

SEA YEAR GEAR LIST

General Gear to take:

Documents:

Merchant Mariners Document
TWIC
Passport
Orders (Including directions to where the ship is berthed)
Medical Papers (Drug Test, Fit for Duty, Medical History, etc.)
STCW Letter
Sea Project
Military I.D.

Also in your backpack:

Computer
Blank CD's/Flashdrives to save your Sea Project to
Family Email addresses
Camera
Cell phone/phone cards
Calculator
Movies
Battery powered alarm clock

General List of Clothing:

2 Boilersuits
Khakis (Working Khakis are preferred)
Steel-toed boots
5-7 pairs of socks
5-7 pairs of underwear
5-7 undershirts (May take more if you wear them under your boiler suit, judge accordingly)
1 pair of shoes for going ashore-Tennis shoes recommended
2 going ashore outfits-Travel in one of these outfits
Baseball cap
2 pairs of gloves
Flashlight (Non-combustible flashlight if sailing on a tanker)
Multitool or knife
Wristwatch with Indiglo
Sunglasses
Long underwear/Sweatshirts (The weather and voyage can change at any moment)
Shower sandals
Travel kit of toiletries
Sun tan lotion
Bathing suit

List for Deckies:

Sextant
KP100 Book
Navigation Rules of the Road book
American Merchant Seaman's Manual
Merchant Ship Construction book
Cargo Operations book
Tankers book (If applicable)
Stability and Trim book (2nd Sailing Period)
Humanities project book (2nd Sailing Period)
Pocket notebook and pen (Keep on you AT ALL TIMES)
Dividers/Compass/Triangles
Index Tabs for the Navigation Project
World Atlas (2nd Sailing Period)
Sea Project Folders, Navigation booklets, and Notepads-Always take at least one more than you need
Crummy Jeans and t-shirts for working on deck

If possible, buy the latest version of the Nautical Almanac for Celestial Navigation

List for Engineers:

Engineering Books (need for both sailing periods)

- Harrington
- Both Hunt Volumes
- Hubert electrical book
- Tools and Their Uses – not necessary to bring, but if you don't know your tools, it may come in handy
- PNE (Principles of Naval Engineering) – not necessary to bring, but could be helpful. Will have to purchase in the book store

Naval Architecture Books (2nd sailing period only)

- Merchant Ship Construction
- Ship Construction
- Applied Naval Architecture

Miscellaneous items:

- Channel locks
- Crescent wrench
- Safety Glasses - usually have a couple pairs on ship, but I recommend bringing your own
- Little note pad that you can fit in your pocket so you can take notes while working in the engine room
- Pen or pencil
- Drawing kit
- Crummy jeans and t-shirts

Note to Engineers:

- Get your projects done the first time. The best way to start your sea projects is to draw at least one of the ship's systems (ex. Lube oil system, jacket water system) each day from the Marine Propulsion and Ship System sea projects. Once those are done, complete the rest of your sea projects as you wish. Make sure to save your work on a jump drive, CD, or external harddrive.

MISC Items:

Movies (There are usually plenty on board, but it's always good to have some yourself)

Leisure Reading

Starter Money-Usually \$200-\$300 is a good estimate

Directions

REMEMBER, YOU CAN ONLY PACK UP TO 50 LBS. IN EACH BAG, SO PACK ACCORDINGLY AND SHOW YOUR MILITARY I.D. UPON CHECK-IN AT THE AIRPORT-SOMETIMES THEY LET YOU PACK MORE.