

51st COMMODORES NYGARD & YECKLEY SKILLS REGATTA

BOY SCOUTS OF AMERICA
NATIONAL CAPITAL AREA COUNCIL.



The COMMODORES NYGARD & YECKLEY SKILLS REGATTA is named for two individuals who, through the Sea Scouting program of the National Capital Area Council, showed all of us the importance of giving to the community. They consistently gave their time, talent, and their energy for the benefit of youth.

Commodore Nygard was a scout in his youth and became active again in Scouting in 1954. He became Skipper of Ship 759 of Ashton, Maryland, in the 1960's and continued to serve faithfully in that position until 2003 when he retired at age 87.

In special recognition we have added the name of Commodore Douglas Yeckley to the name of our regatta. Commodore Yeckley served for more than fifty years as an adult scouter in support of the BSA mission to provide the Boy Scout and Sea Scout program to our community.

We are indebted to these two individuals for their contributions to Scouting and the foundation they built for Sea Scouting in the National Area Council (NCAC).

The National Capital Area Council, B.S.A., fosters and promotes Sea Scouting in Washington, D.C. Metropolitan Area. Each year the NCAC sponsored the Commodores Nygard & Yeckley Regatta, a day of fun, fellowship, and nautical competition. We extend a cordial invitation to your unit to participate in the 51st Annual Commodores Nygard & Yeckley Skills Regatta.

WHEN?

Date:	29 April 2023 (Saturday)
Registration Opens:	0800
Boatswain Meeting	0830
Registration Closes:	0900
Regatta Events:	0900 - 1700
Closing:	1730 (no scored events after 1700)

The Regatta events will begin promptly at 0900 on Saturday. All attendees should plan their travel arrangements with this in mind. Camping is available on location at Camp Snyder for Friday and Saturday night for an additional \$8 per person.

LOCATION & FACILITIES

The regatta will be held at **Camp Snyder**. This facility is located at 6100 Antioch Rd in Haymarket, Virginia.

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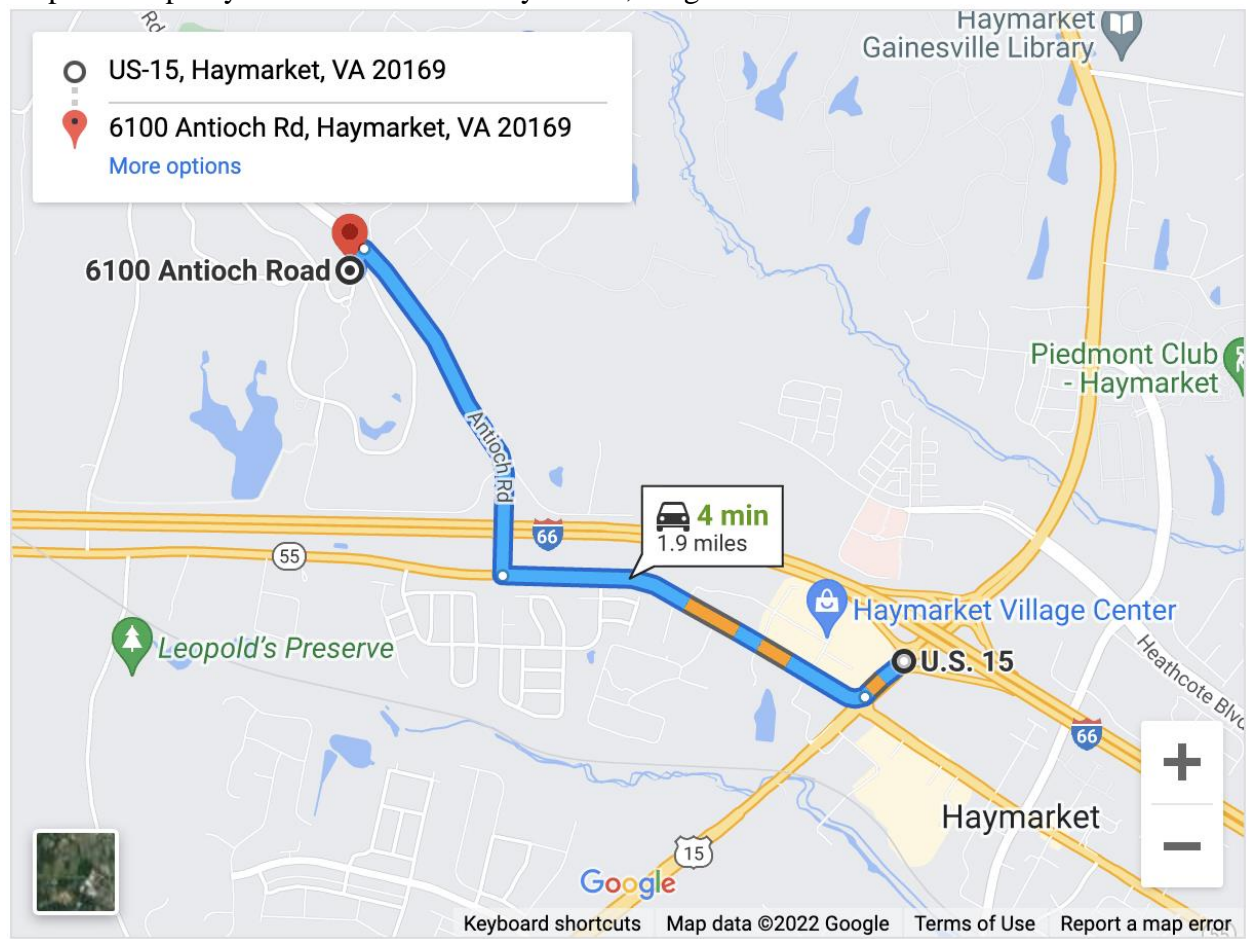
Camp Snyder facilities include:

1. Parking at the entrance to the camp with a short walk to the registration table and activity area.
2. Rest rooms
3. Potable Water
4. Hazardous weather shelters
5. First Aid center
6. Regatta meeting and competitive spaces
7. Campgrounds (see appendix A)

DIRECTIONS

The following directions to the camp are based upon approaching from I 66. Take Exit 40 on I66 and head South on VA 15 towards Haymarket. After a short distance turn right on John Marshall Highway. Turn right on Antioch Rd at the first road after the Home Depot. Follow Antioch Rd to 6100 and turn left into the camp. The parking lot will be an immediate turn to the left after entering and the registration table/pavilion is at the edge of the parking lot.

Map to Camp Snyder from US-15 in Haymarket, Virginia.



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MESS

Lunch will be provided on Saturday and is included in the registration fee.

WHO ATTENDS

Regatta participants are organized into units known as **Ships**. Each unit consists of:

- **Youth Attendees:**

All registered Sea Scouts, Boy Scouts, Venturing, Girl Scouts and Youth Group members between the ages of 11 and 21. (Youth groups need to be certified by the Regatta Committee).

- **Youth Leader / Ship Boatswain also called Ship Bos'n:**

Each unit must designate a youth as its Ship Bos'n to lead the unit to event areas, to report to event judges, and to advise unit members as necessary.

- **Adult Leaders:**

Units must provide at least two adults, 21 or older to be in charge of the unit. Unit leaders must be leader trained and have completed Youth Protection Training. Anyone not following Youth Protection requirement will be asked to leave Camp Snyder.

GEAR

All attendees need:

1. Closed toe shoes. Do not wear **OPEN TOED SHOES OR FLIP FLOPS**.
2. Drinking Cup / Water bottle. Water will be provided.
3. Uniform. Sea Scouts are asked to wear the official uniform, however activity shirts are allowed.

All attendees may bring:

1. Spending money. There may be a Sea Scout "Commissary" attended by a volunteer unit.
2. Cell communication device. The event does NOT have a phone for incoming calls.

Judges need additional items:

1. Stopwatch or a cell phone with a stopwatch capability.

ELIGIBILITY TO COMPETE

All youth are eligible to compete in scored events if they are:

1. At least 14 years old,
2. Less than 21 years old,
3. Registered participant of the regatta, and
4. Paid their registration fee for the regatta.

RESPONSIBILITIES

- **All Participants:**

Participants should remain close to the regatta site at all times and should not take their own tours of the Camp.

- **Regatta Boatswain (Bos'n):**

Sea Scouting depends on maturity and good leadership. During the regatta, the event will be under the overall direction of the Regatta Boatswain.

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- **Ship Bos'n:**

- Lead your unit to each event area in a timely fashion,
- Report to event judges,
- Advise unit members as necessary,
- Keep a copy of this booklet,
- And have a physical copy of the Boarding manual (this document) and a notebook, binder, and/or clipboard.

Bos'ns, do not let your Ship "bunch up" at events. Move to the next event and return later to this one. **Bos'n - Be Prepared.** Read this Boarding Manual

When a meeting is called for the Bos'n or questions are asked of the Bos'n, it is the Regatta Bos'n, NOT the Ship's Bos'n, who is to respond.

- **Adult Leaders:**

You are both responsible for one unit. Coordinate activities through your Ship Bos'n. When possible, please participate as a judge.

- **Adult Attendees:**

NO ADULT may assist the Bos'n with Ship management during competition event periods. Let the Bos'n do his/her job without interference. Work with your Bos'n to understand both the Boarding Manual and their role as Ship Bos'n. Then encourage and support their choices and leadership at the regatta. Participate as a Judge.

- **Judges:**

As indicated on the following pages, each adult will be expected to take part in judging events and managing the regatta. Each event will be judged by at least TWO adults, each from a different unit. THIS WILL BE STRICTLY ENFORCED. Three adults from three different units shall tally regatta points. The U.S. Coast Guard Auxiliary and US Power Squadron may also furnish judges.

PROGRAM

The regatta will commence officially at the Opening Ceremony, 0900 hours, Saturday April 29th. The uniform of the day will be the New Century Shirt or a Ship T-shirt.

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SATURDAY, APRIL 29, 2023

0830	Boatswain and all adult meeting (ALL ADULTS MANDATORY)
0900	Opening Ceremony at the flagpole
1000	Group One Events Start
1100	Group One Events End Group Two Events Start
1200	Lunch
1300	Group Two Events Continue
1500	Group Two Events End Group Three Events Start
1730	Group Three Events Finish
1745	Closing Ceremony

EVENT GROUP ONE	EVENT GROUP TWO	EVENT GROUP THREE
Mariner's Quiz (M)	Life Ring Toss (M)	Canoe Slalom (O)
First Aid Quiz (M)	Heaving Line Toss (M)	Rowing (O)
	Boatswain's Pipe (O) Marine Radio (M)	
	Knot Tying (M)	
	Boatswain's Chairlift (O) International Code Flags (US)	

The regatta will officially close at 1800 Saturday evening.

REGATTA OFFICIALS

Chairman of Regatta:		Name: Lorrie Hartwell Cell Phone: 240-401-6010 Email: jlkplus4@aol.com
Regatta Committee Members:		Name: Katie Kahkonen Cell Phone: 301-310-5189 Email: katie.kahkonen@gmail.com
Master at Arms		Name: Doug Allen Cell Phone: 618-407-8803 Email: skipper@ship2.org
Chief Judge		Name: Joel David Cell Phone: 703-587-9920 Email: Jdavid5158@aol.com

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PRE-REGISTRATION AND FEES

THE UNITS SHOULD REGISTER BY 25 April 2023. BECAUSE OF THE NUMEROUS ARRANGEMENTS THAT MUST BE MADE DEPENDENT ON THE NUMBER OF PEOPLE ATTENDING, “““NO””” **REGISTRATIONS WILL BE ACCEPTED AFTER 25 APRIL 2023.** Fees and unit registration will be completed through the NCAC website. The council registration site can be found [here](#).

PLEASE PROVIDE YOUR UNIT EVENT SIGN-UP SHEET AND UNIT ROSTER AT THE REGISTRATION TABLE UPON YOUR ARRIVAL. The registration fee this year is **\$20 per person.** This fee covers promotional expenses, awards, meals, and other regatta expenses. An additional cost of \$8 per person for those individuals camping.

ALL PERSONS ATTENDING MUST BE REGISTERED. Visitors may not compete in events. Current BSA Medical Forms Parts AB ARE REQUIRED and will be collected at check in time and held by our Medical Department. Large envelopes will be provided. Medical forms will be returned at the closing ceremony.

COMPETITIVE EVENTS

This year the regatta will consist of Mandatory and Optional events. Winners will be announced at the regatta closing ceremony and the awards for all events will be presented at that time. A running scoreboard will be maintained at the Mess Hall area. In some events the unit may enter more than one crew. (See details below) **THE UNIT'S SCORE FOR THE EVENT WILL BE THE SCORE RECEIVED BY THE BEST CREW IT ENTERS.** This should encourage the participation by new members. The units have nothing to lose and everything to gain by letting all members participate. No member may compete in more than one crew. In timed events, crews compete against the clock (and in effect, all other crews), not only against crews in their heat.. These rules may be altered because of time limitations.

THERE WILL BE NO PRACTICING ALLOWED DURING EVENT PERIODS. Violators of this rule, who place in the event, will be lowered to the next lowest place. Any event not completed by a crew at the end of the event period is disqualified for that event.

Crews in a tie for an event will receive the same event score and the next place score will be omitted. Should there be a tie in overall place in the regatta, the ship with the highest score in the Mariner's Quiz event will be the winner. There is only one score for ships with more than one team in each event.

There will be two categories for competition based on unit size. Large units will be 14 or more registered sea scouts and small units with 13 or fewer registered scouts.

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SCORED EVENTS

MANDATORY

1. Marine Radio Communications (Limit of 2 crews of 4 members each)
2. First Aid Quiz * (The entire unit must participate)
3. Mariner Quiz * (The entire unit must participate)
4. Knot tying (Limit of 2 crews of 4 members each)
5. Life Ring Toss (Limit of 2 crews of 4 members each)

*Members with less than eight weeks in Sea Scouting are not required to participate.

OPTIONAL (Units elect to participate in not more than 4 of these 5 events)

1. Boatswain Chairlift (Limit of 2 crews of 2 members each)
2. Canoe Slalom (limit 2 crews of 2 members each)
3. Heaving line (Limit of 2 crew of 3 members each)
4. Rowing (1 crew of 2 members each)
5. Boatswain's Pipe (Two members per unit each)

UNSCORED

1. Code Flags (Limit 1 Crew of 3 members each)
2. Conduct & Sportsmanship (Trophy given to winner)
3. Judges Service (Mandatory for all adults)

Events are in conformity with the Sea Scout Manual where possible. First Aid Quiz will use the First Aid Merit Badge pamphlet as the reference document.

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DESCRIPTION OF SCORED EVENTS

(Mandatory first and then Optional second)

Reference pages listed are for the 33239 & 33239C manuals.

1. MARINE RADIO COMMUNICATIONS

Mandatory

Participation: Up to 2 crews of 4 members

Scoring: Score is based equally on practical team portion and quiz. Accuracy on tests of multiple-choice questions is added to the practical score. Practical score is determined as follows: each team will start with 15 points, with one point being deducted for each procedural error. At least two Judges will keep score and they will average their points for practical score. Total of two scores (exam & practical) determine the crew score. Highest score place.

Time Limit: 15-minute time limit on quiz

Reference: Sea Scout Manual, page 90 to 93

Detail: Two members of a crew will be given a “situation” in which they will be required to call the Coast Guard for emergency assistance. The other two members of the team will take a short quiz.

Required Knowledge: Proper VHF FM marine radio procedures.

Judging guidelines: Use 2-way CB radios (to avoid fake distress calls on VHF channels) or place people so they cannot see each other.

2. FIRST AID QUIZ.

Mandatory

Participation: Entire Unit. Exception: Members who have joined the Ship less than 8 wks. before the start of Regatta may be excused.

Scoring: Accuracy on a test of 10 multiple choice questions. Highest total crew scores place.

Reference: Current Red Cross First Aid Manual

Detail: IF ANY MEMBER CHEATS ON THE TEST, THE ENTIRE UNIT WILL BE DISQUALIFIED. Tests without name or crew number cannot be scored and the missing test will count as a zero for the crew.

Judging guidelines: Crews should be seated so that no two Ship members sit at the same table. Quiet should be maintained in the testing area.

3. MARINERS QUIZ.

Mandatory

Participation: Entire Unit. Exception: Members who have joined the Ship less than 8 wks. before the start of Regatta may be excused.

Scoring: Accuracy on a test of 15 multiple choice questions. Highest total crew scores place.

Reference: Current Sea Scout Manual, Chapter 4

Detail: IF ANY MEMBER CHEATS ON THE TEST, THE ENTIRE UNIT WILL BE DISQUALIFIED. Tests without name or crew number cannot be scored and the missing test will count as a zero for the crew.

Judging guidelines: Crews should be seated so that no two Ship members sit at the same table. Quiet should be maintained in the testing area.

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4. KNOT TYING.

Mandatory

Participation: Up to 2 crews of 4 members

Scoring: Timed. Five minutes added if a crew member is unable to tie all the knots. Additional 10 second penalty for each missed knot the first time around. Lowest total times place.

Time Limit: Five-minute time limit on correction round.

Reference: Apprentice and Ordinary requirements Sea Scout manual p108-113

Detail: When the judge says “go” each member of the crew will tie the same four knots provided on a card by the judge. When the last member is finished, he/she yells “stop”, and the judge stops the clock. The judge will check each knot. If any are wrong, the judge will start the clock again on “go” and the member(s) who tied the incorrect knots will have to re-tie them. When the last member is finished re-tying the incorrect knot, he/she yells “stop” to stop the clock, and the judge checks the re-tied knots. The clock will only run while the knots are being tied.

Required Knowledge: square knot, bowline, clove hitch, sheet bend, two half hitches, figure-of-eight, overhand knot, stevedore’s knot, bowline on a bight, timber hitch, rolling hitch, marline hitch, midshipman’s hitch, double bowline (French bowline), and weather (cleat) hitch.

Judging guidelines: Judges must be fully able to judge knot and should be careful not to disturb knots until the final determination is made.

5. LIFE RING TOSS (Ring Buoy).

Mandatory

Participation: Up to 2 crews of 3 members

Scoring: 15 points if made on the first throw, 10 points on the second throw and 5 points if made on the third throw. The crew score is the total of its 3 crew members. Highest score place.

Time Limit: Two-minute time limit begins with the first throw for each crew member.

Detail: Each member of the crew will have three chances to make a successful toss using a life ring with a line attached. The target (victim) will be in the water 35-45 feet from the throwing mark on shore. A successful throw is one where the life ring does not hit the target, but lands behind the target with the line across the target, or the life ring or line lands within three feet of the target without hitting it. If the target is hit or if the line is lost by the thrower, only that crew member is disqualified. As soon as a successful throw is made, the member steps aside and the next crew member begins his turn.

Judging Guidelines: The life ring target represents a man overboard, the surrounding circle represents "arms reach", striking the target would knock your victim unconscious. A pool is an ideal set-up but may be too far from other events. At a dock or shore set-up, limit target anchor scope to minimize drift.

OPTIONAL SCORED EVENTS (Units only participate in not more than 4 of these 5 events)

1. BOATSWAIN CHAIRLIFT.

Optional

Participation: Up to 2 crews of 2 members.

Scoring: Timed. Total time of both lifts plus time to tie and re-tie incorrect knots is Ship time. Lowest times place.

Detail: When the judge says “go” the first crew member races to the rope, ties a double (Portuguese) bowline, around his/her waist and hips, and yells “stop.” The clock is temporarily

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stopped while the judge checks the knot for safety. Adjustments to the placement of loops may be made, but not to the knot. If the knot is unsafe, each crew member will be allowed a second chance to tie the knot from the beginning. (times will be added).

When the judge is sure the knot is correct, he will say "go" and start the clock again. At the sound of "go", the other crew member (with the help of the crew member being lifted) will raise the crew member until he/she is able to touch the mark at approximately 20 feet off the ground. When the crew member touches the mark he yells "stop" and the clock is stopped again. The crew is then lowered slowly and safely to the ground. Crew members change places and the event is done a second time.

Required Knowledge: Double bowline tied around the waist. Leather gloves or sailing gloves are required for both participants. The scout being lifted may put on gloves after tying the knot.

Judging guidelines: MANDATORY- One judge must be suitably gloved and hold the end of the line as a safety backup during the entire lifting and lowering process.

(Subject to change to comply with Guide to Safe Scouting requirements)

2. CANOE SLALOM.

Optional

Participation: Up to 2 crews of 2 members- PFDs will be provided.

Requirements: Both members **MUST** be considered a swimmer by BSA standards.

Reference: BSA Canoeing MB booklet

Scoring: Timed. Lowest times place.

Detail: All contestants must wear PFDs which are put on before the clock starts and they will be standing on the beach- not in the water. The canoe will be in the water but touching the beach.

At the signal from the judge, each crew will board their canoe and paddle through the 2-buoy figure-eight course and back. Clock stops when the canoe passes the finish line buoy **BEFORE TOUCHING THE BEACH**. Capsizing disqualifies the crew.

Judging guidelines: Canoes should not have to be dragged out of the water or into water.

3. HEAVING LINE.

Optional

Participation: Up to 2 crew of 3 members each

Reference: Sea Scout Manual, page 143.

Scoring: 15 points if made on the first throw; 10 points if made on the second throw, and 5 points if made on the third throw. The crew score is the total of its 3 crew members. Highest score place.

Time Limit: Two minute time limit begins with the first throw for each crew member. Clock starts with the first throw

Detail: Each contestant will have three chances to make a successful heave using a regular heaving line. The target will be five feet wide at a distance of 40 feet from the throwing mark and six inches off the ground. A successful throw is when the end of the line goes over the target and the body of the line rests on or over the target. Bouncing constitutes an unsuccessful throw. As soon as a successful throw is made, the member steps aside and the next crew member begins his turn.

Judges guidelines: Heaving line is to throw a line to a dock or another vessel (hence the "raised" target), and "bouncing" means that line would have glanced off and/or sunk in the water, so counts as a missed throw.

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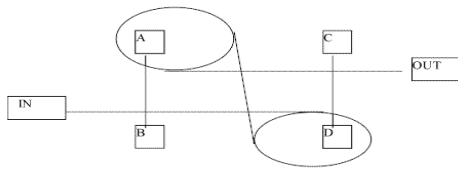
4. **ROWING.** (Limit 1 crew of 2 members)

Optional

Reference: Sea Scout Manual, page 145 & 146.

Requirements: At least 1 member **MUST** be considered a swimmer by BSA standards.

Detail: This is a timed event. The same rowboat and oars will be used by all crew members in rowing a Figure 8 pattern course through a square marked at the surface by 4 floats. The pattern will include two turns of 270 degrees each, the first about float “D” and the second about float “A”. Timing will start when the bow crosses line A-B (entering the square) and stops when, after both turns, the stern crosses line C-D (leaving the square).



5. **BOATSWAIN’S PIPE.**

Optional

Participation: Limit, two members from each Ship

Reference: Sea Scout Manual, disk sec. # 1.

Each person competing will be required to pipe properly four of the six calls on their Boatswain’s Pipe as per the current Sea Scout Manual, pages 41-44. The Scout with the most correct calls wins. This event will be scheduled whenever the Judges are available by appointment.

UNSCORED:

1. **INTERNATIONAL CODE FLAGS.**

Participation: 1 crew of 3 members May be done indoors or outdoors. The purpose is for each member of a 3-member Crew to correctly identify as many of the International Code Flags as possible within a 10-minute time frame. The best Crew total for correct Flags identified wins the event. Accuracy, counts, not speed. The judge will place the Flag Tiles face up and covered, in mixed order, side by side, in five horizontal lines. The number of tiles will be 5/5/6/5/5 for each row. Each member of the Crew will be provided an individual score sheet (to be filled in with members name/ship#/crew#), pen/pencil and clipboard. Once the members are spaced apart, the flag tiles are uncovered, and time begins. When each member decides he/she is finished (or time is up) he will secure his pen/pencil on his clipboard. At this point the answers are final. The judge will then turn over the tiles to reveal the correct answers and fill out the “KEY” to correspond with the Crew’s score sheets. The judge will collect the score sheets and staple them to the Key.

Reference: Sea Scout Manual, page 96 & 220.

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- 2. CONDUCT & SPORTSMANSHIP AWARD.** This award will be based on the conduct of all the members of each unit during the entire regatta. At the leaders meeting following dinner on Sunday evening, any adult who wishes to express any observations of the conduct of any unit's members may do so. This report will be made to the Boatswain's Council, who will vote by secret ballot as to which unit had the best sportsmanship and spirit. Each ballot should include the unit number. The ballots will be placed in a sealed envelope, which will be opened just before the awards ceremony. This could be a very difficult vote, so keep your eyes and ears open during the regatta as you observe the conduct of each unit present. This should not be just a popularity contest.
- 3. ADULT JUDGING SERVICE.** (Ship Officers, Committee Members, and other adults will be required to take part in judging) Judges will be assigned as teams. Each team will have two to three members, one each from different units. Judges with special competence may indicate their preference for assignments; otherwise, the regatta chairman will assign them. **UNITS WITH ADULTS WHO REFUSE TO ACT AS JUDGES WILL BE DISQUALIFIED.** It is mandatory that at least one judge have in his or her possession a regatta book, Sea Scout Manual, and event score sheets. One of the judges **MUST** read the event rules to **EACH** crew before they start the event. At the end of the event period **ALL** papers and notes will be placed in the Event Envelope and returned to the Regatta Committee. It is requested that Judges write up comments for future regattas.

ADDITIONAL NOTES:

PROBLEM SOLVING. Any discrepancies or disagreements over rules will be discussed and voted on by the Boatswain's Council composed of the "Regatta Boatswain" from each unit. Each unit/composite unit shall have one vote. Problem solving sessions shall be chaired by the Regatta Chairman and may be attended by no other adults except Regatta Committee Members. In case of a tie, and only after three separate votes have been taken, the regatta chairman will vote to break the tie. This rule shall not include a judgment call by one of the judges.

BORROWING TEAM MEMBERS. If a unit has fewer members present at the regatta than required to make up a team, it may borrow up to 25% of its team members from another unit. If a unit has enough members present, but not enough "skilled" members present **FOR SAFETY'S SAKE**, (Example-- non-swimmers) it may also borrow members on the approval of the Regatta Committee. Units may not borrow for the purpose of fielding more than one team in each event. Questions involving borrowing crewmembers must be voiced and resolved no later than 1000 hours on Saturday.

INCLEMENT WEATHER. In case of bad weather conditions, outdoor events may be rescheduled or modified. **WE WILL NEED STOP WATCHES. PLEASE BRING AS MANY AS YOU CAN.** Any unit member (youth or adult) judged to be cheating or using unsportsmanlike conduct may cause disqualification of the entire unit or crew from the event. (Also refer to Sportsmanship and Spirit Award). Protests shall only be filed by the unit regatta boatswain, immediately to the event judge and then to the Regatta Chairman if needed. The regatta "Boatswain's Council" shall rule on interpretation of rules.

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SEA SCOUT MANUAL AS REFERENCE: Sea Scout manual #33239-2016 printing should be used for reference on nautical skills.

EVENT SIGN – UP SHEET

Sea Scout Ship _____ plans to participate in the following events:

Note: All units are required to participate in the Mandatory (M) events (Marine Radio Communications, Mariner’s Quiz, First Aid Quiz, Knot Tying, and Life Ring Toss). Failure to do so disqualifies them to compete in the regatta events.

SCORED EVENTS (Pick only 5 of the 6 Optional events).

Mandatory Events:

EVENT	LIMIT	# of Crews	Comments
Marine Radio Communications	2 crew of 4	_____	_____
First Aid Quiz	Entire unit*	_____	_____
Mariner’s Quiz	Entire unit*	_____	_____
Knot Tying	2 crew of 4	_____	_____
Life Ring Toss (Ring Buoy)	2 crew of 3	_____	_____

* Except those who have been Sea Scouts less than 8 weeks

Optional Events: Pick only 5 of these 6 events:

EVENT	LIMIT	# of Crews	Comments
Canoe Slalom	2 crew of 2	_____	_____
Life Ring Toss	2 crew of 3	_____	_____
Rowing	1 crew of 2	_____	_____
Heaving Line Toss	2 crew of 3	_____	_____
Boatswain’s Chair Lift	2 crews of 2	_____	_____
Boatswain’s Pipe	2 Ship members	_____	_____

UNSCORED EVENTS

International Code Flags	1 crew of 3	_____	_____
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Ship Boatswain Signature: _____

Ship Boatswain Printed Name: _____

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UNIT ROSTERS

ROSTER OF ADULTS:

NAME	UNIT POSITION	JUDGING PREFERENCE
_____	Skipper (act.)	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ROSTER OF SEA SCOUTS:

NAME	SWIM- MER? Y/N	AGE	NAME	SWIM- MER? Y/N	AGE
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____

Ship Boatswain signature: _____

- By name indicates a Sea Scout of less than 8 weeks registration.
- ** Youth not between the age of 13 & 21

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APPENDIX A: CAMPING PROGRAM

Camping is available on Friday and Saturday night for an additional \$8 per person. Instructions for camping will be provided after registration is complete.

Ships camping will provide all meals during their stay except for Lunch on Saturday.