



U.S. Department of Homeland Security
United States Coast Guard Auxiliary
Fifth District Northern Region

Divisions & Flotillas

Eastern Area: Divisions 7, 8, 16 & 18

Central Area: Divisions 1, 4, 12 & 17

Western Area: Divisions 15, 19, 20 & 21

**Sector Delaware Bay/District 5NR - Coast Guard Auxiliary
Patrol Areas**

Eastern Area

STA Manasquan Inlet: (Div 16)

Station (Small) Shark River:

AREA 1 – Shark River and offshore (Long Branch to Spring Lake) and all navigable waterways.

Station Manasquan Inlet:

AREA 2 – Manasquan River and offshore (Spring Lake to Seaside Pier) and all navigable waterways.

AREA 3 – Northern entrance of the Point Pleasant Canal to ICW marker # 19 and all navigable waters including the Beaverdam Creek and the Metedeconk River.

AREA 4 – Back Bay from ICW marker # 19 South to the Seaside/Thomas Mathis Bridge all navigable waters including Kettle Creek and Silver Bay Areas.

STA Barnegat Light: (Div 7)

AREA 1- (Northern) - RT 37 Bridge Seaside/Thomas Mathis Bridge to NJICW Light #42, including Barnegat Inlet (Oyster Creek and Double Creek Channels) Barnegat Bay and offshore.

AREA 2 - (Central North) – NJICW Light #40 to RT 72 Bridge, including Barnegat Inlet (Oyster Creek Channel, Double Creek Channel) Barnegat Bay and offshore.

Station (Small) Beach Haven:

AREA 3- (Central South) - RT 72 Bridge to Little Egg Inlet, including Little Egg Harbor, Little Egg/Beach Haven Inlets and offshore.

AREA 4 - (Southern) – NJICW Light #104 to NJICW Light #139, including Great Bay, Mullica River and Bass River to the G.S. Pkwy Bridges, Little Egg/Beach Haven Inlet and offshore.

STA Atlantic City: (Div 8)

AREA 1 - NJICW North - NJICW #181 to NJICW #139, to include Absecon Inlet, Mullica River, Bass River, Great Bay and Absecon Bay.

AREA 2- NJICW Middle - NJICW #182 to NJICW #233, to include Longport Channel and Lakes Bay

Eastern Area (continued)

Station (Small) Great Egg:

AREA 3- NJICW South - NJICW #234 to NJICW #309, to include Great Egg Inlet, Great Egg Harbor River, Great Egg Harbor Bay and Ships Channel.

AREA 4 - Offshore - Little Egg Inlet to Corson Inlet

STA Cape May: (Div 8)

AREA 1- (Cape May) – Flotilla 8-2 Covers Cape May Harbor, inlet, canal, and offshore up to 3 nm, the ICW north to Stone Harbor, and Delaware Bay up to Brandywine Light out to the Main Shipping Channel.

Station (Small) Townsend Inlet:

AREA 2_ (Wildwood) -Flotilla 8-3 Covers from Herford Inlet to Cape May, offshore, ICW, and Delaware Bay north to 14 Foot Bank Light out to the Main Shipping Channel.

AREA 3_ (Lower Township) -Flotilla 8-6 Covers ICW from Herford Inlet up to Great Egg Inlet with coverage of Delaware Bay including Private Aid Position reporting.

Station (Small) Fortesque:

AREA 4 - (Maurice River) - Flotilla 8-8 Covers Maurice River and Northern Delaware Bay.

Central Area

STA Indian River Inlet: (Div 12)

SARDET Bowers Beach:

AREA 1A North - Delaware Bay from Ship John Shoal to Brown Shoal Light out to the Main Shipping Channel

Station (Small) Roosevelt Inlet:

AREA 1B South - Delaware Bay from Ship John Shoal to Cape Henlopen out to the Main Shipping Channel including Harbor of Refuge and Lewes Harbor.

AREA 2- (Southern) Rehoboth Bay / Indian River Bay, including Indian River Inlet and up to 3 miles offshore between Cape Henlopen and Fenwick Island to the 5NR and 5SR border.

AREA 3 - (Delaware Inland) Nanticoke Creek, Seaford to D5-SR Border (DE/MD line)

Central Area (continued)

STA Philadelphia (Delaware River)

Station (Small) Salem

AREA 9 – Ship John Shoal to C & D Canal	DIVISION 1
C & D Canal to Delaware/Maryland State Line	

SARDET Marcus Hook

AREA 9 – Ship John Shoal to C & D Canal	DIVISION 1
AREA 10 – C & D Canal to DE/PA State Line at Marcus Hook	DIVISION 1
AREA 11 – DE/PA State Line to Schuylkill River	DIVISION 4
AREA 12 – Schuylkill River to Betsy Ross Bridge	DIVISION 4 and 18
AREA 13 – Betsy Ross Bridge to Mudd Island	DIVISION 18

SARDET Bordentown

AREA 14 – Mudd Island to Trenton	DIVISION 17
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Western Area

Sector Delaware Bay: (OPCOM for all Western Patrol Areas)

AREA 15A – Raystown Lake North	DIVISION 20
AREA 15B – Raystown Lake South	DIVISION 20

AUXSTA Long Level

AREA 16 – Lake Clarke	DIVISION 19
AREA 17 – Lake Nockamixon	DIVISION 21
AREA 18 – Lake Beltsville	DIVISION 15
AREA 19 – Blue Marsh Lake	DIVISION 21
AREA 20 – Lake Glendale	DIVISION 20
AREA 21A – Lake Wallenpaupak East	DIVISION 15
AREA 21B – Lake Wallenpaupak West	DIVISION 15
AREA 22 – Harvey's Lake	DIVISION 15

Western Area (continued)

AREA 23 – Williamsport Pool Susquehanna River DIVISION 20

AUXSTA Long Level

AREA 24 – Lake Aldred Susquehanna River DIVISION 19

AREA 25 – (No longer Exists)

AREA 26 – Lake Frederick Susquehanna River DIVISION 19

AREA 27 – Harrisburg Pool Susquehanna River DIVISION 19

AREA 28 – Shikellemy Pool Susquehanna River DIVISION 20

AREA 29 – Tioga/Hammond Lake DIVISION 20

AREA 30 – Lake Marburg DIVISION 19

AREA 31 – Cowansque Lake DIVISION 20

AREA 32 – Sayers Lake DIVISION 20

AREA 33 – East Branch Lake DIVISION 20

AREA 34 – Susquehanna River – Towanda DIVISION 15

AREA 35 – Susquehanna River – Jersey Shore, PA DIVISION 20

AREA 36 – Allegheny River – Kinzua Lake DIVISION 20

AREA 37A – Lake Hopatcong North DIVISION 15

AREA 37B – Lake Hopatcong South DIVISION 15

Enclosure (3) To SECDEL BAYINST16790.1F

[illegible]

Send form to: SecDelBayCC@uscg.mil & D5NRDIRAUX@uscg.mil

AUXILIARY BOAT MOVEMENT RECORD

AUXILIARY FACILITY

Patrol Date: Order #: Patrol Type:

Registration: Cell #:

Comms Channel: Comms Frequency:

Planned U/W Time: To: Patrol Area (E):

GAR Patrol Area (C):

Patrol Area (W):

Crew Members

	Name:	Aux Number:	Flotilla:	Position:
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

Submitted By:

Div 1	div1@cgauxop.us	Div 12	div12@cgauxop.us	Div 20	div20@cgauxop.us
Div 4	div4@cgauxop.us	Div 15	div15@cgauxop.us	Div 21	div21@cgauxop.us
Div 7	div7@cgauxop.us	Div 16	div16@cgauxop.us	SARDET Marcus Hook	sardet-mh@cgauxop.us
Div 8	div8@cgauxop.us	Div 17	div17@cgauxop.us	SARDET Long Level	sardet-ll@cgauxop.us
Div 8 Cape May	div1@cgauxop.us	Div 18	div18@cgauxop.us	SARDET Bowers Beach	sardet-bb@cgauxop.us
Div 8 Atlantic City	div8-atcity@cgauxop.us	Div 19	div19@cgauxop.us	SARDET Bordentown	sardet-bt@cgauxop.us

Save a Copy of this form, attach it to an email and send it to the appropriate address above;

Enclosure (1) to SECDEL BAYNOTE 3500.2A

SECTOR DELAWARE BAY RISK MANAGEMENT TOOL (GAR MODEL)

Risk Factor	Risk Factor Score										
	1	2	3	4	5	6	7	8	9	10	
Supervision. How qualified the Mission Leader (ML) is and whether effective supervision is taking place.	Abundant On-scene experienced Supervision. Several experienced on-scene Supervisor(s) within span-of-control (3-5) to manage routine tasks.	0	Good On-scene Experienced Supervision.	0	On-scene Supervision, Limited Experience. [Benchmarks].	0	Limited On-Scene Supervision, limited experience.	0	No On-scene Supervision. Mission leader has no experience, no 'reach back' to office. ML has multiple tasks beyond supervision.	0	
Planning. How much information you have, how clear it is, and how much time you have to plan the evolution or evaluate the situation.	Very Stable Situation / Well Planned Activity. Situation is well known by all and unlikely to change, planning took place well in advance.	0	Somewhat Stable Situation / Planned Activity.	0	Potentially Unstable Situation / Planned Activity. [Benchmarks].	0	Unstable Situation / Unplanned Activity	0	Very Unstable Situation / Unplanned Activity. Little or low quality information, rapidly & unpredictably changing, no planning occurred for activity.	0	
Crew Selection. Qualifications and experience level of the individuals used for the specific evolution.	Very good team / activity match. All team members 100% qualified for tasks, very experienced, 2+ years in this AOR doing this task.	0	Good team / activity match.	0	Moderately poor team / activity match. [Benchmarks].	0	Poor team / activity match	0	Very poor team / activity match. Team 100% unqualified for tasks, little experience, new to AOR and/or task, team hasn't previously worked together.	0	
Crew Fitness. Physical and mental state of crew taking into account recent quality & quantity of sleep of each member.	Very good team readiness. Requires minimal physical activity. mental acuity, crew in excellent fitness for required activity, team well rested. Little to no commute.	0	Good team readiness	0	Moderately poor team readiness. [Benchmarks].	0	Poor team readiness	0	Very poor team readiness. Demanding physical effort, extremely high mental acuity, and team is extremely fatigued.	0	
Environment. Factors affecting personnel performance as well as the performance of the asset or attached resources.	Very forgiving environment. Unlimited access to equipment, personnel, minimal to zero exposure to chemical or geographic hazards, on scene Wx calm and temperate, daylight mission.	0	Forgiving Environment	0	Moderately unforgiving environment. [Benchmarks].	0	Unforgiving environment	0	Very unforgiving environment. Activity occurs in extreme Wx conditions, no access to critical resources, exposure to chemical hazards/oxygen deficiency spaces expected.	0	
Event/Evolution Complexity. Consider both the duration and complexity of the event. Generally, the longer one is exposed to a hazard, the greater the risks.	Very simple activity. Activity involves no complexity, requires no PQS, training, oversight, or familiarization.	0	Simple activity.	0	Moderately complex activity. [Benchmarks].	0	Complex activity.	0	Very complex activity. Activity involves on-scene responses to extreme cases where life, limb and/or environment are threatened by split-second decisions.	0	
Total Score 0 - 23 GREEN (low risk)	Total Score 24-44 AMBER (Caution)										Total Score 45-60 RED (High Risk)

User Instructions

- Discuss mission and associated risks. Seek comments from all team members.
- Circle/mark appropriate risk factors for each category.
- Add up all risk factor points to get your overall GAR score.
- Report final GAR score to Command Duty Officer (CDO) at 215-271-4940 or on normal working frequencies.

FOR CDO ONLY

- Log GAR score in corresponding MISLE activity/daily log book.
- If any individual category scores an "8" or above, notify applicable Dept Head.
- If total score is >35, Brief Div. Chief /CO/OINC.
- If total score is >44, brief Dept Head.

(Descriptive Benchmarks on reverse side)

TOTAL SCORE

Enclosure (1) to SECDEL BAYNOTE 3500.2A

SECTOR DELAWARE BAY RISK MANAGEMENT TOOL (GAR MODEL)

*This side provides **descriptors and benchmarks** to use as guidance when using this GAR model in risk assessment. These descriptors are not meant to be all-inclusive. It is up to each team member to ultimately decide on the risk score associated with each risk factor they may encounter during an evolution.

Risk Factor	Risk Factor Score				
	1	3	5	7	9
Supervision. Supervisory control should consider how qualified a mission leader is and whether he or she actually is supervising. Even if a person is qualified to perform a task, supervision, even as simple as verifying the correctness of a task, further minimizes risk. The higher the risk, the more a supervisor needs to focus on observing and checking. A supervisor actively involved in a task (doing something) can be distracted easily and probably is not an effective safety observer in moderate to high-risk conditions.	Abundant On-scene Experienced Supervision. Multiple experienced Mission Leader(s) on-scene within span-of-control (3-5) to oversee routine tasks. Mission Leader has no other tasks while on-scene.	Good On-scene Supervision. Experienced Supervision.	On-scene Supervision, Limited Experience. Mission leader(s) is/are new or recently new to the team, mission or supervisory position. Mission leader has a few additional tasks while on-scene.	Limited On-Scene Supervision. Limited experience.	No On-scene Supervision. No experienced Mission leader(s) on-scene; span of control exceeded for mission leader; no 'reach back' to office; mission leader has multiple tasks beyond supervision.
Planning. Preparation and planning should consider how much information is available, how clear it is, and how much time is available to plan the evolution or evaluate the situation.	Very Stable Situation / Well Planned Activity. Extremely well understood situation, high quality information, almost 100% certainty that situation will not change, activity planned in detail in advance of departure.	Somewhat Stable Situation. Planned Activity.	Potentially Unstable Situation / Planned Activity. Information is somewhat limited with 50% chance of changing, activity planned somewhat in advance but with urgency.	Unstable Situation / Unplanned Activity.	Very Unstable Situation / Unplanned Activity. Little information, low quality information, rapidly & unpredictably changing, zero planning for activity, activity falls outside normal practices activities / duties.
Crew Selection. Crew and watchstander selection should consider the experience of the persons performing the specific mission. If individuals are replaced during the mission, assess the new team members' experience.	Very good team / activity match. Team 100% qualified for tasks, very experienced, 2 or more years in this AOR doing this task. TCT training recent, team frequently works together.	Good team / activity match.	Moderately poor team / activity match. Team 50% unqualified for tasks, somewhat experienced, limited time within the AOR doing this task, team still developing teamwork management skills.	Poor team / activity match	Very poor team / activity match. Team 100% unqualified for tasks, little experience, new to this AOR and/or this task, no TCT training, new team that hasn't previously worked together.
Crew Fitness. Crew and watchstander fitness should judge the team members' physical and mental state, generally a function of how much rest they have had. Quality of rest should consider how a platform rides and its habitability, driving distance, potential sleep length of member and if any interruptions to that sleep occurred.	Very good team readiness. Requires minimal physical activity, relaxed mental state appropriate, excellent fitness for required activity, 100% fresh team. Little to no commute.	Good team readiness	Moderately poor team readiness. Requires moderate physical activity, reasonable amount of concentration, crew fitness is beginning to decrease, Commute may be prolonged.	Poor team readiness	Very poor team readiness. Requires demanding physical activity, extremely focused mental state appropriate, very poor fitness for required activity, fatigued team. Tremendously extensive commute.
Environment. Environment should consider all factors affecting personnel, unit, or resource performance, including time of day, lighting, atmospheric and oceanic conditions, chemical hazards, and proximity to other external and geographic hazards and barriers, among other factors (e.g. oxygen deficiency, toxic chemicals, continual oil discharge, and/or injury from falls and sharp objects).	Very forgiving environment. Activity occurs in calm and temperate Wx during daylight, resources unlimited, very minimal hazards (chemicals, falls, etc...) or barriers.	Forgiving Environment.	Moderately unforgiving environment. Activity occurs in moderate Wx, visibility reduced, restricted in access to some resources, moderate hazards or barriers will be experienced.	Unforgiving environment	Very unforgiving environment. Activity occurs in very hot or cold Wx, exposure to heavy storms. Roads blocked/closed, conditions are outside of the operational limitations of the vessel/vehicle/crew, direct exposure to chemicals anticipated.
Event/Evolution Complexity. Event or evolution complexity considers both the time and resources required to conduct a mission. Generally, the longer the exposure to a hazard, the greater the risks involved. However, each circumstance is unique. Other factors to consider in this element include how long the environmental conditions will remain stable and the precision and level of coordination needed to conduct the evolution. (E.g. severe weather, severity/location of pollution spill, experience of crew.)	Very simple activity. Activity involves no complexity, requires no PQS, training, oversight, or familiarization. Appropriate for a non-rate.	Simple activity.	Moderately complex activity. Activity involves Confined Space Entry, tank climbing, and requires PQS, formal and/or on-hands training, extended time on scene.	Complex activity.	Very complex activity. Activity involves on-scene responses to arson, IEDs, rioting, fire, explosion, violence and/or active release of hazardous materials hostile escort situation or security threat, night tow during heavy weather.