

ADVANCED

ZULU

Earning this rank is frequently a multi-year goal and would be the camper's main focus during the session. The camper must earn the highest rank in seven of the activities, assist with teaching those activities, pass the Lifeguarding Class, participate in the Tower/Ropes programs, and pass written and oral exams. Refer to the Green Book for more details and information.

Many campers will choose to focus on and achieve the highest rank in one activity. If campers would like to continue to progress through all the Land activities, please refer to the Green Book for more details and information.

UPPER INTERMEDIATE

CHARLIE, DELTA, ECHO AND FOXTROT

- Archery • Arapahoe Brave
- Creative Arts • Budding Artist (SF ONLY)
- Golf • Caddy
- Basketball • Playmaker
- Volleyball • Server (SF ONLY)
- Environmental Discovery • Water Conservationist
- Soccer • Striker
- Riflery • Minute Man
- Lacrosse • Varsity
- Tennis • Novice
- Paddle Sports • Junior Paddler

Bravo (Second Rank in Every Land Activity)
We encourage all campers to work on this after completing Alfa, which assists in narrowing their activity of focus.

LOWER INTERMEDIATE

- Archery • Swift Arrow
- Creative Arts • Art Student (SF ONLY)
- Golf • Greenskeeper
- Basketball • Rookie
- Volleyball • Setter (SF ONLY)
- Environmental Discovery • Coastal Explorer
- Soccer • Faultless Foot
- Lacrosse • Cradler
- Tennis • Hacker
- Paddle Sports • Beginner Paddler

Alfa (First Rank in Every Land Activity)
All campers should earn this during their first time at two or four-week Camp.

BEGINNER

GOAL SETTING GUIDE • LAND



OTHER PROGRAMS

In addition to our Land and Sea programs, we offer other challenging and fun programs that are not in our Blue and Green Books.

HIGH ROPES COURSE

These are “challenge-by-choice” programs where campers participate in the Alpine Tower at Sea Gull and the Climbing Wall, Giant Swing, and Jacob’s Ladder at Seafarer. These activities are primarily reserved for our older campers.

ZIPLINE

The zipline is another high rope element that is available to all campers. Both Camps have a four-person zipline that is open frequently to allow for as many opportunities as possible for campers to participate.

TEAMS

Campers may choose to try out for both Land and Sea teams. These teams are used to facilitate skill development through building community with other campers who are also working to become more proficient in the same activity. Campers participate in extra practice sessions and engage in healthy competition throughout the session. The available teams are: basketball, soccer, volleyball, lacrosse, imagineering (Creative Arts), paddle sports, archery, riflery, tennis, golf, skiing and racing (Sailing).

JEEPS

For an exciting adventure, campers can take a ride on one of our all-terrain jeeps that travel the trails in and around Camp. We do our best to schedule time for each camper to ride the jeeps and is often used as a reward for outstanding cabin performance.

BOY SCOUT MERIT BADGES

Camp Sea Gull offers 12 Boy Scouts of America Merit Badges that correspond to the skills listed in our rank books. Please email the Sea Gull Program Director, Van King, at Van.King@SeaGull-Seafarer.org for a complete list of offerings.

EQUIPMENT

Camp provides all equipment needed to participate fully in our activities. If your camper chooses to bring his or her own equipment (tennis rackets, golf clubs, lacrosse sticks with end caps, or life jackets), please make sure it is labeled and understand that he or she is responsible for it. Camp Sea Gull and Camp Seafarer are not responsible for loss of personal belongings. All life jackets must be Coast Guard approved.

DO NOT BRING THE FOLLOWING PERSONAL EQUIPMENT TO CAMP: FIREARMS, BOWS AND ARROWS, KNIVES OR OTHER WEAPONS.

GOAL SETTING GUIDE • SEA

BEGINNER

SEAMAN RECRUIT AND BOSUN

Includes chalk talks, land drills and on-the-water **sailing** or **powerboating**.

BEGINNER SAILOR

A rank to ensure all campers get experience sailing with a counselor.

SAILING RANKS

Taught in a clinic format by US Sailing standards, one counselor works with six campers for three activity periods in a row.

POWERBOATING RANKS

Taught by US Powerboating standards, one counselor working with eight campers for one activity period.

This progressive checklist of ranks can be found at the front of your Blue Book. Use it with your Blue Book from last summer.

<input type="checkbox"/>	1 - Seaman Recruit	Pg. 7
<input type="checkbox"/>	2 - Bosun	Pg. 7
<input type="checkbox"/>	Outboard Operator	Pg. 33
<input type="checkbox"/>	Beginner Sailor	Pg. 16
<input type="checkbox"/>	Opti Sailor / Sunfish Sailor	Pg. 17 / 19
<input type="checkbox"/>	Knotsman	Pg. 10

LOWER INTERMEDIATE

MIDSHIPMAN AND ENSIGN

For campers with an introduction to powerboating, sailing, general seamanship, and knots who are ready to hone their skills in each area. Sailing and Powerboating ranks are taught in the format described above. Once campers complete Midshipman they can then choose to focus on Sailing or Powerboating. To advance in the Blue Book up until Midshipman they must learn both.

<input type="checkbox"/>	3 - Midshipman	Pg. 8
<input type="checkbox"/>	Outboard Cruiser	Pg. 34
<input type="checkbox"/>	Opti Skipper / Sunfish Skipper	Pg. 18 / 20
<input type="checkbox"/>	4 - Ensign	Pg. 8
<input type="checkbox"/>	Marlinspiker	Pg. 10

UPPER INTERMEDIATE

LIEUTENANT (SAILING) AND FIRST MATE (POWERBOATING)

The US Sailing and US Powerboating certifications each require four to six activity periods to complete. Flying Scot Skipper and 420 Skipper are two-week long classes taught in small groups.

SAILING RANKS

<input type="checkbox"/>	5 - Lieutenant	Pg. 13
<input type="checkbox"/>	US Sailing Small Boat Sailor Certification	Pg. 23
<input type="checkbox"/>	Laser Certificate	
<input type="checkbox"/>	Flying Scot Skipper / 420 Skipper	Pg. 24 / 25

POWERBOATING RANKS

<input type="checkbox"/>	5 - First Mate	Pg. 29
<input type="checkbox"/>	US Powerboating Safe Powerboat Handling Certification	
<input type="checkbox"/>	Deckhand / Advanced Skier	Pg. 48 / 42

ADVANCED

COMMANDER, MASTER PILOT AND CAPTAINS

Each of these ranks take a full month session to complete. If campers have one of these as their goal for the summer, it will be their main focus for the entire session. Campers who earn Lightning Skipper and any of the Captain ranks are awarded hats in addition to their rank certificate.

SAILING RANKS

<input type="checkbox"/>	6 - Commander	Pg. 13
<input type="checkbox"/>	Lightning Skipper	Pg. 26
<input type="checkbox"/>	7 - Cruising Captain	Pg. 14
<input type="checkbox"/>	US Sailing Keelboat Certification	
<input type="checkbox"/>	US Powerboating Safe Powerboat Handling Certification	
<input type="checkbox"/>	Seaman Survival	Pg. 11
<input type="checkbox"/>	7 - Racing Captain	Pg. 14
<input type="checkbox"/>	Racing Fleet Skipper	Pg. 27
<input type="checkbox"/>	US Powerboating Safe Powerboat Handling Certification	
<input type="checkbox"/>	Seaman Survival	Pg. 11
<input type="checkbox"/>	8 - Admiral	Pg. 51

POWERBOATING RANKS

<input type="checkbox"/>	6 - Master Pilot	Pg. 30
<input type="checkbox"/>	Center Console Skipper	Pg. 36
<input type="checkbox"/>	Inboard Engineer	Pg. 37
<input type="checkbox"/>	Gaffer / Ski Pro	Pg. 48 / 43
<input type="checkbox"/>	7 - Fishing Captain	Pg. 31
<input type="checkbox"/>	Helmsman / Billfisher	Pg. 38 / 50
<input type="checkbox"/>	US Sailing Small Boat Sailor Certification	
<input type="checkbox"/>	Seaman Survival	Pg. 11
<input type="checkbox"/>	7 - Skiing Captain	Pg. 31
<input type="checkbox"/>	Helmsman / Ski Master	Pg. 38 / 44
<input type="checkbox"/>	US Sailing Small Boat Sailor Certification	
<input type="checkbox"/>	Seaman Survival	Pg. 11
<input type="checkbox"/>	8 - Admiral	Pg. 51

