

side seam and the collar opening, and to be on the same level as the bottom of the latter.

Rating Badges.—The distinguishing marks of a rating badge for a master-at-arms are the same as used by the U. S. Navy:

Star.....	Master-at-Arms.
Crossed Anchors.....	Boatswain's Mate and Coxswain.
Steering Wheel.....	Quartermaster.
Crossed Pens.....	Yeoman.
Red Cross.....	Hospital Apprentice.

The uniform of the Sea Scout Commander and Sea Scoutmaster is a blue suit with a double-breasted coat and yachting cap, with the Scout emblem and two crossed foul anchors for the Sea Scout Commander and the Scout emblem and one foul anchor for the Sea Scoutmaster.

White duck trousers may be worn instead of blue if desired.

In no case shall the uniform of the United States navy or the naval militia be used by officers when on duty.

ROUTINE AT ANCHOR

One-hour watches from 8 P. M. to 6 A. M.; regular watches from 6 A. M. to 8 P. M.

A. M.

- 4.00 to 5.00 SUNRISE. All lights out.
- 5.00. Call steward.
- 5.55. Call B. M. of watch, bugler, master-at-arms, and Sea Scoutmaster.
- 6.00. Reveille. Relieve the watch.
- 6.10. Mess cooks wash (master-at-arms).
- 6.15. Cocoa.
- 6.20. Lay up gear. Scrub and wash clothes.
- 6.50. Up clothes-lines, close cabin skylight and port-holes. Scrub decks.
- 7.05. Stow scrub deck gear. Open skylight and port-holes. All hands wash (4 buckets).
- 7.15. Mess cooks below.
- 7.27. Mess inspection. Uniform of the day announced.
- 7.30. Meal pennant up.
- 7.55. First call for colors. Meal pennant down.
- 7.59. "Attention."