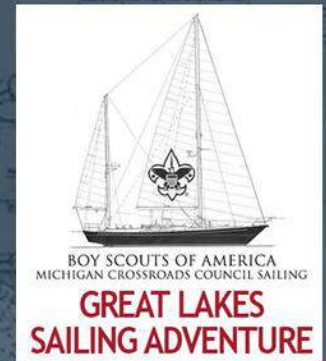




Welcome

Great Lakes Sailing Adventure Crew Orientation Webinar



David Rowe

GLSA Committee Chairman

810.516.5052

davidrowemacisle@aol.com



Nick Killian

Camping Director & Team Lead

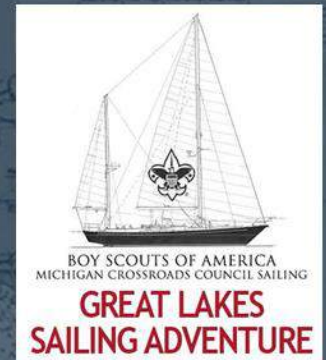
Michigan Crossroads Council

231-649-0033

nick.killian@scouting.org



Risk Advisory



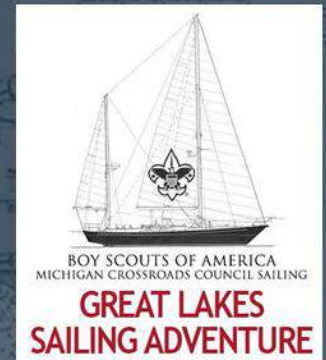
The Great Lakes Sailing Adventure is a live aboard sailing program with inherent risks of remote aid, weather and exposure to the environmental conditions. Participants must be in excellent physical condition, **must meet the BSA height/weight guidelines** on the BSA Health and Medical Record. The vessel contains steep ladders, narrow passageways and confined spaces. **People with medical conditions, including mobility conditions**, that prevent full active participation the Great Lakes Sailing Adventure **will not be allowed to participate.**

No Casts

No Crutches



Let's take a tour of Retriever!

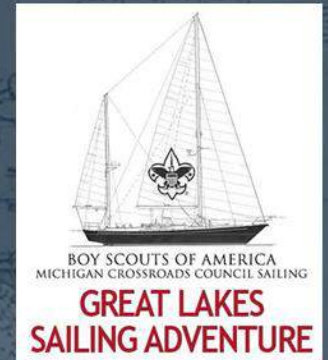


Design: Alden
Mfg: Palmer Johnson
LOA: 52 Feet
Draft: 7 Feet
Displacement: 36,000 lbs
Crew: 12 Passengers / 2 Staff

Retriever, a 52' ketch, is an offshore sailing vessel where youth will learn the fundamentals of sailboat handling, steering, waterway navigation, marine safety, and various cruising techniques used by seasoned sailors!



Videos & Social Media



- [YouTube](#)
- [Facebook](#)
- [Flickr](#)



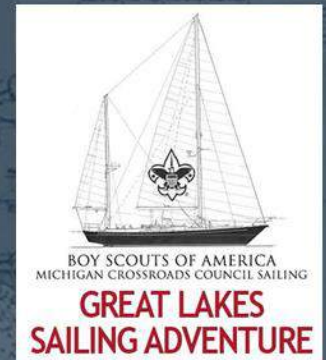


Ship Store

Visit the Ships Store for unique Great Lakes Sailing Adventure Retriever merchandise, including tee shirts, polo shirts, fleece jackets, hats, duffle bags and more.

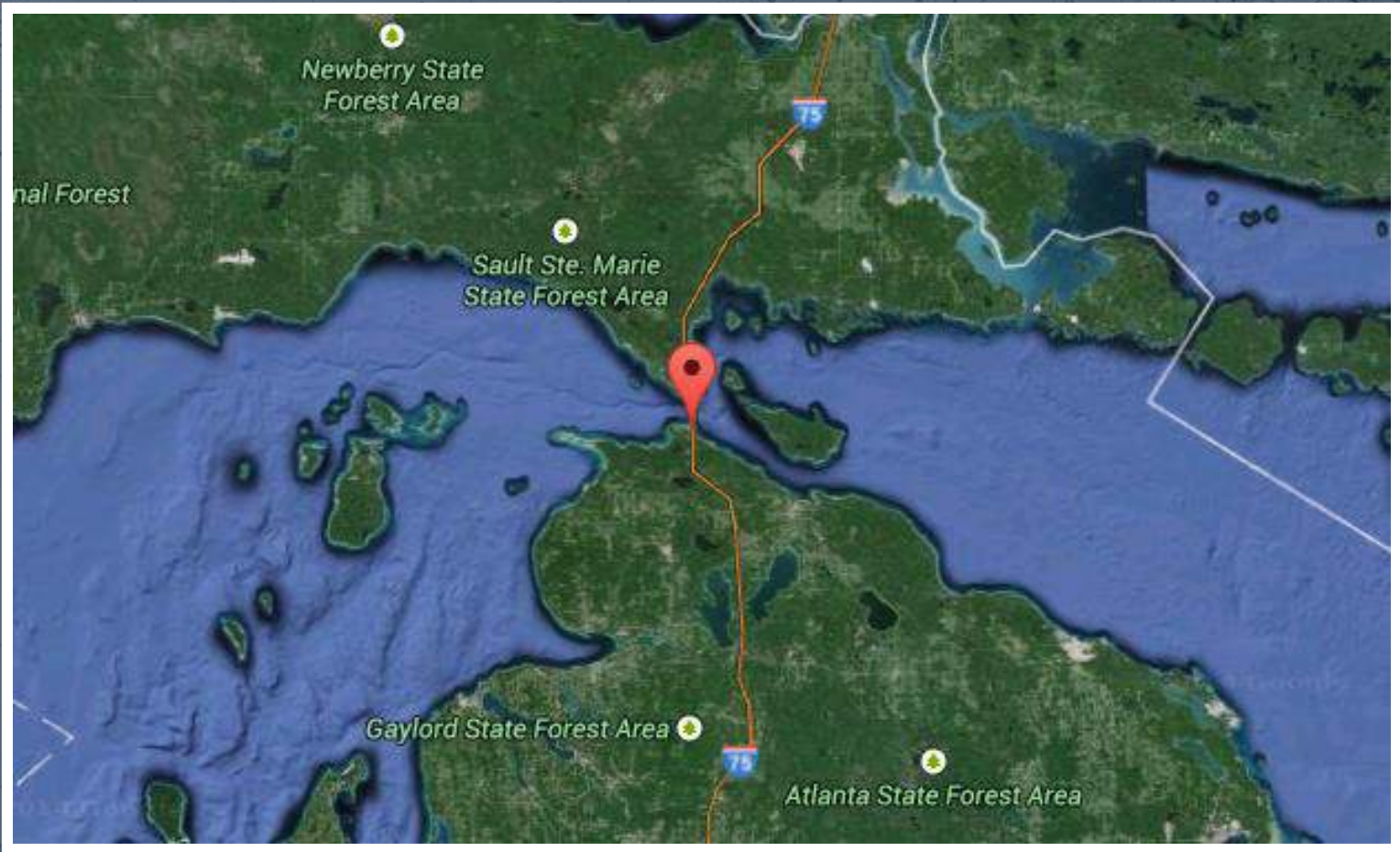
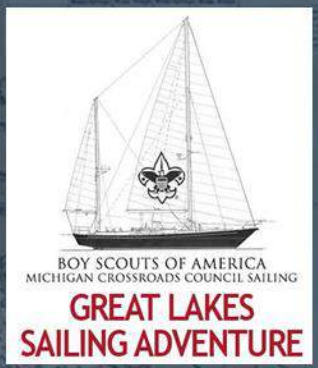
http://www.sgtradingpost.com/sub_cat.php?sub_category_id=183

Address is also in Promotion & Planning Guide and off of the website.



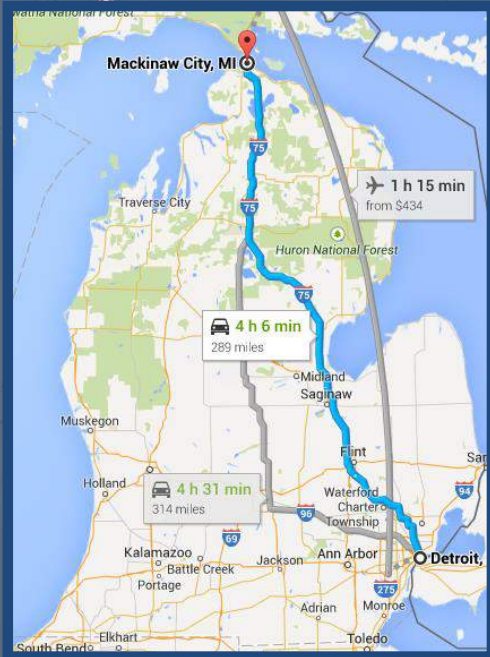
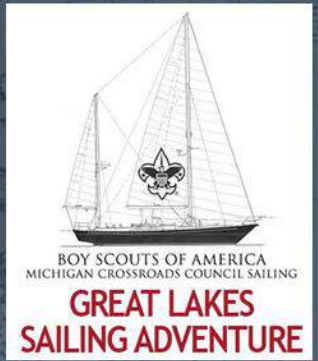


Home Port Mackinaw City, MI

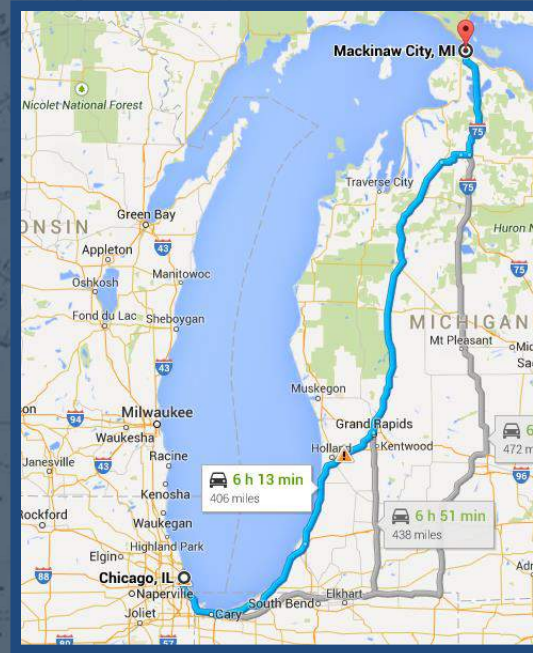




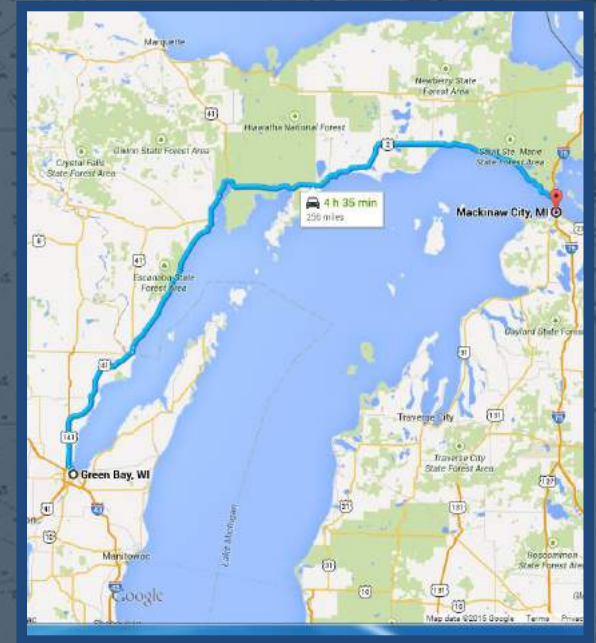
Arrival Details Driving



Detroit – 4 Hours



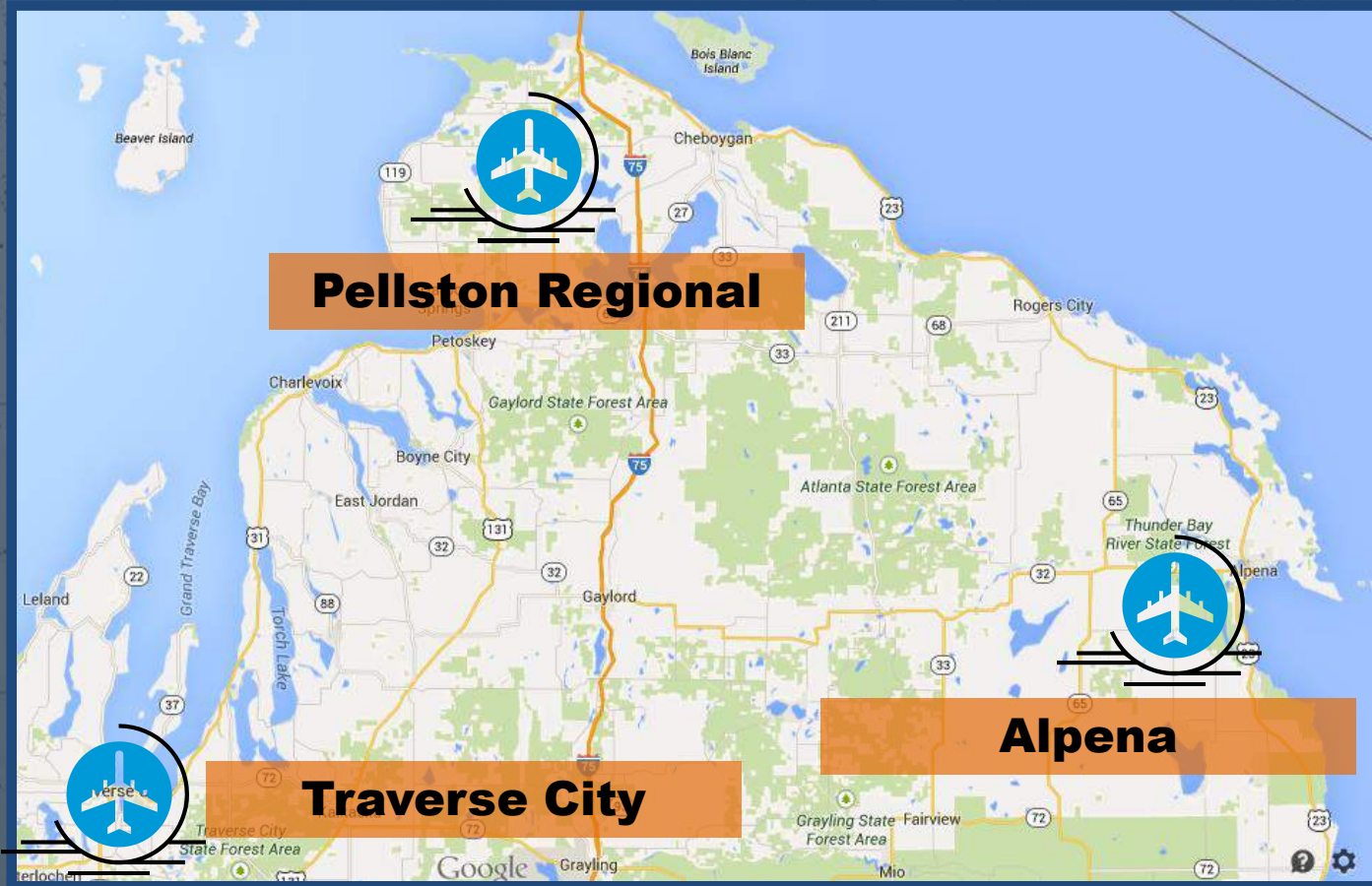
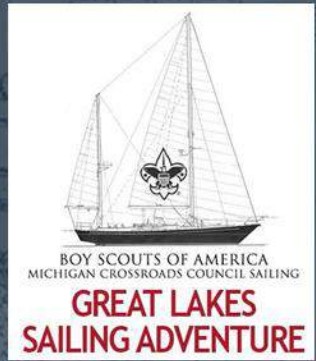
Chicago – 6 Hours



Green Bay – 4.5 Hours



Arrival Details Airports



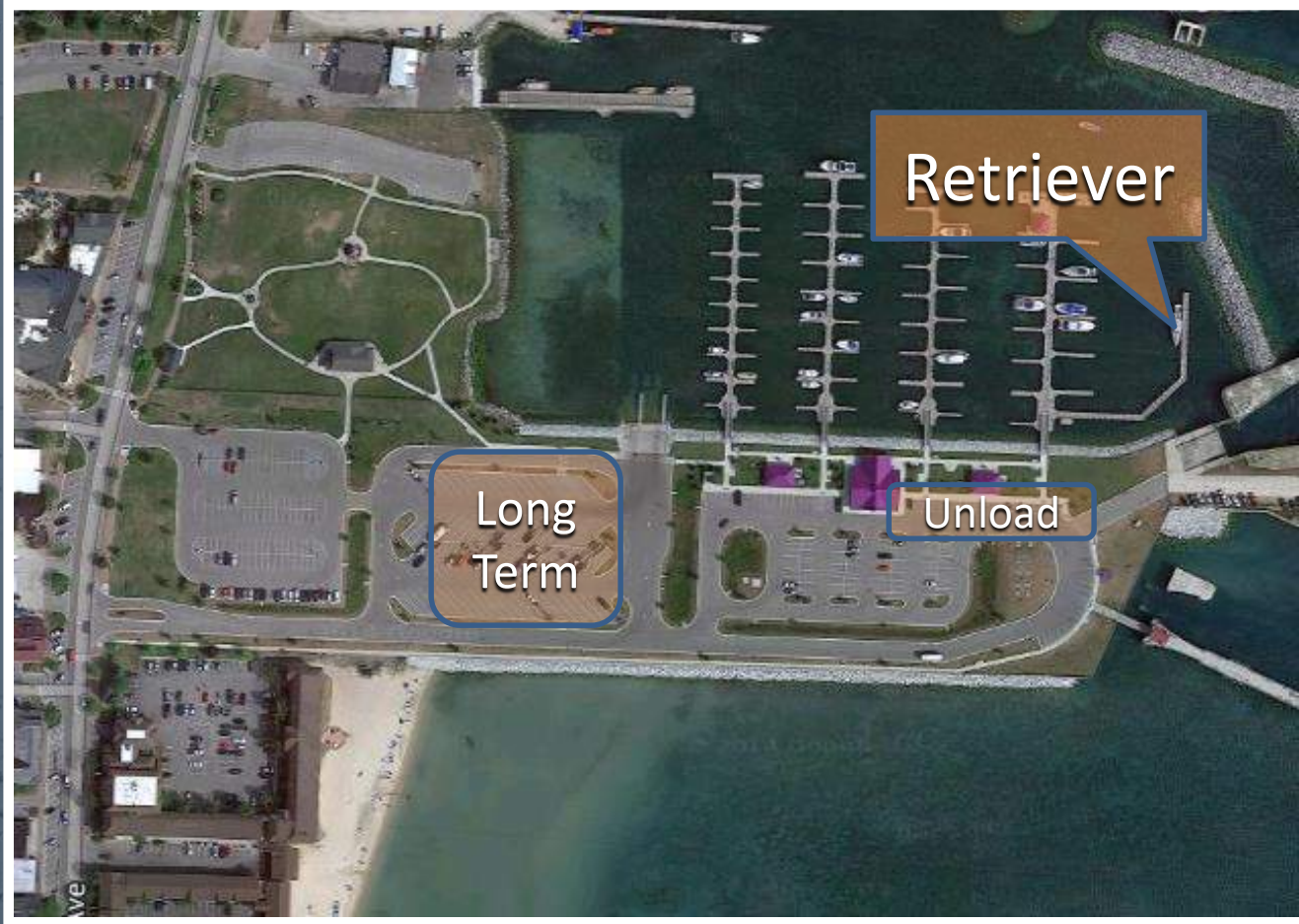
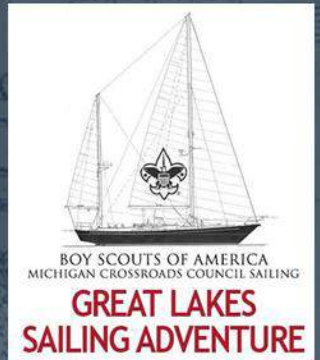
Pellston Regional

Alpena

Traverse City

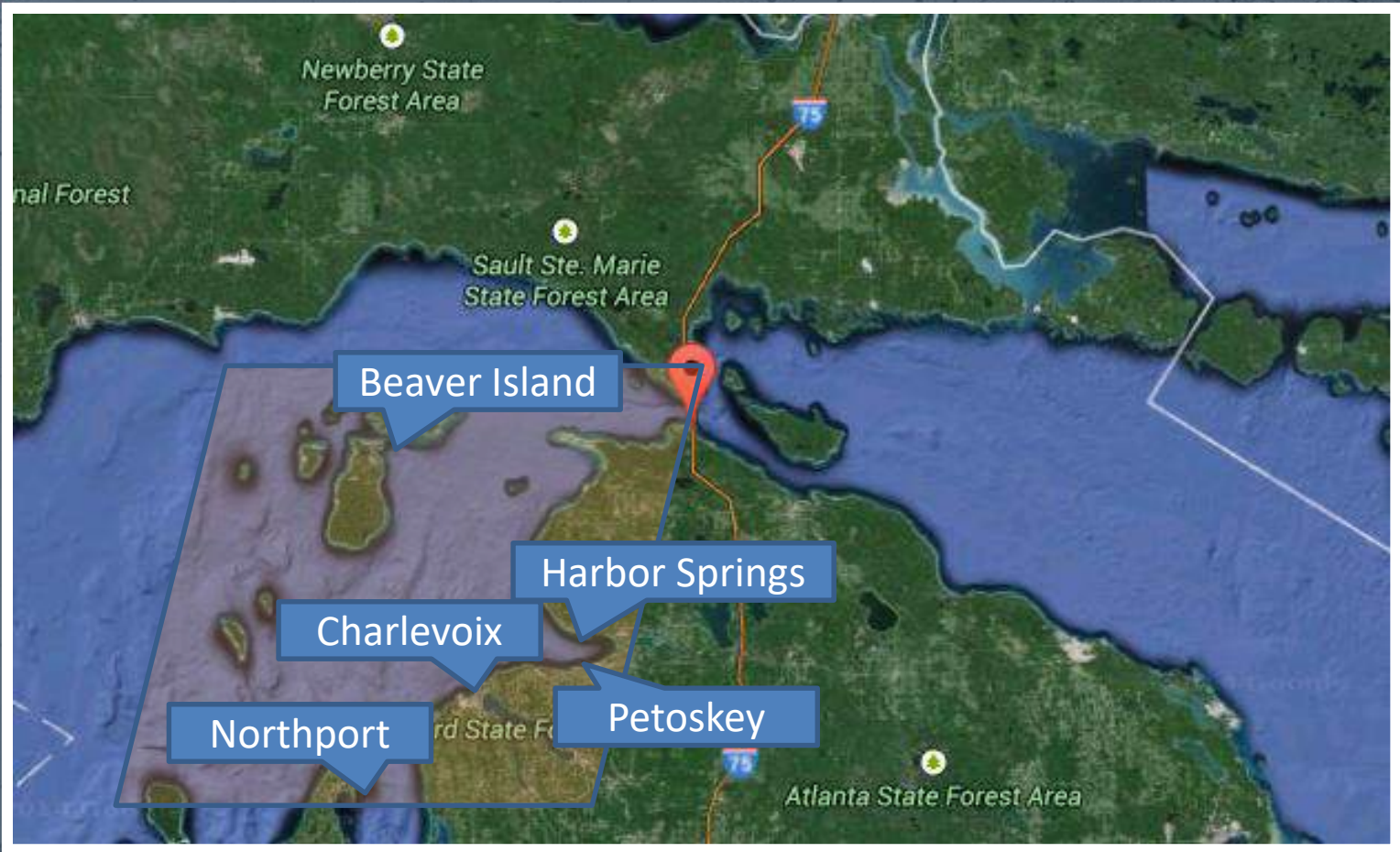
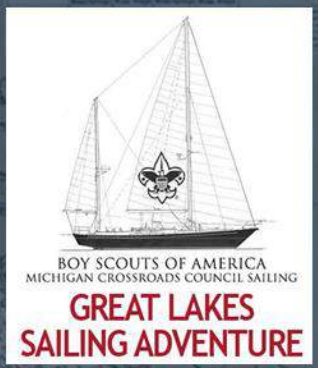


Arrival Details Parking



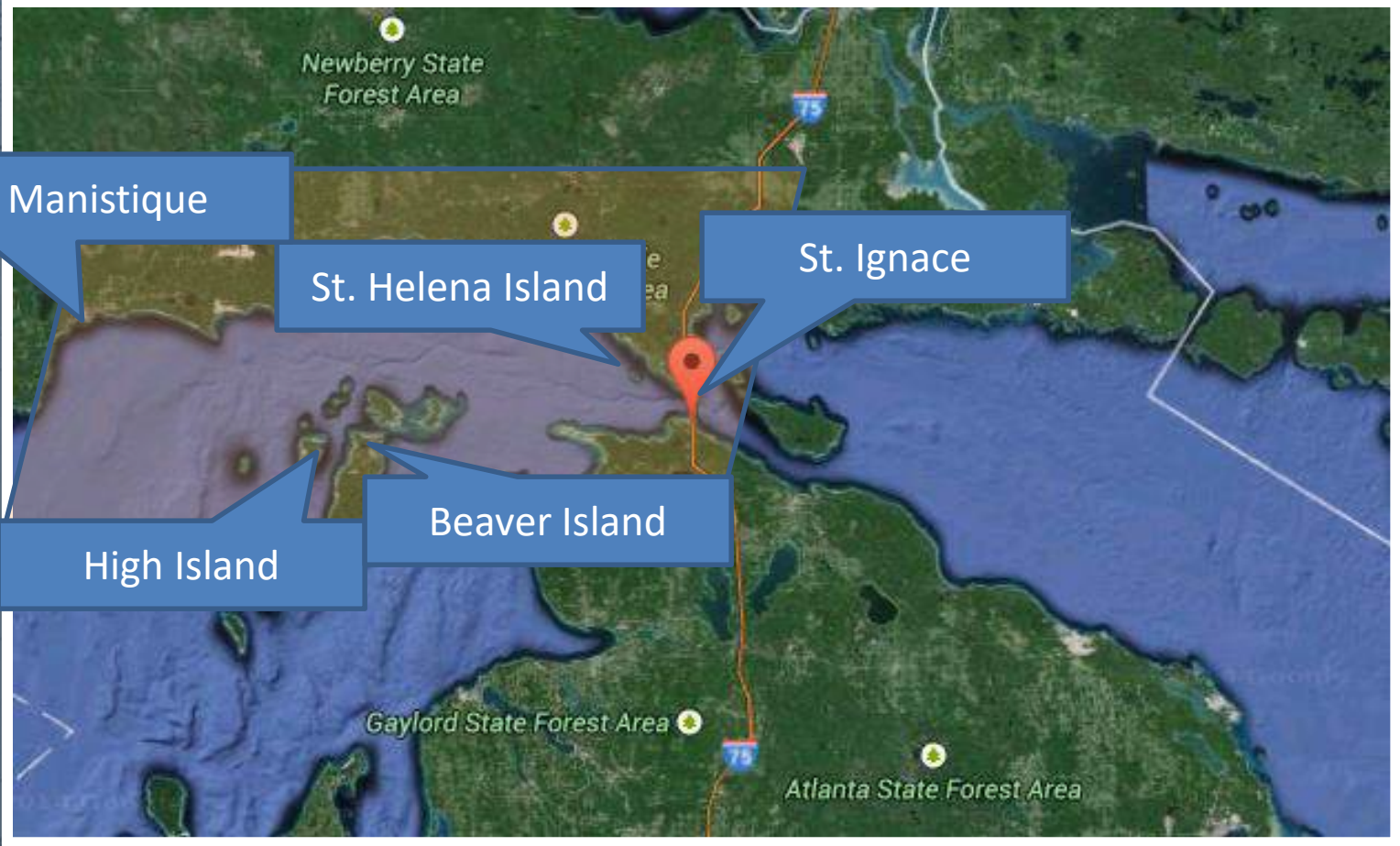


Sample Destinations Lake Michigan South





Destination Lake Michigan North



Manistique

St. Helena Island

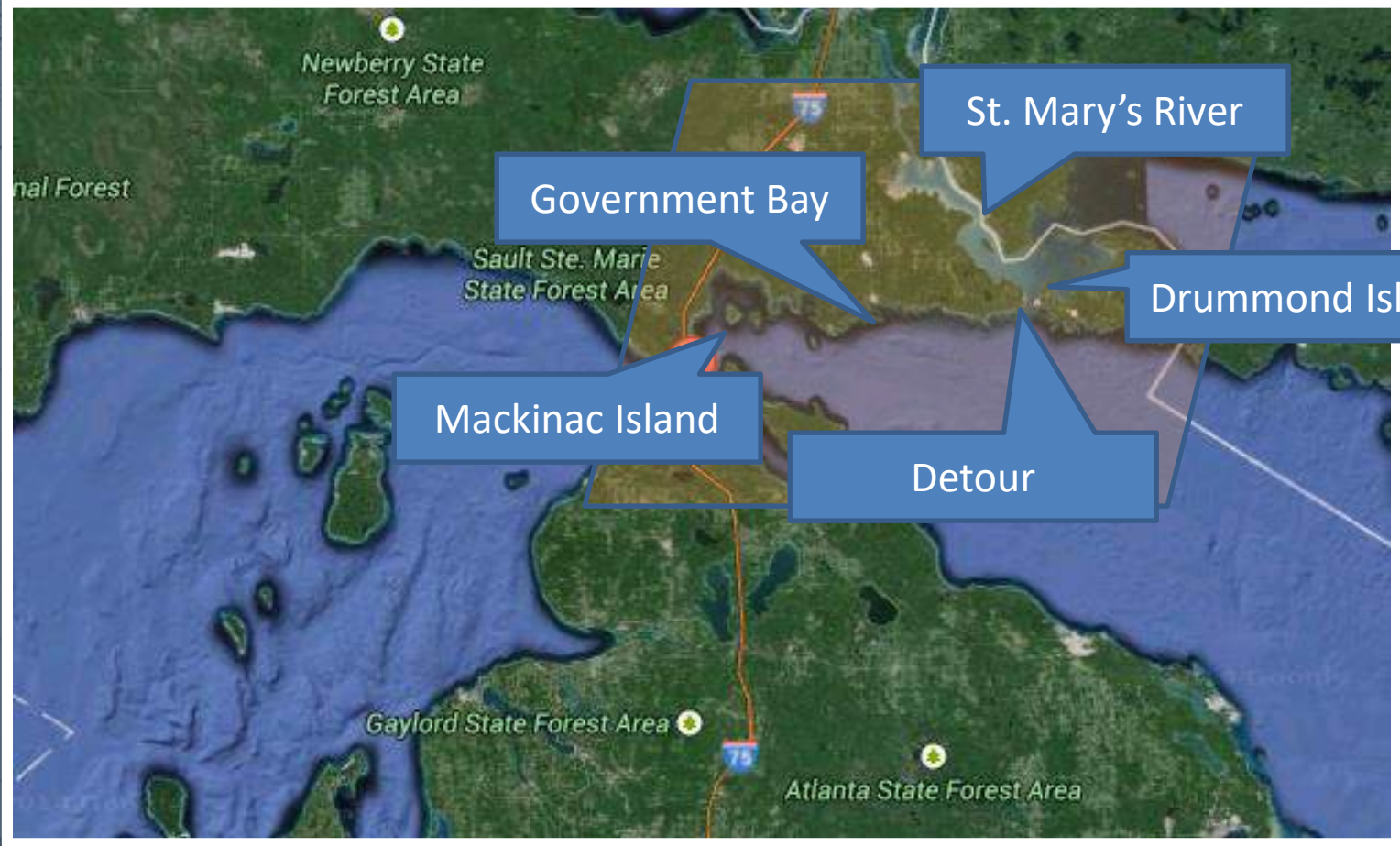
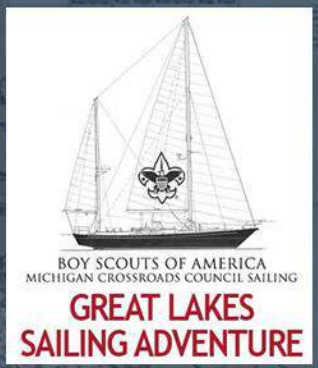
St. Ignace

High Island

Beaver Island



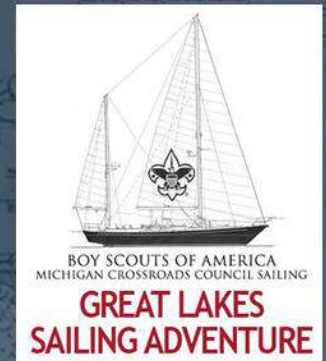
Sample Destinations Lake Huron North





Cruise Planning Timeline

....Leading up to 2017 Trips



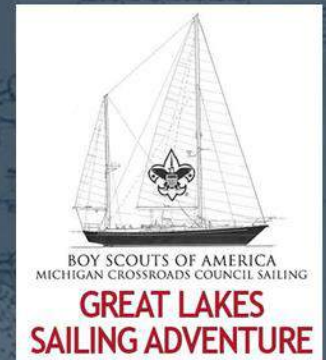
- April & May - All participants complete BSA on-line Safety Afloat, Safe Swim Defense, Weather Hazards and Venturing Youth Protection training. NO BSA TOUR AND ACTIVITY PLAN NEEDED. Have BSA Health and Medical Records Parts A, B, & C complete.
- May - Final Payments to MCC via website
All participants complete Scout Swim test
Complete menu plan
Interact with your sail's Captain and First Mate. Complete Float Plan



Arrival Details

Check In

4PM Friday (Weekends)
1PM Sunday (Weeklong)



Onboarding Procedure

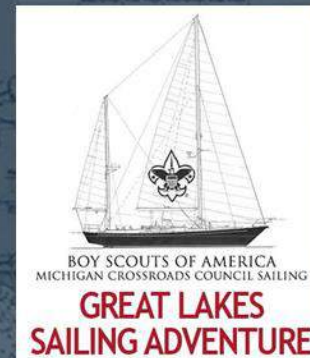
Before loading your gear and provisions onto the boat you should first meet the Captain and First Mate to complete:

- Health and Safety Check-In
- Ship Orientation & Review of Safety Procedures / Ship Rules
- Berth Assignments

After the completion of the introductory meeting with the Captain and First Mate you will be advised on the best way to load the vessel.



Arrival Check List

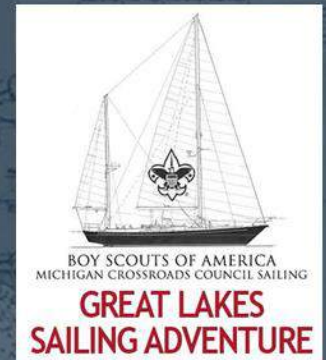


Deliver to the First Mate the following items:

1. Proof of BSA membership registration for all participants.
2. BSA Health and Medical Record (No. 680-001) for all crew members.
3. Float Plan approved by the Captain.
4. Evidence that all have completed Youth Protection Training within the last 2 years.
5. Michigan Department of Human Services (DHS) Central Registry. Background Check or equivalent form from the adult leaders state of residence.
6. Documentation of all participants completing the Scout Swim Test.
7. Cruise menu approved by the First Mate.



Departure Details Check Out



Disembarking Procedure

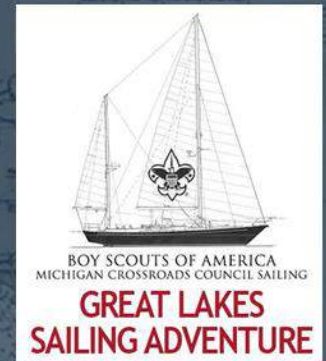
After finishing breakfast on the day of departure the unit should first remove all personal gear to their vehicles. After the personal gear is off the boat the unit is responsible for returning the boat to an appropriate condition for receiving the next unit. This process will include:

- Cleaning the boat below and above deck
- Assisting the Captain with refilling fuel and water tanks.
- Assisting the Captain with emptying waste holding tanks.

Units should not leave Mackinaw City without first completing a checkout walkthrough with the Captain and First Mate.



Personal Gear



- No rigid suitcases or tubs. Soft-sided duffle style bags only.
- Plan for temperatures in the 40's through the 90's and for both wet and dry conditions.
- Ponchos are not effective – bring rain pants / jackets / rubber boots if available.
- Sunscreen / Large Brim Hats / Chap Stick / Sunglasses.
- Pack lightly and recycle. Space is very limited.

Do

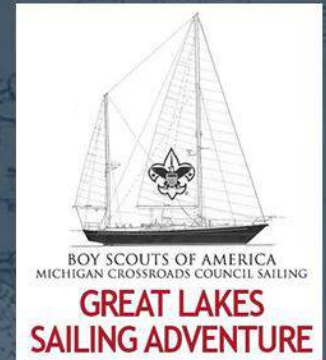


Don't





Personal Gear



- Duffle bag 11"h x 19.75"w x 9.75"d
- Wool Sweater or Fleece jacket/pullover
- Pair long pants (no blue jeans or polyester blend)
- T-shirts (UVB protection recommended)
- 3-4 pair socks
- 3-4 pair underwear
- 2 pair deck shoes or tennis shoes-**No black soles**
- 2 pair shorts
- Cap with brim
- Towels, washcloth & toilet kit
- Sleeping bag or blankets
- Sun Screen
- Swim suit
- Rain gear (not ponchos) jacket

- Camera
- Motion Sickness Pills (Dramamine)
- Sunglasses
- Cards
- Nalgene Bottle
- Bug Repellant
- Shower shoes

OPTIONAL ITEMS

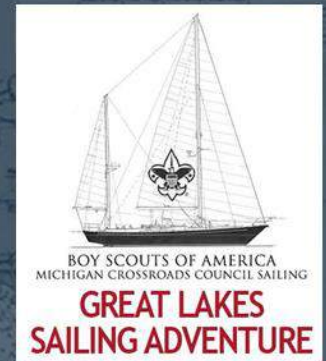
- Long Underwear (no cotton, prefer polypropylene)
- Heavy Jacket or Heavy Vest
- Cap (wool-stocking)
- Gloves* (Usually for Spring & Fall Cruises)
- Cell phone (Must be stowed. Charging stations are limited)



Personal Gear

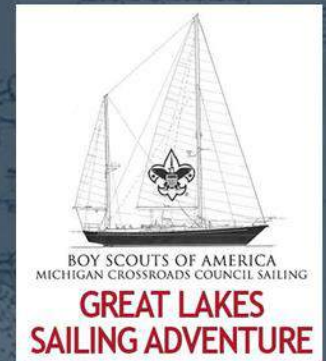
Do Not Bring

- Drugs and Controlled Substances
- Firearms
- Fireworks
- Video Games
- DVD Players
- Headphones (safety issue)
- Fishing Tackle
- Fire Starters/Lighters
- Electronic Games





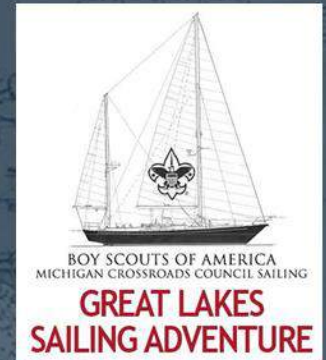
Food Planning



- Cooking gear provided – no patrol boxes. See the leader's guide for a complete inventory.
- Plan limited provisions requiring refrigeration / freezing. Limited space available. An extra small cooler is optional.
- More storage for dried goods / canned goods. **No glass containers!** Food and supplies are conveyed to the storage areas in milk crates.
- Motion friendly menus. (Lunch at sea)
- **Include meals for Captain and First Mate.**
- Eating utensils provided. Bring plastic cups, Lexan-style water bottle, or personal drinking cup.



Food Planning

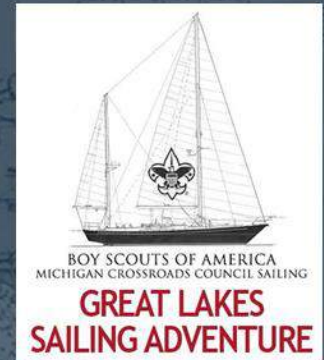


Perishables - Do not plan meals with perishable items for the entire week. Also, you may not need to buy all perishables before the trip. Many itineraries have ports-of-call that allow crews to re-provision perishable goods midway through the trip. Build your meal plan with your particular itinerary in mind.

Grill's - Grills are not permitted aboard Retriever. Many ports-of-call have shore-based grills available. Plan your meals and the need to grill meat according to your particular itinerary. Consult with your captain about which locations would be good for planning a grilled meal. **Charcoal is not provided and must be provisioned by the crew. Use self-starting charcoal. Do not bring lighter fluid aboard Retriever.**



Food Planning

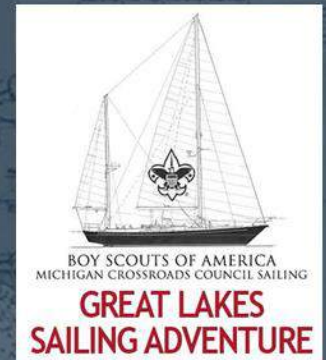


A menu planning table is available via website and in the Promotion and Planning Guide. Key points to remember are:

- Cooking, eating, & cleaning underway can be difficult.
- Consider your itinerary. Longer days at sea can depart early or arrive late.
- Consider your season. Hot foods in cold seasons are good. Too much cooking in summer peak can make it very warm below decks.



Crew Rotation



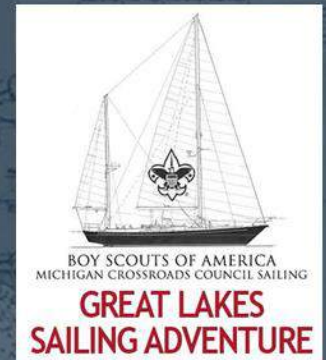
- **Deck Crew –**
Helmsman, sail handling, lookout and watch, tend dock lines and fenders, clean above deck, clean the heads, trash, organization.
- **Galley Crew –**
Clean below deck, stow vessel gear, prepare & serve meals, wash dishes & clean the galley.



Things can happen quickly on a sailboat. Anyone aboard may be needed to assist in the operation of the vessel at the Captain's and Mate's discretion regardless of their crew assignment.



Forms



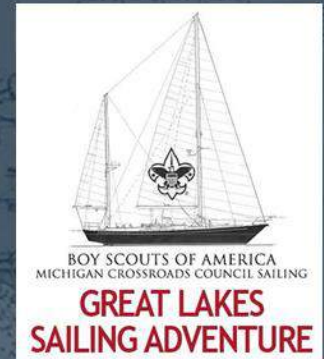
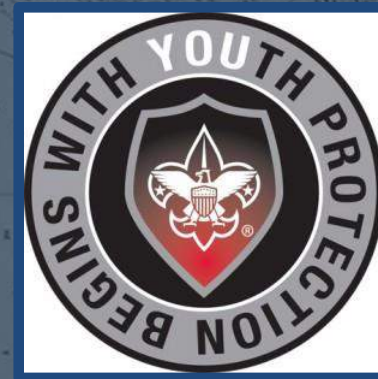
- Central Registry – DHS 1910
 - BSA Annual Health and Medical Record (Parts A, B, &C) (**Include copy of Insurance Card**)
 - Roster
 - Central Registry Clearance Letters
 - Youth Protection Records
 - Swim Record*
- *Swimming is not a program feature





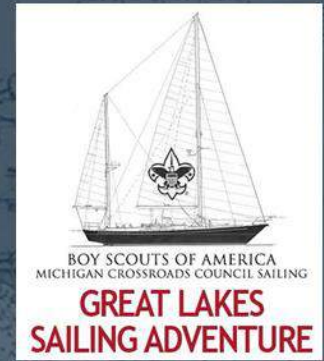
BSA Policies

- Youth Protection
- USCG required drug screen
- Drugs / Alcohol
- No Smoking
- Medical Officer / Medicine
 - Dramamine / Motion Sickness
 - Rescue Inhalers / Epipen
 - Medicine Storage
 - Medical Forms





State of Michigan Policies

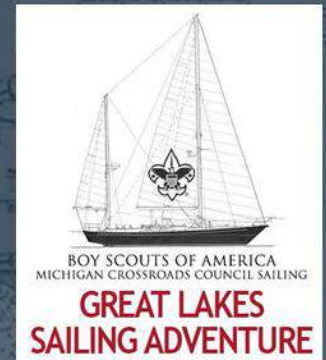


- Background Checks
- Minimum Staffing Requirements
- DHS Central Registry Clearance





Emergency Equipment



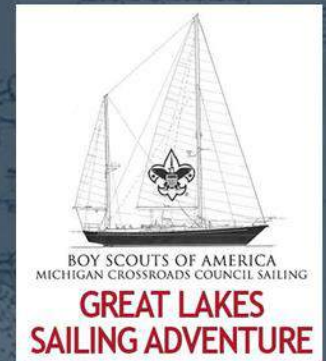
- Based on USCG Requirements
- Life jackets
- Immersion Suits
- Life rafts
- Emergency locators
- Fire detection/prevention systems



All equipment is provided. Emergency equipment should never be played with, tampered with, disabled or used to hang personal gear. The Captain and First Mate will instruct the unit on the proper use of all safety equipment in the pre-trip orientation.



Risk Advisory



The Great Lakes Sailing Adventure is a live aboard sailing program with inherent risks of remote aid, weather and exposure to the environmental conditions. Participants must be in excellent physical condition, **must meet the BSA height/weight guidelines** on the BSA Health and Medical Record. The vessel contains steep ladders, narrow passageways and confined spaces. **People with medical conditions, including mobility conditions** that prevent full active participation the Great Lakes Sailing Adventure **will not be allowed to participate.**

No Casts

No Crutches



Thank you!

