

ACADEMIC YEAR (a.k.a. “Ac Year”)

Academics are the key to a Midshipman’s success, especially since everything is based on merit (80% academic and 20% military performance). Studies are very demanding, and after getting A’s in high school, getting a D or failing an exam at the Academy can be quite a shock. Early in the second semester your Plebe will choose his academic major. By choosing a major that one has a passion for, your Mid will take an important step toward his or her future, and will help them stay motivated while studying long hours and weekends.

If your Plebe can validate a course during Plebe summer, he or she will be able to move ahead or take more advanced courses. All Midshipmen are assigned academic counselors who will help them select the best course offerings.

Since the Naval Academy is such a concentrated four-year program, if someone falls behind academically, it is likely that the Midshipman will be forced to resign. A minimum course load is 15 hours per semester and a 2.0 CQPR (Cumulative Quality Point Rating) is required to graduate. Moreover, the Academy does not waste its time with anyone who fails due to a lack of effort. The Academic Board meets every semester and reviews individual records of those who have done poorly during the previous semester. The Board looks at all aspects of the Midshipman’s record and decides whether to separate him from the Academy. Some courses may be available during Summer School for make-up and/or enrichment, but for many such study is too little, too late. Extra Instruction (EI) is available to all Midshipmen if they simply seek out the help. It is generally said that everyone who receives an appointment should be able to conquer the academics if they really try, and the professors and officers want to help everyone succeed. Motivation to succeed comes from many sources; many Mids get “the gouge” from their roommates or upper classmen. Small classes are a definite learning advantage, but if you go to class unprepared, your lack of preparedness will not go unnoticed.

During Plebe year, nearly all courses are required. The required courses form the foundation for the more advanced courses chosen by the upper class Midshipmen. Some core requirements in the upper class years have alternative courses from which to choose, depending upon the academic background, abilities, and major. The Catalog gives a detailed description of the coursework.

The typical academic schedule for Plebes includes five courses in each of two semesters:

First Semester: (16 credit hours)	Calculus I Chemistry I (Including Labs) U.S. Government & Constitutional Development Leadership I Rhetoric & Introduction to Literature I	Second Semester: (18 credit hours)	Calculus II Chemistry II American Naval Heritage Fundamentals of Naval Science Rhetoric & Introduction to Literature II
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Extracurricular activities are required of all Midshipmen. There are more than 75 extracurricular activities available. Every Midshipman should be able to find something of interest. The activities range from scuba diving to photography, and rock bands and chapel choirs. While many activities are geared to academic interest, others are just for fun.

Security and Access to The Yard

Access to Academy grounds for non-military visitors – including parents and families of Midshipmen – is restricted. **A photo ID is required for ANY visitor 16 years or older**, and for military beneficiaries 10 years or older. Security rules may change over the course of the year, depending on worldwide events and potential changes in national alert status. The rules below are valid as of the printing of this handbook, but may change at any time (without notice) throughout the year.

Visiting Hours: 9:00 a.m. to 5:00 p.m.

Gate Hours:	Gate 1 (Visitor’s Center) 6 a.m. to 10 p.m. (Vehicular) 6 a.m. to 12 a.m. (Sun-Fri Pedestrian) 6 a.m. to 1 a.m. (Saturday Pedestrian)	Gate 3 (Maryland Avenue) 6 a.m. to 10 p.m. (Pedestrian)	Gate 8 (Bowyer Road) 24 hrs. (Vehicular & Pedestrian)
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CAR PASS: To drive a vehicle onto The Yard, you must have a gate pass, in addition to your photo ID. The gate pass application form will be a part of your Mid’s Permit to Report packet. Once completed and returned, you should receive your gate passes prior to Plebe Parent’s Weekend. The passes are non-transferrable.

HANDICAPPED ACCESS: If you have a handicapped placard you may enter at Gate 1, after a vehicle inspection by security personnel.

VEHICLE PARKING: Vehicle parking on the yard for visitors is severely restricted... and all but non-existent. Parking lots around Bancroft Hall can be used for drop-off/pick-up purposes and temporary parking is permitted for same. But leaving your vehicle unattended is discouraged.

PEDESTRIANS: You may not carry in boxes, book bags, large purses, coolers and the like. Cameras are permitted, but security may ask that you refrain from photographing the buildings.

VEHICLES FOR MIDS: During Plebe and Youngster years, Midshipmen are prohibited from having a vehicle in Annapolis at all. Plebes are not permitted to operate a motor vehicle of any type unless they are on leave. 2nd Class Midshipmen can have a vehicle in Annapolis, but it must be parked either at the Navy/Marine Memorial Stadium lot or in a private parking facility. Only 1st Class Midshipmen are allowed to park a vehicle on USNA grounds. And in spite of what you might have seen in the movies, operating a motorcycle within town liberty limits is expressly prohibited for ALL midshipmen.