

52nd COMMODORE HENRY I. NYGARD REGATTA

NORTHEAST REGION 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, showed all of us the importance of giving to the community. He consistently gave his time, his talent, and his energy for the benefit of youth.

Henry Nygard was born in December 1915, in Vicksburg, Mississippi and raised in Pottstown, Pennsylvania. He 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 was a scout in his youth and became active again in Scouting in 1954. He became Skipper of Ship 759 of Ashton, Maryland, in the 1960's and continued to serve faithfully in that position until 2003, at age 87 when he retired.

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, formed new Ships and contributed to Sea Scouting in all ways possible. He kept his eye on all of the ships to see if they needed assistance in any area -- ranging from program to boat repairs. In addition to this, he organized an annual Safe Boating training weekend for all youth of the Washington, D.C. area. His own Ship, Ship 759, was always a strong one with a large membership. But to all Scouts, in all Ships, Henry Nygard was just plain Skip. He 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, for many years, worked with the Coast Guard Auxiliary, Flotilla II-1 where he served as Commander and taught its Safe Boating and Seamanship courses. He was also a member of the Sandy Springs Lions Club, and 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 received numerous awards. He received the Spurgeon Award through the National Court of Honor, the Silver Beaver Award from National Capital Area Council, and the Isaac Walton League Civic Service Award for Youth. He was voted Sea Scout Skipper of the Year of the National Capital Area Council countless times, 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.

In 1989, for Commodore Nygard's untiring devotion and with gratitude and appreciation for all that he contributed, the Sea Scout Wardroom of the NCAC renamed their regatta in his honor. He truly made a difference to all of us. Commodore Nygard passed away on March 15, 2009, only a few months after his wife Doris of 63 years. Commodore Nygard and his wife Doris were laid to rest in Pottstown, PA.

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The Northeast Region, 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 Northeast Region sponsored 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 52nd Annual Commodore Henry I. Nygard Regatta.

WHEN?

Memorial Day Weekend: 26-29 May 2017 (Friday to Monday afternoon)
Registration: Friday, 26 May, 1800 to 2300
Closing: Monday, 29 May 2017

The Regatta will 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 welcome. There will be no scored events on Monday.

LOCATION & FACILITIES

The regatta will be held at **Camp Riverview, 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 95/495) take Exit # 7 Branch Ave. Travel South on Route 5 from Washington. Follow Route 5 south all the way through Leonardtown, Md. After passing through Leonardtown travel about 26 miles to Scotland. Continue less than a mile to Corn Field Road (about 200 feet past Camp Brown Road) on the right. Camp Riverview is about 1.25 miles down Corn Field Road to the end. Be careful driving on this road, it is thin with many curves. Continue through the Camp until you come to the Mess Hall on the left. Registration will be there. Minibikes and similar vehicles are not permitted. There is no dock and no anchorage available. Bringing a vessel to the Regatta is not recommended. For GPS purposes the address is 49000 Camp Riverview Road, Scotland, Md. 20687.

MESSING AND BERTHING

Individuals sleep in cabins with A/C. After arrival, ALL units must check in with the MAA for cabin assignments. Ships may not provide their own meals; all must use central messing with all meals provided. There is no phone for incoming calls.

GEAR

Participants are expected to supply their own camping gear. Bring personal items such as toiletries. Bunks will have mattresses only. Flashlights and rain gear are a must. Watershoes are a good idea. There is no swimming pool but a very good beach with a sandy bottom. The swim event will be conducted in the river at the beach. **NO OPEN TOED SHOES OR FLIP FLOPS AT ANY TIME.** 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 OR WATER BOTTLE TO EVENT PERIODS. Water will be provided. There may 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 11 and 21. (Youth groups need to be certified by the Regatta Chairmen) Only persons 13 to 21 years of age may compete in the scored 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 13 OR OVER THE AGE OF 21 YEARS MAY COMPETE IN SCORED EVENTS.** Younger scouts may enter unscored events. **IN ORDER FOR A YOUTH TO COMPETE THEY MUST BE REGISTERED AND PAY THE FEE FOR THE ENTIRE REGATTA.**

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 it's 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 the responsibility of the Regatta Boatswain to lead the unit to event areas, to report to event judges, and 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. I say again, **AT LEAST TWO ADULTS FROM TWO DIFFERENT UNITS SHALL JUDGE EVENTS.** Unscored events may have less than 2 adults judging.

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 have been piped, Ships will have 5 minutes to assemble, after which 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 is not allowed in the River without their adults with them and using safe swim defense.

No attendee shall not use or have in their possession any alcoholic beverage at any time during the regatta. This includes Scouts, Skippers, Mates, Committee members, parents, and visitors.

52nd NYGARD REGATTA – SCHEDULE OF EVENTS

FRIDAY, MAY 26, 2017

- 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, 2017

- 0630 Reveille (EVERYONE UP)
- 0730 Breakfast in Dining Hall
- 0900 Boatswain and all adult meeting (**ALL ADULTS**) at the Mess Hall-**MANDATORY**
- 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.
- 1630 Scuttlebutt Demo & qualifier open until 1900
- 1730 Dinner
- 1900 Mariner's & First Aid Quiz at the Mess Hall, do not be late
- 2000 Evening Social Activity & brief Leaders meeting. Boatswain only need to attend.
- 2230 Quiet Time in the Campgrounds
- 2300 TAPS (Strictly enforced) ***

SUNDAY, MAY 28, 2017

- 0630 Reveille (EVERYONE UP)
- 0730 Breakfast on the Mess Deck.
- 0830 Boatswain and all adult meeting (**ALL ADULTS**) at the Mess Hall - **MANDATORY**.
- 1000 Church Service at the Mess Hall
- 1130 Lunch
- 1300 Group Three Events Start (Judges report at 1245)
- 1630 Group Three Events End
- 1800 Dinner in Dress uniform
- 1900 Regatta Boatswain's ONLY meeting. Do not be late.
- 2000 Free Time—Scouts vs. Adults Scuttlebutt & Knots
- 2030 Dance in Mess Hall
- 2430 TAPS (Strictly enforced) ***

MONDAY, MAY 29, 2017

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

** Be in Dress Uniform

*** All activities must stop at 2300 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 building at 2300. 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) Uniform Inspection (M) Galley (O) Boatswain's Pipe (O) Berthing Inspection (M) Mariner's Quiz (M) First Aid Quiz (M)	Canoe Slalom (O) Life Ring Toss (O) Rowing (O) Heaving Line Toss (O) Signaling (US) Crew Swim (O) Powder Monkey Race (US) 4 man canoe race (US) Individual Swim (US) Compass & Relative Bearings (M)	Scuttlebutt (O) Drill (O) Marlinspike Seamanship (O) Marine Radio (O) Navigation Problem (O) Knot Tying (M) Boatswain's Chairlift (O) Pulling Boat (O) International Code Flags (O) Environment (O)
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(M) – Mandatory Events. In order for a Ship to be considered for overall score they must enter these events. All of the other 16 scored events are Optional Events (O). A Ship may only enter 12 of these Optional Events. (US) – Unscored events.

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

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 about 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 UNLESS ACCOMPANIED BY AN ADULT.** The regatta will officially close at 1100 Monday morning. Please notify a member of the Regatta Committee when leaving camp and returning.

52nd COMMODORE HENRY I. NYGARD REGATTA REGATTA COMMITTEE

Co-chairman of Regatta:

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Regatta Committee Members:

Registration

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PRE-REGISTRATION AND FEES

Tour plans must be filed with the local council office two weeks in advance of the regatta in accordance with Boy Scouts of America regulations. Tour plans will be checked at registration. **THE ATTACHED REGATTA APPLICATION MUST BE RECEIVED BY 12 May 2017.** All units attending must submit this application. **BECAUSE OF THE NUMEROUS ARRANGEMENTS THAT MUST BE MADE DEPENDENT ON THE NUMBER OF PEOPLE ATTENDING, “““NO”””” APPLICATION WILL BE ACCEPTED AFTER 12 May 2017.** Checks should be made payable to: Friends of Sea Scouts of Maryland Inc. (FOSSOM Inc.) and mailed along with your registration, to Doug Yeckley, 1426 Crabhouse Rd., Lusby, MD 20659. **PLEASE INCLUDE YOUR UNIT EVENT SIGN-UP SHEET WITH YOUR APPLICATION.** The registration fee this year is \$ 80 **per person.** This fee covers promotional expenses, trophies, campsites, food, and other regatta expenses. **All meals must be taken at the Central Mess.** Adults, Sea Scouts, and all persons attending pay the same fees.

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. Current BSA Medical Forms Parts ABC ARE REQUIRED and will be collected at check in time and held by our Medical Department. Large envelopes will be provided.

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COMPETITIVE EVENTS

This year the regatta will consist of Mandatory, Optional, 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 Mess Hall 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 12 May 2017. Minor changes (10%) may be made on 26 of 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. **IF A SHIP IS ENTERING MORE THAN ONE CREW INTO AN EVENT THE CREWS MUST COMPETE BACK TO BACK OR THEY WILL BE DISQUALIFIED.**

THERE WILL BE NO PRACTICING ALLOWED DURING EVENT PERIODS. Violators of this rule, will be disqualified for this event. Any event not completed by a crew at the end of the event period is disqualified for that event. However if a ship has completed all their events during an event period they may practice the next day's events.

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 omitted. Mariner Quiz event score determines who gets the award. 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. Only one score for ships with more than one team in each event.

OVERALL REGATTA CHAMPION:

The overall score for a Ship or participating crew will be their combined score in the Mandatory & Optional events of the total scored events. There are 6 mandatory scored events, (noted above), in which all Ships and Crews will be scored plus 12 scores from the remaining 16 optional events in which the ship chooses to participate. A ship shall not compete in all 18 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 the overall placement in the regatta, the Ship with the highest score in the Mariner's Quiz event will be the winner.

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SCORED EVENTS

Mandatory:

1. Berthing Inspection (The entire unit must participate, including adults)
2. Compass and Relative Bearing (Limit of 2 crew of 6 members each)
3. First Aid Quiz * (The entire unit must participate)
4. Knot tying (Limit of 2 crews of 4 members each)
5. Mariner Quiz * (The entire unit must participate)
6. Uniform Inspection * (The entire unit must participate)

*Members with less than eight weeks in Sea Scouting are not required to participate.

OPTIONAL (Pick only 12 events to participate in)

1. Boatswain Chairlift (Limit of 2 crews of 2 members each)
2. Canoe Slalom (Limit of 2 crews of 2 members each)
3. Drill (Limit of 2 crews of 5-7 members each)
4. Heaving line (Limit of 2 crew of 3 members each)
5. Life Ring Toss (Limit of 2 crew of 3 members each)
6. Marine Radio Communications (Limit of 2 crews of 4 members each)
7. Marlinspike Seamanship (Limit of 2 crews of 3 members each)
8. Navigation Problem (1 crew of 3 members each)
9. Pulling Boat (Limit of 1 crew of 7-9 members each)
10. International Code Flags (Limit 1 Crew of 3 members each)
11. Rowing (1 crew of 2 members each)
12. Hoisting the Scuttlebutt (Limit of 1 crew of 6-8 members each)
13. Galley (Limit 1 Crew of 4 members each)
14. Boatswain's Pipe (Two members per unit each)
15. Crew Swim (Limit of 1 crew of 4 members)
16. Environment (Limit 2 Crews of 3 members)

UNSCORED

1. 4-Man Canoe Slalom (Limit of 2 Crews of 4 members each)
2. Individual Swim (Limit 3 members)
3. Powder Monkey Race (Limit of 1 crew of 5 members)
4. Signaling (Limit 1 crew of 4 members each)
5. Conduct & Sportsmanship (The entire unit. (Trophy given to winning unit)
6. Judges Service (Mandatory for all adults)

Events are in conformity with the Sea Scout Manual where possible. (One exception would be the First Aid quiz)

52nd NYGARD REGATTA – UNIT ROSTER

DESCRIPTION OF SCORED EVENTS

1. BERTHING INSPECTION.

Mandatory

Participation: Entire Unit

Description: Area for each Ship will be assessed on cleanliness, overall gear storage and safety considerations, individual areas will be assessed on neatness and uniformity of the bunks. If Ships are sharing a bunk area, they will receive the same area score, and should label their bunks for individual scores. Adult bunks are included in the inspection.

Scoring: Ships can earn up to 100 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 Ship score. Ship 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. All inspections will be unannounced. If Ships are sharing a bunk area, they will receive the same area score, and should label their bunks for individual scores. Adult bunks are included in the inspection.

Judging Guidelines: 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, for a total of 3-5 inspections.

2. COMPASS AND RELATIVE BEARINGS.

Mandatory

Participation: Up to 2 crews of 6 members each.

Scoring: Total number of accurate tags placed on the boards. Highest scores place.

Time Limit: Each crew member has 30 seconds to place their two tags during each turn. Time starts when tags are picked up. If the crew member request, a ten second warning can be given before the end of their turn.

Detail: Each board will have a large circle with 32 or 36 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. In front of the board will be a box with 68 tags representing the 32 points of the compass and 36 relative bearing by degrees. Once the boards are set by the judges, it needs to be the same for all teams. These tags will be thoroughly mixed by a judge. Boards will be placed facing away from scouts so that they are unable to see placement of tags. Crew members line up behind one another. 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. Only the misplaced tag is counted as incorrect.

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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3. FIRST AID QUIZ.

Mandatory

Participation: Entire Unit. Exception: Members who have joined the Ship 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.

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

4. KNOT TYING.

Mandatory

Participation: Up to 2 crews of 4 members

Scoring: Timed. Five minutes added if a crew member is unable to tie all the knots. Additional 10 second penalty for each missed knot first time around. Lowest total times place.

Time Limit: Five minute time limit on correction round.

Reference: Apprentice and Ordinary requirements Sea Scout manual p108-113

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.

Judging 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 Ship 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.

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

52nd NYGARD REGATTA – UNIT ROSTER

6. UNIFORM INSPECTION.

Mandatory

Participation: Entire Unit Those who joined within 8 weeks of the Regatta are excused.

Detail: Each member of the Ship must wear the dress uniform of the unit, either National or Local requirements. 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 black with a plane toe and “shineable”, should be uniform with the unit/sexes. Composite ships should be uniform within each ship, not as a whole.

The following criteria will be used to judge the event. At the approach of the inspection party the Ship’s Regatta Boatswain will call the unit to attention. The Boatswain will be inspected first and then accompany the inspection party during the remainder of the inspection. During this time the Boatswain will be provide feedback on the discrepancies noted.

Scoring: Judging will be based on uniformity within a unit and as stated in the Sea Scout Manual. For each improper uniform part or patch a “gig” (irregularity) will be scored. The total is divided by the number of crew members to determine the Ship score. Lowest scores places.

Reference: Sea Scout Manual pages 17 to 22.

OPTIONAL SCORED EVENTS:

1. BOATSWAIN CHAIRLIFT.

Optional

Participation: Up to 2 crews of 2 members.

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

Detail: When the judge says “go” the first crew member races to the rope, ties a double (Portuguese) 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 from the beginning. (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. The scout being lifted may put on gloves after tying knot.

Judging guidelines: MANDATORY- One judge must be suitably gloved and hold the end of the line as a safety backup during the entire lifting and lowering process.

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2. CANOE SLALOM.

Optional

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

Reference: BSA Canoeing MB booklet

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 figure-eight course and back. Clock stops when the canoe passes the finish line bouy **BEFORE TOUCHING THE BEACH**. Capsizing disqualifies the crew.

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

3. DRILL

Optional

Participation: Up to 2 crews of 5-7 members

Scoring: Each Judge will deduct a point for each error observed. The total “deductions” from each Judge will be added up and divided by the number of Judges to get an average number. The total is divided by the number of crew members to determine the crew score. Lowest scores place.

Reference: Sea Scout Manual Disk Sec. 2 and Official Sea Scout Drill Manual. Correctness of movements is as stated in the SS Manual, not necessarily from other sources such as a military book.

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: Drill teams that are marched off the “drill field” by their DI are disqualified.

4. HEAVING LINE.

Optional

Participation: Up to 2 crew of 3 members each

Reference: Sea Scout Manual, page 143.

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. Clock starts with the first throw

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

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5. LIFE RING (Ring Buoy) TOSS.

Optional

Participation: Up to 2 crews 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.

6. MARINE RADIO COMMUNICATIONS

Optional

Participation: Up to 2 crews of 4 members

Scoring: Score is based equally on practical team portion and quiz. Accuracy on test of 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. At least two Judges will keep score and they will average their points for practical score. Total of two scores (exam & practical) determine the crew score. Highest scores place.

Time Limit: 15 minute time limit on quiz

Reference: Sea Scout Manual, page 90 to 93

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 INDIVIDUAL short quiz.

Required Knowledge: Proper VHF FM marine radio procedures.

Judges guidelines: Use 2-way CB radios (to avoid fake distress calls on VHF channels) or place people so they can not see each other.

7. MARLINSPIKE SEAMANSHIP.

Optional

Participation: Up to 2 crews of 3 members each

Reference: Sea Scout Manual, page 116 to 119.

Scoring: Timed. Incorrect splices disqualifies team. 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. If Ship fields more than one crew they must compete one after the other.

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

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8. NAVIGATION PROBLEM.

Optional

Participation: 1 crew of 3 members

Reference: Sea scout Manual, page 172 to 181.

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 #1210 Tr., take relative bearings, complete 60D=SxT problems, figure compass error 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 for their team.** Charts will be provided.

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

Event runs from 1300 until 1600 or 1 hour after the last scheduled crew, but in no event will any crew be allowed to continue after 1600. If a ship's team should start after 1500 they must stop at 1600.

9. PULLING BOAT

Optional

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

Reference: Sea Scout Manual, pages 145 & 146.

Scoring: Score is based on timed portion and execution score. The Execution or Technique portion shall account for 70 % of the overall score. Execution score is determined on the 7 sections as follows: Loading, Cast off, Commands to start, Rowing and executing commands properly in time or unison, Commands after the race, Docking, and Alighting. Each of the 7 sections will begin with 10 points. Each Judge shall complete a score sheet for the Execution portion and it will then be averaged for a total score of not more than 70 %.

Timing score is determined as follows: fastest competing crew will get highest pts of 30. The next highest 25 points. The next 20 and so on with the slowest getting no points for the timed portion. Highest total scores place.

Reference: Sea Scout Manual, Chapter 4, p 278-280

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 dock 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. The "race course" shall, when possible, be parallel to the shore with the start and finish line being at the end of the Tee of the dock so the Judges may time them.

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.

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10. INTERNATIONAL CODE FLAGS.

Optional

Participation: 1 crew of 3 members 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, counts, not speed. The judge will place the Flag Tiles face up and covered, 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 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.

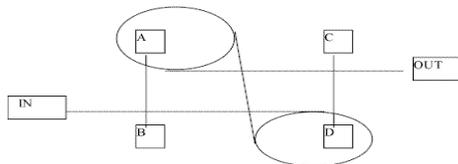
Reference: Sea Scout Manual, page 96 & 220.

11. ROWING.

Optional

Participation: 1 crew of 2 members 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).

Reference: Sea Scout Manual, page 145 & 146.



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12. 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: Sea Scout Manual, page 122 to 124. See www.newseascout.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 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.

13. GALLEY

Participation: (limit, 1 team of 4 scouts) Team will report to galley and create a meal from ingredients on hand. The meal will consist of a salad, entrée, vegetable, and desert. Also a special secret ingredient.

- | | | |
|--------------------------------|---|---------------------|
| 1. Food preparation | 5. Taste & blending of different spices | |
| 2. Cleanliness of cooking area | 6. Team Work | 8. Use of Equipment |
| 3. Personal Hygiene | 7. Meal Presentation | 9. Safety |
| 4. Menu Complexity | | |

To maintain fairness all items used will be supplied by the regatta. There will be ample supplies for all the teams. Each team will be expected to confer with the regatta chef by 0900 Sat. to arrange for any special items needed. Time limit – 1 hour, 15 minutes.

Reference: Sea Scout Manual, page 101 & 102.

14. BOATSWAIN'S PIPE.

Optional

Participation: Limit, two members from each Ship

Reference: Sea Scout Manual, disk sec. # 1.

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 wins.

This event will be scheduled whenever the Judges are available by appointment.

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15. CREW SWIM

Optional

Participation: 1 crew of 4 Members. Timed. Lowest times place. Details: At the sound of the whistle, members will compete in relay fashion. The first swimmer must use a back stroke, the second a breast stroke, the third aside stroke, and a fourth may use any stroke he/she wishes. Swimmer's feet or hand, if swimmers are in a pool, may not leave the deck until the prior swimmer touches the side of the pool. If the swimmer leaves early the team is disqualified.

16. ENVIRONMENT

Optional

Participation: Limit 2 crews of 3 members

Details: The 3 members will compete as a team. The team will have 12 pieces of "trash" to put into the correct section(s) on the ground. Any "trash" that is not allowed to be dumped will be left before the starting line. Each member of the team is allowed to transport 1 piece of "trash" per trip. The sections will coincide with the MARPOL plaque. There will be a starting line, and four sections marked with the appropriate distances. The "trash" will be laid out on the ground before the starting line. The team will stand in between the two planks and when the team states they are ready, the timer will begin. The team will get a piece of trash, then walk together using the planks provided to distribute the trash to the correct section(s) where it is allowed to be dumped. Both boards have to be completely in the section in order to dump trash into it. The timer will be stopped when the team dumps their last piece of trash and both boards cross over the starting line. For each incorrect piece of "trash" 5 seconds would be added to the overall time. For every piece of trash dumped before both planks are fully in that section a 10 second penalty would be added to the overall time.

UNSCORED:

1. 4 person CANOE RACE.

Participation: Limit up to 2 crews of 4 members. Timed event.

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. IF AT THE BEACH THE START & FINISH LINE MUST BE IN THE WATER SO THAT THE CANOE DOES NOT HIT THE BEACH.

2. INDIVIDUAL SWIM

Participation: Limit of three members from each ship. Any stroke may be used to swim about 50 yards. Lowest time places.

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3. POWDER MONKEY RACE.

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 runs back to start line and 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. Obstacles should cover an area of about the size of a 75 foot boat. THIS SIMULATES A CREW MEMBER IN COMBAT CARING A BUCKET OF GUNPOWER FROM THE BILGE TO THE GUN DECK.

Judges guidelines: The course, once set up, must be the same for all ships.

4. SIGNALING.

Participation: 1 crew of 4 members

Reference: Sea Scout Manual, page 95.

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. If Code Light is used it must be supplied by their ship for each unit going through.

- 5. CONDUCT & SPORTSMANSHIP 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.

- 6. 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 or chief judge 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. At the end of the event period ALL papers and notes will be placed in the Event Envelope and returned to the Regatta Committee. It is requested that Judges write up comments for future regattas.

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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/composite 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 team, 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 ONLY, (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.

COMPOSITE UNITS. Smaller units of less than 10 scouts may combined together to form a unit of not more than 10 - 12 members. However they will be judged in all events as a unit and may not switch members from event to event. As much as possible they will be berthed together. This may be done no later then Friday evening at check in time by agreement of the Regatta Chairman. This Composite unit shall have only one Regatta Boatswain. If at all possible this arrangement shall be done before the regatta registration is made.

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.

CERTIFIED LIFE GUARDS: In order for us to hold the swimming events we need to have certified life guards. We must also have a copy of their certification. All Skippers shall pole their attending members and instruct them to bring their original or copies of their original to Friday evening check in. We can make copies then if need be.

SEA SCOUT MANUAL AS REFERENCE: Sea Scout manual #33239 should be used for reference on nautical skills.

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EVENT SIGN – UP SHEET

Sea Scout Ship _____ plans to participate in the following events: Note: All units are required to participate in the 6 Mandatory (M) events (Berthing Inspection, Compass & Rel. Bearings, First Aid Quiz, Knot Tying, Mariner’s Quiz, Uniform Inspection). Failure to do so disqualifies them to complete in the regatta events. Reservation by 5/12/17

SCORED EVENTS(PICK ONLY 12 OF THE 16 OPTIONAL EVENTS)

EVENT	LIMIT	# of Crews	Comments
1. Boatswain’s Chair lift	2 crews of 2	_____	_____
2. Canoe Slalom	2 crew of 2	_____	_____
3. Drill	2 crews of 5-7	_____	Includes DI _____
4. Heaving Line Toss	1 crew of 3	_____	_____
5. Life Ring Toss	2 crew of 3	_____	_____
6. Marine Radio	2 crews of 4	_____	_____
7. Marlinespike Seamanship	2 crews of 3	_____	_____
8. Navigation Problem	1 crew of 3	_____	_____
9. Pulling Boat	1 crew of 7-9	_____	Includes Coxswain _____
10. International Code Flags	1 crew of 3	_____	_____
11. Rowing	1 crew of 2	_____	_____
12. Hoisting the Scuttlebutt	1 crew of 5-8	_____	Includes Coxswain _____
13. Galley	1 crew of 4	_____	_____
14. Boatswain’s Pipe	2 Ship member	_____	_____
15. Crew Swim	1 crew of 4	_____	_____
16. Environment	2 crews of 3	_____	_____

UNSCORED EVENTS:

1. 4 Man Canoe Race	2 crews of 4	_____	_____
2. Individual Swim	3 Ship members	_____	_____
3. Powder Monkey Race	1 crew of 5	_____	_____
4. Signaling	1 crew of 4	_____	_____

Regatta Boatswain Signature: _____

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CAMP RIVERVIEW - 26-29 MAY 2017

DEADLINE FOR REGISTRATION: 12 May 2017 (Additions/deletions accepted up to 26 May 2017 -- within 10%)
Mail this application to: Doug Yeckley, 1426 Crabhouse Road, Lusby, MD 20657.
Include a check payable to Friends of Sea Scouts of Maryland for \$ 80 _ per person Registration Fees.

Unit Number: _____ Council: _____

Adult In Charge: _____ Address: _____

Day phone: _____ Evening phone: _____

Cell phone: _____ Email: _____

Regatta Boatswain: _____ Email Address: _____

Cell phone: _____ Evening phone: _____

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

 Male Youth: _____ Female Youth: _____

A Registration fee for Total No. Of Registrants: _____ x \$ 80.00 per Registrant = \$ _____
 is enclosed payable to Friends of Sea Scouts of Maryland.

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 # _____

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

Any allergies that the cook needs to know list here.

