

The
Ancient Mariner
Sea Scout Regatta



May 28th - 31st 2010

The
Ancient Mariner
Sea Scout Regatta



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Definitions

Base

The total area used for the regatta including the USS Hornet, moored Scout vessels, parking lots, common areas, and any other area defined by the regatta.

Boatswain

A Scout enrolled in the ship and registered with the regatta as the Boatswain; the ship's primary youth contact person in all matters with the regatta.

Combined ship

Any two or more ships that are registered at the regatta as a single competitive unit. Combined ships conduct themselves as a single ship for the purposes of the regatta, having one OIC, one Boatswain, will receive one regatta number and one regatta packet and in all other respects will be considered as a single ship for the purposes of the regatta. Each individual ship or Venturing crew will receive an individual award plaque. No ship or Venturing crew that is part of a combined ship may have more than eight registered youth members in its respective ship or Venturing crew. Combined ships must declare their status earlier than two weeks before the regatta in order to be eligible to pay a single ship fee. Ships declaring combined ship status within two weeks of or at the regatta will be required to pay the full ship fee for each individual ship or Venturing Crew that comprises the combined ship.

Coxswain

Scout-in-charge of a particular event.

Event

Individual competitive events held at the regatta.

Officer

Ship members that are not registered as Scouts such as adult officers or youths over the age of 18. See Eligibility for details.

Officer-in-Charge (OIC)

An adult officer enrolled in the ship and registered with the regatta as the OIC; the OIC is the ship's primary adult contact person in all matters with the regatta.

Quarterdeck

The Regatta administration center where you will find the Registration, Lost and Found, Regatta Message Center, and Visitor Check-in. Representatives of the Chairman, Registrar, Scoring Director, Chief Security Officer, Public Service Division and other regatta staff may be contacted at the Quarterdeck.

Regatta

The Ancient Mariner Regatta (AMR).

Regatta Message Center

Located at the quarterdeck this is where you will find regatta and event official notices posted. The message center will also accept messages for regatta staff, officers and Scouts.

Registered

Officers, Scouts, and ships that have been invited to, applied with, and have been accepted for participation by the regatta.

Scouts

Ship members that compete in the events at the regatta. See Eligibility for details.

Sea Scout Manual

The 2002 printing of the Sea Scout Manual

Ship

Sea Scout Ships and Venturing crews currently chartered in good standing with their local BSA council, or Mariner ships currently chartered in good standing with the GSUSA, and are registered to participate in the regatta. Also used to describe a single competitive unit made up of an individual Sea Scout Ship, Venturing crew, Mariner ship or combination thereof (see Combined Ship).

Ships Afloat

A ship that arrives at the event by vessel.

Team

Scouts selected by a ship to participate in a particular event.

Eligibility

The regatta is a whole-ship event where all ship members are expected to register and participate either as an officer or a Scout as defined here.

Scout

Currently enrolled youth members of a regatta-registered ship who are: At least thirteen years of age and have graduated the eighth-grade, or are at least fourteen years of age regardless of grade, and are under nineteen years of age or are under twenty years of age if a full-time high-school student. Proof of age and student status may be required in order to be eligible to compete. Any crew member found to be in violation of these requirements will be asked to leave the regatta and the Ship will receive a score of zero for every event in which that crew member participated.

Officer

Other members of a regatta-registered ship who are currently enrolled as a youth or adult member in their ship and are at least eighteen years old and are not eligible to participate as a Scout. Each ship is required to register all adult officers.

Non-participating status

Registration of any Scout or officer in “non-participating” status must be only for strong compelling reasons, such as disability, and must be approved by the Chief Judge and the Chairman.

Exemption from Events

If sickness, injury or other compelling reason precludes participation by a Scout in any Required or Ship Event, the OIC must file a form IMMEDIATELY at REGISTRATION requesting exemption from specific events so that the ship’s scoring in those events can be adjusted to reflect the change in number of crew participating in the event. Medical exemption requests should not be taken to the

specific events and will be denied by the individual Event Directors. If a crew member is injured or falls ill during the Regatta and must file a medical exemption after registration has closed, the form should be brought to the Quarterdeck.

Ships that have crew members requiring special accommodations, such as having a quiz read to them, should request such accommodations at registration.

Berthing and Moorage

Only persons registered at the regatta will be permitted to berth aboard the USS Hornet or any Scout vessel on base. Limited berthing is available aboard the USS Hornet and is assigned on a first-registered, first-served basis. Limited moorage is also available for ships afloat and we strongly encourage those ships to provide berthing on their own vessels where available. Shore power is not available at this regatta.

Registration

Registration is accomplished by going to www.ancientmariner.us and following the instructions provided. You may make changes to your ship or individual registration anytime up to one week before the start of the Regatta. To make changes to your registration or if you do not have access to the internet, please contact the Event Registrar for assistance.

Regatta Check-In

Open at the Quarterdeck Friday evening and Saturday morning. The ship's Boatswain and OIC should check-in as soon as practical after your arrival.

Registration Fees

Regatta fees are assessed and collected to recover the costs of the regatta. These fees do not include personal or ship transportation or other related costs.

Ship fee

\$75.00 per ship, including combined ships.

Individual fee

\$75.00 per officer or Scout and due in full at regatta check-in.

Ship fee payments must be postmarked no later than twelve days prior to the Regatta to ensure that your ship will have a place at the regatta. Late registration, late fees, or arriving without registering in advance may cause your ship to be denied participation in the regatta. Ships pre-registering fewer than twelve days prior to the Regatta will be charged an additional \$75.00 ship fee.

Returned Checks or Charges

If a check used to pay any fees or charges due to the regatta is refused by the payor bank and is returned to us unpaid, your ship:

- Will be assessed a \$25.00 returned-check fee.
- Will not be permitted to participate in the regatta until all fees and charges due (including ship fees, individual fees and returned-check or charges fees) are paid in full.
- Will be placed in a "cash-only" status for two -years after the date of the returned-check or charge.

- The regatta will accept only cash, US Postal Service Money Order or certified funds for payment of fees due subsequent to a returned-check or charges.

Officer Service and Ship Service Assignments

All ships are required to participate in the following minimum service assignments:

Leader service

All ships must participate in a minimum of ten (10) leader service assignments or two (2) leader service assignments per registered officer, whichever is less. Leader service assignments consist of judging or assisting at events or other required service assignments. Sign ups for leader service assignments will be done when registering on site.

There are generally more assignments available to be filled than the minimum requirements will provide. We encourage all officers to volunteer for assignments even if beyond the minimum required for your ship.

Ship service

As appointed by the regatta at check-in or at anytime during the regatta.

Required Forms and Permits

Failure of any ship to provide the following required forms and permits may result in denial of participation.

AMR Liability, Medical, and Talent Release

Each ship must bring a completed form for each Scout and officer registered at the regatta. These forms may be downloaded from www.ancientmariner.us and reproduced locally.

Tour Permits and Cruise Plans

All ships traveling to the regatta must have on hand a complete and executed tour permit and/or cruise plan as required by their local councils.

Ship Roster

At check-in, ships must provide the registrar a complete ship's roster showing all Scouts and officers participating at the regatta.

Health and Medical Examination

This is a strenuous and active program. The OIC is responsible to review and must have in his or her possession current BSA approved medical form, or equivalent, for each Scout and officer registered at the regatta. It is the OIC's responsibility to determine individual ship member's fitness for participation. The regatta reserves the right to refuse any person participation at any event for any reason including health related reasons.

Arrival at the Event

By automobile

Parking is only permitted in the designated parking areas and drivers do so at their own risk. The City of Alameda prohibits camping on the regatta grounds except as noted herein. The regatta is not responsible for damage or theft to vehicles parked at the event.

By vessel

All vessel movement and moorage is controlled by the regatta Portmaster. Check in with the Portmaster on VHF Ch 73 at least 20-minutes prior to arriving at the event to receive moorage instructions.

Arrival Time

Ships should plan to arrive during event check-in hours: Friday evening before 2300. If you must arrive after hours, contact regatta security prior to 2200 Friday evening. There are limited services available and no guarantee that assistance can be offered before or after check-in hours.

If Your Plans Change

If you need to cancel your place at the regatta or make any other important change to your registration, please let us know as soon as possible by contacting the Registrar.

Facilities

Base Map

A base map will be made available at check-in that will show all important event and recreation locations as well as evacuation and emergency muster locations. Scouts and officers must confine their activities to areas approved for regatta use and occupancy. Event location changes will be posted at the Regatta Message Center.

Base Cleanliness

Food and drink items, including candy and gum, are prohibited in the Hornet's berthing areas. Trash of all types must be disposed of properly in containers provided at the event and ships are responsible for the cleanliness of the areas adjacent to their moorage. Vessels and piers are subject to random and frequent inspections. All hands are required to participate in a trash sweep of the entire base each day after the close of the day's events.

Swimming and Small Boats

Swimming is not permitted at any time except during organized swimming event competition. Small boats are not needed at the regatta. Any ship bringing small boats must not allow their use during the regatta without approval of the Chairman.

Visitors

Visitors are welcome during normal museum business hours. Visitors will be required to pay the Hornet's regular day pass fee in order to board the ship. Visitors are prohibited from staying overnight at the base or aboard any Scout vessel. Ships may be disqualified from the regatta for failure to abide by visitor rules.

We are not able to accommodate visitors at the galley.

Meetings

Opening Ceremony

On Saturday Scouts and officers will muster for the AMR Opening Ceremony.

Event Directors Meeting

Event Directors are required to attend a meeting hosted by the Director of Events immediately following the safety briefing at the opening ceremonies.

Boatswain's & Coxswain's Breakfast

The Director of Events will host an invitation-only Boatswain's & Coxswain's breakfast on Sunday and Monday mornings to discuss the weekend's events. Scouts are urged to wear their dress uniforms to the breakfast on Monday in anticipation of the awards ceremony.

Recreation

Evening entertainment will be provided including the regatta dance and social. Appropriate attire for the social includes skirts and shorts that are mid-thigh or lower, shirts should cover the chest and mid-drift areas. No lewd, offensive, or suggestive clothing.

Security and Health

The Chief Security Officer (CSO) is responsible for the public safety, security and health of all regatta property, Scouts, officers, and visitors. In the event of a fire, medical emergency, public disruption, or any other emergency, the CSO assumes responsibility as the senior officer of the regatta.

The regatta Officer of the Deck (OOD) is the on-duty representative of the CSO and is responsible for all security watches during their watch. The OOD will be on duty at the Quarterdeck for the duration of the Regatta.

Fire or Other Emergencies

Report fires or other emergencies to the nearest officer or person in authority, regatta security, and sound the alarm.

Leaving Base

The OOD must be notified if any Scouts leave the base for any reason.

Lost and Found

Found articles should be turned in to the quarterdeck. Unclaimed lost and found items will be disposed of immediately after the regatta.

Medical Assistance

The regatta does not provide medical services for sick or injured persons except for basic first aid. Additionally, the regatta does not provide any supervision for the dispensing or administration of any medications. If medical services beyond basic first aid are required, the injured or ill person's ship is responsible to arrange for medical care and transportation of the sick and injured. Notify the regatta OOD if assistance is needed with injured or ill persons.

Smoking, Alcohol and Controlled Substances

THE USS HORNET DOES NOT PERMIT SMOKING ON THE VESSEL. PERSONS FOUND SMOKING ABOARD WILL BE ASKED TO LEAVE THE VESSEL AND THE REGATTA AND WILL FORFEIT ALL REGATTA FEES. Smoking is prohibited inside any building, on piers, floats, or weather decks of vessels berthed alongside the Hornet. Smoking is permitted only at posted locations. Adults are

expected to refrain from using tobacco in view of youth Scouts. Youth members of the BSA and GSUSA under the age of 21 are not permitted to use or possess tobacco products.

Weapons Prohibited

No person or ship, except for law enforcement officers, may be in possession of or use at the regatta, any weapon including but not limited to firearms, knives (other than standard folding pocket knives or those approved for specific event use), mace, pepper spray, tasers, or any other item intended to be used as a weapon. Possession of any weapon may result in immediate removal of the person in possession of the weapon and may result in their ship's disqualification.

Vessel Safety and Security

Each ship afloat is responsible for its own vessel's safety and security. All Scouts and officers should adhere to common customs and courtesies when seeking to board or cross vessels.

General Information

Two-Deep Leadership

The regatta does not provide supervisory services of any type. Each ship is responsible for the supervision of their members and must maintain at least two adult officers, at least 21 years of age, onboard the base at all times during the regatta. Violation of the two-deep leadership requirement may result in immediate disqualification and removal of the ship from the regatta.

Conduct

Scouts and officers are expected to conduct themselves in a Scout-like manner, being aware of Scouting's principle mission and oaths and promises. Unscout-like conduct will be met with swift, fair, and immediate consequence.

Discipline

Roving judges may be appointed by the Chairman and are authorized to issue merits and demerits to Scouts, officers, and ships. A maximum of five merits or demerits may be issued at any one time.

A ship that accumulates five demerits will have its Class Award lowered by one class. Merits are added to the ship's Sportsmanship total.

Uniform of the Day

All Scouts and officers are required to wear the uniform of the day as described herein. Ships should avoid a non-uniform appearance. Unless otherwise stated during the regatta, the uniform of the day is:

Scouts

Competition uniforms that may include ship T-shirts or polo shirts, jeans, slacks, or other reasonable wear.

Officers

Sea Scout khaki uniform, Venturing field uniform or other ship working uniform such as ship T-shirt or polo shirt, jeans, slacks, or shorts.

Prohibited Attire

Certain items of clothing are prohibited to be worn by any person while at the regatta.

During competition

Shorts or short pants (Scouts only), bare feet, or other attire that may endanger your safety aboard a vessel or at regatta events.

At all times

No open-toed shoes, sandals, flip-flops or other similar footwear (except in the shower trailer), 'gang' wear, items containing lewd or obscene graphics or language, clothing that is unnecessarily revealing, too tight, or improperly worn.

Awards

Awards ceremony information will be distributed at check-in. We will issue all of the awards that are described in the "Events General Information" section of this book.

The AMR Sportsmanship Trophy will be awarded in the honor of an exemplary person for their prodigious dedication to Sea Scouts. That person shall be selected through a nomination and voting process at the AMR General Meeting. Event Directors and Judges will select the ship who wins the Sportsmanship Trophy by indicating a sportsmanship score on each ship's event cards.

Regatta Check-Out

We hope that you've enjoyed your visit with us. Please help us to prepare the base for use by others by:

- Ensuring that all ship gear is removed from the spaces your ship occupied or used.
- Participating in Base clean-up efforts under the direction of the OOD.
- Completing and submitting the evaluation form distributed with your regatta packet.
- When you have accomplished these important tasks please check out first with the OOD who will then direct you to the remaining check-out procedures.

Event General Information

Late Arrivals

If any Scout will be arriving after the opening ceremony and joining his or her crew, this should be brought to the attention of the Registrar upon registering. Those Scouts arriving late will not be allowed to make up any events that his or her crew has already competed in with the exception of any Ship Event Quizzes given on Saturday morning at the opening ceremony. Any Scouts arriving late should report to the Quarterdeck immediately upon arrival at the Regatta.

Non-Interference

No person that is not directing or judging an event may coach, badger, discuss event operations with, give instructions to, or otherwise interfere with or endeavor to influence Scouts or judges. It is the responsibility of the Boatswain or event Coxswain to address issues with any aspect of an event.

Equipment

Scouts are prohibited from using regatta competition equipment except during actual competition and under the direct supervision of Event Directors or judges. Violation of this rule may result in demerits and disqualification in that event.

Required Events

Unless excused from a specific event, a ship must score Satisfactory in every Required Event in order to receive any award. A ship will automatically be excused from “R-2 Vessel Inspection” by completing “R-3 Bunks Inspection” and vice versa. The Boatswain, Coxswain, or in some cases the OIC, is required to sign all required event score cards.

- R-1 Uniform Inspection – by appointment - All Scouts and one officer
- R-2 Vessel Inspection (ship excused if it does not have a vessel at the regatta) - Saturday starting at 0945 - All Vessels
- R-3 Bunks Inspection (ship excused if it does not berth aboard Hornet) - Randomly throughout the weekend– All ships berthed aboard the Hornet
- R-4 World Kinship & Divine Services - Sunday 0800 - All Scouts

Ship Events

Ship events require the participation of all eligible Scouts including the Coxswain. Where permitted by event rules, only the Boatswain or the Coxswain may coach the Scouts while the event is in progress.

- S-1 Heaving Line
- S-2 Knots
- S-3 Quiz
Sat morning only
- S-4 Ring Buoy
- S-5 Compass & Relative Bearings
- S-6 Swimming

Scoring

A ship’s score for each ship event is determined by dividing the total number of points earned by the total number of points possible. With the exception of Compass and Relative Bearings, the total number of points possible for an event will depend on the number of the ship’s registered Scouts. A registered Scout who does not participate in an event will receive a score of -0- which will be included in the ship’s average score for that event.

A ship’s overall ship event average will be determined by adding the average scores from each ship event and dividing that sum by the total number of ship events. While a ship is not required to participate in every ship Event, its average score will be calculated on the basis of all ship events. A score of -0- will be assigned for each ship event in which a ship does not participate, and will be included in the ship’s average.

A ship’s total ship event average will be increased by 0.5% for each Scout in excess of ten, to a maximum of 5%. This is to encourage larger ships to bring full crews rather than leaving less skilled members home.

A Scout may be excused by the Chairman or his appointed representative from a ship event for compelling reasons. The request must be provided at registration. An excused Scout will not be counted in the ship event’s average score.

Ship Event Classes

Classes are assigned to each ship for its average ship Events score, as follows:

- Clipper 75% and above
- Schooner 60% - 74%
- Sloop 50% - 59%
- Catboat 30% - 49%

Team Events

Team events are those events in which the ship selects a specific number of Scouts to compete in a particular Event.

- T-1 Pulling Boat Race – Coxswain and six to eight Scouts
Saturday Only
- Finals for Pulling Boat Race Sunday evening
- T-2 Flotilla Drill - Coxswain and six to eight Scouts
- T-3 Hoisting the Scuttlebutt - Coxswain and seven or eight Scouts
- T-4 Marlinspike Seamanship - Eight Scouts
- T-5 Drill - Coxswain and eight Scouts
Saturday only
- Finals for Drill Event Saturday evening
- T-6 Bosun’s Chair - Four Scouts
- T-7 Radio Communication - Four Scouts
- T-8 Team Swimming – Four Scouts
- T-9 Mystery Event - To be announced
- T-10 Obstacle Course - Six Scouts
Saturday AM; PM
Sunday AM Only
- T-11 Breeches Buoy - Coxswain and eight Scouts
- T-12 Sailing - Six Scouts
- T-13 Rope Climb - Six Scouts
- T-14 Piloting - Four Scouts
- T-15 Team Knots - Six Scouts
- T-16 First Aid - Four Scouts
- T-17 Rules of the Road & Aids to Navigation - Six Scouts
Saturday morning only
- T-18 International Code Flags - Six Scouts
- T-19 Semaphore – Four Scouts

Multiple Teams

A ship may enter more than one team in each team event provided that all of its teams participate in the event at the same time. A ship may not enter one team and return later with a second. No scout may participate on more than one team at each event. The ship's official score for the event will be the score of its best (highest scoring) team. Except within a combined ship, Scouts may not be loaned or borrowed between ships in order to make up a team.

Scoring

Scoring is based solely upon the performance of the Coxswain and the team, except that penalties may be made for un-Scout-like conduct, poor seamanship, or for unsafe or rough handling of equipment. Excessive or repeated action requiring penalties may result in disqualification for that team for that event.

Team Events are scored individually according to time or the points earned by a team. When a ship enters more than one team in an event, all teams must be present at the same time to ensure that Scouts do not participate in an event more than once. The highest score from all teams representing the ship is used. Participation in any of these events is elective. A Satisfactory time or score is designated for each event.

Team Event Classes

Classes are assigned to each ship based on the total number of team events in which that ship scored satisfactory. The classes are as follows:

- Clipper 9 Satisfactory
- Schooner 7 Satisfactory
- Sloop 5 Satisfactory
- Catboat 3 Satisfactory

Protest Committee

A Protest Committee is established in order to ensure fairness in regatta competition. The protest process is designed for use by the Coxswain in charge of the event being protested and the Protest Committee will only consider protests pertaining to competitive events.

Protests must be presented on an official protest form available at the quarterdeck. Protests must be filled out completely, written legibly and signed by the Boatswain and the Coxswain in charge of the particular event being protested. Reason should be exercised in presenting protests. Protests must be delivered to the Quarterdeck or Chief Judge within thirty (30)-minutes of the ship's completion of the Event being protested. Officers may NOT be involved in the presentation of any protest.

The Protest Committee shall be chaired by the Director of Events. The rest of the committee will be made up of three officers appointed by the Director of Events and approved by the Chairman. At least one of those officers must be between the ages of 18 and 21. In the event of a tie vote of the Protest Committee, the Regatta Chairman will break the tie.

The Protest committee shall render a decision within one hour of being presented with a protest. The decision will be presented to the Boatswain and Coxswain in person by the Director of Events, on the protest form. The Protest Committee may, in the course of investigating the protest,

consult with the relevant Event Director(s), judges, and event coxswain. Subsequent action taken by the protest committee may include, but is not limited to:

Denial, resulting in the team's original score being upheld

Acceptance, resulting in the original score being discarded and allowing the team to repeat the entire event

Partial Acceptance, allowing the team to repeat a portion of the event, with the original score being upheld except for that portion of the event repeated.

Decision Acceptance, where all or a portion of the original score or credit being replaced by a decision made by the protest committee. This option will only be utilized when allowing the team to repeat any portion of the event is impracticable or impossible.

Relevant events shall remain open, even after competition hours, to allow a team, having received an acceptance or partial acceptance, to compete.

Event and Regatta Awards

Each ship that satisfactorily completes all Required Events receives a Participation Award, and is eligible to qualify for Event Awards and a Regatta Award.

Regatta Class Awards

The Regatta Class Award awarded to each ship and announced at the awards ceremony is the lower of the ship's Ship Event Class and its Team Event Class.

Event Awards

Scores for each event are reported by Place. The first five places for each event are announced at the closing ceremony. Additionally, each score and time is assigned an Event Class as follows:

- Clipper to the highest 15%
- Schooner to the next 20%
- Sloop to the next 35%
- Catboat to the remaining 30%

Percentiles are based on the number of ships entering each ship Event. None of these Event awards directly affect a ship's Regatta Class Award.

Resolute Mariner Award

All ships which complete all Required Events and participate in all the available Ship and Team events will receive the "Resolute Mariner Award." This award will be awarded regardless of that Ship's overall class award or place or qualification in any individual event. Participating in a training session with the Judges and/or Event Director of an event will count as participation in the event as it pertains to this award. If a Ship participates in a training session, Judges should note on the Ship's event card that they participated in a "Training Only" session. It should be noted that training sessions should not unreasonably delay Ships that wish to compete for a score in an event.

Great Republic Award

The Great Republic Award will be awarded to the Ship attaining top honors at the Regatta. To qualify for the Great Republic, a Ship must complete all Required Events, qualify in all Ship and Team Events, receive an overall Clipper Class award and receive no demerits. From all the Ships that qualify, the top Ship will be selected by awarding points to each Ship based on that Ship's place in each event. A Ship will receive one point for each first place, two points for each second place and so on. The ship receiving the lowest point total will be awarded the Great Republic. If no ship qualifies as outlined above, then the Great Republic will not be awarded that year.

The Great Republic Award is so named for the Clipper Ship *Great Republic*. Christened on October 4th, 1853 in Boston Massachusetts, the *Great Republic* holds the distinction of being the largest wooden clipper ship ever built.

Event Cards

The Boatswain, Coxswain, or in the case of some required events the OIC, is required to sign all event cards. All cards must be turned in to scoring by 1800 on Sunday. Cards received after 1800 on Sunday will not be counted.

Event Card Inventory

Before 1330 Sunday, each ship should inventory its uncompleted events and notify the Event Directors if they intend to compete by leaving their Score Cards with them at the event. A ship should notify event directors if they do not intend to compete by turning in their score card with an "X" drawn through it. Thereafter it will be assumed that all ships will have turned in all their scorecards to their respective events whether they intend to compete in each event or not. Following the inventory time no ship should have any more score cards to turn in and the event can be closed when all ships that have signified intent to compete have done so. An exception will be made for events being held at a remote site. Ships that intend not to compete in an event being held at a remote site should indicate so by drawing an "X" through their scorecard and placing it in a score card drop box.

Event Directors and Judges Instructions

- Event Directors shall be experienced judges in their particular events, and are expected to understand the rules and operation of their events, within the context of the Ancient Mariner Regatta prior to the start of competition. Any questions or discrepancies should be addressed with the Chief Judge, Events Director, and/or Regatta Chairman prior to the start of competition.
- Judges shall be knowledgeable of the requirements and rules of the event. Event Directors shall instruct all Judges with regards to the same at least fifteen minutes before the opening of the event, and all replacement Judges as they report.
- Event Directors shall ensure that equipment is standard and judging is consistent and fair in their event throughout the regatta. This will require their constant presence at the event during competition hours.
- In the interest of consistency, judges are encouraged to read the "Event Description", "Competition" and "Scoring" sections from their respective event in the boarding guide to each ship before the event is begun, such that the same instructions are given to each ship.

- Event Directors hold final decision authority over their event for all issues that come up during the course of competition, to be overturned only by the Protest Committee via the described protest process.
- Event Directors and Judges may issue merits or demerits for Scouts and officers conduct. Forms are available from the Chief Event Director.
- Events should have an identifiable place and person to report to.
- Ships are to compete on “first in, first called” basis. As they receive them, Event Directors should place cards on the bottom of their stack. When the event is available, the Event Director should call regatta numbers beginning with the first in the stack. The first present ship called is the first to compete. Cards should remain in the order they were received.
- Officers and other scouts not directly involved in the event must be restricted from the immediate competition area.
- The Judge instructs the Coxswain regarding the event rules and procedures. Scouts must be given the opportunity to ask questions prior to competing in the event.
- Practicing or warming-up or trials on or with event equipment prior to actual competition is prohibited.
- Intentionally damaging or misusing Regatta equipment is grounds for a ship to be disqualified from participating or scoring in the event.
- Judges must never ridicule or cause embarrassment to any Scout or ship.
- A ship may be disqualified from an event if, in the opinion of the Event Director, that ship is intentionally engaging in an unsafe practice.
- Unless otherwise noted prior to the competition, Judges are to sign, select a Sportsmanship Rating, and return the score card to the Coxswain, ensuring the Coxswain signs the card prior to being dismissed from the event.
- Event Directors and Judges are expected to be in the regatta uniform of the day.
- The Coxswain should be expected to report with a proper salute. You may refuse to allow participation of a ship until the Coxswain reports properly. The Event Director or judge must properly return the salute.
- Events must be open and ready for competition at the times stated in the published schedule. This requires that Event Directors and judges arrive sufficiently ahead of time to set up the event. You may not request assistance from competing ships to set up Events.
- Ships may not start an event after the official close of events, however, Event Directors must permit ships that have started before the close of events or have received an accepted or partially accepted protest to complete the event. An Event Director may refuse to start a team if it is obvious that the team could not finish before the close of events.
- Event Directors may close any event after 1330 Sunday if all score cards on hand have been completed. The event may not be closed early if there are any score cards on hand unless those teams have specifically stated that they will not compete.
- Judges may provide training to ships that request training or instruction providing that it will not unreasonably delay other ships. Ships that receive said training may not compete for score or qualification in that event.

- Ships showing certification that they have fewer Scouts registered than is normally required in Drill, Marlinspike, Flotilla, and Pulling Boat must be permitted to compete in those events providing all registered Scouts compete and the number of Scouts participating should be indicated on the score card. Ships with enough Scouts to meet the normal requirements are required to do so.
- If a ship exceeds the qualifying time, record the actual time. Do not solely mark them as “Disqualified”.
- Coxswains are required to sign their score cards and are permitted to ensure that the score their ship earned is recorded on the score card.
- All score cards received by an Event Director and not returned to the Ship should be turned in to a score card drop box regardless of whether the Ship competed in the event or not.

Rules for Making Event Changes in the AMR

The first meeting of each regatta year is the general meeting and all ships that attend the regatta and are present at the general meeting enjoy voting privileges. A total of three (3) delegates, each having one vote (one aged under the age of 18, one under the age of 21, and one at the age of 21 years or older) are permitted to represent each ship.

Proposals for changes to regatta events must be submitted in writing to the Chairman or the Chairman’s appointees before the general meeting. Proposals must include an event summary, rules, and a scoring method. Proposals will be read to the ships present at the general meeting and a motion and a second are required before the proposals are discussed and subsequently accepted or rejected by vote of the delegates. In the event of a tie, the Chairman casts the deciding vote. If a new event is proposed and approved, the ship that successfully proposed the new event must supply the necessary gear (at reasonable expense to the regatta), and the Event Director to run the event for two years.

Events which have had at least twenty percent (20%) of the total possible participation in the previous year will remain or become an event offered for two-days during the regatta. Any event which had less than twenty percent (20%) of the total possible participation in the previous year will remain or become an event that is offered for one-day during the regatta. If an event remains under twenty percent (20%) of the total possible participation for two consecutive years, it is dropped from the regatta. Dropped events may be reintroduced as an event change at the next general meeting.

Events Guide

UNIFORM INSPECTION – R1

Competing Team

One adult and all registered Scouts

Event Description

Formal dress uniform inspection for all Ships, conducted by a panel of seven judges.

References

Sea Scout Uniforms and Insignia, Sea Scout Manual pp 105-122.

Competition

A schedule for uniform inspections will be announced at the regatta. There are two dress uniform standards that a ship may choose to be inspected to:

Traditional:

The traditional Sea Scout uniform must conform to one of the dress uniforms shown in the Sea Scout Manual (referenced above). White first class anchor “bugs” may or may not be worn on the white hats.

Non-Traditional:

The non-traditional uniform includes all other dress uniform types not described in “Traditional” above, including Venturing uniforms.

Process:

The uniform inspection is performed by a seven-person inspection team that will judge all ships. The inspection team should include; three council level adult officers where no two come from the same council, two Skippers or Advisors not of the same council, and two other adult officers of any registered ship or position. There should be at least one female and one male inspector, and all inspectors must be in dress uniform.

All of the ship’s registered Scouts and one of the ship’s officers are expected to attend the uniform inspection in dress uniform. Each ship’s score card will indicate the number of Scouts for that ship. The Chief Inspector will ask the Boatswain to explain any absences from the inspection.

Inspectors will judge and score at their own discretion on the following criteria: the impression made by the ship; uniformity presented by the ship, including cleanliness and grooming, and reasons for Scout’s absence from the inspection.

Scoring

Inspectors will not consult with each other regarding a ship’s scores. The scores from the Inspectors awarding the highest and lowest scores will be thrown out. Place awards are based on the sum of points awarded by the remaining five Inspectors. Score cards will be collected by the Chief Inspector prior to inspection of a ship.

Maximum Score: 50

Satisfactory Score: Attendance.

VESSEL INSPECTION - R2

Competing Team

All Ships Afloat

Event Description

This is a non-competitive required event. Each Sea Scout vessel present is required to submit to a vessel inspection.

One qualified representative of the ship must be on board during the entire inspection. A US Coast Guard Auxiliary representative may conduct a USCG Aux Vessel Safety Check on each vessel and issue Vessel Safety Check decals to the vessels that pass.

Vessels that present evidence of a current certificate of inspection will not be required to have a courtesy inspection, and will have successfully participated in this event.

Scoring

All vessels which are inspected will receive a Satisfactory score whether they pass or not. Vessels which choose not to enter this event will receive an unsatisfactory score. Satisfactory Score: Participation or evidence of a current certificate of inspection.

USS HORNET BUNKS INSPECTION – R3

Competing Team

All Scouts berthing aboard the USS Hornet.

Event Description

Ships are expected to keep their area clean and tidy at all times, and to assist in maintaining the cleanliness of all berthing and common areas of the Hornet including heads and passageways.

The Public Service Department is responsible for the periodic inspection of berthing areas and may direct Scouts to clean spaces aboard the Hornet.

Scoring

A reasonable standard of neatness and cleanliness and of conduct in the bunks area must be maintained throughout the weekend.

Satisfactory Score: Maintaining safe and clean spaces.

WORLD KINSHIP OF SCOUTING & DIVINE SERVICES – R4

Competing Team

All Scouts and Officers

Description

This is a Required Event for Scouts and officers. Scouts must attend either the World Kinship of Scouting, divine services, or both. World Kinship of Scouting & Divine Services is held Sunday Morning 0800. Officers may take Scouts to services off base. (Check-out with OOD before you leave.)

Ships not attending one or the other services will not receive a Regatta Class Award. Scouts found about the base during the World Kinship of Scouting & Divine Services are subject to demerits.

Scoring

All ships attending will receive a satisfactory score.

Satisfactory Score: Attendance indicated by the Boatswain's or Coxswain's signature.

HEAVING LINE – S1

Competing Team

All Scouts

Event Description

Scouts will demonstrate their skill in accurately throwing a heaving line over a defined target.

Reference

Sea Scout Manual pp 156-157

Competition

The heaving line is a sixteen ounce monkey's fist attached to sixty feet of line. The target is a 60 inch wide rail set thirty inches off the ground and thirty feet from the throwing line. Scouts are required to throw over a railing stretched across the throwing line 30 inches from the ground.

Each Scout will have three chances to successfully throw the heaving line over the target. A successful throw is scored if the heaving line comes to rest across the target. The Scout steps back as soon as he or she scores a successful throw.

Talking and cheering by the whole ship is encouraged.

Practice throws are prohibited for all ships intending to compete for qualification.

Scoring

10 points are awarded if the first throw is successful. 6 points are awarded if the second throw is successful. 3 points are awarded if the third throw is successful.

KNOTS – S2

Competing Team

All Scouts

Event Description

Scouts will demonstrate their skill in accurately tying six knots within a defined time limit.

Reference

Sea Scout Manual pp 129-134

Competition

Each Scout will tie the following six knots.

- Square knot
- Sheet bend - Both ends of the sheet bend must finish on the same side of the knot
- Clove hitch
- Two half hitches
- Bowline on a bight
- Bowline - Must be an inside bowline tied in a right or left hand configuration

All knots must be tied around the railing provided, except bowline on a bight and sheet bend.

While cheering is encouraged, coaching of any kind is prohibited.

The Time limit will be 1 minute and 30 seconds to complete this event.

All knots must be tight enough to withstand moderate shaking. All knots must be tied according to the Sea Scout Manual. Scouts may recheck their knots before the time limit ends but not afterwards.

The line for the Bowline on a Bight will be 8 feet long. All others will be 6 feet long.

Scoring

Scouts will receive one point for each knot tied correctly.

QUIZ -S3

Competing Team

All Scouts

Event Description

Scouts will take a general maritime quiz within a defined time limit.

Reference

Sea Scout Manual

Competition

This event takes place on the Hangar Deck immediately after the Saturday morning opening ceremony.

Scouts not present to take the quiz at that time will receive a score of -0- for this event. There is a forty-five minute time limit on the quiz. Score cards for this event must be turned in prior to taking the quiz to signify attendance of the ship. Talking is not permitted.

Each scout will be asked to answer 20 multiple choice questions on subjects originating from the Sea Scout manual; not to exceed the requirements for the rank of ordinary.

Quiz questions and answers must be kept secure at all times.

Scoring

Scouts receive one point for each correct answer.

RING BUOY – S4

Competing Team

All Scouts

Event Description

Scouts will demonstrate their skill in accurately throwing a ring buoy.

Competition

Scouts will be provided with a twenty four (24) inch ring buoy with fifty (50) feet $\frac{1}{4}$ inch polypropylene line attached.

Each Scout will have three chances to successfully throw the ring buoy at a five-foot-wide target placed thirty-feet away from the shore. The ring buoy may be held and tossed by any safe method.

A successful throw is counted if the ring buoy lands beyond the assigned target, with the line either across the target or so that the ring buoy can be pulled back to touch the target.

A scout may not 'whip' a line about so it falls over the target once it touches the water.

A throw that directly strikes the target will be counted as a miss.

As soon as a successful throw has been scored, the Scout steps back.

Scoring

10 points is awarded if the first throw is successful. 6 points is awarded if the second throw is successful. 3 points is awarded if the third throw is successful.

COMPASS AND RELATIVE BEARINGS – S5

Competing Team

All Scouts

Event Description

Scouts will demonstrate their skill in accurately marking compass and relative bearings within defined individual time limits.

Competition

Scouts will be provided with a Large circle comprised of thirty-two evenly spaced pegs about the circumference, one designated as NORTH. Inside the circle will be the outline of a vessel whose bow may point in any direction. At the center of circle will be a set randomly sorted cards, thirty-two representing the points of the compass and thirty-two representing relative bearings.

Scouts will line up around the perimeter, and outside of, the circle. They will enter the circle one at a time, retrieve two cards from the center of the circle, and place them at their respective pegs, within a time limit of 30 seconds.

When time elapses, the scout will leave the circle and return to the end of the line.

Cards not placed within the time limit will be handed to a judge and will be counted as incorrectly placed. This process repeats until all cards are placed or handed to a judge.

A 10-second warning may be provided at the request of the coxswain, prior to the start of the event.

Cards may be placed face up or face down at the discretion of the competing ship. Once a decision of face up or face down is made, all cards must be placed this way.

Talking or any kind of audible or visual signaling is strictly prohibited

Only those cards being placed within a turn may be moved prior to the end of that turn. Once a card is placed and the scout leaves the circle, those cards may not be moved by anyone.

No scout may move cards placed by another scout.

Failure to follow any of the above rules will result in disqualification of the entire ship from the event.

Scoring

The number of correctly placed cards will be divided by 64 to find the percentage. The percentage Score will be rounded to the tenths decimal place.

SHIP SWIMMING S-6

Competing Team

All Scouts

Event Description

Each ship member will swim 25 yards in any stroke of his or her choosing.

Competition

Each participant, in turn, will swim 25 yards using any style he or she chooses. Non-swimmers will be permitted to wear life jackets and swim the length in turn with their ship. Each participant will be timed individually. All swimmers will begin from in the water. Time will start with the Judge's signal and end when the swimmer touches the other end of the pool with one hand. Scouts may not at any time stand on the bottom of the pool, cross into an adjacent lane or hang on any lane line or on the side of the pool.

Scoring

Times of 15 seconds or less will receive a score of 100%. Five percentage points will be deducted for each second over 15. Swimmers not finishing in 35 seconds will receive a score of zero. The team score will be the average of the individual scores.

Penalties will be assessed to individual swimmers for any rule infractions. Swimmers will be assessed a five second penalty for their first rule infraction, an additional five seconds for their second infraction and will receive a zero score for their third infraction. Penalties will directly affect the individual swimmers' times only.

PULLING BOAT RACE – T1

Competing Team

Coxswain and six to eight Scouts

Event Description

Teams will race matched twenty-six-foot whaleboats with twelve-foot oars, steered with a fourteen to sixteen-foot sweep. Each race will be for time, although multiple teams may race simultaneously.

Competition

Special rules for conduct of the event may be issued by the Event Director at event check in, depending on prevailing conditions on the water. Such rules shall not substantively alter the spirit and intent of the event.

Once a team has registered and been assigned a starting time, it must participate at the designated time or they forfeit their time and are disqualified.

Report to the event at least fifteen minutes prior to your scheduled heat.

Have your team wait at a designated place while the Coxswain reports to the Event Judge.

Boats are chosen by lot.

Boats may be bailed prior to the start of the heat, but heats will start on time, bailed or not.

Gear may not be exchanged between boats after the event starts on Saturday morning. This includes all heats on Sunday and the Finals. Coxswains may set up the gear in their boat to their satisfaction prior to starting the event.

Oars may not be tied down.

Feet may not be tied to the stretchers.

Coxswain must wear a life jacket.

A Scout who falls over the side must be recovered immediately.

A towboat will retrieve broken oars.

A pulling boat team is a Coxswain and eight members. You may enter with a Coxswain and six or seven members only if your ship has only that number of Scouts at the regatta.

Any un-Scout-like conduct, whether verbal or physical, between teams will result in disqualification.

If a boat cannot be controlled by the Coxswain in a seaman-like manner, the Event Judge may take command of the team and bring the boat back to the dock, resulting in disqualification of the team.

Ramming or interfering in the racing lane of another boat will result in disqualification.

Re-runs of a race will be made only after a protest has been made and approved by the Protest Committee.

Any interference by any adult member of the ship will result in disqualification.

Scoring

Scoring for place awards is based on time alone. Place and class awards are determined by time in individual heats. Course length and satisfactory time will be announced prior to the start of the event and will remain unchanged throughout the competition with the exception of the pulling boat final where it may be adjusted. Score cards will be shown to the Coxswain and then collected by the Event Director. The five fastest teams will compete for first place in the Pulling Boat Finals. Protests are not accepted regarding the Finals.

FLOTILLA DRILL – T2

Competing Team

Coxswain and six to eight Scouts

Event Description

Teams will row in a drill like manner in matched twenty-six-foot whaleboats with twelve-foot oars, steered with a fourteen- to sixteen-foot sweep.

Competition

Only the Coxswain is permitted to speak.

Special rules for conduct of the event may be issued by the Event Director at event check in, depending on prevailing conditions on the water. Such rules shall not substantively alter the spirit and intent of the event.

The Coxswain will lead the Scouts through the following maneuvers: Laying Aboard, Getting Underway, Give Way Together, Hold Water, Oars, Wide Turns to Port and Starboard, Pivot Turns to Port and Starboard, Tossing Oars, Laying on Oars, Back Water, Trailing Oars, Docking, and Laying Ashore.

Any commands may be used that will accomplish the desired results and may be completed in any order, provided that they are given and executed in a manner consistent with good seamanship.

If a ship has nine or more registered Scouts, a full team of eight Scouts plus a Coxswain is required to qualify for awards.

The event must be completed within fifteen minutes (from first Scout on to last Scout off, not including the Coxswain). A penalty of one point will be assessed for each ten seconds overtime. The clock will be stopped by the judge in case of uncontrollable interruptions.

Any team may train in this event, but no score will be given to said team and that team may not enter as a competitor. A training-only run is not considered a satisfactory rating.

Flotilla event times are by appointment and will be scheduled during or following registration.

Intentional damage to regatta equipment will be cause for disqualification, with no credit or event rating for this event.

Maneuver Definitions

Give Way Together - All oarsmen take full stroke, keeping time with stroke oars.

Back Water - The oars are backed, keeping stroke to acquire stern way.

Hold Water - Blades, held vertical, are dipped into the water, perpendicular to the keel line to check headway or stern way.

Wide Turns To Port Or Starboard - One side or bank is "at oars" position while the other side "gives way together".

Oars - Complete the stroke and level the oars horizontally with blades trimmed fore and aft (blades feathered, parallel to the water).

Pivot Turns To Port Or Starboard - One side or bank "back waters" while the other side "gives way together", turning the boat in its own length.

Laying On Oars - Drawing the oars through the rowlock until the handle rests on the opposite gunwale, blades feathered.

Toss Oars - Oars are raised to a vertical position, handles resting on bottom boards. Blades trimmed fore and aft. Command is given while under way as a separate maneuver from getting under way or docking.

Trailing Oars - Oars are swiveled in rowlocks toward the stern, brought alongside the boat, fore and aft, blades trailing in the water.

If a boat cannot be controlled by the Coxswain in a seaman-like manner, the Event Judge may take command of the team and bring the boat back to the dock. At this point the team will be considered in training and will be disqualified from competition.

Scoring

Scoring is according to a system of points which takes into account the skill of the Coxswain, team discipline, knowledge, skill, seamanship, smartness, equipment handling, correct execution of maneuvers etc. Multiple executions of maneuvers will all be graded, possibly resulting in reduced scores.

The least miscue is sufficient to subtract the first point for any maneuver. Progressively more serious errors are needed to subtract further points for the same maneuver.

The maximum point score of 300 is given at the start and all errors will cause points to be subtracted.

Satisfactory Score: A Satisfactory Score will be a score of 210 or more.

HOISTING THE SCUTTLEBUTT – T3

Competing Team

Non-participating Coxswain and eight Scouts or a participating Coxswain and seven Scouts

Event Description

Teams will assemble a tripod and hoist a barrel of water three feet off the ground without spilling any water.

Competition

Prior to the start of the event, the contestants shall select the equipment that they wish to use from the standard scuttlebutt gear provided by the Regatta:

Three – 3 3/4 inch by sixteen foot long spars

- One - Fifty-five gallon barrel filled to within three inches of the top with water
- Three - Four inch square timbers (to rest barrel and spars on)
- One - One inch by twenty foot line for tying barrel sling
- One - Half-inch diameter by twelve foot line for head lashing
- One - Two-fold purchase block and tackle rove with 2 1/2 inch circumference line
- Two - grommets
- One - Snatch block.

Helmets are required for all contestants. Helmets are provided by the AMR although Ships may provide their own if desired.

The team will start at least two feet away from the gear. With the exception of the barrel and spars, the gear must be arranged between the spar support block and the far barrel support block and outside an imaginary line drawn through the ends of those blocks. With the exception of the three spars, no two pieces of gear may be touching and there will be no knots or hitches in any line. The team will start at attention. After a signal from the Judge, the Coxswain will start the event. The team will lash the spars together with a head lashing consisting of at least four turns and a square knot, in which the knot may count as a turn. The block and tackle will be hung by one of the grommets over the tip of any spar. The blocks may never be let to swing excessively and must be in complete control at all times. The barrel hitch will be tied using either a square knot or a sheet bend and will include a turn on both sides of the barrel. The hauling part of the block and tackle will be led through the snatch block which will be attached to the base of the center spar with the other grommet. When hoisting the barrel, the barrel men may guide the barrel off the blocks until it is twelve inches from the top of the blocks, at which point you will hear "touch" and must back away. Once the barrel is three feet from the deck you will hear "clear" and may begin to bring the barrel down. Once the barrel is again within twelve inches from the top of the blocks you will hear "touch" and the barrel men may guide the barrel back down onto the blocks. The run will be complete and time will stop when the gear is properly arranged and the Coxswain brings the team to attention at least two feet from the gear. If the gear is not properly arranged when the team comes to attention, one or more judges will announce "gear" and the team will need to remedy the problem and the Coxswain again call the team to attention before time will stop. The complete event will consist of three of such runs and the gear may not be touched between runs, unless the prior run was disqualified.

A run will be disqualified for any unsafe practice, touching of any gear by the Coxswain (unless the Coxswain is participating), use of any equipment not specifically allowed, improper use of equipment including but not limited to dropping of spars, throwing gear or allowing the blocks to be unattended or to swing free. A run will also be disqualified for talking by anyone except the Coxswain or the barrel men who may speak only to each other and only about the safety of lifting and lowering the barrel. Lastly a run will be disqualified for any water leaving the barrel. This will include any water that is spilled on the ground, the outside of the barrel, on a person, clothing, or piece of gear or if any of these are dipped into the water. If water is to splash straight up and then fall back into the barrel without touching anything else, this will not be a DQ.

As a safety precaution, if at any time during any run you hear a judge call "STOP", please stop where you are, do not start breaking down. If there is a small safety infraction, such as an

incorrect knot or flat sided tri-pod, it will be brought to the attention of the Coxswain and when corrected the run will be allowed to continue. Time will not stop while a safety infraction is corrected. If there is a larger safety infraction that cannot be quickly remedied, such as a collapsing tri-pod, the run will be DQ'ed and one or more judges will give instruction and possibly aid in the safe break down.

Scoring

Scoring for place awards will be based on time alone, the team's score will be the fastest of the three runs which is not disqualified.

Satisfactory Score: A time of 2 1/2 minutes or less.

MARLINESPIKE SEAMANSHIP – T4

Competing Team

Eight Scouts

Event Description

Each scout will perform one of eight projects demonstrating their abilities in splicing, sewing or whipping.

Reference

Sea Scout Manual pp 135-142

Competition

This event is comprised of eight individual projects, either previously determined by the ship or assigned to each scout by the coxswain. The projects are: Eye Splice, Short Splice, Long Splice, Rope Grommet, Needle Whip The End Of A Line, Sew 4" of Flatseam, Sew 4" Of Round Seam, Make A "Worked Hole" (grommet or sewn eyelet).

All splices must have at least three full tucks with at least two additional taper tucks.

How needlework is started and finished is not dictated by this event as long as the ends are secure and would prevent the project from unraveling under normal working conditions.

The team must provide its own knives.

Fifteen minutes will be allotted for completion of the event.

Each project will be judged for correctness, neatness, appropriate size and placement.

Scoring

Each project will be judged and scored on a scale of 0 to 8 using the rubric below. A ship's score is the sum of the individual project scores.

Satisfactory Score: 45 points or more.

8- Completed & Superior

7- Completed & Outstanding

6- Completed & Good

5- Completed & Adequate

- 4- Mostly Completed
- 3- Partially Completed
- 2- Started
- 1- Just Started
- 0- No Work Completed

WHIP - Whip and 3 locking stitches. Project 1 diameter long and 1 diameter from end. Tight with no twists or overlaps. Locking stitches with no gaps or twists. Project is neat and tidy.

EYE- 3 full tucks with no skips or jumps, and 2 tapers. Neat and tight. Project is neat and tidy.

SHORT SPLICE - 3 full tucks with no skips or jumps, and two tapers. Tight marriage with minimal separation when compressed. Project is neat and tidy.

LONG SPLICE – Must use overhand knots and 3 half thread tucks. Overhand knots and tucks are tight and blend with lay of the line. Project is neat and tidy

GROMMET - Knot must blend well with lay of the line. Wraps must be even, consistent, and fall together as line. Project is neat and tidy

SEWING - Start and finish sewn length of project 6 to 8 stitches per inch. Any appropriate method of stitching may be used as long as stitchwork is uniform. Finish is secure. Project is neat and tidy.

SEWN EYE - Twine is wrapped completely around ring with no twists or gaps. Start and finish are secure and will prevent unraveling under use. Project is neat and tidy.

DRILL – T5

Competing Team

Coxswain and eight Scouts

Event Description

The team will execute several prescribed movements in close order drill at the direction of their Coxswain.

Competition

(Drill event is open Saturday only.)

The team will execute the following movements upon order of their Coxswain: Attention, Right Dress, At Ease, Parade Rest, Right (Left) Face, About Face, Forward March, Column Right (Left) March, Right (Left) Flank March, Right (Left) Oblique March, To The Rear March, And Halt.

All movements must be in double formation, 2 columns.

Maneuvers may be completed in any order.

Teams must remain within the event boundaries.

Judges will not request repetitions of any maneuver.

Step length must be a full step, as close to 30” as possible.

Cadence should be close to 120 counts per minute.

Scoring

The ship starts with 100 points. All errors will be points subtracted. Multiple executions of the same maneuvers will all be graded, possibly resulting in reduced scores. The least miscue is sufficient to subtract the first point for any maneuver. Progressively more serious errors are needed to subtract further points for the same maneuver. Score cards will be shown to Coxswains and then collected by the Event Director. Ships with less than 9 members registered at the Regatta may still compete in this event. 5 points will be deducted for each team member short of 9. At least two Judges will score each team, with the final score mutually agreed upon between them. The same Judges will be used all day.

Satisfactory Score: 70 or more.

Drill Final

For Bragging Rights Only

A 3-minute routine will be performed within set boundaries by the 5 top scoring Ships. Time starts with "Fall In" and Ends with "Fall Out" or "Dismissed". All rules and regulations of the Drill event apply to the drill final, with the addition of a 3 minute time limit. Extra points can be earned for "fancy maneuvers" performed by the team. The Judges will be the same Judges used for the Drill Event. The teams must be made up of the same scouts who participated in the drill event.

Scoring

The drill final will be judged in the same fashion as the drill event. Points will be deducted for routines that do not fall within 3 minutes.

BOSUN'S CHAIR- T6

Competing Team

Four Scouts

Event Description

Scouts will alternate tying themselves into a bosun's chair and hoisting each other approximately twenty feet off the deck.

Competition

This event is a relay. All competing Scouts start lined up at attention. On the word "Go!" the clock will start, two Scouts enter the hoisting area, one ties a French Bowline around himself, the other may help if necessary. The knot must be a proper French Bowline as shown in the Sea Scout Manual. The remainder of the ship may cheer, but may not assist or coach regarding the knot.

Scouts while being hoisted must sit on one loop and be held by the French Bowline such that one line to passes around the waist, at least belt high, and the other under the buttocks. The tail, or bitter end, must extend at least 6" beyond the knot. If in doubt on the safety of a knot, a Judge may stop time to examine it. He must require an unsafe knot to be retied, and timing continues during retying.

The Scout going aloft may not push or step off their partner or any other object. Together, the two Scouts hoist until a block approximately 20' above the ground is touched, at which point the hoisted Scout shall yell "Touch!" and the clock will stop. A successful touch is touching the block, its supporting hardware, or the beam.

The Scout aloft shall lower him or herself carefully to the ground, hand-under-hand, with the Scout on the ground holding and keeping a strain on the line. The time descending is not counted. Time will start again when the Scout aloft touches the ground or the Scouts touch each other (pushing the knot is acceptable). Scouts then exchange positions and repeat the operation. When the first pair completes the event the clock continues to run; they must step out of the hoisting area prior to the second pair entering and repeating the entire evolution. The clock will stop when the last knot is untied, the team is back at attention, and the Coxswain calls "Attention!" Talking is permitted. The team may arrange the line to its satisfaction before starting.

No knots may remain in the line at the conclusion of the event.

Teams will be disqualified for any safety violation at the discretion of the judges. Please note that safety is of the essence at all times, but especially during lowering. Teams will be disqualified if the scout aloft is to descend in any manner other than hand under hand. Teams will be disqualified for any unsafe behavior and for not following the judge's instructions or these written instructions.

Scoring

Scoring will be on time alone, the team score being the total time for all four scouts. A 10 second penalty will be assessed for each coaching infraction. A 30 second penalty will be assessed for allowing either end of the line to be pulled too high to retrieve by jumping, although the clock is to be stopped while it is retrieved.

Satisfactory Score: A team score of 2 minutes 30 seconds or less.

RADIO COMMUNICATION – T7

Competing Team

Four Scouts

Event Description

This Event is a practical demonstration of basic radio operation skills.

Reference

Sea Scout Manual pp 199-203

Competition

Each scout will be provided with a radio similar to the average marine VHF, and either a message or reply containing their ship name, call sign, and relevant channels. Some information may be blank such as the working channel or the other ship's call sign, and is required to be filled in as it is revealed during the event.

In pairs, scouts will transmit their assigned message and reply, using appropriate radio procedure, and will record on paper the message or reply being transmitted to them. A 5 minute time limit will be allowed beginning with the start of transmission of the message, and

concluding with the completion of transmission of the reply. Scouts will be penalized two points for each 10 seconds over 5 minutes.

Penalties:

Use of profanity will result in a ten point penalty per occurrence.

Ten points will be deducted for failure to return the radio set to its proper standby channel.

Scoring

Scouts are scored first on the correct use of radio procedures as outlined in the Sea Scout Manual. A maximum of 25 points per Scout are possible for procedure, for a total of 100 points.

Each message and reply as recorded by the scouts will then be compared to the original, and scored on its accuracy, including, but not limited to spelling, punctuation, and capitalization. A maximum of 25 points per scout are possible for each message and reply, for a total of 100 points. A perfect team score is 200 points.

Satisfactory Score: A score of 140 or more.

TEAM SWIMMING – T8

Competing Team

Four Scouts

Event Description

Four Scouts will each swim one of four strokes for 25 yards in a timed relay race.

Competition

The event will be a relay race. The first Scout will begin in the water. At a signal from the judge the first Scout will begin the race by swimming backstroke for 25 yards. When the first Scout has touched the wall with at least one hand, the second Scout will begin and swim breaststroke for 25 yards. When the second scout has touched the wall with **both hands**, the third scout will begin and swim sidestroke for 25 yards. The fourth Scout will begin after the third scout has touched the wall with at least one hand, and swim free style for 25 yards. Time will stop when the fourth scout has touched the wall with at least one hand. All swimmers will begin from in the water.

The Scout swimming backstroke must start from the water and must remain on his or her back for the entire length of the pool. Any style of backstroke is acceptable, but it is highly recommended that a racing style backstroke be employed.

While swimming breaststroke, the second scout will be allowed only one full stroke and kick below the water before his or her head breaks the surface. The Scout must move his or her hands together, no alternating strokes. A kick will follow each stroke of the arms. The Scout must use a "Frog" style kick in which the legs will move together. No flutter, dolphin or scissor kicks will be allowed. The Scout's head must break the surface once for every stroke of the arms and the Scout must touch the wall with both hands simultaneously.

The third Scout will start from in the water and be allowed only one free stroke before maneuvering onto his or her side. He or she must remain on their side for the duration of the swim. The Scout will employ any style of sidestroke that they choose as long as he or she

remains on their side. The Scout will be allowed to switch sides only once after initially maneuvering onto his or her side.

The fourth Scout may swim in any style that they choose.

The judge will allow up to two warm up laps per swimmer.

The pool will be marked in lanes and a team will be penalized if any of its Scouts leave their lane. The team will be disqualified if any Scout interferes with the progress of another team.

Swimmers preparing to swim must remain still and in contact with the wall until the previous swimmer has properly touched the wall.

Scouts may not at any time stand on the bottom of the pool, cross into an adjacent lane or hang on any lane line or on the side of the pool.

Talking is permitted and cheering is strongly encouraged.

Scoring

Scoring will be based on time alone. Time will begin at the judge's signal and will end when the fourth Scout touches the wall at the end of their swim.

Penalties will be assessed for rule infractions. Penalties will be cumulative for the team as a whole. The first rule infraction by any swimmer will result in a 5 second penalty. The second infraction will result in an additional 10 second penalty. The third infraction will result in an additional 15 second penalty. The fourth rule infraction by any swimmer will result in the team being disqualified.

Failure to remain still and in contact with the wall, starting before the judge's signal or beginning before the previous swimmer has properly touched will result in a DQ not a penalty.

Satisfactory Score: A time of 1 minute 40 seconds or less.

MYSTERY EVENT – T9

Competing Team

To be announced prior to the event

Event Description

This event challenges the scouts to think creatively to solve a problem or complete a task that they had not previously prepared for.

Competition

The details for the event are announced at the AMR.

Scoring

Event can be either scored or timed. A qualifying time or score will be set by the Event Director and the Scoring Director and announced prior to the event.

OBSTACLE COURSE – T10

Competing Team

Six Scouts

Event Description

Scouts must successfully navigate twelve obstacles, on two parallel tracks, and a distance of approximately 235 yards. Course distances and configuration may vary.

Competition

Scouts will run through the course in pairs. Scouts are timed individually. Time will begin from the starting line and will stop when that Scout completes the course and crosses the finish line. The Judges will walk the teams through the course before they begin their run. Multiple teams may be walked through together. Questions should be asked and answered at this time. After completing the course, team members may help other team members complete the obstacles. Bypassing any obstacle will result in a thirty second penalty.

The obstacles are as follows:

Staggering Crouch - Two runs, each with five vertical supports, thirty-two inches high with horizontal supports running parallel to the ground. The vertical supports are evenly spaced for a length of twenty-four feet. Scouts must slalom the vertical supports crawling below the horizontal supports. These obstacles run parallel to the track.

Under & Over Hurdles - Three bars, fourteen feet long, are placed perpendicular to the track. The first is twenty-four inches high, the second is thirty-six inches high and the third is forty-eight inches high. Scouts must go under the first bar, over the second bar and over the third bar.

Scramble Net - A vertical cargo net secured to a framework fifteen feet high and nineteen feet wide. Scouts must climb the net, go over the top and climb down the other side. Scouts must touch every "rung" of the net with one or the other foot on the way down.

Low Wall - Two vertical wooden walls placed side by side. Each is eight feet across and six feet high. Scouts must climb over their respective wall.

Stiff-arm Walk - Four ten-foot lengths of pipe running parallel to the ground and forty-two inches high. The distance between each length of pipe is twenty-four inches. Scouts must travel the length of their respective pairs of pipes.

Tire Run - Two lanes, each will have twenty-four tires in two staggered rows. Scouts must run the length of the obstacle, placing one or the other foot in each tire.

Low Hurdles - A set of five hurdles running perpendicular to the track. Scouts must go over each hurdle.

Log Run - Three logs (or low balance beams of a similar nature) running approximately fifty feet along the track. Scouts must walk the length of the logs without touching the ground. Any team member who touches the ground with any body part must start over at the beginning of the obstacle.

Inverted Climb - Two inclined ladders 17 feet 4 inches long to a height of fifteen feet. Ladders are sixty-seven inches wide with a distance of twenty-four inches between rungs. Scouts must climb the top side of the ladder, go over the top and descend the bottom side. Scouts must touch every rung with one or the other foot on the way down.

Low Crawl - A plastic frame Ten feet wide, twenty feet long, eighteen inches high with a plastic netting to crawl under. Scouts must travel the length of the obstacle under the netting.

Broad Jump - A set distance of eight feet long and twenty feet wide. Scouts must travel over the obstacle without touching the ground between the starting and ending lines.

Scoring

The time of each individual runner will be taken plus any penalties. The total of the six times will constitute the team time. Times will be recorded to the nearest tenth of a second. Time penalties will be calculated by the scoring office and added to the Scouts time. Any team member violating safety rules will disqualify the entire team.

Satisfactory Score: A team time of 20 minutes or less.

BREECHES BUOY - T11

Competing Team

Coxswain and seven or eight Scouts

Event Description

The team will rescue a crew member from a simulated sinking ship by rigging a hawser from the crow's nest to shore. One scout will descend the hawser in a breeches buoy chair from the mast to shore. A water line will be marked perpendicular to the field. All the area from the water line towards the mast will be considered "water" and team members will be required to stay out of the "water" for the duration of the event.

Competition

Two members of the team will be on the wreck mast, one of whom is to be rescued. They are the distressed crew and will wear five point harnesses and lanyards while on the platform. The shot line will be in place between the wreck mast and the shore. The team on shore will start from attention. At the signal from the Judge, and under the direction of the Coxswain alone, the team will accomplish the following:

Secure the shot line to the endless whip tail block (if you tie it behind the block as close as possible, it will not be necessary to untie it until the gear is stowed). The distressed crew will haul the whip line to the mast and secure the whip line tail block to the mast with a round turn and two half hitches.

The rescue team (ashore) will pass the hawser through the block on the chair, fasten the whip line around the hawser with a clove hitch, then haul the hawser out to the mast. The crew on the mast will untie the whip line from the hawser, and then tie the hawser to the mast with a round turn and two half hitches at least two feet above the tail block. All knots that are tied on the tower must be properly tied and have at least 6" of bitter end or the knot will be considered an improper knot.

The rescue team will then tie a bowline-on-a-bight in the hawser as close to the "water" as practical.

The rescue team will then spread the block and tackle between the hawser and the dead man, hooking the blocks to the bowline-on-a-bight such that the loops carry equal strain. The team will then haul away on the blocks to put the hawser under tension, securing the hauling part to the cleat on the deadman with a proper cleat hitch.

The rescue team will then make a clove hitch in the whip line over the ring of the breeches buoy chair. The whip line must be secured above the eye next to block - not on the line around the chair.

Two rescue team Scouts will set up the shear legs close to the water and behind the breeches buoy. The rescue team will haul the breeches buoy out to the mast as quickly as possible, keeping the whip line spread apart as far as practical and without allowing the chair to touch the "water". Dragging the chair through the "water" will result in disqualification.

When the breeches buoy has reached the wreck mast, one member of the distress crew will get in and sit in a normal position. The crew member riding the chair must attach his or her harness lanyard to the ring on the chair before leaving the tower. The crew member must also remain seated in the chair until he or she has arrived at the rescue team. The rescue team will pull in the rescued member and take him/her out of the buoy. The rescue team will need to bring the chair person to a COMPLETE stop, un-clip the lanyard, and then safely remove the person from the chair. Failure to bring the chair person to a COMPLETE stop will result in disqualification. At least one member of the team must insure that the chair does not swing excessively when the rescued team member is removed from it. Failure to do so will result in a penalty, and excessive chair swing will result in disqualification. Leaving the gear standing, the Coxswain falls-in-crew at attention and the clock stops.

Proper hand signals must be used after each part of the rigging operation between mast and shore. The Coxswain will acknowledge the signals from the mast, and vice-versa, by repeating them. If crossed signals are used (i.e., negative reply to an affirmative signal), the next step of the operation will not be accomplished until signals and situation are agreed upon by the Coxswain and the tower. Judges will enforce this and the clock will continue to run.

Hand signals are required five times:

From the Coxswain to the tower before the shot line is retrieved by the mast crew.

From the tower to the Coxswain immediately after the endless whip is secured to the mast.

From the tower to the Coxswain immediately after the high line is secured to the mast.

From the Coxswain to the tower before the rescued crew member enters the chair.

From the tower to the Coxswain when the rescued crew member is ready to come down the high line.

Proper Hand Signals are:

Affirmative - Crossing the arms repeatedly over the head.

Negative - Crossing the arms repeatedly below the waist.

If the whistle blows, all Scouts will stop. The judges will not stop an error until it becomes a safety problem. The clock will keep going.

Shear legs must be straight to tending slightly towards the dead man, and the high line must be straight from dead man to mast.

For safety reasons, the Coxswain is the only person allowed to talk, whistle, or make mouth signals regarding the ground team. Violations will result in penalties. The two Scouts in the tower may talk to each other, but all communication to the ground team must be done with proper hand signals.

After the event is completed the gear must be left as you found it; that is, the high line and the whip line must be lowered to the ground. The shot line remains secured to the mast. The reason for this is that each team will retrieve their own gear and lay it out as they desire. Therefore, if any bights, fouls, and so forth, occur, it is your own fault, not the team before you. Additional safety instructions and procedures will be read to each team by the Judge before starting of the event.

Scoring

Scoring is based on time alone. Misconduct, unsafe procedures, gross safety violations, slamming the chair into the shear legs, allowing the chair to swing excessively, allowing the chair to get “wet” on the way up or allowing the rescued person to get “wet” on the way down will result in disqualification. Scouts inside the endless whip while it is moving will result in a warning from the Judge. Repeated offenses will result in a safety violation penalty up until disqualification. Talking, improper or missed signals, failure to control chair swing, and water line violations will result in the following penalties: First Offense will add 30 seconds to total time. Second Offense additional 60 seconds added. Third Offense disqualification.

Satisfactory Score: 15 minutes or less.

SAILING – T12

Competing Team

Six Scouts

Event Description

This is a two-part event. Two scouts will take a written sailing quiz. The remaining four will demonstrate practical sailing skills.

Competition

Special rules for conduct of the event may be issued by the Event Director at event check in, depending on prevailing conditions on the water. Such rules shall not substantively alter the spirit and intent of the event. The event may be re-scheduled or canceled due to wind and water conditions.

This Event may be rescheduled on account of wind conditions.

Four of the Scouts will form two, two-person sailing teams. The two teams will sail a triangular course in closely-matched small sail boats. They are judged on getting under way, tacking, reaching, running free, controlled jibe, landing safely, and knowledge and observance of Rules of the Road. The sail boats are rigged, and timing will begin when the boats’ lines are cast off, and will stop when the boat is made up to the dock. Twenty minutes will be allowed for this part of the event, and no points will be allowed if over.

The remaining two Scouts will each take a twenty-five question, multiple choice sailing quiz. Two points will be scored for each correct answer. Talking is prohibited during the quiz. Twenty minutes is allowed for this part of the event.

Scoring

A maximum of 100 points can be earned for the sailing and an additional maximum 100 points for the quiz. Score cards may be collected by Event Director at discretion of Chief Judge and Scoring Director.

Satisfactory Score: 140 points or more.

ROPE CLIMB – T13

Competing Team

Six Scouts

Event Description

Scouts will demonstrate their skill in climbing a rope 20 feet high.

Competition

Talking is permitted and cheering is encouraged!

Each Scout, starting from a standing position and with hands at their side, climbs a standard 1 5/8 inch diameter climbing rope, twenty feet high.

The Scout may start with a jump and use any style desired to climb the rope. The clock starts when the Scout touches the rope and contestants are timed only on ascent.

The scout may set the rope prior to starting his climb

The descent is not timed, and if considered unsafe by the Judge, that time will be disallowed and the climber will be asked to climb again. Descent must be made in a hand under hand method; any other method will be considered unsafe.

Each scout that reaches the top of the rope and touches the metal rope fitting, the shackle or the bar, will receive a maximum score of twenty seconds.

Any Scout who fails to successfully climb the rope for any reason will be given a maximum time of twenty-five seconds.

Scoring

Scoring is based on time alone. The Team score is the total time of the six contestants.

Satisfactory Score: A Team score of 2 minutes.

PILOTING – T14

Competing Team

Four Scouts

Event Description

Scouts will demonstrate their ability to plot courses and perform piloting-related calculations and conversions by completing a ten part, short answer exam.

References

Sea Scout Manual pp 172-176, 203-220, 225-237

CG Aux Basic & Advanced Coastal Navigation <http://www.cgauxed.org/elib/courses/bacn.htm>

American Practical Navigator "Bowditch"

<http://www.irbs.com/bowditch/>

Chapters 6, 7, 8, 22

Competition

Scouts will form two, two-member teams. This event consists of two separate, ten question piloting exams, one for each two-member team. The questions may cover course plotting, latitude and longitude, bearings, course conversion, speed-time-distance calculations, dead reckoning plots, and fixes.

Plotting equipment will be provided or contestants may use their own.

Scoring

Each question will be worth up to 50 points. Five (5) points will be deducted for each tenth (0.1) minute error in latitude or longitude, each one (1) degree off course or bearing, each tenth (0.1) nautical mile error in distance, or each tenth (0.1) knot error in speed. Each team will be awarded up to 50 points for each question for a total of 500 points per exam. A ship total of 1000 points is possible.

Scorecards will be presented to the coxswain for signature but may be retained by the Event Director.

Satisfactory Score: A combined score of at least 700 points.

TEAM KNOTS – T15

Competing Team

Six Scouts

Event Description

This is a timed relay style event where contestants demonstrate their ability to successfully tie six different knots.

Reference

Sea Scout Manual pp 129-134

Competition

Each Scout will tie the following six knots.

square knot

sheet bend

clove hitch

two half hitches

bowline on a bight

bowline

All knots must be tied around the railing provided, except Bowline on a Bight and Sheet Bend.

Talking is prohibited.

All knots must be tight enough to withstand moderate shaking.

Scouts may not approach the board until they are tapped, and may not approach again once they step away and tap the next scout.

The line for the Bowline on a Bight will be 8 feet long. All others will be 6 feet long.

On go, the first Scout will start tying her six knots. When she is finished with all of her knots she will drop the last line and tap the next team member in line.

The next Scout then ties his six knots, drops the last line, and tags the next Scout in line. Scouts MUST tag the next Scout in line in order for the relay to continue.

The relay continues until all contestants have tied their knots for a total of thirty-six knots for the team.

The clock starts at go and stops when the team is called to attention and forms at attention after each scout has tied his knots.

Scoring

Scoring is based on time alone. A twenty second penalty will be added to the total time for each knot improperly tied. Satisfactory Score: A time of 6 minutes and 30 seconds or less.

FIRST AID – T16

Competing Team

Four Scouts

Event Description

Scouts will take a written First Aid/CPR quiz and participate in a practical exercise of a simulated emergency situation.

References

This event uses Standard First Aid and CPR from the current Emergency Care and Safety Institute.

Competition

All four Scouts will take a written First Aid/CPR quiz. This part of the event occurs immediately after the Quiz Event (S-3) on Saturday morning.

Talking is prohibited during the quiz.

All Scouts will then cooperatively participate in a practical exercise of a simulated emergency situation.

Scoring

Maximum of 25 points for each Scout for the written quiz (total 100 points), plus a maximum 100 points for the practical exercise for a total possible of 200 points. Scouts are scored on their demonstration of First Aid and CPR skills in accordance with the above references, keeping themselves out of harms way, successfully activating the EMS system (simulated),

maturity, and feedback from “victims”. Score cards will be presented to and signed by the Coxswain and then collected by Event Director. Satisfactory Score: A total score of 140 points or more.

RULES OF THE ROAD & AIDS TO NAVIGATION – T17

Competing Team

Six Scouts

This event will be held for all participating ships at one time only immediately following S3 Quiz on Saturday morning.

Event Description

Written examination on Rules of the Road and Aids to Navigation. The test consists of twenty-five written questions, each worth four points each.

References

USCG Col Regs., Inland Rules, and Sea Scout Manual pp 176-182

Competition

Each Scout is permitted thirty minutes to complete the written multiple-choice, closed book, examination.

Talking is prohibited during the quiz.

Scoring

The total scores of the six Scouts are averaged. Score cards will be collected by Event Director.

Satisfactory Score: Team average of 70% or greater.

INTERNATIONAL CODE FLAGS – T18

Competing Team

Six Scouts in two Teams of three each.

Event Description

Two Teams will be provided with the International Code of Signals (H.O. 102) and a set of code flags. Teams will be stationed at flag hoist sites separated far enough that conversations in one Team cannot be heard by the other.

Competition

Teams may not communicate to each other except by flag hoists.

Each Team will be given two messages to code and hoist and will also receive and decode two messages hoisted by the other Team.

Timing starts when the Event Director causes each Team to receive simultaneously the messages each Team is to code and hoist.

Team 1 will code and hoist its first message. After Team 2 acknowledges with the “Romeo” or “answering pennant” (“received”), Team 1 will then hoist its second message. After

acknowledging receipt of the second message and after Team 1 has lowered their hoist, Team 2 will send its two messages in the same sequence. Teams must record the sequences of flags received by the other team, and decode the messages. Timing will stop when Team 2 has lowered its final hoist.

Scoring

Scoring will be based on time alone. A two minute penalty is added for each incorrect message. A one minute penalty is added for each procedure error such as sending next message before getting a receipt for the last one sent.

Satisfactory Score: 10 minutes or less.

SEMAPHORE – T-19

Competing Team

Four Scouts in two teams of two each.

Event Description

This event is a practical demonstration of semaphore flag signaling.

References

Sea Scout Manual pp 223-224

Competition

Four Scouts will be divided into two teams, port and starboard. Each team will be provided a copy of the Sea Scout Manual. One at a time each Scout will send one message to be received by the other team. The event will begin by having port team member one send his or her message to the starboard team. On the receiving team one Scout will receive the message while reading it out loud to his or her team member who will record the message on paper. The teams will alternate sending and receiving. Every Scout must take a turn at each job, sender, receiver and recorder.

The order of the event will be as follows:

Message 1.) Port 1 – Send, Stbd 1 – Receive, Stbd 2 – Record

Message 2.) Stbd 1 – Send, Port 1 – Receive, Port 2 – Record

Message 3.) Port 2 – Send, Stbd 2 – Receive, Stbd 1 – Record

Message 4.) Stbd 2 – Send, Port 2 – Receive, Port 1 – Record

Each message will be made up of four two letter “words” and one three letter “word”. Each message will begin by the sender sending the “Waving J” and the receiver responding with the letter “K”. Each “word” must be followed by the sender giving the interval signal and the receiver responding with the letter “C”. Each message will be completed by the sender sending the letters “AR” and the receiver responding with the letter “R”. A total of ten minutes will be allotted for all four messages to be completed. The event will end when either all four messages have been completed or the ten-minute time limit has lapsed. When the sender makes an error he or she should send “EEEEEEEE” (8 E’s) and then start again at the beginning

of that word. If the receiver misses a word, he or she should send “IMI” and the sender should repeat that word.

Scoring

Each correctly recorded letter will be worth one (1) point. Each correctly used “Waving J”, “K”, interval signal, “C”, “AR” and “R” will be worth one (1) point. Other procedural signals will not be worth any points, but should be used to increase the accuracy of the recorded messages. Each message and its corresponding procedural signals will be worth 25 points for a total possible score of 100 points.

Satisfactory Score: 70 points