

2024
Nor' Wester Regatta



General Information & Instructions

The Host Council is Cascade Pacific Council.

Ships should pre-register via the <https://scoutingevent.com/492> website (look for the Regatta event).

Venues: Camp Rilea, 33168 Patriot Way, Warrenton, OR 97146

& Sunset Empire Pool (Seaside), 1140 Broadway, Seaside, OR 97138

BSA Medical Forms (Part A & B) will be required at check in.

Uniform expectations: Official Sea Scout uniform (for Sunday uniform inspection) otherwise ship activity uniform is acceptable for the other events.

Participation Requirements

- All young adults attending this event must be registered members of the Boy Scouts of America by the time of the event. Non-registered youth will be signed in as guests.

Competing crew members must be:

- 14 years of age or 13 and out of the eighth grade.
- Any BSA registered youth meeting the above minimum age requirement may compete until reaching the age of 21.
- Crew members over the age of 18 and having graduated from high school may elect to participate on the adult judging staff instead of competing with their crew at the discretion of each individual's Ship. Regatta Ship scoring will be based on registered competing crew members. Senior Crew members electing to be members of the adult judging staff, will be scored under "Required Services and Conduct, Adult Judging"

Non-Compete Sign-Off

NOTE: Even if you sign off an event now you may still change your mind and report to compete in the event if it is still open.

- If your crew decides ahead of time that they are not going to compete in any given set of events, please sign your ship number in the corresponding events data row.
- This helps our adult staff prepare for each of the events they judge.
- The Non-Compete event sign off sheet is located on the wall next to the main Regatta office door.
- Registration of any Sea Scout in "non-participating" or "partial non-participating" status, must be for strong compelling reasons such as physical handicap which precludes participation. This must be brought to the attention of the Territory Commodore, at the time of registration, by the Sea Scout's Skipper, and approved at the time. Inexperience or recent registration are not compelling reasons.
- All adults are expected to help judge or help in some other capacity.

Coxswain

- The Coxswain for all "Mariner Problems", must be the same person. The Bos'n does not necessarily have to be the Coxswain, and the Coxswain for each of the optional events can be a different member of the Ship.

Sea Scout Manual

The current edition of the Sea Scout Manual will be used as a guideline for all events with the exception of:

- Sail making
- Drill.
- For these events, please refer to this Regatta Booklet for proper procedures.
- The First Aid event will reflect current Red Cross first aid requirements.

Adult Requirements

- All participating units must be accompanied by at least two adults, who are to remain in attendance during the entire Regatta weekend. If the unit is coed, at least one male and one female adult must be present. Adult is defined as a person over 21 years of age.
- Each Ship's youth members are responsible for the organization and planning of the events they plan to participate or not participate in. Any changes made in this organization throughout the day must be reported to Central Accounting as soon as possible. Units who will not be competing in every event must provide a list of those events they do not plan to participate into Central Accounting by Noon on Saturday. Each Ship must report to Central Accounting, even if they plan to participate in all events.
- The purpose of the Regatta is to use leadership skills, time and resource management and be a youth-led experience. Youth leaders take charge of the crew and provide directions without the involvement of adult leadership. It's not acceptable for crews to receive adult coaching during the competitive periods. This includes use of personal radios for communication throughout the day. Violation of this basic tenet of our program may have penalties up to and including disqualification.

Instructions to Judges

- In the back of the Event Booklet are the Instructions to Judges. They are intended to help insure that the events are fun and judged fairly, consistently and according to the rules. They are included for general information. They will also be provided to each person judging an event.
- Events must be open and ready for competition at the times stated and will remain set up until the completion of competition as stated in the schedule.
- The closing time for reporting to an event for the purpose of competing will be the time posted on the schedule.

Lost and Found

- It is imperative that each piece of personal or Ship's gear is stenciled or labeled in some manner. Articles found adrift should be turned in to Regatta Headquarters.

Transportation

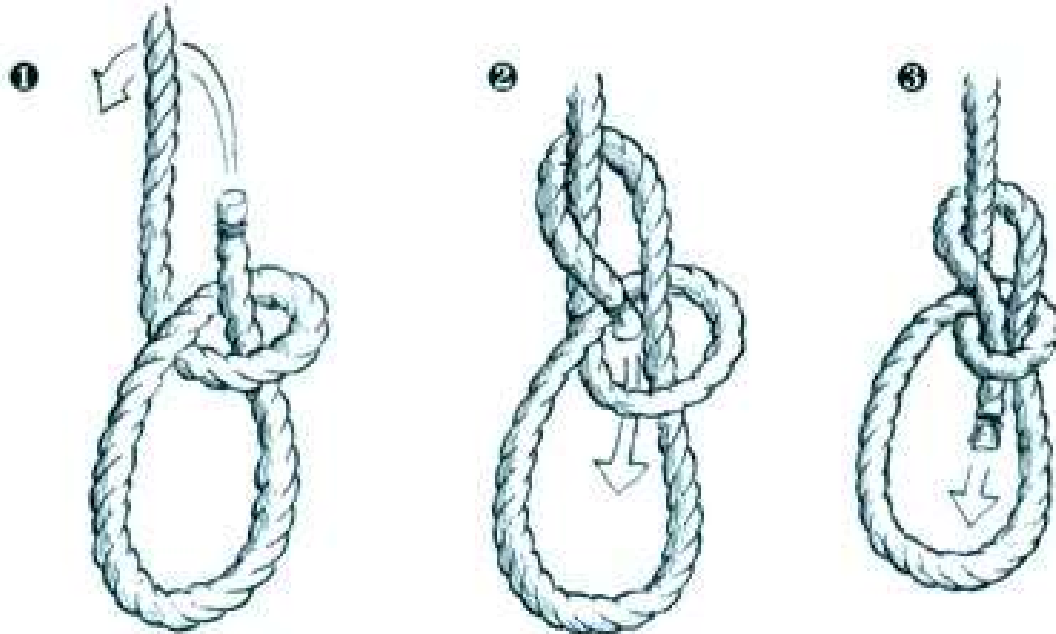
- Transportation to and from individual regatta events is not allowed. Use of vehicles must be approved by the Regatta leadership as needed for medical or health issues.

Thank you for reading and reviewing this information with the crew and adults of your ship. We look forward to a great regatta and look forward to seeing each of you.

Instructions to Chief Judges & Other Assistants

- A Chief Judge must ensure that equipment is standard according to Regatta Event Requirements and judging is consistent on their event throughout the Regatta. This will require their constant presence at the event during competition. Please refer to the event you are judging for the list of equipment.
- All judges should be knowledgeable of the rules of the event. The Chief Judge should instruct all judges prior to the event opening and all replacement judges as soon as they report. If you are not familiar with an event, please do not let that deter you from participating. It is a good way to learn.
- There will be no two judges from any one ship judging an event, either as Chief Judge and Assistant judge, or as two assistant judges.
- Scouting behavior (conduct and discipline or C&D) will be scored by the use of points. Scoring points may be deducted for poor conduct or a lack of discipline. The C&D score will then be added into the "Required Services and Conduct" area of the overall regatta score. Each judge will have a C&D section in their master score sheet, along with a C&D section on the individual event sheets. C&D will be scored for all events – Mariner and Optional.
- The event should have an identifiable place or person to report to. Ships are to compete based on “first in, first called.” If a ship is not present when called, that ship card is placed behind all other cards.
- Non-competing members shall be restricted from the immediate competition area. Cheering and rooting are encouraged at as many events as practical.
- The event judge shall instruct the coxswain on event rules and procedures. The crew shall be given the opportunity to ask questions just prior to competing in the event.
- No practicing shall be allowed at any time on competition equipment. No “warm-up” throws or runs will be allowed before the scoring attempt.
- A judge should never ridicule a crew member or cause any embarrassment to a crew. If a judge wishes to explain why something is wrong, he must do so in a positive manner.
- Judges need to sign Regatta Score Cards. They will be picked up by representatives of Central Accounting throughout the day. If you have cards left at the completion of competition, turn them into Central Accounting. Also, log the scores and times - if appropriate to your event - on your Master Score Sheet at the completion of their competition of your event.
- All judges are expected to be in proper uniform. Uniform compliance will be reflected in the Adult Judging Score.
- The coxswain should report with a proper salute. The judge should properly return the salute.
- Events must be open and ready for competition at the times stated and will remain set up until the completion of competition as stated in the published schedule. The closing of events earlier than posted is possible if all crews have gone through the event or indicated that they are not interested in completing in that event.

Required Events



Steps for tying a bowline

Drill MP-01

All Hands to execute the following movements upon order of their Regatta Coxswain.

- Fall-In
- Attention
- Close Interval **Dress Right Dress**
- Dress Right Dress
- At Ease
- Parade Rest
- Right Face
- Left Face
- About Face
- Forward March
- Column Right **March**
- Column Left **March**
- Right Flank **March**
- Left Flank **March**
- To The Rear **March**
- Halt

The Sea Scout Manual is to be used as a guide along with the attached Sea Scout Drill Manual. The maneuvers may be completed in any order. **Judges will not request additional repetitions of any maneuver.**

Scoring: There will be more than one judge and their scores shall be averaged to get the final score.

The team will have 15 min. to execute the commands of their coxswain in close order and marching drill using the commands listed above, but not necessarily in the order listed. All drill maneuvers will be worth 5pts, with a 10 pts possible for coxswain and 10pts for general impression.

Marching to be done as close as possible to a march cadence of 120 and a natural step.

Scoring shall commence when the coxswain issues the first command after the crew has mustered on the Drill Field and the command “FALL-IN” has been executed. Judging ends when the coxswain dismisses the crew with the command “FALL-OUT”

Duplicated maneuvers will be judged and taken into account for the final score.

All incomplete or skipped maneuvers will be scored as a 0

1 pt. will be deducted for each 30sec. beyond the 15 min. time limit.

1 pt. penalty will be deducted from the “Coxswain” score for each out of boundary infraction. Suggested drill field size is 40' x 60'.

Judges are to act as observers only and will give no advice or make requests to the crew until the event is over.

Sea Scout Drill Manual

Drill has many purposes, contrary to popular belief. Drill accustoms individuals to working as a member of a team, a team moving confidently together in unison and to a measured cadence. Drill is also used to move a unit from one place to another in a standard, orderly manner. Drill also teaches discipline by instilling habits of precision and automatic response to orders. Drill improves morale by developing team spirit. It also gives younger Sea Scouts the confidence of command and experience in giving proper commands.

General Rules

- When marching, alignment is always maintained to the right.
- Whenever drill movements are executed when marching, the command of execution “MARCH” is given as the left foot strikes the ground if the movement is to the left and as the right foot strikes the ground if the movement is to the right.
- All steps, marches and movements are to be executed in the quick time cadence of 120 steps per minute, unless stated otherwise.

Commands

A drill command is the direction of the commander given orally and in standard wording. The commander is *at attention* when giving commands. **Commands must be delivered in a loud, clear voice.**

There are two types of commands:

- Preparatory command. Indicates the movement to be executed, such as Forward.
- Command of execution. Causes the desired movement to be executed, such as MARCH.

Preparatory commands are indicated by small letters, those of execution in CAPITAL letters.

The commands BELAY THAT or AS YOU WERE are given to recall a command or to start over on a command given incorrectly. On either of these commands, you should return to the position held before the improper command was given.

FALL-IN:

At the command, the crew will muster on the drill field, at attention, in appropriate ranks and / or columns, facing the coxswain, ready to receive further commands or orders. Competitive time will start when the coxswain issues the first command **after** the crew executes the “FALL-IN” command.

ATTENTION.

The position of Attention consists of the following:

- Body erect
- Head and eyes facing forward
- Hands at a natural curl with thumbs along seams of trousers
- Heels together with feet at 45 degree angle
- Knees straight without stiffness
- No talking
- No movement until a command is given

The command for attention is given as follows – Ship/Crew/Detail ATTENTION!

DRESS RIGHT, **DRESS.**

To align the Ship, the command is Dress Right, DRESS! At the command DRESS, the Ship snaps their heads to the right (all except the first person on the right who remains looking forward) and raises their left arm straight out to the left side (all except the last person) and touches the shoulder of the person to the left. Fingertips should just barely touch the shoulder. Fingers and thumbs are all extended and joined. When alignment is correct, the coxswain gives the command Ready, FRONT! At the command FRONT, everyone drops their arm smartly to their side, without slapping the left, and snaps head forward at the same time. This provides the normal formation spacing for marching.

CLOSE INTERVAL DRESS RIGHT, **DRESS.**

Same as Dress Right, but the command is Close Interval Dress Right, DRESS! Instead of extending the left arm straight out to the side, the left hand is placed on the left hip, elbow in line with body, fingers of left hand extended and joined and heel of palm resting on the hip with the fingers pointing down. Elbow should just touch the arm of the person to the left. This provides the normal formation spacing for inspections.

PARADE REST.

The command is Ship, Parade, REST! At the command REST, move your left foot smartly 12 inches to the left. At the same time, join hands behind your back, right hand inside the left, palms to the rear on the belt line, right thumb under left, fingers extended and joined. Do not move. Do not talk.

AT EASE.

At the command AT EASE, the right foot is kept in place. Silence is required. Movement to the extent possible with the right foot kept in place is allowed.

RIGHT (LEFT) FACE.

The command is Ship, Right (Left), FACE! The entire Ship turns to the right (left) at the same time. You should pivot on the heel of right (left) foot and the ball of left (right) foot and pivot 90 degrees. Then bring the left (right) foot alongside the right (left) foot to resume the position of Attention. Arms should not swing out from sides.

ABOUT FACE.

The command is Ship, About, FACE! The entire Ship turns to the right 180 degrees by moving right foot behind left, keeping right leg straight and pivoting on the ball of right foot and the heel of the left foot. When turned 180 degrees, you should end up in the position of Attention with heels together and feet at a 45 degree angle. Arms should not swing out from the sides.

FORWARD MARCH.

The command is Ship, Forward MARCH! On the command MARCH, the entire Ship steps off with the left foot. The step is a natural step and the cadence is 120 steps per minute quick time.

COLUMN RIGHT (LEFT) MARCH.

The command is Column Right (Left), MARCH! On the command MARCH, the first person turns 90 degrees to the right (left) by pivoting on the ball of left (right) foot, without stopping, and steps out with the right (left) foot in the new direction of march. Other people in the column will continue to march to where the first person pivoted. At that point, they will successively pivot to the right (left) on the left (right) foot and continue in the new direction.

RIGHT (LEFT) FLANK MARCH.

The command is To The Right (Left) Flank, MARCH! At the command MARCH, the entire Ship pivots 90 degrees to the right (left) by pivoting on the ball of left (right) foot, without stopping, and steps out with the right (left) foot in the new direction of march.

TO THE REAR MARCH

The command is “To the Rear” , “MARCH!” At the command MARCH, the entire Ship pivots on their next left foot to the right and marches in a direction 180 degrees from the original direction.

HALT.

The command is Ship, HALT! HALT is given as either foot strikes the deck. To execute halt, take one more step after the command HALT, then bring the heels together at the position of attention.

FALL-OUT:

Command is given at the completion of an event, muster, assembly or other structured activity. The command ”FALL-OUT” is always preceded by the command “ATTENTION” (Crew/Ship/Fleet/Squad.... Attention, FALL OUT) To execute the command the entire Ship does an About Face and takes one step forward.

(Competition time will stop at the command “FALL-OUT”)

See Sea Scout Drill reference <https://seascout.org/download/drill/?wpdmdl=584>

Ring Buoy MP-02

All hands event

Each crewman will have three chances to make a successful throw using a

- 20 inch life ring.
- 50 feet of ¼ inch line attached.
- Target is 30' away.
- With a line between two orange cones 5 feet apart.

A practical time of 15 minutes per crew will be used.

- A successful throw is counted if the ring buoy lands beyond the target, with the line either across the target or so that the ring buoy can be pulled back to touch the target.
- As soon as a successful throw has been scored, the crewmember steps down.

TALKING IS PERMITTED - CHEERING IS ENCOURAGED!

Coxswain may only give verbal instructions and at no point is allowed to handle the line for their crew.

SCORING:

- Each crew member has three opportunities to succeed.
- They will score:
 - 20 points if the first throw is successful,
 - 15 points if the second throw is successful, and
 - 10 points if the third throw is successful.
- No points if none of the three throws are successful.

Total accumulated score divided by the maximum calculated score equals percentage score for the record.

75% is required for qualification.

Example 1: A 5-member crew all making the first throw: $5 \times 20 = 100$ (accumulated score) divided by $5 \times 20 = 100$ (calculated score) = 1.0 or 100%

Example 2: A 5-member crew all making the second throw: $5 \times 15 = 75$ (accumulated score) divided by $5 \times 20 = 100$ (calculated score) = .75 or 75%

Knots MP-03

All hands

participate

Tie **six** knots as shown and set forth below, and referenced in the Sea Scout Manual:

- Sheet Bend (right or left)
- Two Half Hitches
- Clove Hitch
- Inside Bowline (right or left hand permitted)
- Square Knot
- **Cleat Hitch**

The knots will be tied with a synthetic braided line, 3/8" in diameter.

All lines will be tied around a railing or large hawser.

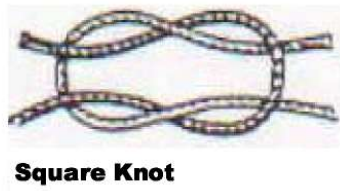
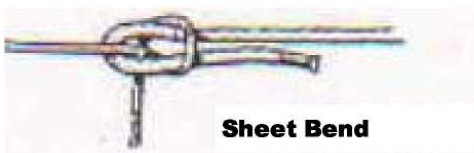
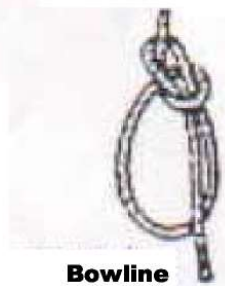
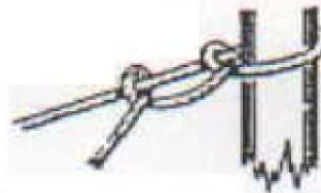
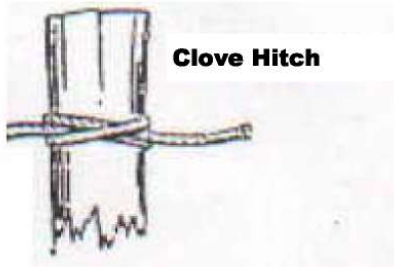
A practical time limit of two minutes per group will be used.

If a ship's crew is larger than the number of event spots available, the crew will be divided into equal numbered groups, each group having a practical time limit of two minutes.

The knots will be tied with natural fiber line, not to exceed 1/2" in diameter. All lines will be tied around a railing or large hawser. A practical time limit of two minutes per group will be used. *

SCORING:

The number of knots tied correctly out of the number possible per ship. Time is referred to in a tie situation.



Quiz MP-04

All hands participate.

Quiz which will be based on the “required” Apprentice and Ordinary requirements but not the “Elective” requirements for rank advancement.

All the answers can be found in the Sea Scout Manual. The test will consist of

- 26 to 30 questions including:
- 3 – 5 questions on First Aid and
- 3 – 5 questions on Sailing.

Talking is not permitted.

- The questions may be true/false, fill-in the blank, multiple choice or a combination of the above.
- Quiz includes questions on Sailing and First Aid

Quiz will take place after breakfast as an all-hands event.

The Judge has the choice of making this either a written or visual test.

Care should be taken by the Judge to ensure that questions are relevant and useful.

SCORING:

Score is based upon the number of correct answers divided into the total number of points attainable on test.

Maximum time is 15 minutes per ship.

SAMPLE QUESTIONS:

- 1) What is the only flag flown over the national ensign?
(a)Commodore’s Flag (b) International Code Flag, (c)Letter B (d)Church pennant (e) All of the Above
- 2) True or False: When your rank insignia shows two bars, your rank is Able.
- 3) Fill In: A_____ is a tapered wooden tool used to separate the strands of a line before splicing.
- 4) Name the parts of this Anchor. (Photo will be provided)

Uniform Inspection MP-05

All registered crew members from their ship shall participate.

- The inspection will be done by a multi person team and will be headed by the **Regatta Lead or designee**.
- All members will judge all ships.
- The team may consist of council Commodores, Territory Bos'n (or alternate), and invited guests.
- All inspectors will be in clean **official Sea Scout uniform**, if applicable.
- The inspectors will evaluate and judge the ship as a unit.
- Individual shortcomings will detract from the ship's score to the degree that each inspector feels appropriate.
- Judging will be on a basis of conformity to Dress uniform standards as expressed in the current Sea Scout Manual
- Uniformity within the ship, cleanliness, grooming and appropriate uniforms for the program.

The uniform inspection card will indicate the number of registered participants for each ship.

The Chief Judge will ask the officer in charge of each unit to explain any absences from the inspection and will reflect the validity of the excuses in his/her scores.

Uniform inspection will be as scheduled in the Regattas program. (Officers are not judged)

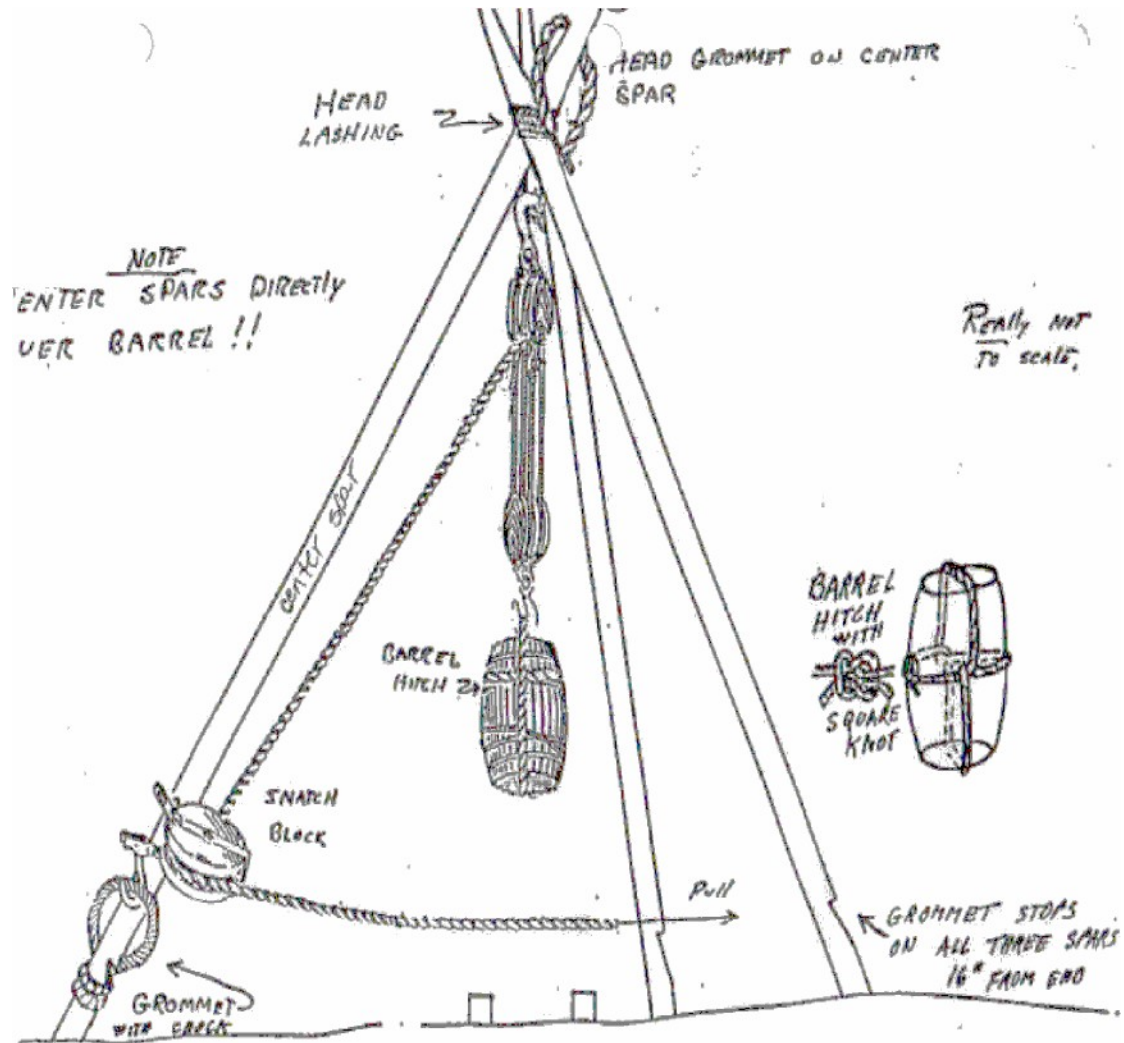
SCORING:

- Each inspector will judge each ship on a scale of 0-10 and the scores averaged together to compute the ship's score.
- Unexcused crew will affect the ship's score. Inspectors will not consult with each other on scores to be given to each ship.
- Inspectors to make written notes on items which, in the opinion of the Inspector, lower overall scoring of the unit (i.e.: lint, badges, different shoes, etc).

High and low scores will be eliminated for accounting purposes.

Use same scoring sheet as judges use.

Optional Events



Barrel Fill O-1

All crewmembers, under the direction of the Bos'n, and starting in the pool, will use 5 gallon "plastic paint" buckets to fill a submerged overturned barrel with air. Time starts when the event judges call. Members will employ a strategy of lifting the barrel and using the paint buckets to displace the water inside the barrel. The barrel may not be tilted. Time ends when the barrel leaves the water. Talking is permitted, CHEERING IS ENCOURAGED!!

Judges please note: If the above-described equipment is unavailable, the Chief Judge has the option of using their imagination in the manner in which the water is transferred, the chief judge should check with the Commodore about changing the event based on equipment availability. The Chief Judge shall insure all teams are scored consistently._

Participating in event qualifies

Note:

Judges will record the times of the participating crews. Place awards will be awarded based on the best overall time. The recorded times will be used to determine if a qualification standard will be assigned in future Regattas.

Last Year for this event? Flashing Light O-2

A **four member crew** will compete as two teams. The teams will separate (one signaller and one recorder at each end) and signal over a distance of up to 50 yards. Each team will be given a message to send to the other team. Each message will be **five**, five letter coded groups. The total will not exceed 40 letters. Time will start when the Judge sees the pro-sign for ATTENTION, AA sent, and stop when the Judge sees the **R** after **AR** or at the end of 7 minutes, whichever comes **FIRST**. The other team will then repeat the process. Talking is not permitted between teams. **Morse Code** will be the **ONLY** code accepted.

SCORING: The event will be computed with the number of letters received correctly, and up to 10 points for correct spacing and procedures. 70% is required for qualification.

Proper Procedures

1. When the sender is ready, they will start to send the pro-sign **ATTENTION (letters AA...)** to the receiver.
2. After the receiver sees the pro-sign for **ATTENTION** and is ready to receive, they will return the signal with the letter **K**.
3. The sender will then send the letters **BT** to begin the message.
4. The receiver will acknowledge the sender with the letter **T**. The recorder for the receiver should also write BT above the first word or group of the message once the receiver acknowledges the letters.
5. The sender will then send the first group or word of the message and then wait for the receiver to acknowledge with the letter **T**. Upon receiving the **T**, the sender will then send the next word or group of the message. If no **T** is received, the sender sends the **same word or group again**.
6. If the sender makes a mistake while sending a word or group, **stop sending**, then send the letter **E** (Error) at least eight (8) times, until the receiver acknowledges with the letter **T**. After receiving the **T**, the sender sends the **same word or group again**.
7. When the receiver receives **all the letters in the word or group**, they will acknowledge with the letter **T**. If they didn't receive the complete word or group, they **send nothing** and the sender will send the **same word or group again**. Repeat this step until **all words or groups** have been received.
8. After the sender receives the letter **T** from the **last word or group**, they will then send the letters **AR** to signify the end of the message.
9. The receiver will then send the letter **R (for "Received")**. The recorder for the receiver should also write AR below the last line (group) in the message once the receiver acknowledges the letters.

Upon completion of the message, there should be **58 lines (groups)** of letters. Each line (group) should contain **5 letters**.

Bos'n Chair O-3

This event will be relay, with a four-person crew.

- All crew members start from attention.
- On command from the Judge, two crew members shall start the event.
- Crew One
- One crew member ties a French bowline around himself/herself and may be helped by member two.
- The Scout in the French bowline must be held so as the knots lines pass around their back, the other line passes under their buttocks.
- The tail of the Bowline must extend at least 6" beyond the knot.
- When the bowline is finished being tied the scout raises both hands and shouts "STOP"
- Time is stopped, the Judge inspects the knot for correctness, informs the scout whether the bowline is correct or not.
- The Judge then says, "READY GO" and starts the clock.
- If the bowline is incorrect the scout reties the knot and then puts both hands up and shouts "STOP"
- Time is stopped, the Judge inspects the knot for correctness, informs the scout whether the bowline is correct or not.
- The Judge then says, "READY GO" and starts the clock.
- If the bowline is correct the two Crew one members will then hoist the scout in the bowline 20 feet up to the head block and the scouts touches it yelling "STOP"

NOTE:

- For safety reasons, when being hoisted or lowered. the participant must sit in one loop of the French bowline at all times.
- Violation of this rule will cause the event to be stopped, and the team disqualified.
- Time is stopped and to ensure a safe descent, the two scouts will slowly/carefully lower the scout in the bowline down to a point where the suspended scout's feet are still several inches above the ground.
- The knot will not be untied or loosened in any manner until the suspended scout has both feet safely on the ground.
- Time will start when both feet of the scout are on the ground.
- The French bowline will then be untied.
- The two scouts will then trade places and the procedure is repeated for scout number two.

- When Crew One member's finish, they step back, Crew Two members exchange positions.
- The hoisting process is then repeated.
- The event ends when both Crews have successfully hoisted themselves and are standing at attention yelling, "STOP".

NOTE:

- A safety harness, helmet, and automatic belay device will be used.
- A third, noncompeting crew member may be assigned to connect and disconnect the safety harness.

SCORING:

- Scoring for place awards will be on time alone.
- The team score will be the total time of both pairs of crew members. Qualifying time for this event is 2 minutes 30 seconds.

Breeches Buoy O-4

This Event has been eliminated at this time, however it might come back in a future packet.

Compass & Relative Bearings O-5

All Hands event.

A large circle will have 32 markers evenly spaced around the circumference.

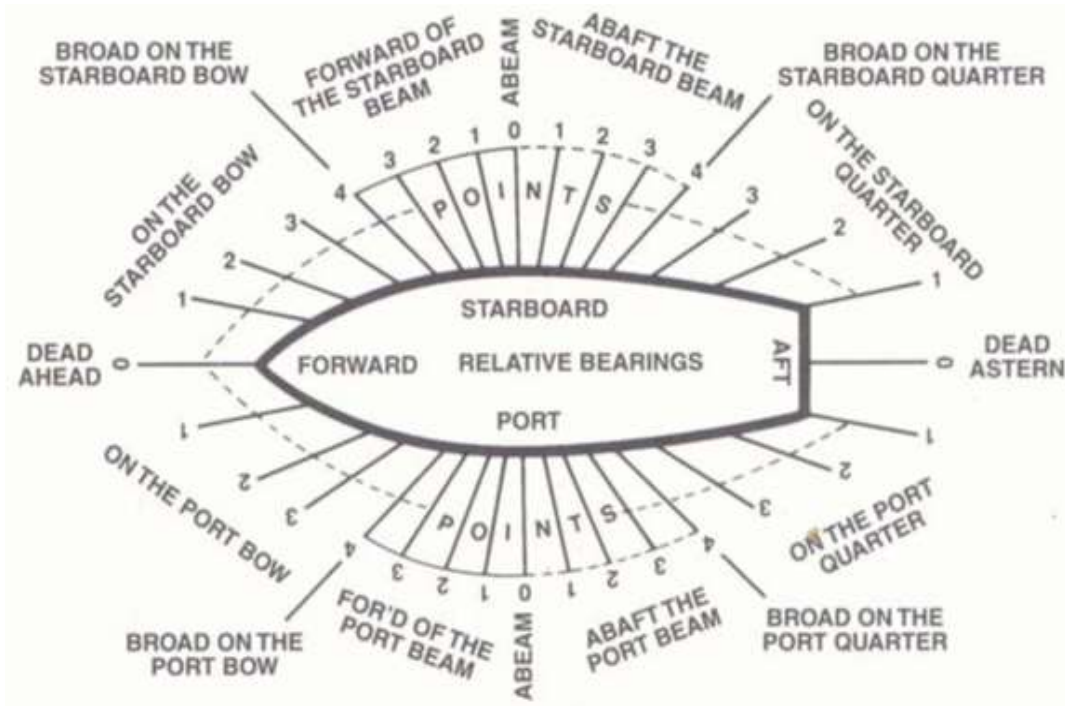
- One marker will be designated as North.
- Inside the circle will be the outline of a boat. Its bow may point in any direction.
- In the center of the circle will be a stack with 64 cards, representing the 32 points of the compass and 32 relative bearings.
- The cards will be mixed by the Judge, with both sets thoroughly intermixed.

- Crew members will line up at attention.
- At a signal from the Judge, the first member will enter the circle, take two cards from the stack and place them in their proper positions around the circle.

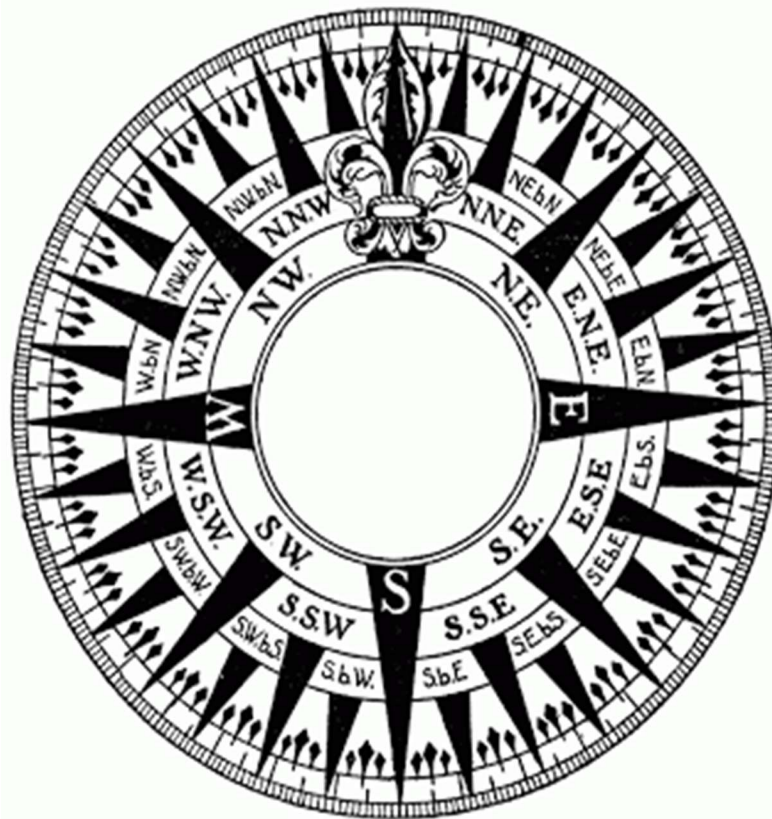
- Relative Bearing cards on the inside of the markers
- Compass Points on the outside of the markers.
- Cards not placed within 30 seconds will be handed to the Judge and will be counted as misplaced cards.
- When time has elapsed, the crew member will leave the circle, and the next person will enter and take two cards placing them.
- The crew will rotate in a relay fashion in the same order they started the event until all cards have been placed. Once a person leaves the circle, his cards may not be moved.

SCORING:

- The number of correctly placed cards will be divided by 64 to find the percentage.
- No talking during this event or help from other crew members.
- Penalties will be given of two errors per penalty.
- A practical time limit of 20 minutes per group will be used for this event.
- 70% and 20 minutes or less is a qualifying score.



Mariners Compass



First Aid O-6

A four member crew team will be tested with a:

- Written Quiz
- Practical situation

SOURCE:

- The source of all the material for this event will come from the current American Red Cross Standard and Personal Safety Books, and course of instruction.
- Talking is not permitted during the quiz.

SAMPLE QUESTION:

The questions will all deal with practical situations that could be encountered in your program.

- 1 A crew member is burned on your stove. The area is red and blisters are developing. The first thing you should do is:
 - Break the blisters
 - Place the burned area in cool water
 - Apply butter to the burned area
- 2. If a crew member cut his arm badly, what are the three things you should do?

SAMPLE SITUATION:

There may be any number of situations awaiting the prospective rescuers.

- Resusi-Annie dummy on which to demonstrate mouth-to-mouth or CPR,
- a victim with simulated bleeding or broken bones,
- a hypothermia victim; or t
- The Coast Guard may need to be summoned by radio.
- Bandages will be graded on their tightness and on whether or not they are effective, not on neatness.

SCORING:

- Each crew will start with 100 points.
- Subtractions will be made from that score according to errors made.
- A practical time limit of 30 minutes per group will be used for this event.
- 70% is required for qualification.

Flotilla Drill O-7

A five to seven person crew will perform this event in a pulling boat with 4 or 6 oars and 1 sweep oar. The coxswain will put his/her crew through the following described maneuvers in a figure eight course:

- Any commands may be used that will accomplish the desired results, provided that they are given and executed in a proper manner.
- A list of the commands may be provided to the Coxswain, if requested.
- The commands need not be given in the order presented herein.

Maneuver definitions are listed below:

- GIVE WAY TOGETHER: All oarsmen take full stroke, keeping time with lead oars.
- BACK WATER: The oars are backed, keeping stroke to acquire sternway.
- HOLD WATER: Blades, held vertical, are dipped into the water, perpendicular to the water line to check head or stern way.
- WIDE TURNS (ONE TO PORT AND ONE TO STBD.): The back of the oars on the side in which the boat turns are held at “oars”, while the other side gives way.
- OARS: Complete the stroke, and level the oars horizontally, with blades trimmed fore and aft (feathered) and parallel to the water.
- PIVOT TURNS (ONE TO PORT AND ONE TO STBD.): The bank of oars on the side in which the boat is to turn back waters, while the other side gives way, turning the boat in its own length.
- LAY ON OARS: Drawing the oar 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, and trimmed fore and aft. Command is given while underway as a separate maneuver from getting underway or docking.
- TRAIL OARS: Oars are swiveled in the rowlocks toward stern, and brought alongside the boat fore and aft, with blades trailing in the water.

SCORING:

- The event will score 100 points at the start and all errors will be points subtracted.
- Items taken into consideration are:
 - skill of the Coxswain,
 - crew discipline,
 - skill,
 - knowledge,
 - seamanship,
 - smartness,
 - equipment handling
 - correctness.
- Damage to Regatta equipment or private property will result in a 25-point penalty.
- Five Bonus Points will be given for commands given without requesting the command list.
- 70% and a practical time of 20 minutes is required for qualification.

“PFD’s are required for all participants.”

Piloting O-8

A four-member crew,

- Two teams of two
- Plotting equipment will be provided. (Teams may bring equipment used aboard their own vessel, if they so desire.
- A four-member crew will compete).
- Each team will plot a three-leg course.
- Teams will be provided with course, speed, and distance.
- The chart provided for the plotting exercise will be from an area not generally cruised by the participating scouts,
- Talking is permitted between teammates.
- No talking is permitted between the two teams.

Time starts when the two crews have finished asking questions and are standing at attention.

Time ends when each team submits their completed test sheet and accompanying chart then moving to stand at attention.

SCORING:

Scoring will be based on each team's overall accuracy, along with best time.

A "bullseye" placed over the target and will determine points allowed for accuracy.

Ten points will be awarded for each of the following:

- Starting point,
- ending point for 1st leg,
- ending point for 2nd leg,
- ending point for 3rd leg and
- correct Latitude and Longitude for the ending point of 3rd leg.

A maximum time of 20 minutes will be used for this event.

The score will be the sum of points for both teams. 70% is required for qualification.

Passing a Line O-9

A 6-person event

If less than 6 crew members are registered at Regatta, then all registered crew members must participate.

- Each scout member will have three opportunities to throw.
- The line is 50-feet of **3/8" double braided synthetic**, ends are sewn whippings.
- The target is 30 feet away between two cones separated feet.
- The line may be thrown:
 - Overhand
 - Underhand
 - Side-arm
- The line must cross over the target line while still in the air (no bouncing across the target line)

SCORING:

Each crew member has three opportunities to score.

- 20 points if the first throw is successful.
- 15 points if the second throw is successful.
- 10 points if the third throw is successful.
- No points if all three throws are unsuccessful.

Maximum time of 15 minutes for entire crew

Total accumulated score divided by the maximum calculated score equals percentage score for record.

70% is required for qualification.

Example 1: 5 member crew all making the first throw: $5 \times 20 = 100$ (accumulated score) divided by $5 \times 20 = 100$ (calculated score) = 1.0 or 100%

Example 2: 5 member crew all making the second throw: $5 \times 15 = 75$ (accumulated score) divided by $5 \times 20 = 100$ (calculated score) = .75 or 75%

Engines O-10

Three crew members will participate in this event about **marine** engines aboard **Sea Scout vessels**.

The first part of the event will consist of preparing starting, running, stopping, and securing a marine engine. The crew will have 5 minutes to inspect the engine and ask questions before starting the event. During the event the crew should describe what they are doing so that the judge will know what items they are looking at. The steps do not have to be followed in the exact order listed below. The steps may be divided in any way among the crew members, but each crew member should do at least one step, even if it is at the direction of another crew member.

Startup:

- 1) Check the engine oil level. Add oil if low.
- 2) Check the fuel supply (gauge is on tank).
- 3) Open the fuel supply valve.
- 4) Check that the cooling water strainer is clean.
- 5) Open the seacock (valve) for cooling water.
- 6) Turn on the battery switch.
- 7) Check that the transmission is in neutral.
- 8) Run bilge blower for 5 minutes.
- 9) Start engine. Adjust engine speed to idle.
- 10) Check for oil pressure.
- 11) Check for cooling water flow (either out of exhaust or overboard)
- 12) Check that the transmission shifts in both forward and reverse to confirm that the vessel is ready to maneuver.

Shutdown:

- 13) Shift to neutral.
- 14) Stop engine.
- 15) Close cooling water seacock
- 16) Close fuel valve
- 17) Turn off battery switch.

The second part of the event will be a multiple-choice exam about marine engines. There will be 15 questions covering information in the Sea Scout Manual (old version with engine information).

Scoring:

Number of operating steps performed correctly ___ of 17
Average score on tests ___ of 15
Total score ___ of 32
(a score of 24 or higher qualifies)

Sail Identification O-11

Four crew members

Rules

A sailboat or depiction of a sailboat will be available for the identification of parts.

Crew members will fall in at attention.

When the Judge signals, the first participant will approach the sailboat and select two tags at random then place them on the corresponding part of a sailboat.

Each person will have a maximum of 30 seconds to place their two tags.

- The time will start when the first two tags are picked up and stop when the second tag is placed.
- Tags not placed within 30 seconds will be handed to the judge and will be counted as misplaced tags.
- When a scouts tags have been placed or time has elapsed, the participant will return to formation.
- The next scout will step forward and select two tags then place them.
- The crew will remain in line and rotate in relay fashion in the same order they started until all 30 tags have been placed or handed to the judge.
- Once a participant returns to formation, his/her tags may not be moved by anyone.

SCORING:

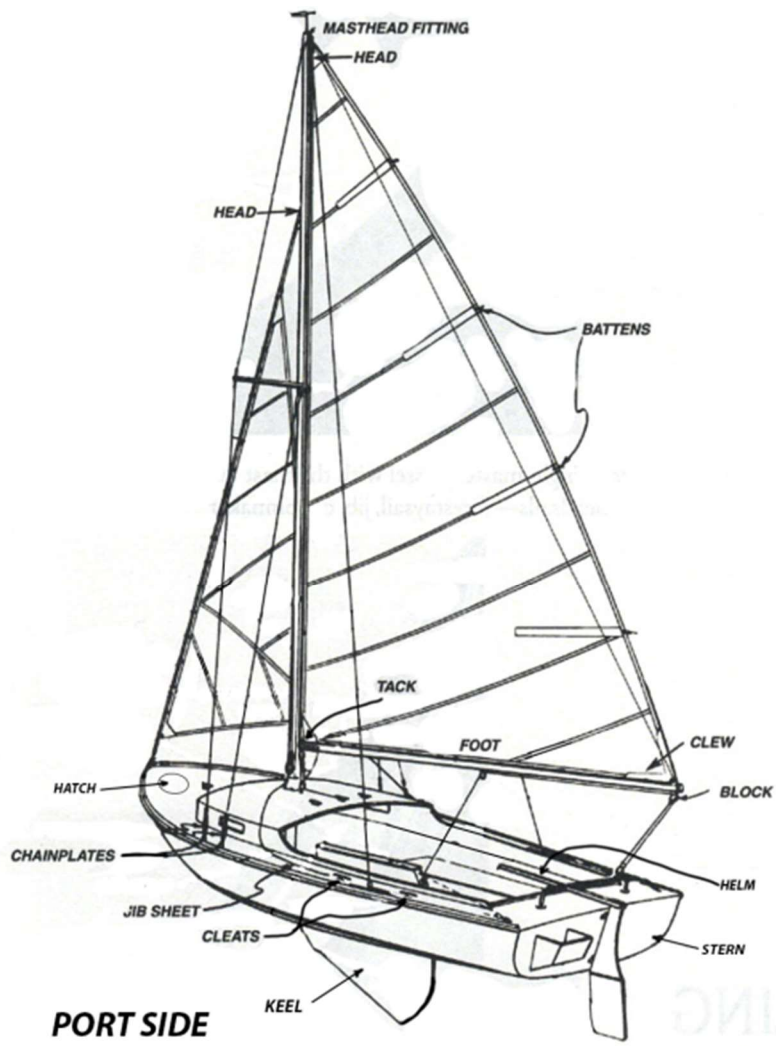
- To qualify, the number of correctly placed tags must be 15 or higher
- The crew with the highest percentage of correctly placed tags will be awarded First Place.

DISQUALIFICATIONS:

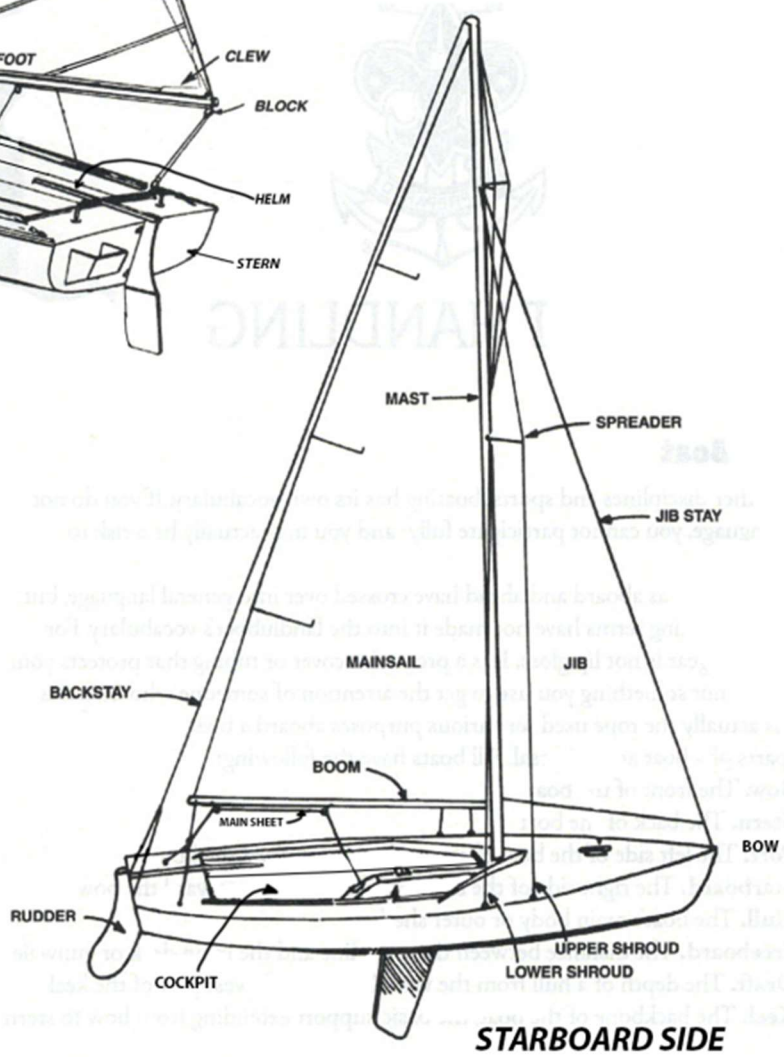
- Talking or moving a previously placed tag will result in disqualification of entire ship

The 30 tags are:

Backstay	Hatch	Mainsail
Batten	Head	Mast
Block	Head	Masthead Fitting
Boom	Helm	Port
Bow	Jib	Rudder
Chainplates	Jib Sheet	Spreader
Cleat	Jib Stay	Starboard
Clew	Keel	Stern
Cockpit	Lower Shroud	Tack
Foot	Main Sheet	Upper Shroud



PORT SIDE



STARBOARD SIDE

Sailmaking O-12

Three Crew Members

- Scouts will draw lots to determine which of the three seams they will sew.
- 1) Grommet eye using a manufactured ring.
- 2) Flat Seam
- 3) Round Seam
- Canvas, needles, palms, wax, twine will be furnished.
- Seams are to be 4 inches long.
- Flat Seam will be a total of 4 inches- 2 inches on each side.
- Each crew member will provide their own knife.
- Talking is not permitted during this event.
- Grommet. These are sail fittings that should be very carefully made. Eyelet's ½" diameter (.015) will be used instead of the traditional grommet. To make a sea going eyelet, proceed as follows:
 - Punch a hole, somewhat smaller than that of the finished eye. This must be cut out of the canvas, not made by a spike.
 - Take some stout roping twine as provided. Wax it well.
 - Having hitched the end around the side of the grommet away from the point of stress, work around the grommet, making your stitches even and hauling them taut.
 - Follow around again, stitching a bit further away, and evenly disposed and hauled taut.
 - Finish off by hitching the end securely under the grommet.
 - Such a grommet eye, properly made, will not pull out or tear the canvas under any reasonable stress. It takes a bit of practice and is worthwhile to do it well. Thread should be doubled and waxed and should lay flat when stitched.
- Flat Stitch. A flat stitch is used when a strong seam or hem is required, as on a Pauline or a sail. Pencil a guideline 1-1/2" to 2" from the edge of the canvas, depending on how wide you want the seam. Crease on a line slightly less than halfway to the guideline. Make the fold away from the guideline and interlock the fold. Interlocking the edges forms a watertight seam and keeps a ragged edge from showing. Insert needle at the guideline and stitch diagonally so that stitches appear at right angles to the seam on top. Thread should be doubled, twisted, and waxed.
- Round Stitch. The round stitch is the one most used for joining two pieces of canvas at a corner. Turn back the edges, hold the pieces together and send the needle through four layers at right angles to the seam. Thread should be doubled, twisted, and waxed.
- Helpful Hints. Round and flat seams – lock in the standing part as you go along the seam. When you get to the end of the seam, lock the end with a couple of back stitches. Hide the standing part inside the seam. The spaced between stitches is usually calculated per needle length (2-1/2"). Seven to nine stitches per needle length is the minimum required for a good flat seam. A round seam can be spaced more tightly with a needle count of up to fifteen and no less than nine. Canvas should not bunch when pulled stitches are pulled taut.

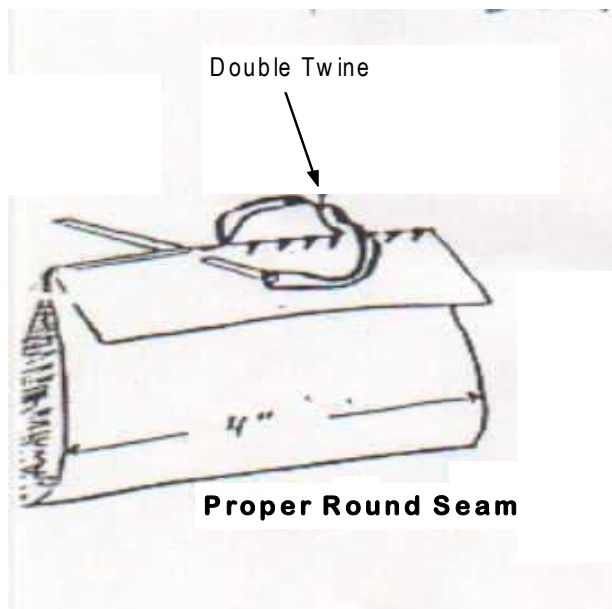
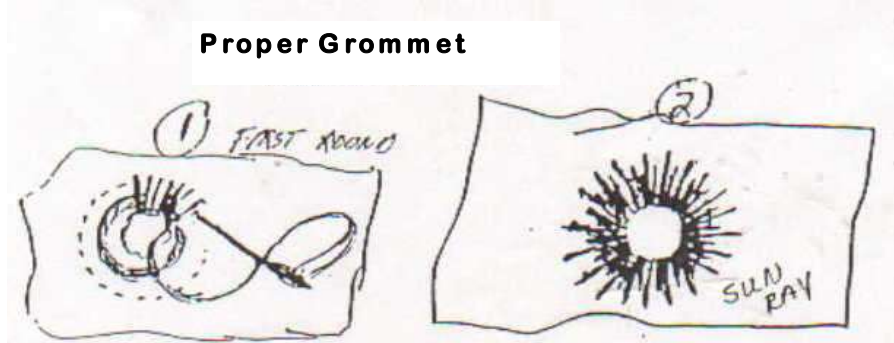
SCORING: .

- Scoring will be according to a system of points taking into account correctness, time, neatness of work, etc.

- event will score 100 points at the start, and
- all errors and poor work will cause points to be subtracted.
- There is a 15 minute time allowance to finish this event. .
- Set up time allowed before timing is begun.

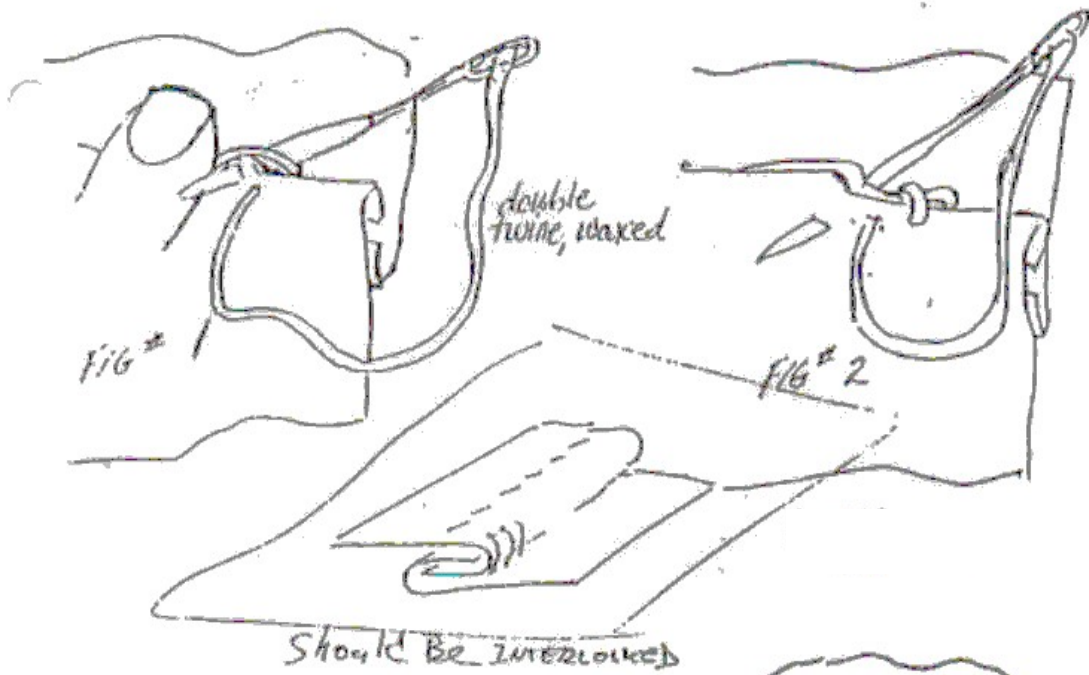
Time starts when the first needle pierces the fabric.

70% and 15 minutes or less is required to qualify.

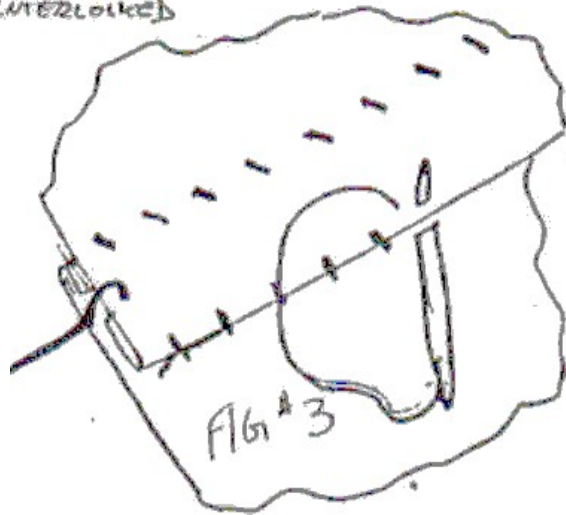


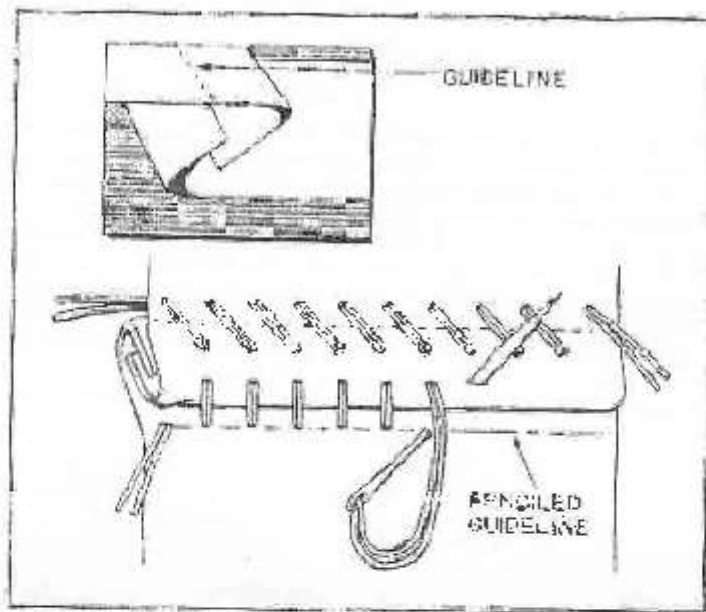
NOTE:

- A single waxed twine, doubled by passing through the needle, should be used instead of the “Double Twine” as noted above.
- The second stitching round on the grommet need not be a “Sun Ray” pattern but does need to be a minimum of 1/8th inch beyond the first round.
- The “round Seam” illustration shows the “inside out” stitching method.



Proper Flat Seam





Scuttlebutt O-13

Crew will start from attention wearing protective gear.

At the signal from the Judge and under the direction of their coxswain alone, the crew will lash spars with 4 or more round turns and a square knot.

Hang tackle on grommet over center spar.

Erect tripod over barrel sling around barrel as per diagram.

Using square knot, lead hauling part of purchase through snatch block which is attached with the other grommet to the bottom of center spar and between the other two legs.

Raise the barrel 3 feet off the ground upon completion time is stopped

Lower barrel upon permission from the judge.

Lower spars slowly and carefully, paying special attention to handling gear.

- Dismantle all gear, coil all lines and return to starting positions, with crew at attention.
- Gear may not be touched without the judge's permission.
- Gear will be left in a seamanlike manner as per the diagram.
- Gear storage time is not to exceed 5 minutes.

NOTE

- Judge will call "HANDS OFF" when the barrel is raised and swings free of the bottom timbers.
- All crewmembers will stand clear until the Judge calls "HANDS ON" when the barrel is lowered to about 1" above the timbers.

Each crew may run through the procedures 3 times only.

SCORING:

Scoring will be based upon time alone. 2-1/2 minutes is required to qualify.

Note: A 5-7-person crew with a working coxswain. If using an 8-person crew your coxswain is non-working.

A 30 second penalty will be added for

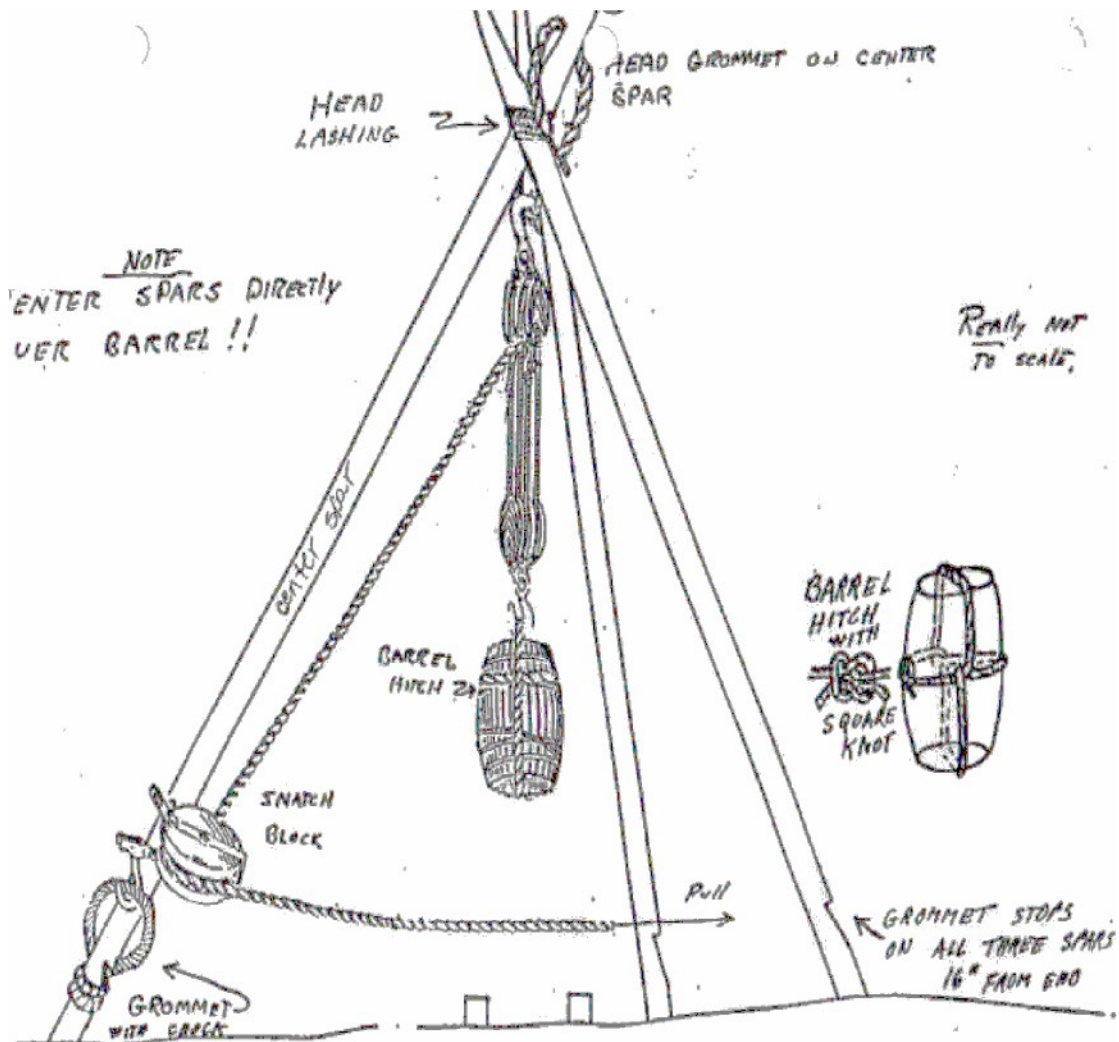
- spilling excessive water,
- dropping the spars or gear,
- allowing the block to swing free,
- Talking by anyone except the coxswain and the two crewmen while tying the barrel sling and guiding the barrel on or off the timbers, or improper gear storage.
- All unsafe procedures must be corrected before proceeding at the consent of the Judges.
- Time will stop and that run disqualified only when designated or for a dangerous situation.

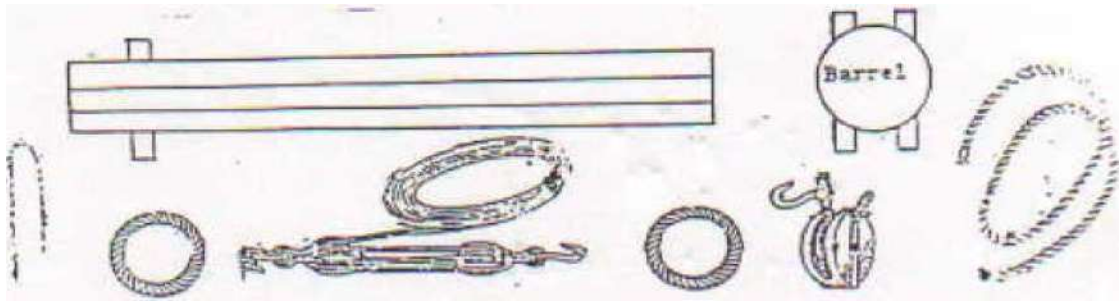
Equipment:

Standard scuttlebutt gear will be provided consisting of the following:

- 3 spars 3-3/4 diameter by 16' long each notched for snatch block grommet.
- 1 55-gallon barrel filled with water to within 6" of the top.
- 3 timbers – 4 x 4 x 4 – to rest the barrel and spars upon.
- Line 1" diameter by 24' for tying barrel sling.
- Line 1/2" by 14' for head lashing.
- A twofold purchase rove with 2-1/2" circumference line.
- 2 grommets
- Snatch block.
- Hard hats will be provided.

Gear will be laid out at the start of the event as shown below.





Semaphore O-14

Four Scouts in two teams of two each.

Event Description: This event is a practical demonstration of semaphore flag signaling.

References: Sea Scout Manual

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”. The event will end when either all four messages have been completed or the twenty-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.

If requested by the Crew the Event Director or Event Judges can provide a time check while the event is running.

There will be a maximum of 20 minutes allotted to each Crew to complete this event and judges will stop event once 20 minutes is up.

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. There will be no verbal communication allowed between the two halves of the Crew once the event has started and until its completion. There will be a penalty of 1 point for every 10 seconds over 10 minutes.

Satisfactory Score: 70 points

Splicing and Whipping O-15

Three-person team members. 15 Minute Time Limit

Will draw lots to determine what splice or whip they will do.

Eye Splice
Short Splice
Palm & Needle Whip

- The line furnished will be manila 1/2" in diameter and 3-foot lengths.

Short splice,

- Two pieces of line shall be supplied.

Splices must have the three tucks and need not be tapered.

Talking is not permitted.

Palms,

- twine, and tape will be provided for the palm and needle whip and short splice, however,

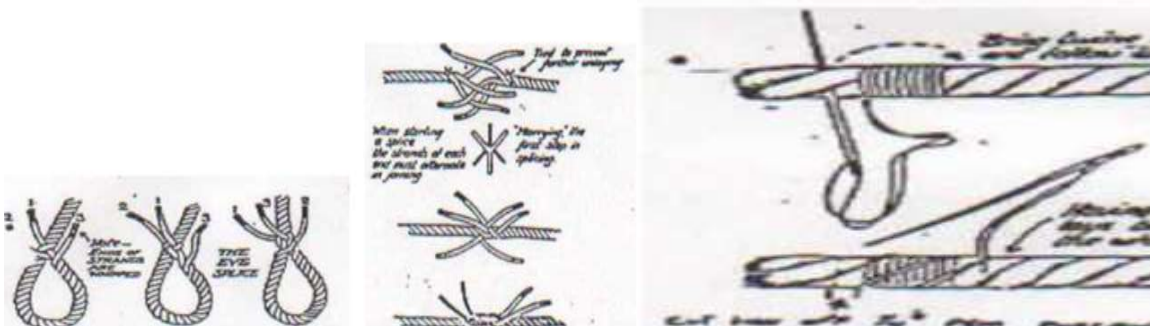
Each crew member must provide their own knife.

SCORING:

The event will score 100 points at the start.

Errors being subtracted.

Judges will look for tightness and neatness of finished work for place awards.



Swimming O-16

4 Person Crew Relay Race

Upon starting signal from Judge

- First swimmer- starting in the water- swims the length of the pool.
- First swimmer touches the far edge of the pool.
- Second swimmer-waiting in the water-swims back.
- Third Swimmer Repeated.
- Fourth swimmer Repeated.

The following strokes shall be used in order

- First Swimmer – Back Stroke – racing stroke allowed.
- Second Swimmer – Breast Stroke
- Third Swimmer – Side Stroke – Elementary
- Fourth Swimmer – Free Style

Conservative swimsuits are required or wear a dark tee shirt over the swimsuit.

Talking is permitted

CHEERING IS ENCOURAGED!

SCORING:

- Based on total team time.
- Qualification time is 2 minutes for the team.

Wrong stroke penalty? Yes, 10 seconds

Taking Out A Line O-17

Four Person crew relay

- All four crew members will start at attention on the dock/shoreline.
- Two scouts do the event at a time, while the other two wait their turn.
- First two scouts pull the line off the reel and coil it in the stern of the boat.
- They row the boat to the buoy with the ring.
- Using an inside Bowline, they tie through the ring.
- When the knot is completed, time stops.
- The Judge at the buoy inspects the knot and either qualifies it or does not except the incorrectly tied knot.
- Time starts the knot is untied.
- The correct knot line is dropped in the water.
- The incorrect knot is re-tied, and the Judge stops the time again for inspection of the knot.
- The boat is rowed back to the start and secured by the first crew.
- Time will be stopped during crew change to promote safety.
- The second crew re-rolls the line on the spool.
- Any crewman shall not pull the line to assist the boat back to the dock/shore.
- The first crew members disembark the boat, and the second two crew members enters the boat.
- The event repeats itself.
- The shore crew pulls the line back to dock/shore and coils it on the ground.
- The boat is properly secured to the dock/shore.
- The four crew members return to attention on the dock/shore to end the event.

TALKING – CHEERING AND SCREAMING ARE PERMITTED

SAFETY: Four working vests or jackets will be provided and must be properly worn by all crew prior to starting the event.

EQUIPMENT:

- One skiff or dinghy.
- 125' of 3/8" line coiled on the dock or on a spool and a buoy with
- a ring moored 100' from the float or shoreline, or another boat, dock or float approximately the same distance away.

SCORING:

Scoring will be on time alone.

- A penalty for un-seamanlike conduct is one minute per infraction.
- A maximum of 8 minutes will be used.
- Eight minutes or less is required to qualify.

Un-seamanlike conduct:

Examples are standing in a boat or cursing.

Tug-O-War O-18

This is a competitive event in which each team should be equal in **number**. When the middle stripe has moved 5 feet from the starting position, one team will be declared the winner. A defeated team may pull again after another set of teams has competed. Event will take place in the swimming pool and will be scored on a tournament scale pitting teams against each other. **Note: Due to the fact that not all crews are the same size, the maximum number of people competing may not exceed the size of the smaller crew. In order to ensure fairness among crews, no crewmember may compete twice before all crewmembers have competed.** TALKING, CHEERING AND SCREAMING ARE PERMITTED!

Scoring. One competition, win or lose, qualifies.

Time permitting; a winner's tug-off may be scheduled to determine the overall winning team.

Very Mysterious event O-19

“All Hands” event

Be “prepared” to do anything!

Since you are competing, it would be advisable **not to discuss this event** with other competing Ships until all events have been closed for the day.

SCORING:

A mysterious number as well !!!

Safety O-20

All hands event.

The Chief Judge will describe an emergency situation which may consist of:

Three (3) scenarios.

Competing crews will draw to determine which scenario will be scored.

- Shipboard fire
- Collision
- Man Overboard
- Any other similar circumstance/emergency

Proper VHF Radio procedures must be used.

The Coxswain will direct the crew in responding to the situation,

- By using verbal instructions and communication between crew members as well as
- Any appropriate equipment provided for the event.

The event can be verbal or hands on, at the discretion of the Judge.

SCORING.

Coxswain and crew alertness, attentive participation, and following instructions properly shall be the basis for determining qualification by the Judges.

Total event time should not exceed 20 mins including brief and debrief.

Sea Anchor Racing O-21

Team of Four scouts

- Two teams, each with their own Sea Anchor will compete per race.
- Each scout in a team will “pull” the Sea Anchor across the pool and pass it on to the next scout.
- Each scout then returns across the pool for their lap.

SCORING:

- The best combined time of each scouts “pull” wins the race.
- Team ranking will be determined by a team’s total time.

Gumby Suit O-22

All Hands Event

Timer starts when you touch the suit

Under a 1 min 3 points

Under 1 min and half 2 points

Under 2 min is 1 point

Over 2 min is 0 points

1 person per event official

Crew may talk during event

Suit starts in bag

To be considered fully on, zipper must be all the way up, hood on, face guard across, ankle straps secured.

Raise hands when finished to stop time. Official will inspect the suit to confirm completion. If put on incorrectly, time will restart until the scout raises hands a second time. (Reference bosun's chair knot tying rules)

Times are recorded and used in the case of a tie