

GETTING STARTED IN BOATS

from the Editors of WoodenBoat Magazine

Volume 65 The Thrill of the Drill

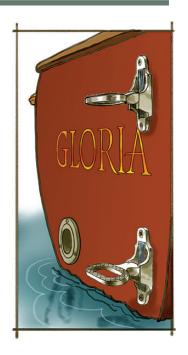
DRILL DAY SCORECARDS

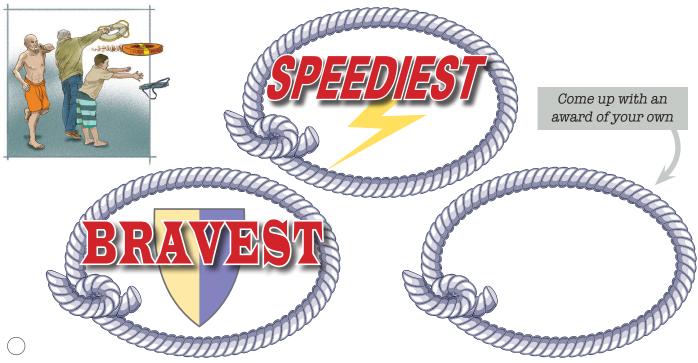
How to Have a Fantastic Drill Day:

Print a scorecard for each crewmember. Use the drill guidelines in Volume 65 of Getting Started in Boats, found in *WoodenBoat* No. 259.

Proficiency scoring is on a scale of 1-5 judged by crew, 5 being perfectly executed; record the average. Time maneuvers. Evaluation should be conducted as a group; discuss what could go better and include the crewmember's own feelings.

What does proficiency mean? Confident and accurate execution of a drill will look fluid. Be good to your crewmates who have questions; that's what the second (and third and fourth) trials are for. Each crewmember is looking to compete with themselves to improve their time and proficiency. We highly recommend some sort of paper crown for the fastest and/or most graceful crew for each drill aboard, or come up with your own fun rewards. (Here we've included a few badges that winners could pin to their clothes.)





Drill	Day	Scoreca	ard
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Crewmember Name	
Ahoard	Date

MOB Drills			
Role	Score/Time Trial 1	Score/Time Trial 2	Score/Time Trial 3
Monitor			
Marker			
Skipper (Williamson Turn)			
Skipper (Figure 8)			
Skipper (Quick Turn)			
Skipper (Pickup)			

Squall Drill			
Tuck Taken	Score/Time Trial 1	Score/Time Trial 2	Score/Time Trial 3
First Reef			
Second Reef			

Fire and MOB Derring-do			
Acts of Bravery	Score/Time Trial 1	Score/Time Trial 2	Score/Time Trial 3
Exit through the forward hatch			
Close all hatches and exit through the companionway			
Find and deploy the boarding ladder			
Climb aboard using the boarding ladder			

Mooring Drill (Circle one: Sail Motor)			
Role	Score Trial 1	Score Trial 2	Score Trial 3
Picking Up			
Skippering the Approach			

