

## 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