attempt.

Weather (Scout # 5)

(Sea Training Handbook Part 2 pages 26 – 28)

TOTAL 20

- a) **Forecasts** **4**
Be able to identify four sources of reliable nautical weather forecasts and how to access them e.g. (*Radio, BBC Radio 4, RTE Radio 1, News Bulletins, Met Office, phone-in numbers, harbour masters self-forecasts.*)
Understand the importance of Weather forecasts and their relevance to small boat sailing.
Understand and be able to describe the Beaufort Windscale and associated wind speeds.
- b) **Weather Charts** **4**

1) Understand the difference between cyclones and anti-cyclones.
2) Understand isobars and their implications.
3) Understand the following weather map symbols:-
 - Warm front, cold front, occluded front.
 -
- c) **Effects of Weather** **4**

Know, understand and explain the effects of weather on:
Location Craft
Crew Tide
- Clouds** **4**
- d) Be able to identify and describe the following main cloud formations and the weather associated with each:

1) Cirrus (ci)
2) Stratus (s)
3) Cumulus (cu)
4) Cumulonimbus (cb)
- e) **Climate** **4**

1) Know the difference between weather and climate.
2) Know and understand the effect of the Gulf Stream on north European climate.

SAIL THEORY (Scout # 1)

(Sea Training Hand Book Part 2 Pages 40 – 47)

TOTAL 20

Understand and be able to explain the following: -

A reach, running, going about, Tack Jury rig	a broad reach, tacking, reefing a sail.	beating, gybing, Port and Starboard
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10

Be able to identify and understand the following sailing craft equipment: -

Main sheet, Gooseneck, Centre board/plate, Shroud,	Jib sheet, sail battens, ore stay, boom,	Kicking strap, bugee, back stay, gaff
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10

COMMUNICATIONS (Scout #2)

TOTAL 20

(Sea Training Handbook Part 1 Pages 48 –49 Part 2 Pages 24, 25, 70-73)

a) V.H.F.

Know and understand the importance of the distress and calling frequency

on Marine VHF Radio Channel 16. 5

Know and understand the following VHF Radio Calls:

1) Mayday

2) Security

3) Pan Pan

4) GMDSS

5

b) Flags Definitions:

Know and understand the difference between:

(Flag, Ensign, Pennant, Burgee, Courtesy Flag, House Flag, Jack).

Be able to describe the following:

1) Irish ensign

2) Sea Scout ensign (blue ensign)

3) SAI pennant

4) Irish Naval Jack

Understand the etiquette associated with the wearing of an ensign:

(At sea, moored, shore based)..

Know the priority of hoists on a land based flag pole with a gaff. 5

d) Emergencies

Know how to call and report an emergency to the emergency service.

Know the correct procedure to raise the alarm if you see a recognised distress signal from the shore.

Be able to identify at least 6 distress signals as laid down Annex 1 of the 1972 regulations for the prevention of collision at sea 5

BOAT MAINTENANCE (Scout # 4)

TOTAL 20

(Sea Training Handbook Part 2 page 32-33)

Describe the annual routine care and maintenance of a wooden clinker built boat. (*Storage, scraping, sanding, repairing, painting/varnishing etc*) 7

Describe the complete process of how to put a fibreglass patch on a fibreglass boat. 5
Know the safety precautions to be taken when using fibreglass resin and associated products.

Know the basic difference between primer/undercoat and top coat paints 5

Know the safety precautions to be taken when using, applying and storing paint and associated products (*white spirit. thinners etc*)

Understand the use and purpose of anti-fouling paint and how to apply it and the precautions to be taken when using it. 3