

SEA SCOUT ACADEMY LEADER GUIDE AND REGISTRATION
2024 SEA SCOUT ACADEMY
FORT MONROE, VIRGINIA
MAY 25-27, 2024

BOARDING MANUAL – LEADER’S GUIDE

PLEASE SUBMIT YOUR REGISTRATION BY MAY 11, 2024



Questions?

Contact Norm Effinger (nte@cox.net, 757-714-1348)

Please submit your registration by May 11, 2023

SEA SCOUT ACADEMY LEADER GUIDE AND REGISTRATION

REVISION HISTORY

Original	March 20, 2024	Initial distribution.
Rev 1	March 23, 2024	Added pre-requisites for Venturing Youth to participate in Realm of the Golden Dragon

OVERVIEW

The Sea Scout Academy is a Scouting event for Sea Scout Ships and Venturing Crews with an aquatic and boating emphasis that provides hands-on instruction and activities on keelboat sailing, dinghy sailing, windsurfing, and paddlecraft.

REGISTERING FOR SEA SCOUT ACADEMY

SHIP AND CREW REGISTRATIONS ONLY. INDIVIDUALS UNDER 21 MUST BE PART OF A SHIP OR CREW CONTINGENT.

Two-deep registered leadership requirements specified by the Guide To Safe Scouting apply at this event. Youth participants under 21 have priority at most on-water programs. Adults 21 and over should plan to serve in staff roles of instruction, food service, or logistics.

Registrations should be submitted by the leader who is attending.

Registration Deadline is May 11.

Pre-registration is necessary to ensure that enough food and other supplies are procured. Make sure that the following registration details are accurate:

- Participant details, training preferences, swimming abilities, and food restrictions. Please submit \$50 participant fee. Additional participant registrations are not accepted after the deadline.
- Signing up for the Realm for the Golden Dragon, pay onsite.
- Signing up for Wilderness First Aid, pay onsite. Note: the online portion is paid through ECSI online.
- Signing up for specific on-the-water programs.
- Signing up for the optional Commodore's Cup sailboat race.

The following payments are made when your unit leader arrives:

- Number of tent sites needed for camping, \$30 per tent.
- Unpaid balances for Wilderness First Aid, \$120 per person.
- Unpaid balances for Golden Dragon, \$10 per person.
- NOTE: ONSITE PAYMENTS MUST BE CASH OR CHECK. NO ELECTRONIC PAYMENTS ACCEPTED.

Leaders should fill out the **Registration form, Roster form, and Food Allergies form** if needed. If you have questions about the registration forms, contact Norm Effinger at nte@cox.net.

Send the completed registration forms and payments to the Colonial Virginia Council office:

Colonial Virginia Council, BSA
11834 Canon Blvd, Suite L,
Newport News, VA 23606

COUNCIL ACTIVITY CODE IS: **103**

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Make checks payable to: Colonial Virginia Council, BSA. Online registration is not available for this event. However, the council office can accept email submission of forms and can take credit card payments over the phone: 757-595-3356.

LODGING

Tent camping sites are available on Saturday and Sunday nights at Fort Monroe at the Colonies RV and Travel Park. Arrangements must be made through the Sea Scout Academy headquarters at the campground to receive the scouting discount. The campground has a well-supplied store and snack shop. Bring your own tents.

MEALS

The event includes lunch and dinner on Saturday, all meals on Sunday, breakfast and lunch on Monday. The menu consists of foods containing meat, eggs, dairy, nuts, peanuts, soy, and gluten. Skippers should discuss food allergies and restrictions with the event chairman and make note on the registration form.

All meals are served at the Campground, except lunch on Sunday and Monday, which are served at the various program areas. Sunday box lunches are handed out at the Yacht Club, Sailboat Pier, and the Canoe Beach at specific times on the schedule. Be sure to be there and not be late. **Don't forget your water bottle.** Monday take away lunches are provided at the Campground for the WFA class and at the Sailboat Pier for the Commodore's Cup competitors.

Waiters are needed to assist serving meals at the Campground. Each unit should send a waiter to Shelter 3 at the scheduled time.

BUDDY TAGS AND SWIM TESTS

Only BSA swimmers are allowed to participate in Paddlecraft and FJ Sailing at Sea Scout Academy. Beginners, non-swimmers, and untested individuals may participate in the Keelboat programs. Upon arrival, participants will be issued buddy tags. Units should conduct their own swim tests before arrival; there are no proper facilities to conduct Swim Tests at Fort Monroe. Submit the Unit Swimming Certification with your unit registration or upon arrival.

Participants must present their buddy tag to the Waterfront Supervisor at the activity location when participating in ANY boating or swimming activity. Buddy boards will be maintained by the Waterfront Supervisor. Participants are expected to follow Safe Swim Defense and Safety Afloat rules, including keeping buddies.

SUGGESTED EQUIPMENT LIST

The following list of personal gear is recommended.

<input type="checkbox"/> Water Bottle	<input type="checkbox"/> Foul weather jacket	<u>Optional:</u>	<u>Do Not Bring:</u>
<input type="checkbox"/> Sunscreen	<input type="checkbox"/> Shower kit		
<input type="checkbox"/> Water shoes	<input type="checkbox"/> Personal first aid kit	<input type="checkbox"/> Camera	Firearms
<input type="checkbox"/> Extra clothes	<input type="checkbox"/> Sleeping bag, pad, pillow	<input type="checkbox"/> Bug repellent	Fireworks
<input type="checkbox"/> Towel	<input type="checkbox"/> Warm jacket	<input type="checkbox"/> Camp chair	Alcohol
<input type="checkbox"/> Flashlight	<input type="checkbox"/> Tent	<input type="checkbox"/> Sunglasses	Illegal Drugs
<input type="checkbox"/> Uniform	<input type="checkbox"/> Swim Suit	<input type="checkbox"/> Recharger	Foul Language
	<input type="checkbox"/> USCG Approved Lifejacket		Styrofoam

FOOTWEAR

Closed toe shoes are required for all activities, flip flops are not acceptable. Shoes are required in paddlecraft and FJ sailboats; water shoes for these events are recommended since the program involves capsizing and recovery of your boat. Keelboat skippers prefer that shoes with non-marking (not black) soles; sneakers are normally okay. Boots are not recommended for any water activity.

LIFEJACKETS

Many activities will require that participants wear lifejackets. Participants are responsible for bringing their own USCG approved and properly fitted wearable lifejackets. Type III jackets are appropriate, inflatable PFDs are not acceptable.

GETTING AROUND

Saturday programs are scattered in several locations around Fort Monroe, consult the Event Map to find those locations. Unit leaders are encouraged to drive their scouts to the appropriate program areas.

GETTING TO CAMPGROUND AT FORT MONROE

Address: The Colonies RV and Travel Park, 501 Fenwick Rd, Fort Monroe, VA 23651

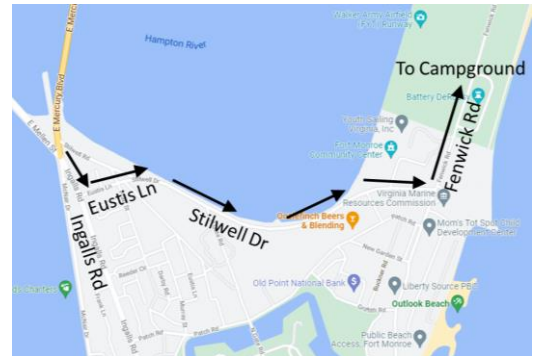
Coordinates: 37°01'19.4"N 76°17'55.6"W (37.022068, -76.298789)

Check in with the HQ (headquarters) at Shelter 3. Our camping area is inside the red polygon shown on the campground map below. Please respect the other campers.

DIRECTIONS

Directions from Norfolk, VA via I-64 Hampton Roads Bridge Tunnel

Head northwest on I-64 W - 0.2 mi
Take exit 268 for Mallory St toward VA-169 E/Ft Monroe - 0.3 mi
Turn left onto S Mallory St. Pass by HARDEE'S (on the right) - 0.3 mi
Turn right onto E Mellen St - 0.7 mi
Continue onto Ingalls Rd - 440 ft
Turn left onto Eustis Ln - 463 ft
Continue onto Stilwell Dr - 0.6 mi
Turn left onto Fenwick Rd
Destination will be on the left.



Directions from Richmond via I-64 and US-258 (route avoids traffic backup at Bridge Tunnel)

Head east on I-64 E - 60.0 mi
Take exit 263 to merge onto US-258 N/VA-134 S/W Mercury Blvd toward Coliseum
Continue to follow US-258 N/W Mercury Blvd
Slight left onto Ingalls Rd - 440 ft
Turn left onto Eustis Ln - 463 ft
Continue onto Stilwell Dr - 0.6 mi
Turn left onto Fenwick Rd
Destination will be on the left

EVENT MAP

The map shows the Fort Monroe area in Hampton, VA, with several key locations highlighted by red circles and callout boxes:

- CAMPGROUND**: Located near the top right, near Fort Monroe National Monument.
- POOL**: Located near the center right, near the Fort Monroe Community Center.
- SAILBOAT PIER**: Located near the center, near the Fort Monroe Community Center.
- CANOE BEACH**: Located near the center left, near the Hampton River.
- MARINA**: Located near the bottom left, near Old Point Comfort Marina.
- YACHT CLUB**: Located near the bottom left, near Old Point Comfort Lighthouse.

	<p><u>Campground</u> The Colonies RV and Travel Park 501 Fenwick Rd, Fort Monroe, VA</p>
	<p><u>Pool</u> Fort Monroe Community Center 100 Stilwell Dr, Hampton, VA</p>
	<p><u>Sailing Center</u> Sailboat pier behind Fort Monroe Community Center 100 Stilwell Dr, Hampton, VA</p>
	<p><u>Canoe Beach</u> Eustis Lane, Fort Monroe, Hampton</p>
	<p><u>Marina</u> Old Point Comfort Marina 100 McNair Dr, Hampton, VA</p>
	<p><u>Yacht Club</u> Old Point Comfort Yacht Club 102 McNair Dr, Hampton, VA</p>

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SCHEDULE – Eastern Daylight Savings Time (sunrise 0606, sunset 2004)

Saturday

1000	Setup headquarters at Shelter 3
1200	Opening Ceremony
1215	Lunch
1300-1700	Training Sessions
1700	Service Project
1800	Dinner
1900-2100	Training Sessions
2200	Quiet Time
2300	Lights Out

Sunday

0630	Scouts Own Chapel Service
0645	Waiters Muster
0700	Morning Colors
0715	Breakfast at Shelter 3
0800-1200	Activity Sessions
1200-1300	Lunch at Activity Centers
1300-1700	Activity Sessions
1745	Waiters Muster
1800	Evening Colors
1815	Dinner at Shelter 3, Skipper & Boatswain meeting at Shelter 4
1900	Golden Dragon Candidates Muster at Shelter 4
1930	Golden Dragon Ceremony at Landship
2000	Bridge of Honor at Landship
2030	Gamming* Party at Shelter 3
2200	Quiet Time
2300	Lights Out

Monday

0700	Breakfast at Shelter 3
0800-1200	Commodore's Cup Regatta at Sailing Center
1200	Lunch at Sailing Center
1230	Depart

ACTIVITIES – Stuff to do in addition to training.

Gamming (Party)

Traditionally ships on the sea would occasionally meet in open water and raft up to have a party. In the spirit of that tradition, come visit with other Sea Scouts for snacks, drinks, games, and music at Shelter 3 on Saturday night. Units are encouraged to bring a snack to share with others.

Service Project

We will express our thanks to the campground by performing a service project Saturday afternoon. Meet at Shelter 3 following the afternoon training to get your instructions.

Realm of the Golden Dragon

Cardinal Wardroom is indebted to former Skipper Joe Haase of Ship 1, Danville VA, for developing the idea and the narrative for this ceremony resulting in the earning of this local award. Although not recognized nationally, the metal badge or cloth patch may be worn on the right pocket, on the flap if provided, as a temporary insignia.

The ceremony uses a nautical setting following the style of the mythical "Davy Shellback" featured in early editions of the Sea Scout Manual. It takes place on a landship and includes an imaginary voyage into the realm of the legendary Golden Dragons. The voyage is made "aboard" the good ship S. S. S. Cardinal Rose using dialogue between Davy Shellback and a guide, first; then after the Skipper, Bo'sun, and crew board the ship and sign The Articles, they get underway. During the voyage, they hear voices that lead them through an explanation and personal rededication to the Scout Oath and the 12 points of the Scout Law. Upon completion of the voyage (it takes about 45 minutes), the badge is presented to those participating who have not already been recognized. (There is a cost for the metal badge.)

QUALIFICATIONS: Sea Scouts who have completed the Apprentice Rank requirements and Venturers who have completed the Venturing Award requirement are eligible to participate in the ceremony and receive the award. All adults 21 and over who are registered in Scouting are eligible too.

Scouts Own Devotional

The Council Quarterdeck will lead a Scout's Own Service before breakfast on Sunday.

Fort Monroe Museum and Casemate Museum

EXPLORE FORT MONROE'S HISTORY – Completed in 1834, Fort Monroe was originally designed to protect the Hampton Roads waterway from an enemy attack and is the largest stone fort in America. Within the fort is the Casemate Museum, which chronicles the military history of Fort Monroe. The museum features the room where Jefferson Davis was held briefly as prisoner following the American Civil War, highlights the 1861 "Contraband of War" decision that granted three enslaved men, and thousands who followed, sanctuary at Fort Monroe, earning it the nickname "Freedom's Fortress." Free self-guided tour. Open Daily 10:30am – 4:30pm.

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SATURDAY SEAMANSHIP TRAINING SYNOPSIS

Program	Description	Advancement
Apprentice Track	Apprentice in a Day. Complete many requirements needed for advancement to Apprentice.	APP 1c, 1d, 1e, 3a, 3b, 4b, 5a, 5b1, 5b2, 5c, 5d1, 5d2, 5e, 6, 7a, 7b, 7c1
Ordinary Knots	Covers all the Ordinary Marlinspike requirements.	ORD 6a, 6b, 6c, 6d
Able Splices	Covers making end, eye, and short splices in twisted 3-strand rope.	ABL 6a
Able Long Splice and Sewn Whipping	Focus on making a long splice in a natural fiber line. First, sew whippings in each end of the line.	ABL 6a
Sail Repair	Practice making round and flat seams, making grommet eye.	ABL 6b
Double Braid Eye Splice	Practice making eye splice in double braided line.	QM 6b
Turks Head, Monkey Fist	Practice making Turks head and monkey's fist.	Level 1 Elective – Ornamental Ropework
Compass	Discuss the degree system of compass direction. Variation and deviation, and how are used to convert.	Ord 10b
Speed, Time, Distance	Calculate speed, time, or distance when knowing the other two. Describe speed measuring devices/methods, 24-hour time, and UTC.	Ord 10c, 10d, 10e
Latitude / Longitude	Learn about latitude and longitude, including finding position on chart, and reading position from chart.	Ord 10a
Basic Charting	Learn about symbols and notes found on charts, learn to read charts.	Able 10d
Dead Reckoning	Develop dead reckoning table and plot to a chart.	Ord 10f
Electronic Navigation	Learn about GPS, AIS, and EPIRB. Use iPad chart plotter to program GPS route. Learn about MOB button.	Ord 10g, Able 10e
Tackle	Practice Z-Drag	ABL 6c2
Radio	Discuss marine communications, including the use of DSC. Learn and demonstrate VHF radio communication procedures.	Ord 5e, 5f
Firefighting	Discuss causes of fire and fire prevention. Discuss rules associated with carriage and inspection of fire extinguishers. Practice extinguishing a small fire.	Able 5a, 5b, 5c
Safety Afloat	Discuss BSA Safety Afloat.	Ord 5a
Heavy Weather & Limited Visibility	Preparing for bad weather underway. Finding you way in limited visibility.	QM 5a, 5b
Weather Instruments & Forecasts	Reading weather bulletins, river levels, instruments, weather signs, prepare forecast.	Ord 13a, 13b, Able 13, QM 11a

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Program	Description	Advancement
Engine Maintenance	Learn to perform simple maintenance on outboard engines.	Level 1 Elective - Engines
Engine Operation	Learn to fuel, operate, and troubleshoot outboard engines.	Level 2 Elective - Engines
Propulsion Systems	Learn about different types of propulsion systems.	Level 3 Elective - Engines
Electricity	Learn about electrical safety, batteries, circuit protection, reading diagrams, wire tables, electrolysis, and simple troubleshooting.	Level 3 Elective - Electricity
Intro to Boat Maintenance	Work safety rules, tool use, and boat hardware.	Able 11a, 11b, 11c
Paint & Varnish	Learn to apply coatings to wood and fiberglass.	Able 11d1
Fiberglass & Epoxy Repair	Learn to mix and apply epoxy to fiberglass. Drill-fill-drill technique for mounting hardware.	Able 11e1
Anchoring	All about anchoring.	Ord 8a, 8b, 8c, Able 8a, 8b, 8c, 8e, QM 8b
Environment	Learn about handling oil, trash, & hazmat, learn nuisance species, Leave No Trace, MSD, grey water.	Ord 12a, 12b, 12c, Able 12a, 12b, QM 12a, 12b

SUNDAY ON-THE-WATER TRAINING SYNOPSIS

Program	Description	Advancement
FJ Dinghy Sailing @ Sailing Center	Instruction and practice using Flying Junior (FJ) sailboats. Must attend Saturday class. Swimmers Only. Mandatory for Commodore's Cup competitors.	Elective – Sailing (Level 1) Elective – Racing (Level 1)
Keelboat Sailing @ Yacht Club	Instruction and practice using 26-30 ft sailboats. Must attend Saturday class. 5 scouts per boat + Skipper + additional adult.	ORD 5b – Required Equipment ORD 5c – Station Bill ORD 5d – Man overboard, fire, abandon ship drills ORD 7a – Sailboat Parts ORD 8d – Set and Weigh Anchor ORD 11d – Lookout Watch ORD 14b – Helm Watch
Historic Ship Cruise @ Yacht Club	Educational cruise aboard s/v Luna. 8 passengers.	None
Catamaran Cruise @ Yacht Club	Fun cruise on 45 ft catamaran. 10 passengers.	None
Kayaking @ Canoe Beach	Flatwater kayak training. Intro to kayaking, parts, strokes, etc. Must attend Saturday class. Swimmers Only.	Kayaking BSA Award ORD 7b – Boat Handling Elective – Paddlecraft (Level 2) Elective – Specialty Proficiency (Level 2) Small Boat Handler – Section 3 Boat Handling

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Program	Description	Advancement
Stand Up Paddleboard @ Canoe Beach	Learn and practice SUP. Swimmers Only.	SUP BSA Award ORD 7b – Boat Handling Elective – Paddlecraft (Level 2) Elective – Specialty Proficiency (Level 2) Small Boat Handler – Section 3 Boat Handling
Wind Surfing @ Canoe Beach	Learn and practice wind surfing. Swimmers Only.	Boardsailing BSA Award Elective – Paddlecraft (Level 2) Elective – Special Proficiency (Level 2)

BLENDING WILDERNESS FIRST AID PLUS CPR/AED

Earn certification in Wilderness First Aid from Emergency Care and Safety Institute (ECSI), the recognized provider of WFA training for BSA. This training will certification will meet the requirements of high adventure bases like Sea Base and Philmont. Also fulfills the Able rank first aid requirement. This certification also includes CPR/AED.

This course requires completing the 8-hour online course and test AND completion of the 2-hour online CPR/AED training course. Proof of current CPR/AED certification may be presented instead of taking the ECSI CPR/AED online pre-requisite. Print and bring your online course completion certificates when you attend the in-person skills course at Sea Scout Academy. You will need a valid email address to receive your certification.

THIS COURSE REQUIRES THE STUDENT TO COMPLETE PREREQUISITES.

Designed for those who need more flexibility, our blended learning course combines both in-person and online coursework for a total time commitment of 6 hours in-person and 8 hours of online work. The certificate includes both Wilderness First Aid and CPR/AED.

PREREQUISITES

- Minimum age 14.
- Online portion of the CPR/AED. Must print and show the online course completion certificate at the start of the in-person session. Note, other agency unexpired CPR certifications are acceptable, bring the certificate.
- Online CPR/AED pre-requisite course is available from ECSI for a fee (about \$15) at this link: <https://www.ecsinstitute.org/training-programs/online-courses/productdetails/9781284273625>
- Online WFA pre-requisite course is available from ECSI for a fee (about \$40) at this web link: <https://www.ecsinstitute.org/catalog/productdetails/9781284224719>

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TRAINING SCHEDULES

SATURDAY

	1300	1400	1500	1600	1700	1800	1900	2000	2100	2200
Apprentice Fast Track	Intro (1c, 1d, 3a, 3b)	Safety (4b, 5a, 5b, 5c, 5d)	Marlinspike (6)	Boats (7a, 7b, 7c)	Service Project at Shelter 3	Dinner at Shelter 3 & 4	Vessel Safety Check (5e) @ OPCYC	Video (1e) @ OPCYC	Free Time	Quiet Time
Marlinspike Track	Ordinary Ropework (Ord 6a, 6b, 6c, 6d)	Splices (Able 6a)	Long Splice & Sewn Whipping (Able 6a)	Sail Repair (Able 6b)			Ornamental Ropework (L1 Elect)	Double Braid Splice QM 6b)		
Navigation Track	Compass (Ord 10b)	Speed, Time, Dist. (Ord 10c, 10d, 10e)	Latitude & Longitude (Ord 10a)	Basic Charting (Able 10d)			Dead Reckoning (Ord 10f)	Electronic Navigation (Ord 10g, Able 10e)		
Safety Track	Tackle (Able 6c2)	Radio (Ord 5e, 5f)	Heavy Weather. & Lim. Vis. (QM 5a, 5b)	Weather Instr. & Forecasts (Ord 13a, 13b, Able 13, QM 11a)			Firefighting (Able 5b-5d)	Safety Afloat (Ord 5a)		
Engineering Track	Engine Maintenance (L1 Elective)	Engine Operation (L2 Elective)	Propulsion Systems (L3 elective)				Electricity (L3 Elective)			
Seamanship Track	Intro to Boat Maintenance (Able 11a,b,c)	Paint & Varnish (Able 11d1)	Fiberglass & Epoxy Repair (Able 11e1)				Anchoring (Ord 8a, 8b, 8c, Able 8a, 8b, 8c, 8e, QM 8b)	Environment (Ord 12a, 12b, 12c, Able 12a, 12b, QM 12a, 12b)		
Small Boats Track	Intro to Keelboat	Intro to Kayaking	Intro to Keelboat	Intro to Kayaking			Intro to Keelboat	Intro to Kayaking		
	Intro to FJ @ Sailing Center		Intro to FJ @ Sailing Center				Intro to FJ @ Sailing Center			
Wilderness First Aid	Wilderness First Aid				Wilderness First Aid					

SUNDAY

	0600	0700	0800	0900	1000	1100	1200	1300	1400	1500	1600	1700	1800	1900	2000	2030
Sailing Center	Chapel	Breakfast at Shelter 3	FJ Sailing				Lunch at Program Area	FJ Sailing				Free Time	Dinner at Shelter 3 & 4	Golden Dragon Ceremony	Bridge of Honor	Party at Shelter 3 & 4
Marina			Catamaran Adventure					Catamaran Adventure								
			Historic Boat Cruise					Historic Boat Cruise								
			Basic Keelboat					Basic Keelboat								
Kayak Beach			SUP BSA		SUP BSA			SUP BSA		SUP BSA						
			Kayaking BSA		Kayaking BSA			Kayaking BSA		Kayaking BSA						
	Boardsailing BSA				Boardsailing BSA											

MONDAY

	0700	0800	0900	1000	1100	1200
FJ Racing	Breakfast at Shelter 3	Commodore's Cup Sailing Center				Lunch at Sailing Center

PAGE 1 – REGISTRATION FORM

Ship/Crew #	Council
Leader Name	Cell Phone
Mailing Address	
Email Address	

INSTRUCTIONS

SHIP AND CREW REGISTRATIONS ONLY. . INDIVIDUALS UNDER 21 MUST BE PART OF A SHIP OR CREW CONTINGENT. Registrations should be submitted by the leader who is attending.

Pre-registration is necessary to ensure that enough food and other supplies are procured. Make sure that the following registration details are accurate:

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- Signing up for specific on-the-water programs.
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- NOTE: ONSITE PAYMENTS MUST BE CASH OR CHECK. NO ELECTRONIC PAYMENTS ACCEPTED.

Leaders fill out ALL THREE PAGES: **Registration form, Roster form, and Food Allergies form.** If you have questions about the registration forms, contact Norm Effinger at nte@cox.net. Registration Deadline May 11, 2024.

Send the completed registration forms and payments to the Colonial Virginia Council office below. Credit card payments may be taken over the phone at 757-595-3356.0

Colonial Virginia Council, BSA
 11834 Canon Blvd, Suite L,
 Newport News, VA 23606

Council office event code: 103

REGISTRATION FEES

	Count	Fee	Total
Academy Participant (per person)		\$50 per person	
		Grand Total	

PAGE 3 – FOOD ALLERGIES FORM

List the names of participants having food allergies and the place a check for the types of allergies. Sea Scout Academy will make reasonable accommodations.

Ship/Crew									
Name	Peanuts	Tree Nuts	Gluten	Soy	Fish	Shellfish	Dairy	Eggs	Other