

## 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 skipper and crew of a sailing cruiser of 10 – 15 meters, any modern rig and inboard engine, operating by day and night in coastal or coastal or inland water in any weather.

### **Prerequisites**

Intermediate Crew and Coastal Navigation Standards; Red Cross or St. John Ambulance Emergency First Aid Certificate and a VHF with DSC radio certificate (Radio Operator's Restricted Certificate - Maritime Voluntary).

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

1. Experience of at least two seasons or 20 days of cruising as responsible crew, and
2. Applied the knowledge and practiced the skills in the Intermediate Crew and Coastal Navigation standards.

### **Ashore Knowledge**

This section is the same as the Advanced Cruising Standard Sections I through V, performance objectives 1 to 25.

### **Afloat Skills**

The candidate must 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;
2. Apply Rules 1 through 36, 40 and 45 of the *Collision Regulations* in practical on-water situations;
3. Manoeuvre under power in simulated tight conditions with high winds and/or tidal currents;
4. Determine deviation of the ship's compass using a transit;
5. Determine accuracy of knot meter and depth sounder and make adjustments, if possible;
6. Sail a vessel of the given size at an advanced level of skill, as crew, on all points of sail;
7. Assist skipper by handling ground tackle or helming while anchoring under sail;
8. Take appropriate action in the event an engine fails in various conditions (to be simulated);
9. Check the tune of a mast;
10. Rescue a swamped dinghy and, if possible, stow it on deck while underway;
11. Perform the following crew overboard procedures by day and night:
  - a) Triangle method,
  - b) Alternative method under sail,
  - c) Williamson and Anderson turns under power;
12. Simulate at least two different methods of recovering a crew overboard;
13. Prepare and serve a hot meal while underway;
14. 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) Plot leeway or current set and drift on 3 –5 mile leg and compensate to arrive within a quarter mile of estimated position;

15. Set anchor from a dinghy;
16. Set a Bahamian moor;
17. Act as responsible crew on a live-aboard cruise of at least 48 consecutive hours.