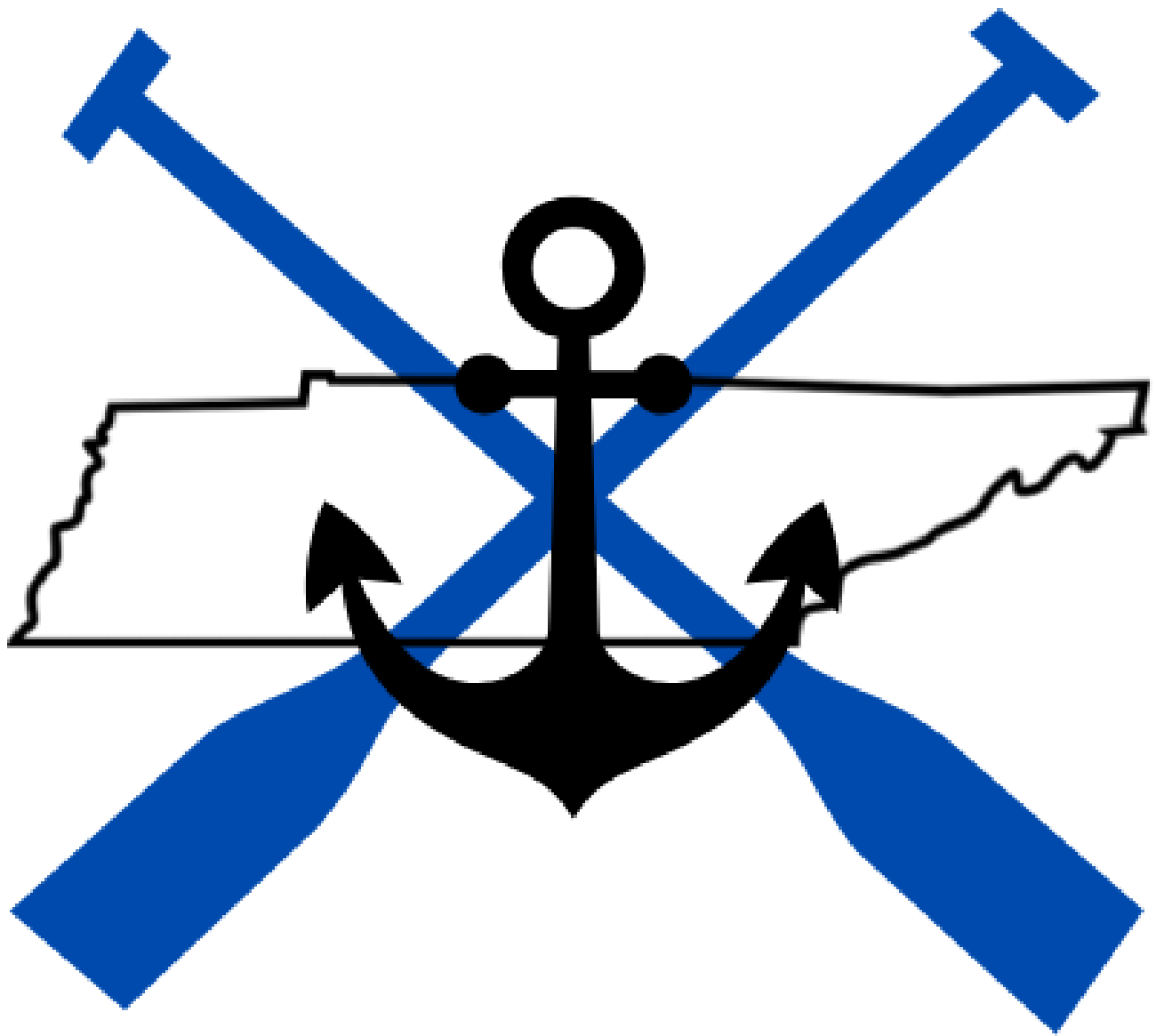




MTC Sea Scout Regatta Leader's Packet
October 24-26, 2025
Grimes Canoe Base

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Introduction

The Middle Tennessee Council (MTC) Sea Scout Regatta is a weekend for Sea Scouts to come together for friendly competition and to build the Sea Scouting program! It will happen on October 24-26, 2025, with check-in between 5 and 7 PM. If you have questions, reach out to the Council Boatswain, Ethan Steffensmeier, and they are under 18. Email - ejsteffensmeier@gmail.com

Travel/Arrival/Check In

When travelling to the Regatta, take note that it is an isolated camp. Cell service can be spotty during travel. Please let the Council Boatswain know your travel method and estimated time of arrival (ETA). Linden, TN, is the closest town to Grimes. There are some gas stations and a Dollar General. It is about 15 minutes north of Grimes. There is also a Sonic that many units stop at when travelling home.

Upon arrival, there will be space to park briefly for check-in, which will take place at the trading post (GPS will direct you to the trading post). To hasten the process, please have health forms and swim tests ready. You will receive papers with the schedule, a map, emergency contact information, an emergency plan, and other important documents. The Skipper and Boatswain (or equivalent if not a Ship) should both go to check in. Provisional scouts will check in at the trading post and be assigned a site. All provisional scouts will be assigned to crews (if they don't join a unit before) during the leader's meeting. Therefore, provisional scouts must be at the leader's meeting.

Prerequisites

There are prerequisites to attend the Regatta. These align with national and Council policies.

- Health forms (all parts) must be signed within a year.
- Swim tests (there is not space at Grimes to do swim tests).
- Safety Afloat (for adults).
- SYT (for everyone over 18).

Equipment/Food/Trading Post

Grimes Canoe Base will supply the canoes, paddles, life jackets, program equipment (for stations), space for camping, fire rings, and transportation to the start point for the canoe race. The canoe race ends at the Grimes take-out point, located next to the trading post and campsites, so transportation will not be necessary from the race to camp. Units will supply their own food, tents, cooking equipment, throw bags, and transport to Grimes. A trading post is available during limited hours, typically on Friday and Saturday evening. Shirts, hats, patches, sodas, collectable items, and snacks are available for purchase at various prices.

Events

All events, except the tug of war, will happen on Saturday. Every event will have a grading criterion, which is listed in the descriptions. The canoe race, tests, tri-pole lashing, first aid, drill, knowledge, water relay, fire extinguishing, and tug of war will each count for ten points. The maximum points a crew can earn is 100 points. Some events will have alternate grading depending on the conditions. Every team will be graded the same. There will be 30 minutes allotted per event, plus the travel time to the next event, though events are not expected to take 30 minutes.

Canoe Race & Tests

The canoe race will be by unit on Saturday. Crews must have 4-6 Scouts and 2-4 adults on the water, and they must stay together. The route is seven miles, starting at a point called “Blue Rock”. It’s a little harbor/take-out point on the Buffalo River, and it got its name from a rock that was painted a light blue in the water. There will be a briefing on the river conditions the morning of the race.

The swamped canoe tests will happen an hour before the race at Blue Rock. One canoe from the team will be swamped by staff (filled with water), and the crew will have to empty it via two methods: where they can touch the ground and where they can’t. The way Scouts can touch the ground is completed by the canoe being flipped on a few Scouts’ shoulders, then they stand and throw it to one side, right side up. The method where Scouts cannot touch the ground involves pushing a canoe, upside down, atop another canoe that is floating. Then, they flip the swamped canoe right side up while still on the floating canoe, and finally push it off the floating canoe. For safety, the method where Scouts cannot touch the ground will be completed at Blue Rock, where they can touch, so it’ll be a demonstration of skills. Five points will be earned if they pass the tests, but if they don’t, zero points will be earned.

The rescue tests will occur after all crews complete the swamped canoe tests. A staff member will float down the rapids by Blue Rock while a participant throws a rescue line to them. Successful rescue is defined by the staff member who is floating, grabbing the throw bag/rescue line, and the Scout on shore pulling them to shore and properly “administering” first aid. If the water is too shallow around Blue Rock, there will be a zone on shore that the rescuer will have to land the throw line in, then they will have to “treat” an “injured” staff member. Five points will be earned if they pass the test, but if they don’t, zero points will be earned.

Tri-Pole Lashing Event

The tri-pole lashing event will consist of three poles. The objective is to use a tri-pole lashing and create a self-supporting structure as fast as possible. The team will start a distance away from the materials, assemble the structure, move the structure to another zone, then run all the way back to the start point for the time to end. Ten points will be earned if the crew does everything properly, five points if they make one mistake, and zero points if they make more than one mistake. Mistakes include improper lashing, leaving a zone early, and the structure doesn’t stand.

Fire Extinguishing Event

This event will consist of extinguishing a campfire. The staff will assemble a fire for each crew. There will be a shovel, a pile of dirt/sand, and a jug/bucket of water. To signify the fire is out, the crew must be able to put their hand in the ashes and put a stick in the center. When the stick is in the center, the staff will verify that it is cool to the touch, and then the time will end. There will be ten minutes to complete the event. Each minute it takes to extinguish the flames will result in a loss of a point. For example, one minute (or less) will be ten points, two minutes will be nine points, etc. Anything over ten minutes will result in zero points.

Knowledge Event

This will be an event where basic knowledge is tested. Topics include boat terminology, Sea Scout ranks, Sea Scout positions, classes of fires, distress signals, maritime flags, and the PASS acronym. This will be done with various pictures/letters (if an acronym) on a table, then the title will be matched with the picture/letter. Zero, five, or ten points can be earned at this event. If more than half of the pictures and titles are wrong, the crew will receive zero points. If fewer than half are wrong, the crew will earn five points. If all is correct, the crew will receive ten points. A maximum of ten minutes is allotted for this event.

Water Relay Event

The water relay event will consist of red Solo cups (or similar), two sticks, tape, and two five-gallon buckets. Only one bucket will have water. The crews will have to move as much water as possible from the full bucket to the other bucket within ten minutes. They cannot move the five-gallon buckets, touch the water with their hands, or move the water with anything except the materials provided. There will be ten lines in the opposite bucket, and points will be awarded based on which line the water reaches. The highest line will be ten points.

Drill Evaluation Event

Drill and ceremony is critical to Sea Scouts. There must be three to five Scouts in the formation and one commanding on the outside. It will be squad drill in accordance with the Sea Scout Drill Manual. When reporting in, salute, address the grader, and ask for permission to use the drill deck. When reporting out, salute, address the grader, and ask for permission to exit the drill deck. Drop your salute when your salute is acknowledged, always finish your statement with their position, speak clearly, and be polite. You do not form ranks in front of the grader. You will march in front of the grader and begin the report in. Here is the manual - <https://seascout.org/download/drill/?wpdmdl=584> The grading card is below -

Movement	Correct	Incorrect	Notes	Points
Report In				X
Right Face				X
Left Face				X
About Face (x2)				X
Left-Step, March				X
Squad, Halt				X
Left Face				X
Right-Step, March				X
Squad, Halt				X
About Face				X
Forward, March				X
Column-Right, March (x2)				X
Rear, March (x2)				X
Right Flank, March				X
Left Flank, March				X
Column-Right, March (x2)				X
Column-Left, March (x2)				X
Mark-Time, March (5s)				X
Squad, Halt				X
Forward, March				X
Column-Left, March (x2)				X
Left Flank, March				X
Squad, Halt				X
Report Out				____/10

First Aid Event

The first aid event will be a brief search and rescue (SAR) and wilderness first aid (WFA) scenario on a simulated victim. The objective is to locate the victim, treat them, and evacuate, if necessary. If the crew decides to evacuate, the grader will designate a zone where the crew must evacuate the victim. Materials will be provided to the crews. Since this is a WFA setting, crews will receive minimal materials and are encouraged to use their surroundings, such as a bandana and sticks for a splint.

Any consumables, which are anything that can only be used once, such as band-aids and gauze, are not to be opened during this event. When “using” or “administering”, the Scout will put the consumable on the affected area, say, “applied” or “administered”, then continue with securing the consumable (med tape, wrap, etc). Ankle wraps and splints can be used like normal. Tourniquets (TQs) are not to be fully applied. Secure the TQ enough to keep it in place, then say, “applied” or “administered” to indicate that in a real-world scenario, it would be fully applied. If CPR is done, do not touch the chest or do rescue breaths. Say, “doing CPR” or “doing rescue breath” when demonstrating. Ten points will be earned if the team completes SAR and WFA correctly, five points if only one part is completed correctly, and zero points if neither part is completed correctly.

Tug of War Event

This event will be tournament-style. The crews will pick their best four. This event will happen on Sunday morning. Points will be awarded based on placement. If the crew finishes in fifth place, for example, they will earn five points. If more than ten crews are competing, only the top ten will get points. If there are more than ten crews, it will be a one-time loss, and the crew is out of the bracket. If there are fewer than ten, it will take two losses to get out of the bracket.

Team Composition/Rules

Teams are called crews, and they will consist of 4-6 youth (14-20) and 2-4 adults (21+). Events only require 4 youth, but more are welcome to compete in each event. For example, a crew can have 4 Scouts in the drill event, then 6 for fire extinguishing. It also does not have to be the same Scouts in every event or leading. Adults will not compete, but for the canoe race, they must be with the crew for SYT. 18-20 year olds must follow adult SYT rules. Troop ASMs who are 18-20 can participate as youth for this weekend. As a note, the proper terminology is “adult program participant” for the 18-20 range.

Check-Out

Check-out will begin at 0830 and end at 0900. Units must be out of Grimes by 0900 Sunday morning. Staff will leave no later than 1000. When checking out, notify the Council Boatswain and collect your papers (health forms) back from them. Check-out will occur at the trading post, at the same place as check-in.

Schedule

Friday -

- Check-in - 5-7 PM
- Cracker barrel (staff may provide, but don't rely on that) - 7 PM
- Leadership meeting - 7:30 PM

Saturday -

- Flag - 7 AM
- Gear check-out - 7:15 AM
- Shuttle to start point - 8-8:30 AM
- Swamped canoe and rescue tests at Blue Rock - 9 AM
- Race starts - 10 AM
- Off the water - 2 PM
- Gear check-in - 3-4 PM
- Station briefings - 4-4:15 PM
- Stations Start (30 min per event) - 4:30 PM
- Stations end - 6:30 PM
- Flag - 6:45 PM
- Dinner - 7 PM
- Open activities - 8-10 PM

Sunday -

- Flag - 7 AM
- Tug of War - 7:30 AM
- Clean up and check out - 8:30-9 AM