



# Cats Point Regatta



Greater Tampa Bay Area Council's Premier Scouting Experience for Venturing/Sea Scout-age Youth

## WELCOME (2, 3, AND 4 NOV 2018)

Sea Scout Ships 915 and 912 would like to welcome your Crew or Ship to the *Cats Point Regatta*. Both the Ships and their sponsoring organizations, Boca Ciega Yacht Club and Eckerd College Waterfront, hope your time and experiences at this event are fun and rewarding for youth and adults alike.

The regatta takes its name from a historical navigational point of land that extended into Boca Ciega Bay about half way between the ports for these two Sea Scout Ships. Now, a lost referenced point of land formerly used by local mariners to navigate Boca Ciega Bay, you might recognize *Cats Point* as the eastern most Bayway toll booth and the bridge onto Isla Del Sol. *Cats Point* was a hermit community of mullet fishermen and their cats. The fishermen, cats, mullet, and point of land are all lost but to historical charts and those of us old enough to remember the Bay before dredging and development.

As the use of *Cats Point* in our name restores our imagination with previous times of life on the Bay, we trust the events of the regatta will rekindle the spirit of your water-borne past. Pinellas County and our Scout Council are privileged to have one of the longest waterfronts in the state. Take the time to learn and experience what this marvelous resource has to offer our Scouting programs. Enjoy the *Cats Point Regatta* to it fullest potential.

Yours In Sea Scouting  
*Cats Point Regatta Skipper*  
Bruce A. Rodgers, P.G., SN, IN

## OVERVIEW

The *Cats Point Regatta* is intended to fulfill the mission of Scouting along several fronts.

- ✓ First, the activities and events of the *Cats Point Regatta* have been carefully crafted to be fun, and provide a rewarding opportunity to build competitive Watch-crew spirit. Having staffed several other Sea Scout regattas, we have tried to choose methods that have worked well in the past and selected events that are challenging, different, and have practical application.
- ✓ Second, the *Cats Point Regatta* is considered a foremost opportunity to boost the Venturing and Sea Scout programs in the Greater Tampa Bay Area Council with something that is fun, affordable, and utilizes our best geographic asset ... coastal waters. This Regatta is not just for Sea Scouts, but is arranged and balanced for Venturing Scouts.
- ✓ Third, the *Cats Point Regatta* has been designed to assist those Venturing Scouts and Sea Scouts interested in advancement. This is accomplished by designing many of the events and activities around Sea Scout rank of Ordinary, and the Sea Scout Bars for Small-Boat Handling and Qualified Seaman. The Sea Scout Bars may be earned by any Scouting youth and/or adult in the Venturing and/or Sea Scout programs by completing their requirements. Such accolades pay dividends as these youth move from teenagers to young adults, and it is our responsibility as their advisors, Presidents and Boatswains to provide these opportunities for their choosing.

## REGISTRATION

The vessel demands and the events require your youth to be grouped in numbers of four. This is a great opportunity for youth members to bring guest, so if this is necessary to fill out a Watch-crew of four try to make it a reality. Each of these groups of four youth is identified as a Watch-crew to reflect the mariner's spirit of the regatta. We often build Watch Crews for small attendance counts too.

- ✓ The cost of the *Cats Point Regatta* is \$46 per person attending, youth, or adult.
- ✓ The registration deadline is 1300 hours, October 29, 2018.

Each Venturing Crew or Sea Scout Ship shall provide their own adult advisors, **including female advisors**, if any of their youth attending are female. Two-deep leadership is applicable per unit. *Advisors assigned to a vessel oversee the gender-specific youth participants assigned to that vessel (et. al.).*

Registration may be accomplished by several means through the Greater Tampa Bay Area Council. You may register your unit online, via fax, via mail, or by hand delivery. A registration form is attached towards the back of this packet for your unit's use. Be sure to keep a copy for your records and bring that copy with you to the regatta.

## CHECK-IN

The check-in/registration desk will be open for service at 1730 hours, Friday, 02 NOV 2018.

Unit check-in will be accomplished by the Crew's President and Secretary or Ship's Boatswain and Purser. Have your copy of your submitted registration form available at that time. Add-ons to existing registered units will be allowed and the individual \$46 fees will be payable at check-in by **CASH ONLY**. Due to pre-purchasing arrangements of food supplies and other consumables, **REFUNDS ARE NOT AVAILABLE** after October 29, 2018 for those unable to attend the regatta.

Vessel berthing is the standard billet; however, space is limited. We will do our best to make these accommodations available, but at the end of the day, the supply may not be of five-star quality. Please bear in mind this is a Regatta, not a resort experience, but an experience for sure nonetheless. Please roll with the flow. *Advisors assigned to a vessel oversee the gender-specific youth participants assigned to that vessel for behavior, safety, and curfew issues (et. al.).*

Each attending unit will have some housekeeping duty assignments. To assure these assignments are fair and equitably administered your Crew's President or Ship's Boatswain will draw from the Lucky Bag their assignments for the weekend.

**BSA medical forms** will be required for all registered and attending youth and adults from a unit.

Check-out on Sunday will be with the approval of the regatta Boatswain and/or staff.

## ACCOMMODATIONS & MEALS

Vessel berthing will be made available as space permits and may include by necessity mixed units. Accommodations are not five-star quality but routinely exceed most camping venues. Vessel berthing is gender-specific by vessel and cross-gender visitation to vessels is not permitted without adult supervision and only permitted on the deck or cockpit area (i.e. not below deck).

**Adult advisors assigned to each vessel are responsible for assuring the safety of those aboard and promoting responsible behavior and curfews. Application of scouting Oaths, Law, Codes, Promise, Guide to Safe Scouting and Common-sense are recommended for all participants.**

Provided meals will have a variety of eating choices. However, if an individual has special dietary needs beyond basic vegetarian, we suggest they make arrangements to cover those needs on their own. A personal water bottle with a thread-type closure is suggested for individual use throughout the day. In an effort to be conservation minded, and Leave No Trace, disposable water bottles will not be available. Water coolers will be available throughout the venues for your use.

Interior showers and restrooms are available for emergency use only, and are restricted for use due to septic system limitations (per BCYC Commodore and club members). Outside ambient temperature showers are available for rinse-down.

Restroom facilities are positioned on the property as chemical toilets and wash stations to be used by participants to again avoid overload to the limited septic system in the main building. Please respect these temporary accommodations so YOU can avoid expensive septic system pumping cost.

## WHAT TO BRING

INDIVIDUAL CONSIDERATIONS		
Personal Hygiene Supplies	Personal Clothing	Personal First Aid Kit
Swimsuit or Water Clothing	Day Use Pack	Sleeping Bag or Covers
Closed Toed Shoes <b>REQUIRED</b> <b>(No Flip Flops)</b>	<b>No Flip Flops</b> (Closed Toed Shoes <b>REQUIRED</b> )	Sun Protection (head, eyes & skin)
Field Uniform (Saturday Evening)	Water Shoes for Water Events	Pencil – Paper – Watch - Calculator
OPTIONAL BUT STRONGLY RECOMMENDED		
Comfortable Fitting (PFD) Life Jacket (with ID Labeling)	GPS Unit(s) with ID Labeling (1 per Watch-crew minimum)	Camera (with ID Labeling)
Unit First Aid Kit	Day Use Water Bottle	Folding Chair

As a final reminder safety issue **NO FLIP FLOPS ... CLOSED TOED SHOES** are **REQUIRED** footwear

## WHAT EVENT HAPPENS NEXT

The various events are partially detailed in this section of the regatta package. This will allow your units and Watch-crews to prepare for most of the events. Nine of the land events listed are used.

The events are divided into two divisions, **Land-based Events** and **Water-based Events**. The events planned make a full day, so there should be some strategy as to how you approach the activities. We reserve the right to change events as necessary.

**Water-based Events** will be assigned on a time-table provided during the Watch-crew meeting on Friday evening and/or Saturday morning. It is important to be at the land port (event check-in) or you may miss your Watch-crew's opportunity to participate in these events. There are limited vessel assets and Race Committee operations require you to be in your Watch-crews assigned time-slot for the water-based events.

- For the Canoe-Tug-O-War four members from each unit (Crew or Ship) may participate, which might require some strategy for this elimination event. ***Closed-toed or water shoes and life jacket required.***

**Land-based Events** will be available for a Watch-crew to select from throughout the day. The objective for your Watch-crew is to complete ALL of these events. There is no priority or sequence, select events that have a short line or are immediately available for participation. ***Use your Watch-crew time wisely, especially after lunch.*** Events are closed, typically beginning at 1530.

**Event Scoring** follows two tacks, one for Sea Scouts and one for Venturing Crews. Watch-crews will each be scored individually on Land-based Events. Watch-crews will each be scored individually on Water-based Events. Watch-crews will each be scored individually on the Sunday Event.

**Event Awards** will be issued also along the two tacks. Thus, for Land-based events there will be a Sea Scout and Venturing 1st, 2nd and 3rd place take-home trophy. The same applies to the Water-based events and the Sunday Event. Ribbon awards will be issued for each individual event for places 1st through 6th. A perpetual trophy plate will be engraved for the Sea Scout unit and Venturing Crew unit clinching the overall regatta 1st place in each tack, along with a take-home trophy too. 1st Place is determined by ranking:  $(\text{Water Rank} + \text{Land Rank})/2 = \text{Overall Ranking}$ . Thus, quality results in both categories are important for overall success.

### Water-based Event

Event Name	Sunfish Windward-Leeward Race N <sup>o</sup> 1
Scoring Method	Modified Standard Racing Rules as announced at the Race-skipper meeting
Purpose	To participate in an Official Sailboat Race
Number of Participants	2-person Vessel-crew
Instructions/Rules	As supplied by the Race Committee at the Race-skippers meeting
Additional Information	Meets Ordinary Rank requirements

## Water-based Event

Event Name	Catalina Triangle Race № 2
Scoring Method	Modified Standard Racing Rules as announced at the Race-skipper meeting
Purpose	To participate in an Official Sailboat Race
Number of Participants	4-person Vessel-crew (i.e. Watch-crew)
Instructions/ Rules	As supplied by the Race Committee at the Race-skippers meeting
Additional Information	Meets Ordinary Rank requirements

## Water-based Event

Event Name	Canoe Tug-O-War № 3
Scoring Method	First to take center mark across their finish-line float is the heat winner, or in the case of the final paddle-off the event winner.
Purpose	Bragging Rights
Number of Participants	4-person Canoe-crew – One crew only from a Venture Crew Unit or Ship Unit (e.g. not by Watch-crews)
Instructions/ Rules	As supplied by the Start Judge
Additional Information	This is a winner advances competition. The winner of a paddle-off, advances to the next round until a final paddle-off is matched with two Crews and/or Ships represented for a final elimination (i.e. 1 <sup>st</sup> and 2 <sup>nd</sup> place).

## Water-based Event

Event Name	Watermelon or Pumpkin Regatta № 4 Scheduling Not Always Possible
Scoring Method	Observed Finish Line of a downwind race course.
Purpose	To design and build a functioning, low-tech vessel, using non-conventional materials.
Number of Participants	One vessel per Ship Unit or Venture Crew Unit (e.g. not by Watch-crews)
Instructions/ Rules	A watermelon or pumpkin hull (i.e. half melon or half squash with interior removed per designer's choice.) Optional hull designs, may have one or two outriggers (i.e. maximum size of a paper towel tube per outrigger). A mast with spar(s), with twine or thread for standing or running rigging (no monofilament fishing line). Conventional-type sails (triangular or square) for downwind sailing course. Peg-and-hole type fasteners recommended for rigging stress points. Duct tape is the only allowable adhesive.
Award	Optional. Bragging rights for the Venture Crew or Ship always.

**NOTE:** Weather conditions may require the Water-based events to be altered or cancelled for both the safety of participants, staff, and/or equipment. Decisions by the Race Committee and/or regatta staff are final.

**Land-based Event**

Event Name	Mine-sweeper № 1
Scoring Method	Timed event with penalty seconds added to overall score – Lowest time differential to prediction wins A time penalty is assessed for each waypoint or leg reached out of the predicted sequence. The number of seconds differential between the actual arrival time and the predicted time at each waypoint, are added to the overall time.
Purpose	To use the GPS unit for establishing routes, calculating distances and personal skills to calculate and predict distance-speed-time relationships.
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"> <li>1. The Watch-crew is given the 4 GPS waypoints, with 10 minutes to enter the waypoints and construct the routes in their GPS units. During this time the Watch-crews determine the legs they will travel and the estimated time to travel each leg. The sequence and timing is the choice of the Watch-crew, and is written on the Predicted Log Sheet.</li> <li>2. When the Watch-crew is ready, or at the end of the 10-minute set-up time, the observer starts the timing by announcing "START".</li> <li>3. Using their routes, the Watch-crew maneuvers to their predicted waypoints in the proper sequence (legs) and at their estimated time.</li> <li>4. The process is repeated until all 4 waypoints have been reached</li> <li>5. Upon reaching a waypoint the Watch-crew announces their arrival by the word "MARK", at which time the observer records the travel time.</li> <li>6. A time penalty is assessed for each waypoint or leg reached out of the predicted sequence.</li> <li>7. The seconds are added to the overall time for the number of seconds differential between the actual arrival time and the predicted time.</li> </ol>

**Land-based Event**

Event Name	Ground Tackle № 2
Scoring Method	Timed event A time penalty is added for each incorrect identification, use or assembly step. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	The purpose of this event is to identify the types of anchors and other ground tackle along with there uses. To correctly select and assemble ground tackle. To, properly prepare, deploy (drop), set, and weigh the ground tackle.
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"> <li>1. After receiving instructions from the event staff, the event is started by their command "START", at which time they start the timing of the event.</li> <li>2. The Watch-crew identifies the anchors and parts by placing the identification tags with each item.</li> <li>3. The Watch-crew assembles the ground tackle rode materials to the proper anchor for the substrate and fakes the rode for deployment and then deploys (drops) anchor by running to the anchoring ground and deploying the anchor.</li> <li>4. When the rode is deployed (all 50 feet) and anchor set, the rode is secured to the horn-cleat with a cleat hitch and the Watch-crew calls "MARK". The Watch-crew must disassemble the ground tackle materials.</li> <li>5. A time penalty is added to the time for each incorrect match of the identification cards, incorrect anchor selection, incorrect assembly of the ground tackle, fouling of the rode during deployment and incorrect cleat hitch.</li> </ol>
Additional Information	Meets Ordinary requirements



## Land-based Event

Event Name	What Kind-a Boat? № 3
Scoring Method	Timed relay event A time penalty is added for each incorrect identification. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To recognize various types of vessels and their uses.
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. The line drawings or silhouette cards are placed in one stack, while the name cards are placed in a separate stack.</li><li>4. In a round-Robin relay fashion, a silhouette card is carried to the game board, then a description card. As more cards arrive at the game board, the active relay cycle player may align the silhouettes with the descriptions.</li><li>5. When all the cards are played and matched the Watch-crew leader calls "MARK" to announce their completion.</li></ol>
Additional Information	Meets Ordinary requirements

## Land-based Event

Event Name	Knots Beyond № 4
Scoring Method	Timed relay event A time penalty is added for each incorrect identification or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To recognize and execute specialty knots associated with seamanship
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. The first relay member of the Watch-crew organizes the name cards to match the knots and types of line. The first member tags the second member and this continues in succession until all knots are duplicated or the contestant forfeits and tags the next member. This relay approach continues with securing a line to the bitt, completing a coil, faking a line and Flemishing a line. Any active relay cycle player may correct or change previous work.</li><li>4. When the Watch-crew has completed the relay, they announce their completion with the command "MARK".</li></ol>
Additional Information	Meets Ordinary requirements
Knots to Expect	Stevedore's, Running Bowline, French Bowline, Bowline-on-the-bight, Mid-shipmen's Hitch, Marline Hitch, Rolling Hitch, Carrick Bend.

## Land-based Event

Event Name	Deadpan's Lift № 5
Scoring Method	Timed event A time penalty is added for each incorrect assembly or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To understand and use blocks to lessen lifting or holding strength
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. The Watch-crew assembles the block and tackle equipment, and affixes it to the lift support. The lift straps are used to support the container (drum), which is filled to a predetermined point with water to approximate 250 pounds (e.g. 36 gallons).</li><li>4. The dead-weight is lifted to 3 feet above ground, held for 15 seconds, and lowered without spilling any of the contents.</li><li>5. When the Watch-crew has disassembled the block and tackle equipment, they announce their completion with the command "MARK".</li></ol>
Additional Information	Meets Able requirements

## Land-based Event

Event Name	Stand-on Relativity № 6
Scoring Method	Timed relay event A time penalty is added for each incorrect assembly or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To understand the proper use of relative bearing as when providing commands
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. The watch-crew divides as navigator, helmsman, and two lookouts.</li><li>4. The navigator reads the heading and crossing patterns, while the helmsman sets the course and lookouts establish the crossing patterns.</li><li>5. When the navigator is satisfied. They call "MARK"</li><li>6. The event repeats by rotation of the Watch-crew through the various duty cycles until all four scenarios are completed, while rotating each of the individuals through the helmsman and navigator duty assignments.</li><li>7. Each Watch-crewmember serving as navigator will be timed individually, and all four times totaled for an overall Watch-crew time for the event. Thus, as each navigator is satisfied, they call "MARK"</li></ol>
Additional Information	Meets Ordinary requirements



## Land-based Event

Event Name	Yawl Ketch This! № 7
Scoring Method	Timed relay event A time penalty is added for each incorrect identification or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	Recognized various large sailing vessels and their principal rigging and propulsion
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. In a round-Robin relay fashion, a silhouette card is carried to the game board, then a description card. As more cards arrive at the game board, the active relay cycle player may align the silhouettes with the descriptions.</li><li>4. When all the cards are played and matched the Watch-crew leader calls "MARK" to announce their completion.</li></ol>
Additional Information	Meets Ordinary requirements

## Land-based Event

Event Name	Are We There Yet? № 8
Scoring Method	Timed event A time penalty is added for each incorrect estimated distance of $\pm 10$ yards, or $\pm 1/10$ mile. A 10 second penalty is added for each incorrect calculated horizon distance of $\pm 1.0$ yard or $\pm 1/100$ mile. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To learn/practice estimating distances as necessary for safe operation and navigation of a vessel.
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works as a team to estimate distances to objects and calculate the visible horizon for an object with height.</li><li>4. When all estimates and calculations are completed, the Watch-crew leader calls "MARK" to announce their completion.</li><li>5. For the horizontal estimated distances. A time penalty is added for each incorrect estimated distance of <math>\pm 10</math> yards or <math>\pm 1/10</math> mile.</li><li>6. For the calculated distance. A time penalty is added for each incorrect calculated horizontal distance of <math>\pm 1.0</math> yard or <math>\pm 1/100</math> mile.</li></ol>

## Land-based Event

Event Name	Flakey Rags № 9
Scoring Method	Timed event A time penalty is added for each incorrect assembly or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	Practice or learn proper folding of sails (ASA method)
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works as a team to properly fold a jib and mainsail.</li><li>4. When folded, the Watch-crew places the folded sail inside the marked boundary.</li><li>5. When all estimates and calculations are completed, the Watch-crew leader calls "MARK" to announce their completion.</li><li>6. A time penalty is added for each incorrect step in the folding process, and inability of the folded sail to fit within the marked boundary</li></ol>
Additional Information	Pg. 21, Peter Isler, <u>Let's Go Sailing</u> , The American Sailing Association, Los Angeles, California, 1993.
Limited Folding Instructions	Folding method is accordion-style, from foot to head, with a straight luff. Once the accordion-folds are complete, and the head is on top of the stack towards the luff end, the now rectangular accordion-stacked sail is folded into thirds, by folding the luff towards the leech.

## Land-based Event

Event Name	Head-in-the-Clouds № 10
Scoring Method	Timed relay event A time penalty is added for each incorrect identification or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	Understand weather systems and handheld weather instruments
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to place the cloud cards in order of an approaching 48 to 72 hour front typical of winter weather cycles in Greater Tampa Bay Area .</li><li>4. Any active-relay participant may rearrange the pre-existing cards.</li><li>5. Watch-crews work in round-robin relay fashion to match instrumentation to the use identification cards.</li><li>6. When all cards are assembled, the Watch-crew leader calls "MARK" to announce their completion.</li><li>7. A time penalty is added for each incorrect positioning of the weather cloud cards, and the instrumentation identification cards.</li></ol>
Additional Information	Meets Quartermaster requirements

## Land-based Event

Event Name	Rounding the Bitter End № 11
Scoring Method	Timed relay event A time penalty is added for each incorrect identification or executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To understand parts of the rope and instructional maneuvers for tying knots
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to place the identification cards next to the appropriate sample</li><li>4. Any active-relay participant may rearrange the pre-existing cards.</li><li>5. Watch-crews work in round-robin relay fashion to match instrumentation to the use identification cards.</li><li>6. Continuing in the round-robin relay fashion, common knots are identified by the active relay participant that uses the line parts identified with bright orange dots. For each knot identified, the next participant in the round-robin must tie that knot using the appropriate identified line part (e.g. bight, overhand loop, etc.).</li><li>7. When all knots are tied, the Watch-crew leader calls "MARK" to announce their completion.</li><li>8. A time penalty is added for each incorrect identification, selected knot to line part, and/or tied knot.</li></ol>
Additional Information	Common knots shall include: Figure eight, Bowline, Two half-hitches, Clove hitch, Rolling hitch, and/or Becket bend

## Land-based Event

Event Name	Speak, See and Hear No Evil № 12
Scoring Method	Timed relay event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of or learn/practice communication skills
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to demonstrate communication skills/knowledge between Watch-crew participants.</li><li>4. Any active-relay participant may forfeit his or her turn to the next Watch-crew participant</li><li>5. Beginning with question card 1, work through all the question cards by providing the correct verbal or physical response.</li><li>6. When all cards have been used, the Watch-crew leader calls "MARK" to announce their completion.</li><li>7. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets Ordinary requirements

## Land-based Event

Event Name	You Can't Get There from Here Nº 13
Scoring Method	Timed group event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of or learn/practice piloting skills
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works as a group performing various assigned piloting tasks like determination of latitude/longitude, finding a specified location, measuring distances, estimating times of arrival, taking bearings, establishing a fix, recognizing a range and plotting a safe course.</li><li>4. Any participant may perform the tasks and more than one task may be underway at any time.</li><li>5. When all task are complete or the Watch-crew decides to abandon their efforts, the Watch-crew leader calls "MARK" to announce their completion.</li><li>6. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets Ordinary requirements

## Land-based Event

Event Name	Heave, Flick & Toss Nº 14
Scoring Method	Timed relay event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of or learn/practice communication skills
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to demonstrate line management skills/knowledge between Watch-crew participants.</li><li>4. Any active-relay participant gets a single turn to score before retiring to the next Watch-crew participant</li><li>5. When all lime management techniques have been demonstrated the appropriate number of times, the Watch-crew leader calls "MARK" to announce their completion.</li></ol>
Additional Information	Meets Ordinary requirements

## Land-based Event

Event Name	Power Aid Nº 15
Scoring Method	Timed relay event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of or learn/practice first aid skills
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to demonstrate first aid skills/knowledge between Watch-crew participants for CPR, bandages, splints, slings, and stretchers.</li><li>4. Any active-relay participant may forfeit his or her turn to the next Watch-crew participant</li><li>5. Beginning with task 1, work through all the task by providing the correct demonstrated or physical response.</li><li>6. When all task have been used, the Watch-crew leader calls "MARK" to announce their completion.</li><li>7. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets partly Able requirements

## Land-based Event

Event Name	Flag Your Ensign Nº 16
Scoring Method	Timed event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of or learn/practice U.S. Flag handling procedures
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works as a team to demonstrate various U.S. Flag etiquette tasks</li><li>4. All Watch-crew participant are expected to be involved</li><li>5. When all task have been completed, the Watch-crew leader calls "MARK" to announce their completion.</li><li>6. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets various flag etiquette requirements

## Land-based Event

Event Name	Bend & Douse Nº 17
Scoring Method	Timed relay event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of standing and running rigging and points of sail
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works as team to demonstrate knowledge of rigging and points of sail.</li><li>4. Beginning with task 1, work through the entire task by providing the correct demonstrated or physical response.</li><li>5. All Watch-crew participant are expected to be involved.</li><li>6. When all task have been used, the Watch-crew leader calls "MARK" to announce their completion.</li><li>7. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets partly Ordinary and requirements

## Land-based Event

Event Name	Bilge Action Nº 18
Scoring Method	Timed event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of Mechanical-Electrical-Plumbing procedures
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works as a team to demonstrate proper wiring, plumbing and mechanical abilities to bring bilge pump and vessel lighting system on-line.</li><li>4. All Watch-crew participant are expected to be involved.</li><li>5. When all task have been completed, the Watch-crew leader calls "MARK" to announce their completion.</li><li>6. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets various marine maintenance requirements

## Land-based Event

Event Name	Scuttled № 19
Scoring Method	Timed team event lasting 2-minutes A time penalty is added for each incorrect executed task. Observer calls the "START" and "MARK" when event time expires.
Purpose	To demonstrate knowledge of emergency response
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works to save the scuttled vessel.</li><li>4. When event time expires the Observer calls "MARK" to announce their completion.</li><li>5. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets various marine emergency response requirements

## Land-based Event

Event Name	Flotsam & Jetsam № 20
Scoring Method	Timed event A time penalty is added for each incorrect executed task. Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate knowledge of marine disposal procedures.
Number of Participants	4 in a Watch-crew is best, with a maximum of 5
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to demonstrate knowledge between Watch-crew participants for marine disposal and leave no trace standards.</li><li>4. Any active-relay participant may forfeit his or her turn to the next Watch-crew participant</li><li>5. Beginning with task 1, work through all the tasks by providing the correct response.</li><li>6. When all task have been used, the Watch-crew leader calls "MARK" to announce their completion.</li><li>7. A time penalty is added for each incorrect response</li></ol>
Additional Information	Meets marine disposal and cruise planning requirements.



**Land-based Event**

Event Name	Jockey-Doc® № 21
Scoring Method	Timed event Observer calls the "START" and Watch-crew calls "MARK" when finished.
Purpose	To demonstrate boating knowledge and docking skills.
Number of Participants	4 in a Watch-crew is best.
Instructions/ Rules	<ol style="list-style-type: none"><li>1. The staff observer provides instructions.</li><li>2. When the staff Observer has determined the Watch-crew is ready to begin, they begin the competition with the "START" command, while recording the start time.</li><li>3. Watch-crew works in round-robin relay fashion to personally prepare and dock the vessel</li><li>4. When 4 dockings have been successfully completed, the Watch-crew leader calls "MARK" to announce their completion.</li></ol>
Additional Information	Meets marine disposal and cruise planning requirements.

**NOTE:** Typically 9 to 10 of the Land-based events are rotated through each year. Thus, not all listed events are presented and the rotation of events generally provides something "new" for returning regatta participants.

## REGATTA RULES (IN ADDITION TO SCOUTING OATHS, LAW, CODES, PROMISE & COMMON-SENSE)

**Coming and Going** is by procedures once your unit has checked-in. Once checked-in, regatta attendees are required to remain within the BCYC property boundaries until the regatta is dismissed on Sunday. If it is necessary to leave the property, please check-out with the regatta Registrar. Late arrivals and guest should also check-in with the regatta Registrar.

**Name Tags** are your passport to the regatta events including meals, please keep your name tag with you at all times during the regatta.

**Closed-toed Shoes** with a positive closure heels (e.g. actively used strap is a minimum with full heel-closure recommended) **are required to be worn at all times while traversing the property.**

Note specifically, flip-flops and open-back clogs or open-back “reptiles” do not meet these requirements. There are trip hazards along with splinters, sand-spurs and other foot risks typical of a marina/boat-yard setting that will ruin your day, and the day of your Watch-crew and staff. Save your foot injuries for your own time not ours. **Wear close-toed shoes or be disqualified.**

Water shoes may serve as adequate foot cover while on land or on the vessels, noting there are foot-injury hazards on the vessels too, so **wear water shoes or other positive foot protection in these wet venues.** With few exceptions, BSA guidelines are to have your feet protected, noting sleeping and showering are the two exceptions.

**Life Jackets** (PFDs) are required to be properly worn during all on-the-water activities. This is a Guide to Safe Scouting policy requirement, as well as a recognized necessity by all national safe boating organizations and the U.S. Coast Guard. The State of Florida request that vessel operators (e.g. captains or skippers) ask everyone aboard to wear a life jacket.

*Properly worn Life Jackets include fastened and fit adjusted Life Jackets and there is no upper or lower age-limit for the proper wearing of a Life Jacket.* Youth or Adult, Life Jackets will be worn by all regatta attendees and staff during on-the-water activities, which includes as a minimum, aboard any vessel of any type or size during the regatta that is not made-fast or properly anchored. Properly worn Life Jackets are not just readily available; they are **worn, fitted and fastened or be disqualified.**

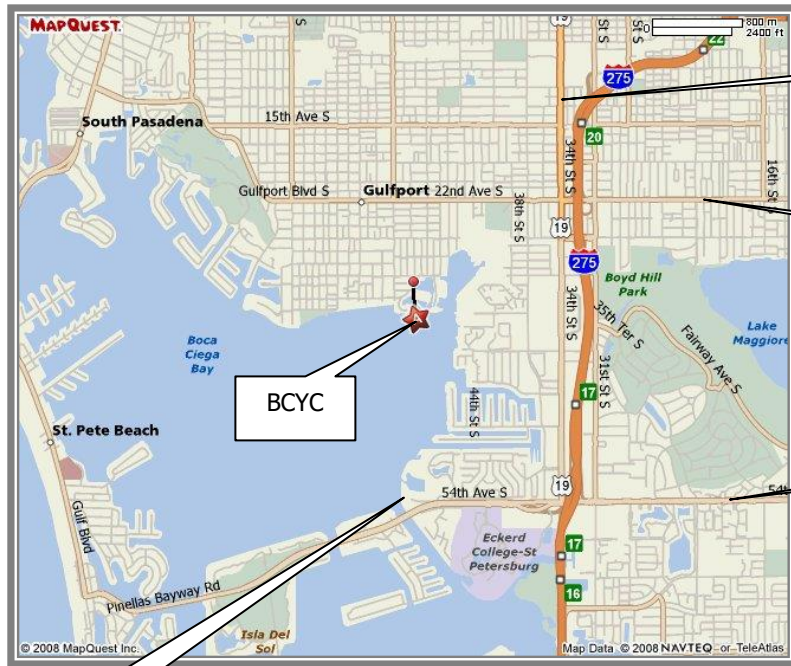
**Smoking, Alcohol and Drug** use is not a program element of any Scouting function and they are not part of this regatta. If for some reason as a youth you have taken up any of these dependencies we would certainly encourage you to re-evaluate your life’s priorities and consider healthier life style choices. Additionally, the regatta is not a place to experiment or try-out smoking, drinking alcohol or illegal drugs.

If you are an adult with these dependencies we would encourage you to consider healthier life style choices too. However, ***if smoking is a necessity for adults, please smoke away from and out-of-sight of the youth*** to the greatest extent possible. Take your cig-butts with you, they are litter too.

**Litter** belongs in waste receptacles. Don’t litter, but more importantly, if you see litter as you travel about the regatta pick it up and dispose of it properly, even if it is not yours.

**CHARTS**

Boca Ciega Yacht Club is in Gulfport, Florida near the south-southwest portion of the Pinellas County mainland or 4600 Tifton Drive – Gulfport, Florida. The property is best accessed from 49<sup>th</sup> Street South and 22<sup>nd</sup> Avenue South, by traveling south on 49<sup>th</sup> Street, East on Del Rio Way and South and East on Tifton Drive, where BCYC is on the south side of Tifton Drive.



Cats Point

22<sup>nd</sup> Avenue South

U.S. Hwy 19 or 34<sup>th</sup> Street South

22<sup>nd</sup> Avenue South

54<sup>th</sup> Avenue South

49<sup>th</sup> Street South



Del Rio Way South

BCYC  
4600 Tifton Drive

Tifton Drive

# Cats Point Regatta

Greater Tampa Bay Area Council – Boca Ciega Yacht Club – Sea Scout Ship 915

Greater Tampa Bay Area Council – Eckerd College Waterfront – Sea Scout Ship 912 – *S.S. Ballyhoo*

## REGISTRATION FORM *Cats Point Regatta*

Please complete the following registration form if you are attending the *Cats Point Regatta* as an individual or as a Unit. The *Cats Point Regatta* is for Venturing Crews and Sea Scout Ships as well as a registered District and Council volunteers.

Registration is handled through the Greater Tampa Bay Area Council and may be accessed through their website at <https://tampabayscouting.org/>. Look for links to the *Cats Point Regatta* on the website or through the event dates on the website calendar. On-line payment is available and recommended for unit registration.

**Cost is:** \$46.00 per person and includes 5-meals and various individual and unit take aways.

**Register and Pay On-line** by credit card, debit card, E-Checks or PayPal® at <https://tampabayscouting.org/> **Register and Pay by Mail or Hand Delivery to:**

Council Service Center  
13228 N. Central Avenue  
Tampa, FL 33612  
Attn: *Cats Point Regatta*

Or **Facsimile** 813-875-5890 (fax)

No. of YOUTH Male	No. of YOUTH Female	Unit No.	Unit Type (circle)
			CREW    SHIP
		Council	District
		No. of ADULT Male	No. of ADULT Female
<b>Total</b>	<b>Total</b>	<b>Total</b>	<b>Total</b>
X \$46.00	X \$46.00	X \$46.00	X \$46.00
<b>Sum Total</b>	<b>\$</b>	<b>Ck No.</b>	<b>Date</b>

**Registration Deadline** 1PM October 29, 2018 but remember there is *limited space – register early*