

CREW TRAINING
Hawaii-Tahiti Voyage of Hokule'a

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The aim of extensive training of the Hokule'a crew is to provide the background, theory, and the practical experience needed in a successful trip to Tahiti. Such voyaging, along with careful documentation of the experience, will further the research efforts into the ways of ancient Polynesians.

Training in several areas of expertise will take place over a period of year to acquaint crew members with the theory of ancient and modern sailing, non-instrumental navigation, safety at sea, practical sailing experiences, as well as longer periods of simulated voyaging.

Sailing Ways--Old and New

The background knowledge and theory will be covered in classroom sessions and in selected readings.

1. Heritage

Theories of the settlement of Polynesia.

Ancient sailing crafts. Simulated condition of ancient voyaging. Experimental archeology. History of Hokule'a.

2. Basic sailing and theory

Making way over the ocean with knowledge of wind, sea, and craft. Sailing theory in a variety of conditions. Design of crafts--mono and multiple hulls--and sailing characteristics.

3. The vessel Hokule'a

Parts, design, theory, compromises, functions. Discoveries on its sailing qualities and characteristics. Maintaining a seaworthy craft. /

4. Simulated voyaging

Regions of travel, local as well as distant.

Expecting the non-expected in long-distance voyaging and dealing effectively with various contingencies. Slides, lectures, films.

5. Basic climatology

Wind directions and varying conditions with the seasons. Theory of swells, generation, directions, reading the sea for advancing pressure systems. Cloud cover and rainfall. Rainfall. Optimum seasons and conditions. Computer simulation studies on drift.

6. Documentaion

Since long-distance voyaging is a part of a research effort, crew members will be trained to record their observations--what to document and how to do it.

7. Special projects

Adaptability in furthering answers to research questions. Flexibility in responding to new conditions.

8. Navigation

See paper, "Noninstrumental Navigation Training."

Safety Program

1. Basic First Aid course
2. Survival training
Land and sea.
3. Hazards of sea voyaging
Characteristics of a double-hulled vessel--
the Hokule'a in particular--and hazards to
be aware of, situations to anticipate.
4. Emergency procedures on Hokule'a
Classroom lectures and demonstrations while
under sail.
5. Communication
How to operate emergency equipment. How
to maintain equipment. Improvization and
repair.
6. Health
Physical--diet, injury, sickness, preventive
medicine.
Mental--stress of voyaging, what to expect,
coping with the unexpected, adaptability.
Conditioning--achieving a desired goal.

Field Studies

Actual experience in sailing aboard Hokule'a will give the opportunity of putting theory into practical use in moving the vessel over the sea.

1. Short sails (seamanship)

Steering. Sail setting. Mechanics of the vessel. Duties of the crew.

2. Navigation

Putting basic knowledge into practical use. Learning how to hold a course.

3. Special projects

Training of individuals. Application of projects.

4. Fishing

Catching and landing fish. Preserving and preparing fish as food source. May be a special project.

5. Provisions and gear

Storage of food and water. Usage and storage of personal gear.

5. Emergency and safety procedure

On-the-ocean training. Testing of the gear and equipment. Drills.

Simulated Voyaging

Extended voyaging on the Hokule'a will give prospective crew members a chance to experience the rigors of the sea. And it will also help them decide if the way of the sea is a way of life for them.

Interisland sailing--extended voyaging

Seamanship. Watch duties. Learning to live compatibly with others and to communicate clearly. First-hand sailing experiences. Navigating far outside the sight of land. Reading the signs in the sea, air, and sky.

Basic assumptions: That the Polynesian Voyaging Society exists to learn more about ancient voyaging and seafaring. The process is a lengthy one, and each venture is an attempt to find out as much as we can to that a more complete picture will emerge.

A long range program will support those assumptions. A process is suggested in the diagram below:

