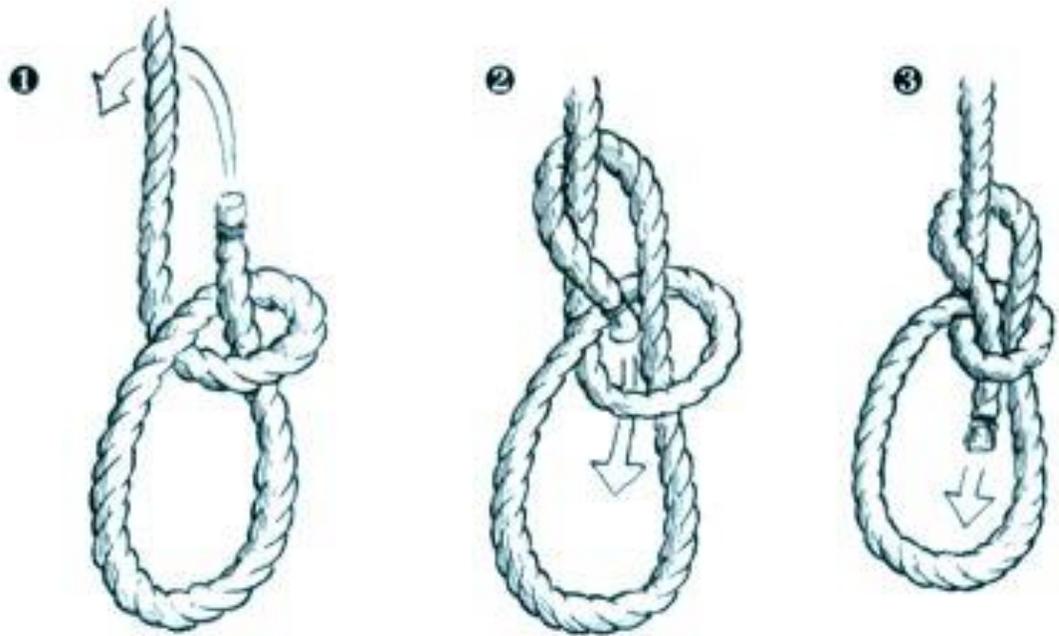


2014

Nor' Wester Regatta



Required



Steps for tying a bowline

Events

Drill MP-01

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

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

The use of a Guide-On during drill is permitted, but will not be judged or affect the ship's score. 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 pt possible for coxswain and 10pts for general impression.

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 advise or make requests to the crew until the event is over.

Marching to be done as close as possible to a march cadence of 120 and a step of 30"

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 give younger petty officers 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 executes, 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.

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 raise their left arm straight out to the left side (all except the last person) and touch the shoulder of the person to the left. Fingertips should just barely touch the

shoulder. Finders and thumb 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.

CLOSE INTERVAL DRESS RIGHT.

Same as Dress Right, but the command is At Close Intervals, Dress Right, DRESS! Instead of extending 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.

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 same time. You should pivot on heel of right (left) foot and ball of left (right) foot and pivot 90 degrees. Then bring 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 ball of right foot and hell of left foot. When turned 180 degrees, you should end up l the position of Attention with heels together and feet at a 45 degree angle. Arms should not swing out from sides.

FORWARD MARCH.

The command is Ship, Forwards, MARCH! On the command March, the entire Ship steps off with left foot. The step is 30 inches long and cadence is 120 steps per minute quick time.

COLUMN RIGHT (LEFT).

The command is Column Right (Left), MARCH! On the command MARCH, the first person turns 90 degrees to the right (left) by pivoting on ball of right (left) foot and ball of left (right) foot, without stopping, and steps out with the left (right) 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) in marching and continue in the new direction.

RIGHT (LEFT) FLANK.

The command is By The Right (Left) Flank, MARCH! At the command MARCH, the entire Ship pivots to the right (left) and marches in the new direction.

TO THE REAR

The command is "To the Rear" , "MARCH!" At the command MARCH, the entire Ship pivots to the right and marches in the 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. Command" FALL-OUT" is always preceded by the command "ATTENTION" (Crew/Ship/Fleet/Squad....

"Attention"..... "Fall-OUT")

(Competitive time will stop at the command "FALL-OUT")

Ring Bouy MP-02

All hands event in which each crewman will have three chances to make a successful throw, using a 20" life ring with 50' of ¼" line attached, at a 5' wide target, 30' away. 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: First Throw 20 Points

 Second Throw 15 Points

 Third Throw 10 Points

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

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 record. . 75% 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%

Knots MP-03

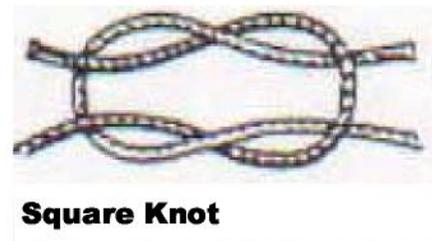
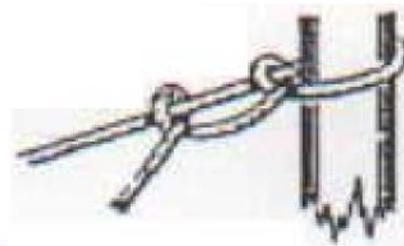
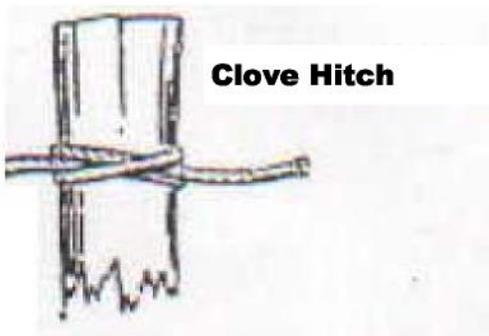
All hands shall tie five knots as shown and set forth below, and referenced in the Sea Scout Manual:

- Sheet Bend (tail position does not matter)
- Two Half Hitches
- Clove Hitch
- Inside Bowline (right or left hand permitted)
- Square Knot

The knots will be tied with natural fiber line, not to exceed ½" 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.

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 shall participate in the Quiz which will be based on the “required” Apprentice and Ordinary requirements 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. The questions may be true/false, fill-in, multiple choice or a combination of the above. Care should be taken by Judge to ensure that questions are relevant and useful. Talking is not permitted. The Judge has the choice of making this either a written or visual test.

SAMPLE QUESTIONS:

1. What is the only flag flown over the national ensign?
(a) Commodore's Flag
(b) International Code Flag, Letter B
(c) Church pennant (d) 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)

SCORING: Based upon the number of correct answers. Maximum time is 15 minutes per ship.

Quiz includes questions on Sailing and First Aid

Quiz will take place after breakfast as an all hands event

Uniform Inspection MP-05

All registered crew members from their ship shall participate. Uniform inspection will be as scheduled in the program. (Officers will not be judged)

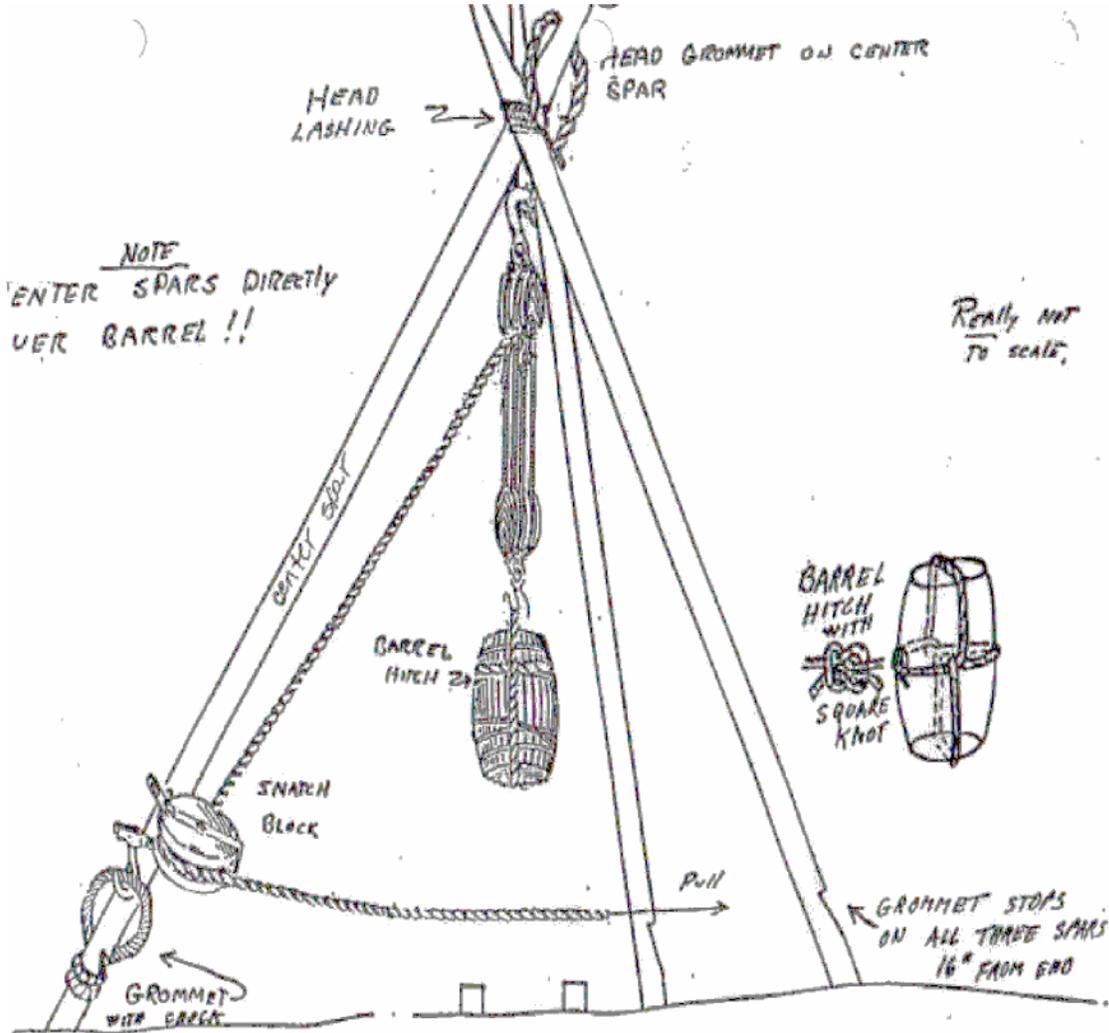
The inspection will be done by a multi person (or more) team, and will be headed by the Area Commodore. All members will judge all ships. The team may consist of council Commodores, NW Area Bos'n (or alternate), and invited guests. All inspectors will be in clean dress uniform, if applicable.

The inspectors will evaluate and judge the ship as a unit. However, 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 scores.

SCORING: Each inspector will judge each ships 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 each ship. Inspectors to make written notes on items which, in the opinion of the Inspector, lower overall scoring of the unit. ie: lint, badges, different shoes. High and low scores will be eliminated for accounting purposes.

Optional



Events

Barrel Fill O-1

All crewmembers, under the direction of the Bos'n, will transfer 40 gallons of water, using 5 gallon "plastic paint" buckets, from a 50 gallon barrel to a second 50 gallon barrel located 50ft from the first. A row of 5 traffic cones (evenly spaces in a straight line) shall be placed between the barrels. Crewmembers shall transfer water by means of buckets filled with water from the starting barrel, negotiating around the traffic cones and pouring the buckets of water into the second barrel. Crewmembers may carry empty buckets directly back to the starting barrel, bypassing the traffic cones. The barrels may be tilted, but they may not be removed from their stations. 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 . Chief Judge shall insure all teams are scored consistently.

2011 SCORING: Participating in event qualifies

Note.....

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

Flashing Light O-2

A **four member crew** will compete as two teams. The teams will separate (one signalman 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 eight, 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 \overline{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 8 lines (groups) of letters. Each line (group) should contain 5 letters.

Bos'n Chair O-3

The event will be a relay, with a **four person crew**. All crew members start from attention. On command from the Judge, two crew members shall start the event. **One crew member ties a French bowline around himself / herself and may be helped by the other crew member.** The participant must be held by the French bowline so as to cause one line of the knot to pass around the waist and the other under the buttocks. The tail of the line must extend at least 6" beyond the knot. **After the crewmember that is being hoisted has finished tying the knot, that crewmember shall raise both hand and shout "STOP", where by the judge shall stop the time, inspect the knot for correctness and then restart the time by saying "READY, GO".** The two competing crewmembers shall then hoist the participant that is tied in the "Bos'n Chair" until a block or spar 20' above the ground is touched and the participant shouts "stop". The time will stop at this point. The participant aloft then slowly and safely lowers to the ground, hand over hand, with the other crew member holding the line at all times to ensure a safe descent. The knot shall not be untied or loosened in any manner until the participant has both feet on the ground. The time starts again when the participant is safely lowered, and both feet touch the ground. The French bowline is then loosened and untied completely, and the two crew members exchange positions and repeat the procedure. When the first two crew members finish, they step back and the second crew members exchange positions. NOTE: For safety reasons, the participant must sit in one loop of the French bowline at all times when being hoisted or lowered. Violation of this rule will cause the event to be stopped, and the team disqualified. 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.

The event is completed when the four crew team has fallen in at attention. Shipmates may encourage their team; however no verbal or other help is allowed to assist the competing team. A ten second penalty shall be added for each violation of this rule. If the Judge determines that the French bowline is not tied correctly, including the minimum 6" tail, **the time will started again and the team may retie the knot.** No crew member will be allowed to be hoisted from the ground without the proper knot being tied, the crew person being properly positioned within the loops and the safety harness and belay properly attached.

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

Six to eight crew including a working coxswain shall participate. Your vessel is stranded and the rescue crew has fired a shot line out to you. Get one of your crew ashore in a safe manner.

Remaining crewman will stay at mast until called ashore by coxswain. Standard Breeches Buoy gear will be provided consisting of the following:

- Two spars 3 ¾" in diameter and 10' long
- One hawser 1 ¼" in diameter by 120' long
- One endless line 3/8" in diameter by 300' long with a tailblock and tail-line attached
- One twofold purchase rove with 5/8" diameter line
- One deadman with cleat
- One **Standard Block** to receive the hawser
- One line 3/8" in diameter by 15' for the headlashing
- One line 3/8" in diameter by 14' for the base line on the spars
- One shot line 3/8" in diameter by 150' between ship and shore
- One breeches buoy/chair

Signal to be used between ship and shore.

- Vertical (up and down) hand motion is yes or affirmative
- Specifically: "Hail Away", "Tail block made fast", "Hawser is made fast" and "Man is in the breeches buoy"
- Horizontal (sideways) hand is no or negative.
- Specifically: "slack away", "avast hauling".

Specific information: The two crewmen at the mast may talk to each other and will wear safety equipment when required. The rescue crew will start from attention and at the Judge's signal, (TIME STARTS). With only the coxswain talking, accomplish the following:

Secure shotline to tailblock of whipline. Signal ship, signal returned. The mast crew will haul endless line to the mast and secure the tail-line to the mast with a round turn and two half-hitches. Signal shore, signal returned. The rescue crew will lead hawser through breeches buoy block (if solid block is used) and fasten to whipline, using clove hitch in whipline, then haul hawser out to mast. Signal shore, signal returned. Mast crew will secure hawser to the mast two feet above endless line, with a round turn and two half-hitches. The whipline will be cast off at the crew's discretion. (NOTE: All knots tied in hawser will have a 12" tail). Signal shore, signal returned.

Meanwhile, rescue crew will secure sheer legs with head lashing and tie clove hitches in the spar footline, placing a half-hitch over the clove hitches for safety. After hawser is secured to the mast, tie a bowline-on-a-bight in the hawser as close to the waterline as is practical, behind the breeches buoy, and lead the hawser through the **Standard Block** on the deadman. Cast a bowline or bowline-on-a-bight in the tail of the hawser, close to the **Standard Block**, and spread the block and tackle between the two bowlines, so hauling part will be towards the deadman. Tie a clove hitch in the endless line and pass it over the breech ring, and secure it as close to block as is possible (not on line from block to chair). Set up sheer legs behind the breeches buoy and forward of the bowline-on-a-bight. Crew members haul away on double purchase line until hawser is taut. Secure line to cleat on deadman using standard cleat hitch and at least one half-hitch. Shear legs must have assumed a safe position at a right angle to the hawser (leaning slightly aft) and in line with the deadman. Rescue crew hauls breeches buoy out to mast. Signal ship, signal returned. One distressed crewman will get in and sit in a normal position. Signal ship, signal returned. The rescue crew will pull him/her ashore.

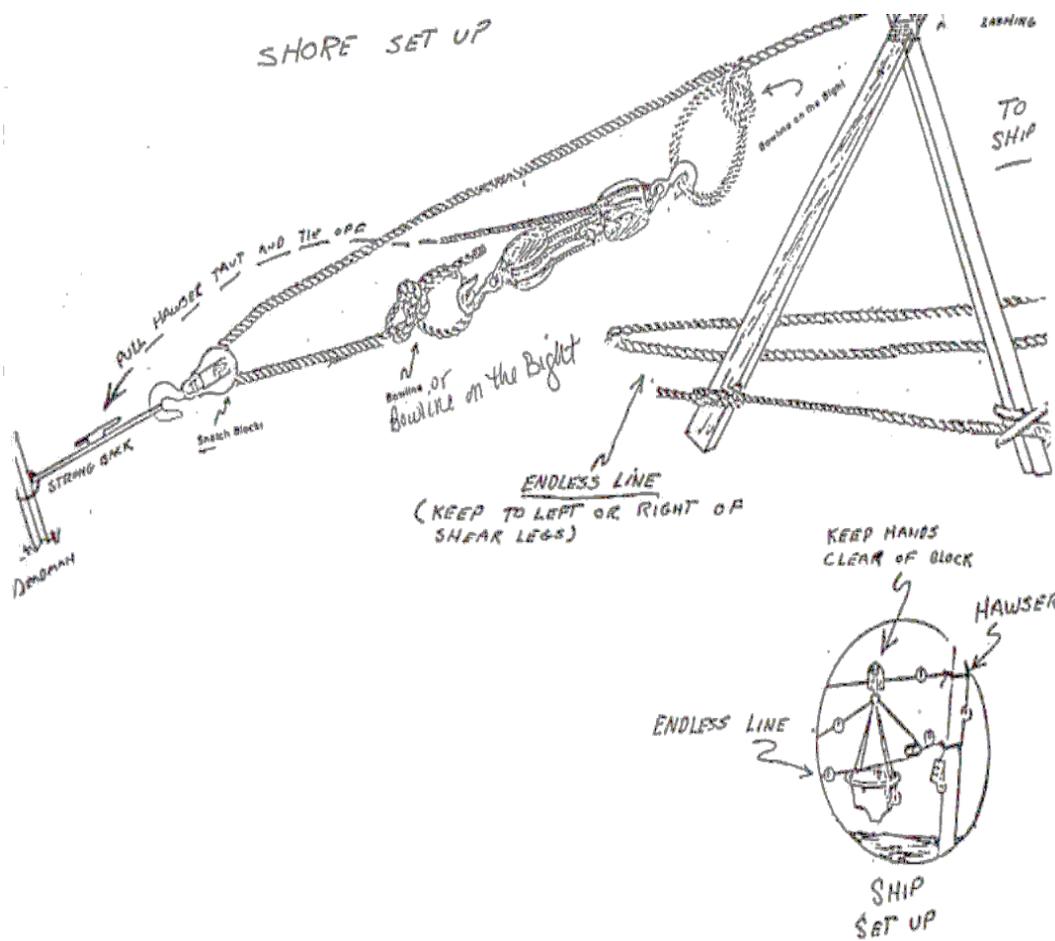
Scoring Time will be stopped when "rescued" crew person is hauled to within 3ft (arms length) of the support "Stiff Legs", remaining crew shall fall in at attention, and coxswain yells "DONE!"

The crew will then help the rescued person out of the breeches buoy, gear should be left standing.

Reminders: If a whistle blows, all members of the team will stop. The clock keeps going. The Judge will not stop an error until such time as it becomes a safety problem.

Gear will be left standing. You will have ten minutes to take down and lay out the gear as you wish before starting the event. If gear is not laid out in ten minutes, you must complete laying it out after the event has started.

SCORING: This is a Qualify / No Qualify event. To qualify, each team must complete the event within 18 mins not including a 10 min. set up.



Notes: The Deadman "Snatch Block" has been replaced with an appropriate sized "Standard Block" shackled to the deadman

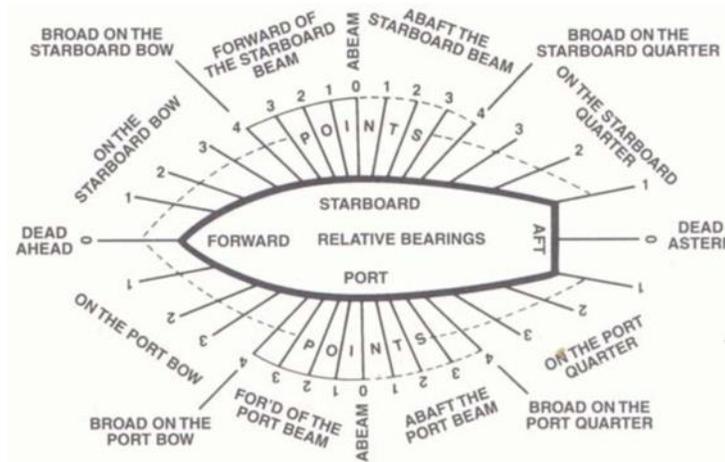
Compass & Relative Bearings O-5

An 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. It's bow may point in any direction. In the center of the circle will be a stack with 64 cards, representing the points of the compass and relative bearings. The cards will be mixed by the Judge, with both sets thoroughly intermixed.

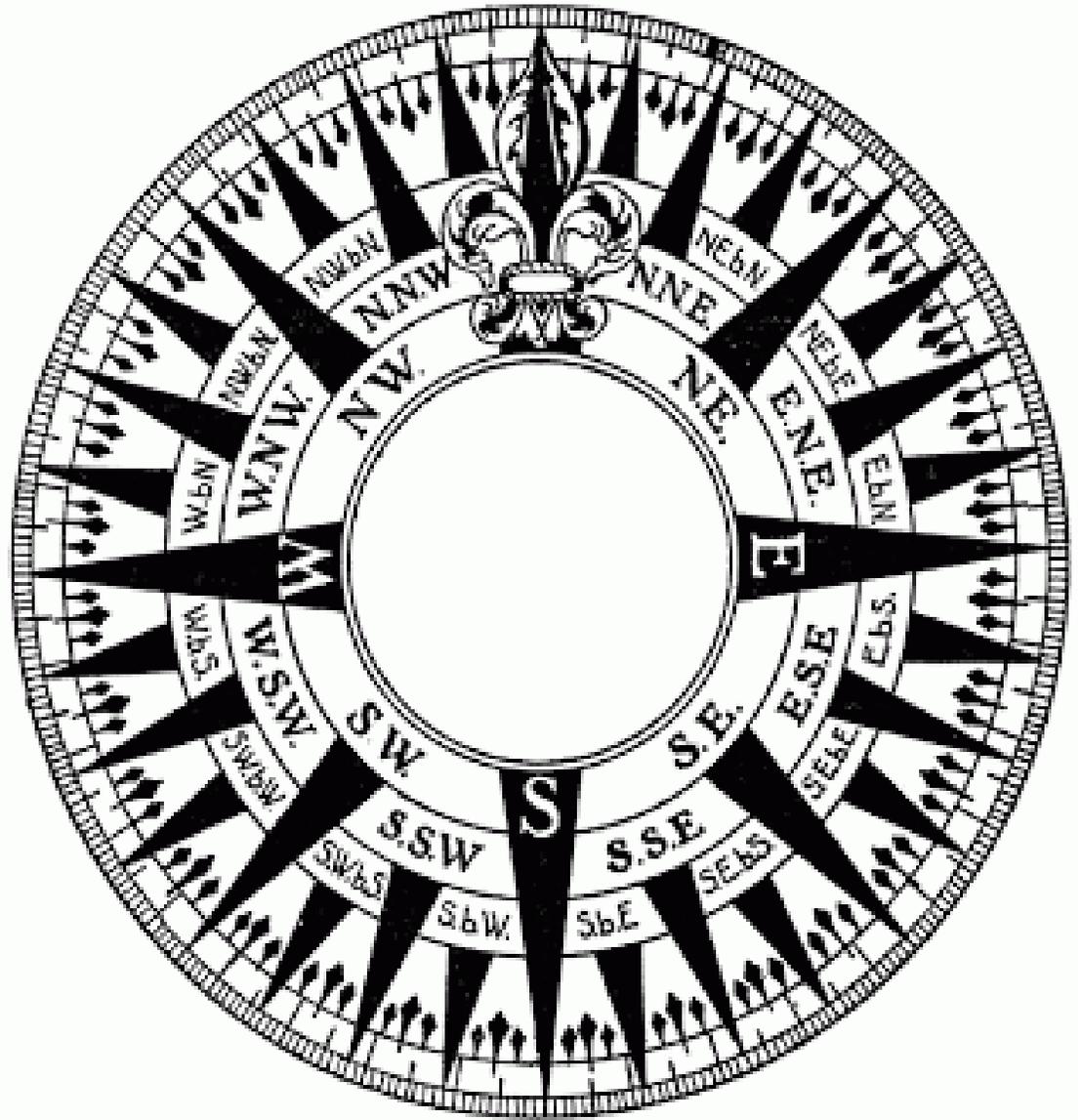
Crew members will line up at attention. At a signal from the Judge, the first member will enter the circle and take two cards from the stack and place them in their proper positions around the circle. Relative Bearing cards on the inside of the markers and Compass Points on the outside of the markers. 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 and place 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

This event has been eliminated.

First Aid questions are incorporated in the Mariners Quiz

First Aid Practicum is now incorporated into the Safety Event.

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 crew through the following described maneuvers in a figure eight course:

Laying aboard, unmooring, give way together, hold water, oars, wide turns to port and starboard, pivot turns to port and starboard, tossing oars, lay on oars, back water, trailing oars, mooring and laying ashore.

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 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 the skill of the Coxswain, crew discipline, skill, knowledge, seamanship, smartness, equipment handling and 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 will be required for all participants."

Piloting O-8

A four member crew will compete, two teams of two. , The two person teams will plot a three leg course. . The plotting teams will be supplied with course, speed and distance. The chart provided for the plotting exercise will be from an area not generally cruised by participating Sea Scouts. No talking is permitted between the two teams while participating .

Plotting equipment will be provided. Teams may bring equipment used aboard their own vessel, if they so desire.

SCORING: Scoring will be based on each teams overall accuracy, along with best time. A "bullseye" placed over the judges target will determine points allowed for accuracy. Ten points will be awarded for each of the following: 1. Starting point, 2. ending point for 1st leg, 3. ending point for 2nd leg, 4. ending point for 3rd leg and 5. 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 are registered at Regatta, then all registered crew members must participate.) in which each crew member will have three opportunities to **throw a 50 ft length of ½" "right hand laid", three strand manila line with sewn whippings between a target 30 ft away and 5 ft wide.** The line may be thrown overhand, underhand or side-arm, but must cross the target in the air.

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. 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%

Spasmodically

Engines O-10

Three crew members will participate in this event about gasoline and diesel engines aboard ships. Crew members may take a generic quiz and / or fix a problem and start an engine.

SCORING: Scoring shall be based on points correct on the quiz and / or whether the engine runs when the crew is finished. A general time limit of 15 minutes will be enforced.

Sailmaking O-12

Three crew members will draw lots to determine what seam they will sew. One will do a grommet eye using a manufactured ring. There is an example in the Sea Scout manual. One will do a flat seam and one will do a round seam. Canvas, needles, palms, wax and twine will be furnished. Seams are to be 4 inches long with the exception of the Flat seam, which will be a total of 4 inches – 2 inches on each side. Each crew member will provide his/her 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:

1. Punch a hole, somewhat smaller than that of the finished eye. This must be cut out of the canvas, not made by a spike.
2. Take some stout roping twine as provided. Wax it well.
3. 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.
4. Follow around again, stitching a bit further away, and evenly disposed and hauled taut.
5. 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 worth while doing well. Thread should be doubled and waxed and should lay flat when stiched.

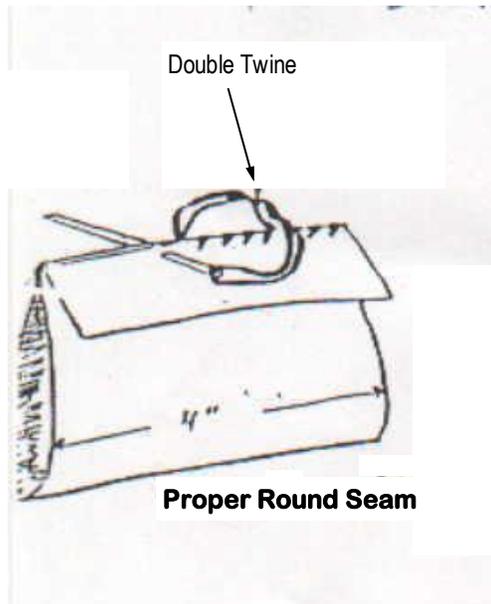
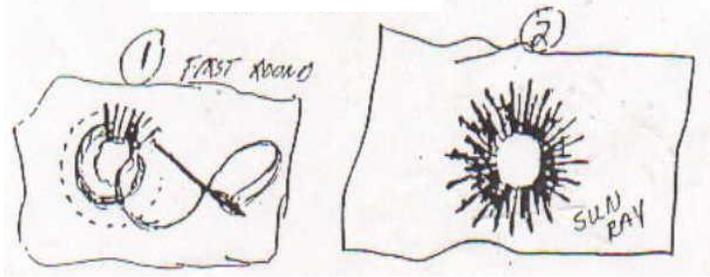
Flat Stitch. A flat stitch is used when a strong seam or hem is required, as on a Pauline or a sail. Pencil a guideline 1-1/2" to 2" from the edge of the canvas, depending on how wide you want the seam. Crease on a line slightly less than halfway to the guideline. Make the fold away from the guideline, 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 commonly 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.

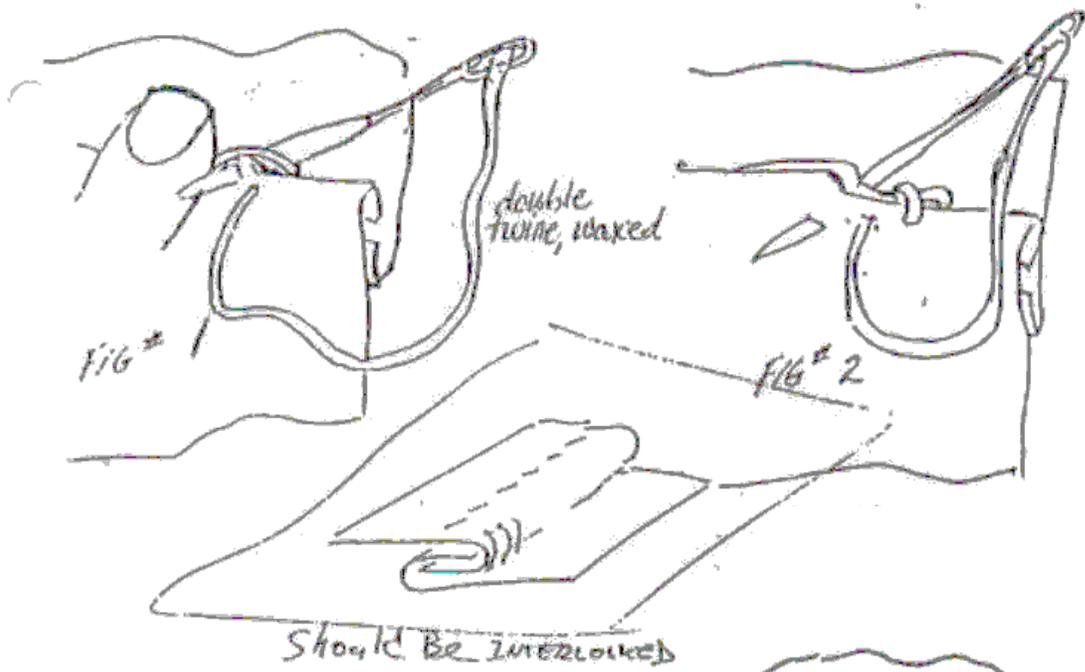
Scoring. Scoring will be according to a system of points taking into account correctness, time and neatness of work, etc. The event will score 100 points at the start, and all errors and poor work will cause points to be subtracted. There is a 15 minute time allowance to finish this event. . Set up time allowed before timing is begun. Time starts when the first needle pierces the fabric. 70% and 15 minutes or less is required to qualify

Proper Grommet

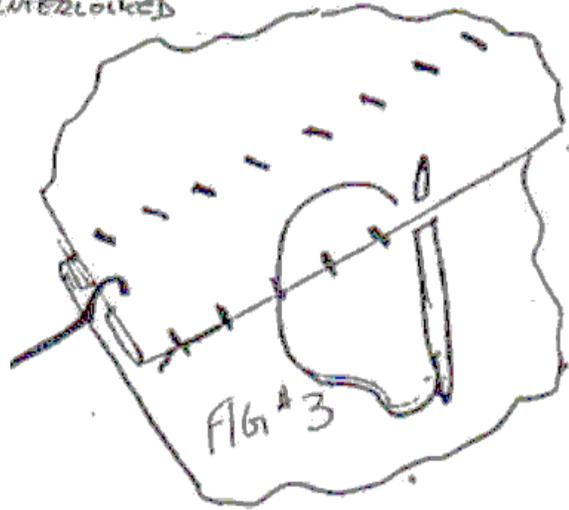


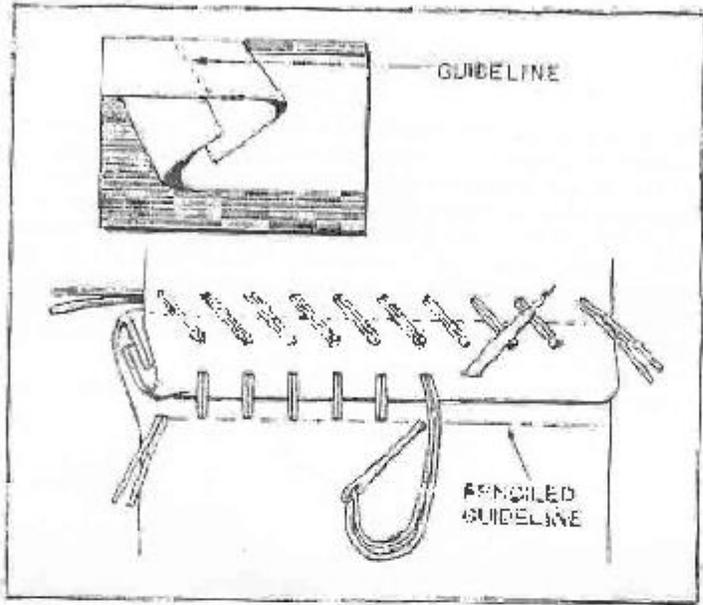
Notes:

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



Proper Flat Seam





Scuttlebutt O-13

1. Crew will start from attention wearing protective gear.
2. 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 square knot.
3. Hang tackle on grommet over center spar.
4. Erect tripod over barrel sling around barrel as per diagram.
5. 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.
6. Raise barrel 3 feet off the ground upon completion time is stopped
7. Lower barrel upon permission from judge.
8. Lower spars slowly and carefully, paying special attention to handling gear.
9. Dismantle all gear, coil all lines and return to starting positions, with crew at attention.

Gear may not be touched without 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. 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:

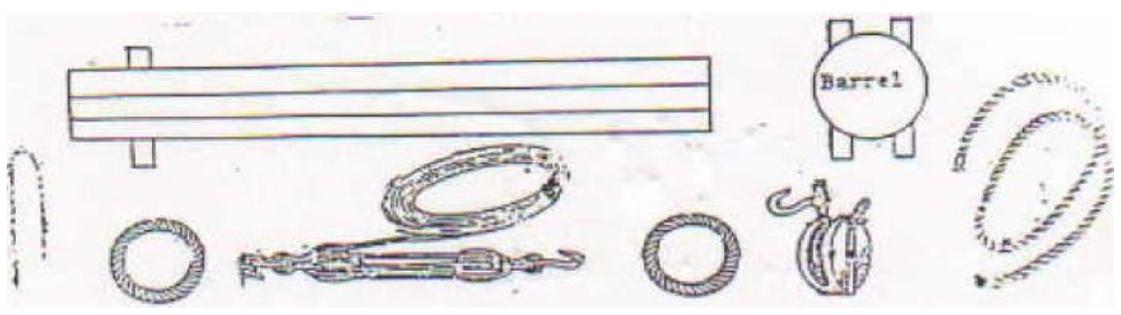
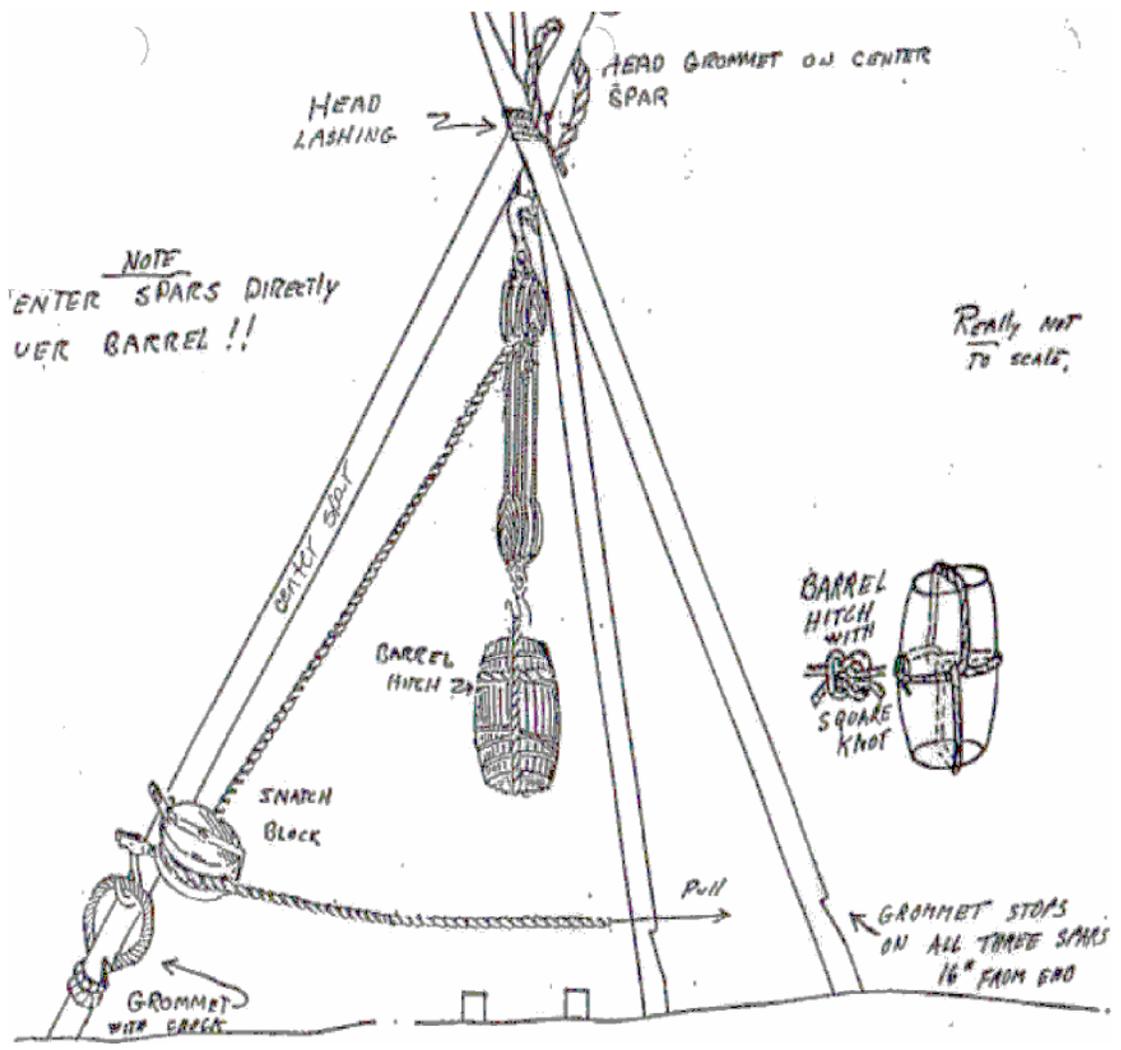
- 3 spars 3-3/4 diameter by 16' long each notched for snatch block grommet.
- 1 55-gallon barrel filled with water to within 6" of the top.
- 3 timbers – 4 x 4 x 4 – to rest the barrel and spars upon.
- Line 1" diameter by 24' for tying barrel sling.
- Line 1/2" by 14' for head lashing.
- A twofold purchase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

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

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

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

Rev 1/14/2009



Semaphore O-14

A **four member crew** will compete. Semaphore will be used. The teams will separate (one signalman and one recorder at each end) and signal over a distance of up to 100 yards. Each half of the team will be given a message to send to the other half. Each message will be eight five letter coded groups. The total will not exceed 40 letters. The Judge will stop each team at the end of 3 minutes. Talking is not permitted.

Special attention is called to the procedure signs in the Sea Scout Manual. Correct procedure is as important as speed or accuracy, and will be graded accordingly. **Waving "J" or the Attention signal may be used.**

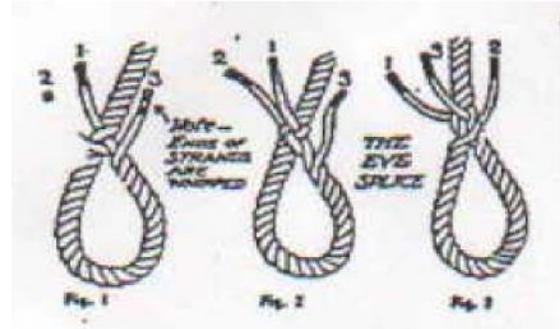
Scoring: The event score will be computed with the number of letters received correctly, and a bonus of up to 10 points for correct spacing and procedures. 70% and 6 minutes or less is required for qualification.

Splicing & Whipping O-15

Three person team members will draw lots to determine what splice or whip they will do.

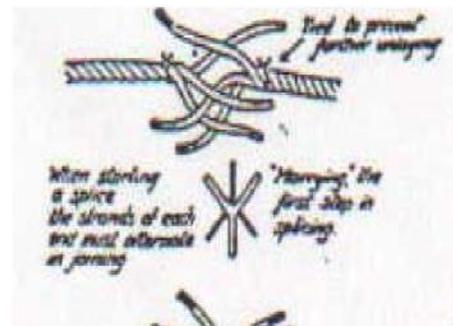
- Eye Splice
- Short Splice
- Palm & Needle Whip

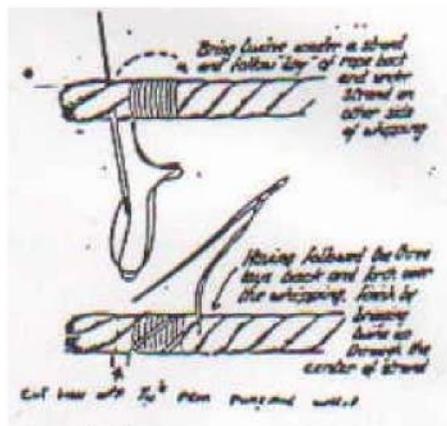
The line furnished will be manila 1/2" in diameter and 3 foot lengths. For the short splice, two pieces of line shall be supplied. Splices must have the three tucks and need not be tapered. Talking is not permitted.



Palms, twine, and tape will be provided for the palm and needle whip and short splice, however, each crew member must provide his/her own knife.

Scoring: The event will score 100 points at the start, with errors being subtracted. Judges will look for tightness and neatness of finished work for place awards. Maximum time of 15 minutes. 70% and 15 minutes or less is required for qualification.





Swimming O-16

This event is a **4-person crew** relay race. Upon the starting signal from the Judge, the first swimmer, starting in the water, swims the length of the pool. Upon the first swimmer touching the far edge of the pool, the second swimmer, who is waiting there, in the water, swims back. This process is repeated for the third and fourth swimmers. The following strokes shall be used:

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

Talking is permitted – CHEERING IS ENCOURAGED!
Conservative swim suit required or Dark Tee shirt worn over.

Scoring. Scoring will be based on total team time. Qualification time is 2 minutes for the team.

Taking Out A Line O-17

This event is **four person crew** relay. All four crew members will start at attention on the float or shoreline. Two persons do the event at a time, while the other two wait their turn. The first two pull the line off the reel, and coil it in the stern sheets of the boat. They then row the boat to the buoy, one of them ties an inside bowline through the ring provided. When the knot is complete, time stops and when the Judge on the buoy finds it correct, time shall be restarted and it shall be untied. The boat then returns to the float or shoreline as the non-rower re-coils the line in the stern sheets. The crewmen shall not pull the line to assist the boat to the float or shoreline. Upon return to the float or shoreline, the first two crew members disembark and the second crew enters the boat and repeats the event as outlined above. Upon the return of the second crew, the line must be coiled on the dock or shoreline and the boat properly secured alongside, and the four-crew members returned to attention on the float or shoreline to end the timing and 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.

Unseamanlike conduct: Examples are standing in a boat or cursing.

This event is contingent on having a workable waterfront to run it. Other events in the vicinity should not impede Taking out a line

Tug-O-War O-18

This is a competitive event in which each team should be equal in size. When the middle stripe has moved 5 feet from the starting position, one team will be declared the winner. A defeated unit may pull again after another set of teams has 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

Be prepared to do anything! Since you are competing, it would be advisable not to discuss this event with other competing Ships until all competition has been closed for the day.

Safety O-20

All hands event in which the Chief Judge will describe an emergency situation which may consist of:

• **Three (3) scenarios will be developed for the event. Competing crews will draw to determine which scenario will be scored**

- Shipboard fire
 - Collision
 - Man Overboard
 - Any other similar circumstance/emergency
- A First Aid Practicum will be added to this event***

Proper VHF Radio procedures must be used

The Coxswain will direct the crew in responding to the situation, by using verbal instruction 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.