

41st COMMODORE HENRY I. NYGARD REGATTA

NATIONAL CAPITAL AREA COUNCIL

BOY SCOUTS OF AMERICA

FRIENDS OF SEA SCOUTS OF MARYLAND, INC.



The COMMODORE HENRY I. NYGARD SEA SCOUTING REGATTA was named for the man who, through the Sea Scouting program of the National Capital Area Council, has shown all of us the importance of giving to the community. He has consistently given his time, his talent, and his energy for the benefit of youth.

Henry Nygard was born in Mississippi and raised in Pennsylvania. He has resided in the Washington, D.C. area for most of his adult life. During World War II, he served in the U.S. Army Air Corps for three years. Married, and the father of two sons, Commodore Nygard has been active in Scouting since 1954. He became Skipper of Ship 759 of Ashton, Maryland, in the 1960's and has continued to serve faithfully in that position ever since.

Henry Nygard served for many years as Commodore of the Sea Scouting Squadron Wardroom of the NCAC and under his direction the program expanded and moved forward dramatically. He actively sought new adults to become advisors, form new Ships and contribute to Sea Scouting in all ways possible. He continues to keep his eye on all ships to see if they need assistance in any area -- ranging from program to boat repairs. In addition to this, he organizes an annual Safe Boating training weekend for all youth of the Washington, D.C. area. His own Ship, Ship 759, has always been a strong one with a large membership. But to all Scouts, in all Ships, Henry Nygard is Skipper. He has shared with us his values of loyalty to country, fair treatment of others, honesty, and the importance of giving one's best effort to every undertaking.

In addition to his huge contribution to Sea Scouting, Commodore Nygard has, for many years, worked with the Coast Guard Auxiliary, Flotilla II-1 where he served as Commander and has taught its Safe Boating and Seamanship courses. He is also a member of the Sandy Springs Lions Club, and has directed the Coast Guard Auxiliary AIM program to interest youth in attending the Coast Guard Academy.

In recognition of all his work in service to youth, Henry Nygard has received numerous awards. He received the Spurgeon Award through the National Court of Honor, the Silver Beaver Award from Rock Creek District, and the Isaac Walton League Civic Service Award for Youth. He has been voted Sea Scout Skipper of the Year of the National Capital Area Council countless times, has received the Lions Club Youth Award for many years and was presented an award for "devoted and untiring work with Sea Scout Ship 759" from the Ashton Methodist Church.

Devoting and untiring you are, Commodore Nygard, and it is with gratitude and appreciation for all that you contribute that we salute you and name our regatta in your honor. You truly have made a difference for all of us.

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The National Capital Area Council, B.S.A., in conjunction with the Friends of Sea Scouts of Maryland, Inc, fosters and promotes Sea Scouting in the Washington, D.C. Metropolitan Area. Each year the Friends of Sea Scouts of Maryland and the National Capital Area Council sponsor the Commodore Henry I. Nygard Regatta, a weekend of fun, fellowship, and nautical competition. Athletic and social events are also featured. We extend a cordial invitation to your unit to participate in the 41st Annual Henry I. Nygard Regatta.

WHEN?

Memorial Day Weekend: 26-29 May 2006 (Friday to Monday afternoon)
Registration: Saturday, 27 May, 0800 to 0900
Closing: Monday, 29 May 2006

The Regatta will formerly begin promptly at 1000 on Saturday. All attendees should plan their travel arrangements with this in mind. Early arrivals on Friday evening, the 26th, are welcomed. There will be no scored events on Monday; therefore units with other commitments may leave Sunday evening.

LOCATION & FACILITIES

The regatta will be held at the **Boys & Girls Clubs of Greater Washington's Camp Brown in Scotland, Md.** This facility is located on the Potomac River about five miles north of Point Lookout. Directions are: From the Washington DC Beltway (Route 495) take Exit # 7 Branch Ave. Travel South on Route 5 from Washington. Follow Route 5 south all the way to Scotland Md. After passing the Scotland Post Office go about one half mile to the first right turn on Camp Brown Road. Continue through the Camp until you come to the Dinning Hall. Registration will be on the Mess Deck. Campers/RVs will be admitted if moderate in size. Minibikes and similar vehicles are not permitted. Anchorage close to a dock is available with 10 feet of water. Arrangements for anchorage should be made with the Regatta Chairman. The dock has 6 feet of water at the Tee.

MESSING AND BERTHING

Individuals may sleep aboard their vessels or in eight to ten person cabins ashore, some of which are air-conditioned. After arrival, ALL units must check in with the MAA for anchorage and cabins assignments. Ships may provide their own meals or request central messing with all meals provided for an extra \$20 per person. It is strongly recommended to take part in the central mess that will be at the Camp Dinning Hall. There is no phone for incoming calls.

GEAR

Participants are expected to supply their own camping gear, swimsuit, camera, suntan lotion, bedding, etc. Uniforms should be kept rolled inside plastic bags. Flashlights and rain gear are a must. Watershoes are a good idea. No open toed shoes or flipflops. Those owning STOPWATCHES are requested to bring them to the regatta. They should be tagged with the owner's name and unit number. Bring a drinking cup to event periods. Water will be provided. There will be a Sea Scout "Commissary" attended by a volunteer unit.

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WHO ATTENDS

All registered Sea Scouts, Boy Scouts, Girl Scouts and Youth Group members between the ages of 14 and 21. (Youth groups need to be certified by the Regatta Committee) Only persons 14 to 21 years of age may compete in the events. There must be at least two people 21 or older in charge of the unit. If you have a problem with this, please contact the Regatta Chairman so that special arrangements may be made. **NO ONE UNDER THE AGE OF 14 OR OVER THE AGE OF 21 YEARS MAY COMPETE IN SCORED EVENTS.**

REGATTA BOATSWAIN

Sea Scouting depends on the maturity and good leadership of the young men and women of the Ships. During the regatta each Ship will be under the direction of its Boatswain. This may be the Ship Boatswain or a person selected especially for the regatta. This person will be referred to as the REGATTA BOATSWAIN. It will be his/her responsibility to lead the unit to event areas, to report to event judges, to advise unit members as necessary, and to equip him/herself with a clipboard and pen and a copy of this booklet. NO ADULT may assist the Bos'n with Ship management during competition event periods. "ADULTS" -- Let the Bos'n do his/her job without interference. When a meeting is called for the Bos'n or questions asked of the Bos'n, it is the Regatta Bos'n, NOT the Ship's Bos'n, who is to respond. Bos'ns, do not let your Ship "bunch up" at events, move to the next event and return later to this one. Bos'n, you are not going to be able to do your job if you have not read this booklet completely.

JUDGING

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

PROGRAM

The regatta will commence officially at the Opening Ceremony, 1000 hours, Saturday 27 May. All Scouts and adult leaders must be in proper dress uniform for the ceremony. The uniform inspection event will occur immediately following the ceremony. After all hands has been piped, Ships will have 5 minutes to assemble, then points will be deducted from the uniform inspection event. Units will break for lunch as soon as we have completed the inspection of uniforms. Swimming in the River is allowed only under the direction of a unit's Skipper and/or Mates as a Unit.

No attendee shall use or have in their possession any alcoholic beverage at any time during the regatta. This includes Skippers, Mates, Committee members, Parents, and visitors.

41st NYGARD REGATTA – SCHEDULE OF EVENTS

FRIDAY, MAY 26, 2006

- 1800 Arrival at Camp, Check in with Regatta Committee at Mess Hall.
- 2230 All Scouts in assigned cabins.
- 2300 Taps. (Strictly Enforced) ***

SATURDAY, MAY 27, 2006

- 0630 Reveille
- 0730 Breakfast in Dining Hall
- 0800 Sailing Event – Those involved report for transportation to event site
- 0900 Boatswain and all adult meeting (ALL ADULTS) on the Mess Deck
- 1000 Opening and Uniform Inspection** (All personnel in Dress Uniform)
- 1130 Lunch on the Mess Deck
- 1300 Group Two Events start (judges report at 1230)
- 1630 Group Two Events ends.
- 1700 Scuttlebutt & Breeches Buoy Demo open until 1900
- 1800 Dinner
- 1900 Church Service
- 2000 Evening Social Activity
- 2230 Quiet Time in the Campgrounds
- 2300 TAPS (Strictly enforced) ***

SUNDAY, MAY 28, 2006

- 0630 Reveille
- 0730 Breakfast on the Mess Deck.
- 0830 Boatswain and all adult meeting (ALL ADULTS) on the Mess Deck
- 1000 Swimming Event in the Pool
- 1130 Lunch
- 1300 Group Three Events Start
- 1600 Group Three Events End
- 1630 Mariner's & First Aid Quiz on the Mess Deck
- 1800 Dinner
- 1900 Regatta Boatswain's ONLY meeting on the Mess Deck or Galley
- 1930 Boatswain & Adult Leader Meeting on the Mess Deck
- 2000 Free Time—Scouts vs. Adults Scuttlebutt & Knots
- 2030 Dance in Recreation Hall
- 2430 TAPS (Strictly enforced) ***

MONDAY, MAY 29, 2006

- 0700 Reveille (EVERYONE UP)
- 0730 Breakfast on the Mess Deck.
- 0830 Clean up -- All campers muster at campsite. Boat personnel muster at dock.
- 1000 Closing Ceremony and awarding of trophies at the Waterfront. All personnel in Dress Uniform **

** Be in Dress Uniform

*** All activities must stop at 2230 and quiet in the campground. It is therefore the responsibility of EACH UNIT ADULT to be sure that all unit Sea Scouts are quiet in their campsite at 2230. If the Regatta Committee is unable to hear anything outside of your cabin we will have fulfilled these requirements.

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EVENT GROUP ONE	EVENT GROUP TWO	EVENT GROUP THREE
(SPECIAL TIMES)	Canoe Slalom	Scuttlebutt
Uniform Inspection (M)	Life Ring Toss	Drill
Crew Swim	Rowing	Marlinspike Seamanship
Individual Swim	Heaving Line Toss	Marine Radio
Berthing Inspection (M)	Signaling	Navigation Problem
Mariner's Quiz & First Aid Quiz (M)	Compass & Relative Bearing (M)	Knot Tying (M)
Small Boat Sailing	Powder Monkey Race	Boatswain's Chairlift Pulling Boat

(M) – Mandatory Events. In order for a Ship to be considered for overall score they must enter these events. All of the other 15 scored events are Optional Events. A Ship may only enter 12 of these Optional Events.

In case of inclement weather Group Two and Group Three events may be switched.

The Sailboat Racing Competition may be held on Saturday or Sunday Morning.

On Sunday evening from 1800 to 1900 a formal dinner (in Dress Uniform) will be held. Please arrive by 1745 hours. A Dance will follow dinner at 2030. Individuals may change to casual attire.

Participants should remain close to the regatta site at all times and should not take their own tours of the Camp. **NO SEA SCOUT MAY LEAVE THE REGATTA SITE NOT ACCOMPANIED BY AN ADULT.** The regatta will officially close at 1100 Monday morning.

REGATTA OFFICIALS

Chairman of Regatta:	Doug Yeckley (410) 326-4291 Cell 410-610-6895 yeckley@earthlink.net
Regatta Committee Members:	
Registration	Robin Ouellette Rouellette1@earthlink.net
Master at Arms	James Klimek Cell phone (240) 271-4631 Jk3043@aol.com
Chief Judge	Steve Alexander Cell phone 301-646-0805 SDA@nrc.gov

PRE-REGISTRATION AND FEES

Tour permits must be filed with the local council office two weeks in advance of the regatta in accordance with Boy Scouts of America regulations. Tour permits will be checked at registration. **THE ATTACHED REGATTA APPLICATION MUST BE RECEIVED BY 8 May 2006.** All units attending must submit this application. **BECAUSE OF THE**

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NUMEROUS ARRANGEMENTS THAT MUST BE MADE DEPENDENT ON THE NUMBER OF PEOPLE ATTENDING, “““NO””” APPLICATION WILL BE ACCEPTED AFTER 8 May 2006. Checks should be made payable to: National Capital Area Council and mailed along with your registration, to Doug Yeckley, 1426 Crab House Rd., Lusby, MD 20659. **PLEASE INCLUDE YOUR UNIT EVENT SIGN-UP SHEET WITH YOUR APPLICATION.** The registration fee this year is **\$35.00 per person.** This fee covers promotional expenses, trophies, campsites, and other regatta expenses. **All meals must be furnished by your Ship or at the Central Mess for \$20 extra per person.** Please mail a separate check made out to Friends of Sea Scouts of Maryland for \$20 per person attending and mail to Doug Yeckley. Adults and Sea Scouts pay the same fee.

ALL PERSONS ATTENDING MUST BE REGISTERED. Visitors may not compete in events. Any Ship member who visits for a day must pay full fees or not compete. Written notice as to their estimated arrival and departure times are required. The registering of visitors must be in writing. BSA Medical Forms will be collected at check in time and held by our Medical Department.

COMPETITIVE EVENTS

This year the regatta will consist of scored and unscored events. Winners will be announced at the regatta closing ceremony and the awards for both scored and unscored events will be presented at that time. A running scoreboard will be maintained at the Central Mess area. In some events the unit may enter more than one crew. (See details below) **THE UNIT'S SCORE FOR THE EVENT WILL BE THE SCORE RECEIVED BY THE BEST CREW IT ENTERS.** This should encourage the participation by new members. The units have nothing to lose and everything to gain by letting all members participate. No member may compete in more than one crew. In timed events, crews compete against the clock (and in effect, all other crews), not only against crews in their heat. Units must register crews by 8 May 2006. Minor changes may be made on 27th May at the time of registration. These rules may be altered because of time limitations. Any inserted material by a crewmember in an event (example: extra commands by the DI in Drill) will be judged and must be correctly done.

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

In determining the unit's point totals for each event, the following table will be used:

10	Points for the crew finishing first in an event (i.e. time or highest score)
7	Points for second place
5	Points for third place
3	Points for fourth place
1	Point for each unit competing in the event and not placing (The team must show some skill in the event)

Crews in a tie for an event will receive the same event score and the next place score will be

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omitted. Units tied for first place in an event will receive the plaque based on their Mariner Quiz score. Should there be a tie in overall place in the regatta, the ship with the highest score in the Mariner's Quiz event will be the winner.

OVERALL REGATTA CHAMPION:

The overall score for a Ship or participating crew will be their combined score in 18 events of the total 20 scored events. There are 6 mandatory events, (noted above), in which all Ships and Crews will be scored plus the best 12 scores from the remaining 15 optional events in which the ship chooses to participate. A ship does not have to compete in all 21 events in order to win the regatta, the score is based on 18 events only. This will allow smaller Ships and Crews a chance at winning the regatta. Should there be a tie in overall first place in the regatta, that ship with the highest score in the Mariner's Quiz event will be the winner.

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SCORED EVENTS

1. Mandatory Berthing Inspection (The entire unit must participate)
2. Unscored Block Reeving (Limit 2 crews of 4 members)
3. Optional Boatswain Chairlift (Limit 2 crews of 2 members)
4. Optional Canoe Slalom (Limit is 2 crews of 2 members)
5. Mandatory Compass and Relative Bearing (Limit 1 crew of 6 members)
6. Optional Crew Swim (Limit 1 crew of 4 members)
7. Optional Drill (Limit 2 crews of 5-7 members including the DI)
8. Mandatory First Aid Quiz * (The entire unit must participate)
9. Optional Heaving line (Limit 1 crew of 3 members)
10. Mandatory Knot tying (Limit 2 crews of 4 members)
11. Optional Life Ring Toss (Limit 1 crew of 3 members)
12. Optional Marine Radio Communications (Limit 2 crews of 4 members)
13. Mandatory Mariner Quiz * (The entire unit must participate)
14. Optional Marlinspike Seamanship (Limit 2 crews of 3 members)
15. Optional Navigation Problem (1 crew of 3 members)
16. Optional Powder Monkey Race (Limit 1 crew of 5 members)
17. Optional Pulling Boat (Limit 1 crew of 7-9 members)
18. Optional Rowing (1 crew of 2 members)
19. Optional Hoisting the Scuttlebutt (Limit 1 crew of 6-8 members)
20. Optional Signaling (Limit 1 crew of 4 members)
21. Mandatory Uniform Inspection * (The entire unit must participate)
22. Optional Sailing Competition (1 crews of 2 members, other crews of 2 as boats allow)

*Members with less than eight weeks in Sea Scouting are not required to participate. Events are in conformity with the Sea Scout Manual where possible. (One exception would be the First Aid quiz)

UNSCORED EVENTS

Individual Swim	Limit 3 members per unit (Trophy given to winner)
4-Man Canoe Slalom	Limit 2 Crews of 4 members
Boatswain's Pipe	One member per unit
International Code Flags	Limit 1 Crew of 3 members
Conduct & Sportsmanship	The entire unit. (Trophy given to winner)
Galley	Limit of one crew of two members. Time to be announced.
Block Reeving	Limit 1 Crew of 4 members
Breeches Buoy	Limit 1 Crew of 8 members

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges.

DESCRIPTION OF SCORED EVENTS

Alphabetical (Mandatory first and then Optional second)

1. BERTHING INSPECTION.

Mandatory

Participation: Entire Unit

Scoring: Crews can earn up to 50 points for their area score. Individual scores will be assessed as follows: each member will start with 10 points, with one point being deducted for each variation or irregularity. Individual scores are totaled and divided by the number of crew members. This total is added to the area score for the crew score. Crew scores for each of the four inspections will be added together for the total score. Highest scores place.

Detail: Area score will be assessed on cleanliness, overall gear stowage and safety considerations. Individual areas will be assessed on neatness and uniformity of crew bunks. There will be announced inspections and unannounced inspections. If crews are sharing a bunk, they will receive the same area score, and should label their bunks for individual scores. Crews can choose to label adult bunks for exclusion from inspection.

Judges Guidelines: For Camp Brown: determine how many ships occupy the cabin, and which bunks belong to each ship. It is up to the bosun to determine how the bunks will be set up, then they will be judged by neatness and uniformity. Clotheslines will be allowed as long as they are neat and safe. Announced inspections will be during scored event times. Unannounced inspections must be after Saturday uniform inspection and before Sunday dinner, for a total of 3-5 inspections.

2. COMPASS AND RELATIVE BEARINGS.

Mandatory

Participation: 2 crews of 6 members (or all registered members of a small ship)

Scoring: Total number of accurate of tags placed on the board. Total points available: 64. Highest scores place.

Time Limit: Each crew member has 45 seconds to place their two tags during each turn. Time starts when tags are picked up. If the crew member chooses, a ten second warning can be given before the end of their turn.

Reference: Sea Scout Manual, Chapter 5, pages 171-173 (web link should be provided)

Detail: Each board will have a large circle with 32 hooks placed equally around the circumference. On one board, one of the hooks will be marked as North. Inside the other circle will be the shape of a boat. The bow of the boat may point in any direction, not necessarily north. In front of the board will be a box with 64 tags representing the 32 points of the compass and the 32 points of relative bearing. These tags will be thoroughly mixed by a judge. Crew members line up behind one another at attention. Crew members take turns by running up, taking two tags from the box and placing them on the proper hooks. Any unplaced tags should not be returned to the box. Once a tag is hung, it may not be moved after the turn is over, but multiple tags can be placed on the same hook. Discussion of tag placement (or any coaching during a turn) is forbidden during the event.

Judges guidelines: Do not put North and Dead Ahead in the same direction. Have a diagram that matches each board to ensure accurate judging.

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Judges guidelines will be removed once boarding manual is final and provided only to the judges.

3. FIRST AID QUIZ.

Mandatory

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

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

Reference: Current Red Cross First Aid Manual

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

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

4. KNOT TYING.

Mandatory

Participation: 2 crews of 4 members

Scoring: Timed. Five minutes added if a crew member is unable to tie all the knots. Lowest total times place.

Time Limit: Five minute time limit on correction round.

Reference: Apprentice and Ordinary requirements Sea Scout manual p127-132

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

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

Judges guidelines: judges who aren't able to fully judge knot accuracy should be careful not to disturb knots until the final determination is made by a qualified judge.

5. MARINER’S QUIZ.

Mandatory

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

Scoring: Accuracy on test of 20 multiple choice questions. Highest total crew scores place. Mariner’s Quiz is used as the tie-breaker for all regatta events and overall regatta placement.

Reference: USCG Auxiliary Boating Safety and Seamanship Course

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

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

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges.

6. UNIFORM INSPECTION.

Mandatory

Participation: Entire Unit

Scoring: Judging will be based on uniformity within a unit. Each member will start with 100 points, with ten points being deducted for each variation or irregularity. The total is divided by the number of crew members to determine the crew score. Highest scores place.

Reference:

Detail: Each member of the Ship must wear the dress uniform of the unit. Female members may wear uniforms other than those worn by male members, but all sexes must be uniformly attired. All patches and badges must be worn in accordance with the manual. White cup caps must be worn by Sea Scouts. Combination caps are reserved for adult leaders and Quartermaster Sea Scouts. Shoes should be uniform with the unit/sexes; gloves are optional. Multiple-ship crews should be uniform within each ship, not as a whole.

1. BOATSWAIN CHAIRLIFT.

Optional

Participation: 2 crews of 2 members.

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

Detail: When the judge says “go” the first crew member races to the rope, ties a double bowline, around his/her waist and hips, and yells “stop.” The clock is temporarily stopped while the judge checks the knot for safety. Adjustments to the placement of loops may be made, but not to the knot. If the knot is unsafe, each crew member will be allowed a second chance to tie the knot (times will be added).

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

Required Knowledge: Double bowline tied around the waist. Leather gloves or sailing gloves are required for both participants.

Judges guidelines: MANDATORY- One judge must have suitable gloves and hold the end of the line as a safety backup during the entire lifting and lowering process.

Note: provide a picture of the knot tied around a person or a sample tied on a judge.

2. CANOE SLALOM.

Optional

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

Scoring: Timed. Lowest times place.

Detail: All contestants must wear PFDs which are put on before the clock starts and they will be standing on the beach- not in the water. The canoe will be in the water but touching the beach. At the signal from the judge, each crew will board their canoe and paddle through the 2 buoy

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Judges guidelines will be removed once boarding manual is final and provided only to the judges. figure-eight course and back. Clock stops when the canoe touches the beach. Capsizing disqualifies the crew.

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

3. CREW SWIM

Optional

Participation: 1 crew of 4 members

Scoring: Timed. Lowest times place.

Detail: At the sound of the whistle, members will compete in relay fashion. . Swimmer's feet may not leave the deck until the prior swimmer touches him/her.

Required Knowledge: The first swimmer must use a back stroke, the second swimmer must use a breast stroke, and the third swimmer must use a side stroke. The fourth swimmer may use any stroke

Judges guidelines: No shoes or safety boats are required at a pool. A designated lifeguard is always required. See safe swim defense plan. One pool lap (up and back) per swimmer. One or two stopwatches per lane, judges may not time their own ship. At dock, shoes and 2 safety boats required. Swimmers may push off pilings. One second penalty is assessed for losing shoes, two second penalty assessed for pushing off early. Safety boats should have communication set up with head judge. Need one recording judge, 4-8 timers, a head judge, and two helpers. Also, two-man crews for at least two safety boats, if needed.

4. DRILL

Optional

Participation: 2 crews of 5-7 members

Scoring: Each member will start with 10 points, with one point being deducted for each error. The total is divided by the number of crew members to determine the crew score. Highest scores place.

Reference: Sea Scout Manual pg 45-50.

Detail: The crew will execute movements upon order of their own DI in the order given to the DI by the judge on a 5x8 card. DIs may not be adults.

Required Knowledge: Close interval dress right (left) dress, at ease, parade rest, right (left) face, about face, forward march, double time march, quick time march, mark time, half step, back step, rest, fall in, fall out, dismissed, salute, two, right (left) flank march, column right (left) march, eyes right, and guide right..

Judge guidelines: George Kain

5. HEAVING LINE.

Optional

Participation: 1 crew of 3 members

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

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

Detail: Each contestant will have three chances to make a successful heave using a regular

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Judges guidelines will be removed once boarding manual is final and provided only to the judges. heaving line. The target will be five feet wide at a distance of 40 feet from the throwing mark and six inches off the ground. A successful throw is when the end of the line goes over the target and the body of the line rests on or over the target. Bouncing constitutes an unsuccessful throw. As soon as a successful throw is made, the member steps aside and the next crew member begins his turn.

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

6. LIFE RING (Ring Buoy) TOSS.

Optional

Participation: 1 crew of 3 members

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

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

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

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

7. MARINE RADIO COMMUNICATIONS

Optional

Participation: 2 crews of 4 members

Scoring: Score is based equally on practical team portion and quiz. Accuracy on test of 15 multiple choice questions is added to practical score. Practical score is determined as follows: each team will start with 15 points, with one point being deducted for each procedural error. Total of two scores determine the crew score. Highest scores place.

Time Limit: 15 minute time limit on quiz

Reference: Sea Scout Manual, Chapter 4 p197-201, and the Radio Merit Badge Pamphlet

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

Required Knowledge: proper VHF FM marine radio procedures as required for Marine Radio Operator's Permit.

Judges guidelines: use 2-way radios (to avoid fake distress calls on VHF channels), ask Rob Haas for quiz

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges.

8. MARLINSPIKE SEAMANSHIP.

Optional

Participation: 2 crews of 3 members

Scoring: Timed. Incorrect splices add ten minutes each to the crew time. Lowest times place.

Time Limit: Ten minutes.

Detail: The judge will randomly assign any one of the four splices to each member. Each crew member must complete the assigned splice without any coaching.

Required Knowledge: Short Splice, Back Splice, Long Splice, and Eye Splice.

9. NAVIGATION PROBLEM.

Optional

Participation: 1 crew of 3 members

Scoring: Correct answers get one point. Highest scores place.

Time Limit: One hour, crew must take test at scheduled time.

Detail: Crew will plot a course on chart #1222, take relative bearings, complete 60D=SxT problems, figure TVMDC problems, etc., based on ABLE rank requirements. No calculators or slide rules will be

permitted. Test plot is on this same chart. Ships should provide ALL navigation equipment to their team. Charts will be provided.

THIS EVENT MUST BE SCHEDULED WITH THE JUDGE BY 0900 SUNDAY MORNING.

Event runs from 1000 until 1730 or 1 hour after the last scheduled crew, but in no event will any crew be allowed to continue after 1730.

10. POWDER MONKEY RACE.

Optional

Participation: 1 crew of 5 members

Scoring: Timed. A ten second penalty is assessed for each obstacle missed. Lowest times place.

Detail: When the judge says “go” the first member must run through the obstacles carrying a bucket of water to a barrel. When the barrel is reached, the water is dumped into it and the member hands the bucket to the next crew member who takes his turn. Members do not have to return through the obstacles when giving the bucket to the next crew member. Clock stops when the barrel is filled to the mark.

Judges guidelines: the course, once set up, must be the same for each unit going through.

11. PULLING BOAT

Optional

Participation: 1 crew of 6-8 members and a Coxswain

Scoring: Score is based on timed portion and execution score. Execution score is determined as follows: A total of 200 points is possible, with 10 points for each requirement of loading, pulling away, 14 command executions, docking. One point deducted (up to 10) for errors in each task, so a successful completion can have minor deductions for individual mistakes. Timing score is determined as follows: fastest competing crew will get highest pts (80 will make about 70/30 split for race score weight), second fastest gets 10 points less, etc. ((with a minimum 10 points for completing the race??)) Highest total scores place.

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges.

Reference: Sea Scout Manual, Chapter 4

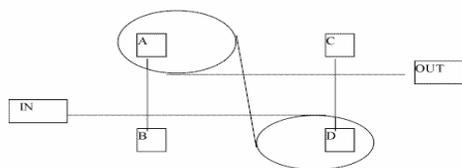
Detail: All crew members will don PFDs prior to boarding the pulling boat. Using the dock as if it were a large vessel, the crew will load properly under the direction of the Coxswain. They will pull away from the “vessel” and approach the starting line demonstrating a knowledge of all the proper commands as directed by the Coxswain. When the boat passes the starting line the judge will start the stopwatch. The watch will stop after the crew maneuvers a set course and crosses over the finish line. The crew will then dock the boat in the position it started from under the commands of the Coxswain.

Required Knowledge: Following Commands: Stand by the Oars, Out Oars, Give Way Together, Oars, Trail, Hold Water, Stern All, Point the Oars, Back Starboard (or Port), Back Starboard (or Port) Give Way Port (or Starboard), Boat the Oars, Up Oars, and Let Fall.

12. ROWING. (Limit 1 crew of 2 members)

Optional

This is a timed event. The same rowboat and oars will be used by all crew members in rowing a Figure 8 pattern course through a square marked at the surface by 4 floats. Each float is above and tied to a corner of an underwater PVC pipe frame approximately 15 feet on a side and anchored at two opposite corners. The pattern will include two turns of 270 degrees each, the first about float “D” and the second about float “A”. Timing will start when the bow crosses line A-B (entering the square) and stops when, after both turns, the stern crosses line C-D (leaving the square).



13. SCUTTLEBUTT.

Optional

Participation: 1 crew of 5-8 members plus a Cox'n

Scoring: Timed. Best of two competition hoists will be the crew score. Lowest times place.

Time Limit:

Reference: See www.seascout.org for a step-by-step illustration.

Detail: Standard scuttlebutt gear will be provided consisting of 3 spars approximately 4 inches in diameter by 16 feet long, a 55 gallon barrel filled with water to within three inches of the top, two or more short timbers to rest the barrel on, approximately 20 feet of line, a double purchase block and tackle, two grommets and a snatch block. The competition will start with the gear neatly laid out on the ground. The crew will start from attention. At the judge's signal and “solely” under the Cox'n's direction, the crew will lash the spars with four wraps three fraps and a square knot, hand tackle on the grommet over one of the spars, erect a tripod over the barrel, tie a barrel sling around the barrel using the barrel hitch and square knot or sheet bend, lead hauling part or purchase through the snatch which is attached with a grommet to the far side of the

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges. tripod, and hoist the barrel “properly” without spilling more than 1/4 inch of water three feet off the ground. Then at the signal of the judge, lower the barrel, dismantle the equipment, coil all lines, return gear to proper position, and come to attention. The barrel may be guided by a member of the crew when it is near the ground. A hoist will be disqualified for dropping spars, spilling 1/4 inch or more of water from the barrel, or any unsafe act or procedure. The judge may stop the hoist at any time if he/she believes the crew activities are dangerous or careless. Crews must qualify before competing in this event.

Crews will be disqualified for any one of the following: stepping over or on equipment, grommets or lines, talking, binding the splice, barrel knot in the water, entering tripod when barrel is in the air, more than 1 person in the tripod, not putting equipment back in the same location, and no working coxswain.

14. SIGNALING.

Optional

Participation: 1 crew of 4 members

Scoring: The crew score is the total number of correct letters on both written answer sheets. Highest scores place.

Time Limit: Two minutes for each message.

Detail: Crew consists of a reader, sender, receiver, and a recorder. The Judge will provide the reader with a message of 45 letters. The reader will tell the sender what the letters are, the sender will use semaphore flags or code light to send the letters, the receiver will tell the recorder what to write down. The receiving team will then send a like message to the sending team.

Judges guidelines: be sure sender & receiver are sufficiently separated to prevent overhearing reader. 45 letters are random (not real words) to avoid guessing word instead of translating each letter.

15. SAILING COMPETITION. (Limit 1 crew of 2 members)

Optional

Scoring: Each crew will participate in multiple races, points awarded as 1 for 1st place, 2 for second place, etc. The crew with the lowest combined score shall win the event.

Reference: The competition will be governed by the Racing Rules of Sailing 2005-2008 (as available at www.ussailing.org) and the BSA guide to safe-boating standards, except as these are altered by the Sailing Instructions provide prior to the race.

Details: The competition will be conducted in one-design sailboats. The courses to be sailed will be announced by voice command from the committee boat. All competitors and judges should report at 0830. No race will start after 1145. Substitutions of crewmembers will be allowed during the event provided it does not interrupt the normal course of racing and notice is given to the race committee.

Required equipment: Each competitor MUST provide their own PFD and are expected to help rig/de-rig the boats.

Judges guidelines: suggest race committee boat, 1-2 safety boats, 4 racing marks with anchors & line. Score appendix q: low point, rrs05-08

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges.

UNSCORED EVENTS

1. BLOCK REEVING

Unscored

Participation: Team of 4

Scoring: Best time to complete rigging the tackles, lift the weights, and cleat the lines plus any time penalties.

Details: Each team will rig and use a two-fold tackle (similar to Scuttlebutt tackle), a luff tackle, and a gun tackle. The standing part of the line will be secured to the block eye or becket with a bowline. As soon as rigged, each tackle will be used to lift a weight of approximately 35lbs a distance of 3 feet. The free end of the line will then be properly secured to a cleat using a proper cleat hitch. A penalty of 15 seconds will be added for each incorrect knot or cleat hitch and a penalty of 30 seconds will be added for each fouled rigging or failure to lift the weights the required height

2. INDIVIDUAL SWIM:

Unscored

Participation: limit of 3 competitors from each ship

Scoring: Timed. Lowest times place.

Detail: Two laps of the pool or designated swimming area. Swimmer may use any stroke.

3. FOUR MAN CANOE RACE. (Limit 2 crews of 4 members)

Unscored

Each canoe will have four crew members with PFDs on and equipped with paddles. The stern paddler will hold on to the starting rope with both hands. At the sound of the whistle he/she will release the rope and pick up the paddle. Along with the other crew members he/she will race around at least two markers and end at the finish line.

4. BOATSWAIN'S PIPE. (Limit, one person from each Ship)

Unscored

Each person competing will be required to pipe properly all six calls on their Boatswain's Pipe as per the current Sea Scout Manual, pages 41-44. The Scout with the most correct calls will receive 10 points for his/her Ship. This event will be scheduled whenever the Judges are available. (TBA)

5. GALLEY. (Limit, one team of two people) Team will report to galley and given a recipe, ingredients, and equipment. They will prepare the food item as part of their Ship's next meal.

6. INTERNATIONAL CODE FLAGS. May be done indoors or outdoors. The purpose is for each member of a 3 member Crew to correctly identify as many of the International Code Flags as possible within a 10-minute time frame. The best Crew total for correct Flags identified wins the event. Accuracy, not speed, counts. The judge will place the Flag Tiles face up, in mixed order, side by side, in five horizontal lines. The number of tiles will be 5/5/6/5/5 for each row. Each member of the Crew will be provided an individual score sheet (to be filled in with members name/ship#/crew#), pen/pencil and clipboard. Once the members are spaced apart, the flag tiles are uncovered and time begins. When each member decides he/she is finished (or time is up) he will secure his pen/pencil on his clipboard. At

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges. this point the answers are final. The judge will then turn over the tiles to reveal the correct answers and fill out the “KEY” to correspond with the Crew’s score sheets. The judge will collect the score sheets and staple them to the Key.

7. **SPORTSMANSHIP AND SHIP SPIRIT AWARD.** This award will be based on the conduct of all the members of each unit during the entire regatta. At the leaders meeting following dinner on Sunday evening, any adult who wishes to express any observations of the conduct of any unit’s members may do so. This report will be made to the Boatswain’s Council, who will vote by secret ballot as to which unit had the best sportsmanship and spirit. Each ballot should include the unit number. The ballots will be placed in a sealed envelope, which will be opened just before the awards ceremony. This could be a very difficult vote, so keep your eyes and ears open during the regatta as you observe the conduct of each unit present. This should not be just a popularity contest.

8. **ADULT JUDGING SERVICE.** (Ship Officers, Committee Members, and other adults will be required to take part in judging) Judges will be assigned as teams. Each team will have two to three members, one each from different units. Judges with special competence may indicate their preference for assignments; otherwise the regatta chairman will assign them. **UNITS WITH ADULTS WHO REFUSE TO ACT AS JUDGES WILL BE DISQUALIFIED.** It is mandatory that at least one judge have in his or her possession a regatta book, Sea Scout Manual, and event score sheets. One of the judges **MUST** read the event rules to **EACH** crew before they start the event.

9. **BREECHES BUOY** Team—8(participating cox’n) or 9(non-participating cox’n) Purpose—To demonstrate team effort in conducting a breeches buoy rescue of a crew member. Scoring—Total time required to complete the event, plus any penalty time. Satisfactory—Fifteen minutes (15:00). Procedure—Situation—vessel is stranded, and a shot-line has been fired from the lifesaving crew ashore. The team must work together to construct, secure, and execute a breeches buoy rescue. Two members of the team will be on the wreck mast (tower), one of whom is to be rescued. They will wear rigging belts and lanyards while on the platform. A shot line will already be in place between the wreck mast and the shore at the start of the event. The lifesaving (ground) crew will start from attention. Time begins at the judge’s signal, and ends when the rescued team member is safely ashore and the ground crew is called to attention by the cox’n. For safety reasons, the cox’n is the only person allowed to talk, whistle or make any mouth signals to the ground crew. The two team members in the tower may talk to each other, but all communication between the ground crew and the tower must be done with the proper visual signals, as follows: Affirmative—Crossing the arms repeatedly over the head. Negative—Crossing the arms repeatedly below the waist. Proper hand signals must be used after each part of the rigging operation between mast and shore. The cox’n will acknowledge the signals from the mast, and one team member in the tower will acknowledge the signals from the shore by repeating them. If crossed signals are used (i.e.; negative reply to the affirmative signal), the next step of the operation will not be performed until signals and situation are in agreement. Judges will enforce this, and the clock will continue to run. The judge will blow a whistle to signal an error in procedure that may lead to a safety problem, and all participants must stop immediately. The judge will not stop an error until it becomes a safety problem. The clock will continue to run while errors are fixed. Water line will be clearly marked, and team members are not allowed to cross it at any time during the event. All knots that are tied on the

41st NYGARD REGATTA – DESCRIPTION OF EVENTS

Judges guidelines will be removed once boarding manual is final and provided only to the judges. tower must be have at least six inches of bitter end or will be considered improper. Shear legs must be straight to tending slightly towards the dead-man, and hawser must be straight and taught from dead-man to mast. All team members must remain outside the endless-line while it is moving, and will receive a warning from the judge on the first occurrence. Repeated offenses will result in a safety violation penalty or disqualification.

ADDITIONAL NOTES:

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

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

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

41st NYGARD REGATTA – EVENT SIGN-UP SHEET

Sea Scout Ship _____ plans to participate in the following events: **Note:** All units are required to participate in: M-6. Uniform Inspection, M-5. Mariner’s Quiz, M-3. First Aid Quiz, M-2. Compass & Relative Bearing, M-4. Knot Tying and M-1. Berthing Inspection.

EVENT	LIMIT	NO. OF CREWS	COMMENTS
Small Boat Sailing	1 Crew of 2	_____	_____
Canoe Slalom	1 crews of 2	_____	_____
Heaving Line Toss	1 crews of 3	_____	_____
Life Ring Toss	1 crews of 3	_____	_____
Powder Monkey Race	1 crew of 5	_____	_____
Rowing	1crews of 2	_____	_____
Signaling	1 crews of 4	_____	_____
Crew Swimming	1 crew of 4	_____	_____
Boatswain’s Chair Lift	2 crews of 2	_____	_____
Drill	1 crew of 4	_____	Plus the DI
Marine Radio Communications	2 crews of 4	_____	_____
Marlinspike Seamanship	2 crews of 3	_____	_____
Navigation Problem	1 crew of 3	_____	Appointment time scheduled at Sunday leaders meeting
Pulling Boat	1 crew of 7-9	_____	_____
Scuttlebutt	1 crew of 5-7	_____	Plus the DI
Rowing	1 crew of 2	_____	_____
Hoisting the Scuttlebutt	1 crew of 6-8	_____	_____
Signaling (Limit 1 crew of 4 members)	1 crew of 4	_____	_____
Sailing Competition	1 crew of 2	_____	Other crews welcome as # of boats allow
UNSCORED EVENTS:			
Individual Swim	3 members	_____	_____
Block Reeving	1 crew of 4	_____	_____
4-Man Canoe Slalom	2 crews of 4	_____	_____
Boatswain’s Pipe	2 members	_____	_____
International Code Flags	1 crew of 3	_____	_____
Conduct & Sportsmanship		_____	_____
Adult Judging Service	All Adults	_____	_____
Breeches Buoy	1 crew of 8	_____	Plus DI
Galley	1 crew of 2	_____	_____
REGATTA BOATSWAIN		_____	_____
_____		_____	_____
_____		_____	_____

41st NYGARD REGATTA – UNIT ROSTER

CAMP BROWN, SCOTLAND MD - 26-29 MAY 2006

DEADLINE FOR REGISTRATION: 8 May 2006 (Additions/deletions accepted up to 26 May 2006 -- within 10%)

Mail this application to: Doug Yeckley, 1426 Crab House Road, Lusby, MD 20659.

Include a check payable to National Capital Area Council, BSA for \$35 per person Registration Fees and a separate check payable to Friends of Sea Scouts of Maryland, Inc. for \$20 per person if optional central messing is also desired.

Unit Number: _____ Council: _____

Adult In Charge: _____ Address: _____

Day phone: _____ Evening phone: _____

Cell phone: _____ Email: _____

Regatta Boatswain: _____ Address: _____

Day phone: _____ Evening phone: _____

Cell phone: _____ Email: _____

Number of Registrants: Male Adults: _____ Female Adults: _____

Male Youth: _____ Female Youth: _____

A Registration fee for Total No. Of Registrants: _____ x \$35.00 per Registrant = \$ _____
is enclosed payable to National Capital Area Council, B.S.A.

Optional Central Messing (circle) is / is not desired for _____ persons.

A separate check for _____ persons x \$20 per person for messing = \$ _____ is enclosed payable to Friends of Sea Scouts of Maryland, Inc.

We plan to berth _____ persons onboard vessels we will be bringing with us and _____ persons in cabins.

If cabin space is requested, we need spaces for Male Adults: _____ Female Adults: _____

Male Youth: _____ Female Youth: _____

41st NYGARD REGATTA – UNIT ROSTER

Vessel #1 Data: (If Applicable)

Vessel Name: _____ Registration No. (State) _____ Number: _____

Length: _____ Beam: _____ Draft: _____

Propulsion: (check) Sail: _____ Engine: _____ Both: _____

Special considerations, if any: _____

Vessel #2 Data: (If Applicable)

Vessel Name: _____ Registration No. (State) _____ Number: _____

Length: _____ Beam: _____ Draft: _____

Propulsion: (check) Sail: _____ Engine: _____ Both: _____

Special considerations, if any: _____

Vessel #3 Data: (If Applicable)

Vessel Name: _____ Registration No. (State) _____ Number: _____

Length: _____ Beam: _____ Draft: _____

Propulsion: (check) Sail: _____ Engine: _____ Both: _____

Special considerations, if any: _____

Vehicle Data:

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Driver: _____ Make: _____ Model: _____ State: _____ Plate # _____

Expected Date & Time Of Arrival: _____ Expected Date & Time Of Departure: _____

PLEASE INCLUDE A ROSTER OF ALL PERSONS ATTENDING. LIST ADULT JUDGE PREFERENCE, AGE OF SEA SCOUTS, OFFICERS INCLUDING SKIPPER, MATES, COMMITTEE MEMBERS, BOATSWAIN, AND MEMBERS WITH LESS THAN EIGHT WEEKS OF SEA SCOUTING.

