

# 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 (2<sup>nd</sup> Sailing Period)  
Humanities project book (2<sup>nd</sup> Sailing Period)  
Pocket notebook and pen (Keep on you AT ALL TIMES)  
Dividers/Compass/Triangles  
Index Tabs for the Navigation Project  
World Atlas (2<sup>nd</sup> 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 (2<sup>nd</sup> 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.**