



Afloat Recreation Program Management

LEARNER WORKBOOK

MAY 2018



VERSION 2.0

AFLOAT RECREATION PROGRAM MANAGEMENT SCHEDULE OF EVENTS

DAY 1

Introduction	1 Hour
Assume the Watch	3 Hours
Base Tour	2 Hours/3 Hours with Lunch
Prepare Financials	1 of 4 Hours

DAY 2

Prepare Financials	2-4 of 4 Hours
Plan Recreation Activities	3.5 Hours

DAY 3

Manage Property	2 Hours
Deployment	2 Hours
In the Yards	1 Hour
Successful Inspections	1 Hour

****Times are estimates**