



76th Annual Southwestern Rendezvous

2011



Table of Contents

SPECIAL APPRECIATION	4
PHILOSOPHY	4
GENERAL INFORMATION	4
LOCATION	4
DATES	4
ARRIVAL	4
AUTOMOBILES / VEHICLES	4
QUARTERS	5
REGISTRATION	5
WRISTBANDS	5
MEALS	5
UNIFORMS	6
PHOTOGRAPHY	6
VISITORS	6
COMPETITION EVENTS	6
RECREATION TIME	6
COMPETITION EVENTS-SUMMARY	8
ELIGIBILITY REQUIREMENTS	8
SHIP/POST PARTICIPATION	8
EVENT CATEGORIES	8
COMPULSORY EVENTS	8
SHIP (REQUIRED) EVENTS	8
TEAM (OPTIONAL) EVENTS	8
SHIP CONDUCT	9
ADULT OBSERVATION	9
SHIP SIZE	9
JUDGES	9
EVENT SCORECARDS	9
PROTESTS	10
EVENT CLOSURE	10
EXCEPTIONAL PARTICIPANTS	10
SCORING AND AWARDS	10
CLASS AWARDS	11
GOLDEN WINDJAMMER	11
SPIRIT AND FELLOWSHIP AWARD	11
LEADERSHIP AND CONDUCT AWARD	11
SCUTTLE-OFF	11
OLD SKIPPER'S AWARD	12
DRILL-OFF	12
HELL DRILL	12
JUDGES' RESPONSIBILITIES	13
COMPULSORY EVENTS	15
C-1 DRESS UNIFORM INSPECTION	15
C-2 QUARTERS INSPECTION.....	16
C-3 AWARDS DETAIL	16
C-4 ADULT JUDGING	16
C-5 SERVICE DETAIL	16
C-6 SECURITY DETAIL.....	17

2011 Southwestern Rendezvous Manual

SHIP (REQUIRED) EVENTS	18
S-1 RING-BUOY TOSS	18
S-2 HEAVING LINE	19
S-3 KNOT TYING.....	20
S-4 COMPASS AND RELATIVE BEARINGS	21
S-5 SWIMMING	22
S-6 MARINER'S QUIZ	23
S-7 CONDUCT.....	24
TEAM (OPTIONAL) EVENTS.....	25
T-1 OBSTACLE COURSE	25
T-2 FIRST AID	27
T-3 RADIO COMMUNICATIONS	28
T-4 CHARTING	29
T-5 BOS'N'S CHAIR.....	30
T-6 ROPE CLIMB.....	31
T-7 SWIMMING.....	32
T-8 ROWING.....	33
T-9 SAILING.....	34
T-10 DRILL.....	35
T-11 GROUND TACKLE AND MOTOR BOATING	37
T-12 MYSTERY EVENT	39
T-13 RULES OF THE ROAD & AIDS TO NAVIGATION.....	40
T-14 MARLINESPIKE	41
T-15 SCUTTLEBUTT	42
T-16 INTERNATIONAL CODE FLAGS	43
T-17 BREECHES BUOY	44
T-18 BUILD YOUR OWN BOAT	46



Welcome to the 2011 Southwestern Rendezvous

This is the 76th annual Southwestern Rendezvous. The Rendezvous Committee and your host, Naval Base Ventura County (NBVC), welcome you aboard! This Sea Scout event has been made possible by hours of planning and the work of many interested people. Of course, this event would not be possible without the cooperation of your own council and the participation of your ship. With this in mind, we, the Southwestern Rendezvous Committee, thank you for making this event a success.

SPECIAL APPRECIATION

The hosting organization, Naval Base Ventura County (NBVC) provides a very important element for the success of this Sea Scout event. It provides a stage for a meaningful, exciting and enriching experience for the several hundred young people that actively participate, and promotes an atmosphere that instills a sense of pride and fulfillment in the adults that believe in the youth of this nation. We appreciate the warm welcome we continue to receive from the NBVC facility and its staff!

PHILOSOPHY

The Southwestern Rendezvous brings together Sea Scouts from local, national and international councils in order to encourage teamwork, communication, develop leadership skills and promote a spirit of fellowship and camaraderie. All events at the Rendezvous are based on the qualifications for the Ordinary Sea Scout rank, with the exception of T-2 First Aid (see event description).

GENERAL INFORMATION LOCATION

Naval Base Ventura County Port Hueneme, California

DATES

Friday, November 25th, Saturday, November 26th & Sunday, November 27th 2011.

ARRIVAL

Units may arrive at NBVC anytime after 0600 on Friday. All units must enter at the main gate and clear their personnel with the NBVC prior to transporting any gear to the quarter's area. For early arrival, please contact Michael Trouillon via email at mtrouillon@earthlink.net as early as possible. Non-U.S. Citizens will not be granted entry to the base. This is a rule set forth by NBVC.

AUTOMOBILES / VEHICLES

In order for any vehicle to be allowed on the base, the driver of the vehicle must have a valid driver's license, valid vehicle registration and proof of current auto insurance. The Navy will make no exceptions to this rule; vehicles not in compliance must be left off base. All automobiles MUST display the Rendezvous Parking Pass in the driver's side windshield. It is available on the web site; please refer to your welcome aboard email.

A signed and notarized letter must accompany vehicles not registered to the driver from the registered owner granting the driver permission to operate the vehicle on NBVC. Equipment trailers that can be separated from the towing vehicle require special permission in advance.

No travel trailers, motor homes, RV's or campers will be permitted.

Vehicles are to be operated only when needed for transportation of equipment for events. Participants (including adults) in Rendezvous may not be shuttled anywhere on base via automobile during the entire weekend, except for medical emergencies. Special permits may be issued by Rendezvous Chairman for exceptional cases.

2011 Southwestern Rendezvous Manual

QUARTERS

We will be in barracks this year. However, there is always a chance that we may be in the tents. Please be prepared. All bedding (sheets, pillows, blankets) will be provided. Per Navy rules we can not bring in sleeping bags, personal blankets or the like. Each unit is required to have their own trash receptacle to prevent overflowing of the provided trash bins. Security of your belongings is your unit's responsibility, not the Committee's, Security Detail's, or the Navy's. Please keep valuables locked in your vehicles when away from your campsite or barracks. Remember to print and fill out your bunk cards before you come. They must be filled out and posted on each tent or bunks **BEFORE** you can compete. **Reference C-2 Quarter's Inspection for additional requirements.**

REGISTRATION

Unit registration, payment for Rendezvous, and sign-up for adult judging and service detail will take place primarily online as well as at Rendezvous Headquarters in the classrooms. **Only the Skipper (or adult in charge) and bos'n are to report.** Please note the registration forms with space for participants, non-participants and adults. If you have mates between 18-20 years of age, who are not participating, they must be listed in the adult section of the registration form. BSA requires all units to have a First Aid Kit on all tours. Your First Aid Kit must be presented at registration.

A Council approved BSA tour plan is required for each unit, and two signed Scout Trip Release forms (with attached Medical Consent) are required to be turned in for each Sea Scout -no exceptions. You must have a tour plan to remain on base and participate in the Rendezvous; no tour plan and your unit will be escorted off base. Forms **MUST** be filled out prior to entering the registration area. If a scout is 18 years of age or older, his/her own signature is acceptable on the Medical Consent form in lieu of parent/guardian signature. There is an Adult Scout Trip Release Form, as well, and two copies are required to be turned in for each adult. If a scout does not have a signed Trip Release Form, that scout may not remain on base, and will be escorted off immediately.

Crews are strongly encouraged to bring a flash drive with at least **8GB** of free space in order to have pictures loaded prior to the end of the event.

Any doctor's notes must be presented at registration for clearance. One copy of the doctor's note will remain at Registration/Scoring and the other copy **MUST** remain with the scout to present to judges.

WRISTBANDS

Wristbands will be issued for every member of your unit (adults as well as youth) at registration. These must be worn by everyone and may not be removed at anytime during the Rendezvous event! (They are plastic, and may be worn in the shower.) The wristbands are your meal ticket as well as a safety/security device for all participants. Any participants found at the NBVC without a wristband will be escorted off-site by Rendezvous Security/Committee and not allowed to return. This rule will be strictly enforced. If your wristband comes off, see a member of the Rendezvous Security/Committee team immediately for a replacement. There will be a \$1.00 charge for each replacement wristband.

MEALS

Six meals, beginning with lunch on Friday, are included in your registration fee. The Mess Hall does have a dress code, so please dress appropriately. They do not allow sweatpants, flip flops, pajamas, or sandals to be worn at meals; also remove your "cover" before entering the mess hall. Do not enter the Mess Hall until you are cleared by Rendezvous Security to do so. Visitors may eat on base at an additional cost, check with the committee for visitor additions and costs.

2011 Southwestern Rendezvous Manual

UNIFORMS

Your normal day-to-day scout uniform may be worn for event participation, at breakfast, lunch and supper. Dress uniforms must be worn at the Hell Drill, Awards ceremonies and by Drill Off participants.

Appropriate scout attire must be worn during recreational activities on Friday and Saturday evenings.

PHOTOGRAPHY

While at the NBVC, photography is permitted at event locations only. This is an active and elite military base and they require us to be sensitive to their security needs.

VISITORS

All Council representatives, parents, family and friends are cordially invited to observe the Southwestern Rendezvous and the Awards Ceremony. All visitors must pre-register with the Rendezvous Committee prior to coming on base. If we do not have the NBVC Access Request by Fri., Nov 11th, **you will not be able to get on base.** The Navy controls all access. **Any non-U.S. Citizens will not be granted access to the base.** Please be aware of this rule that the NBVC has set forth.

COMPETITION EVENTS

The Rendezvous Committee reserves the right and assumes the responsibility for making any changes to the Southwestern Rendezvous as they may deem necessary due to inclement weather, the wishes or suggestions of our hosts or other unforeseeable conditions. All such changes will be instituted with respect to, and in fairness to, all attending people. Base maps indicating event locations and final program schedules will be distributed at registration.

RECREATION TIME

Friday evening-Recreation in the barracks. Saturday night-Dance. This year's theme is "Cowboys and Aliens. Dress in your best heroic or villainous attire. Who will win? Good or Evil? This year we're having a contest for costumes. Make sure you're amazing and you could win an amazing prize. Please note that **APPROPRIATE** clothing must be worn at all times, including shirts and shoes (no weapons [real or simulated]). Please do not embarrass yourself, your ship or Rendezvous by your dress or conduct. The Rendezvous Committee has final say. Anyone not dressed appropriately will be asked to leave, and conduct points will be deducted.

Any other special services or activities will be discussed at the General Meeting-0815 Friday morning.

GENERAL MEETING-0815 Friday

Location: Outside of registration. This meeting will not be an open discussion of the events, rules or judging system-these areas have been worked out, in advance, to the best of the committee's ability and knowledge. Questions will be answered concerning clarification of rules, events, logistics, schedule, etc. Also, further supplemental information and event updates may be handed out at this time. Please have your questions ready as time is of the utmost value to all of us throughout the Rendezvous. The NBVC Officer of the Day may give a short talk. Ships will proceed directly to Mariner's Quiz following the meeting, in the classrooms. **Please make sure to be on-time for registration so that the general meeting and the Mariner's Quiz can start on time.**

ADULT/JUDGES MEETING-Following the General Meeting

Location: Outside of registration. Attendance is mandatory. It will cover judging, security and unit behavior. All participants will take the Mariner's quiz at this time. Please talk to the Rendezvous committee if a judge will be judging both the Mariner's Quiz and another event.

2011 Southwestern Rendezvous Manual

BOS'N'S MEETINGS

The Bos'n's meetings will be held every day at the mess hall on the below schedule. Try not to be late. **Attendance is mandatory.**

Friday – 1730

Saturday – 1730

Sunday – 0630

These meetings are a forum for discussion of problems that arise during the weekend, as well as an opportunity for units to vote (through their bos'n) for the Spirit and Fellowship Award.

FIRST AID

We have a mobile first aid unit staffed by volunteer paramedics and/or nurses. Any Security team member, Area Judge, or Rendezvous Committee member with a radio can summon help if medical attention is required.

SECURITY - Black Shirts/Police Explorer Uniforms

The Rendezvous Committee has its own Security team. Our Security officers have been briefed by the NBVC Security and their word is law. Orders given by Rendezvous Security or NBVC Security must be followed by adults, scouts and visitors alike. If any issues arise with security, address them to the Chairman immediately.

RULES OF CONDUCT

All national BSA policies, including the Scout Oath and Law, will be strictly enforced. Smoking at any time by scouts of competition age is forbidden. Consumption of alcoholic beverages and/or recreational drugs by anyone (Sea Scouts, adult advisors, visitors, etc.) is forbidden. Violation of these rules is grounds for disqualification of the entire unit from Rendezvous. The unit will be escorted off the base immediately, and a letter sent to both the local Council and National indicating why this action was taken. Don't let one person (adult or scout) ruin the competition for everyone in your unit. **Adults (21 and older) may smoke in designated areas only...check with the Rendezvous Security team for these locations.**

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults. Cheering is encouraged, where appropriate. Each unit's adult leader(s) is (are) ultimately responsible for the conduct of unit members.

NBVC BASE RULES

Youth program visiting groups are to be chaperoned at all times.

- A. Youth program visiting groups are to be clothed in appropriate civilian attire. Specifically, this means no gang attire (colors, headbands, earrings on males, baseball hats worn backwards, etc.), clothing displaying vulgar language or innuendos, or inappropriate clothing (i.e., cut-off jeans, sweatpants, see-through blouses or tops, overly-tight clothing, pants and shirts with rips/tears or clothing allowing open display of sexual body parts.)
- B. The NBVC off-limits area will be identified when you check in, a map will be provided at registration. Violation of these off-limits areas will disqualify your unit from the Rendezvous and the Navy will escort you all off base.
- C. IPODS or other devices that limit one's hearing are not allowed to be worn or in use while walking around the NBVC or waiting at an event. Please leave these devices either in your tent or in a locked vehicle.

No consumption of alcoholic beverages is allowed by anyone.

PROGRAM SCHEDULE: To be issued at Registration

2011 Southwestern Rendezvous Manual

COMPETITION EVENTS-SUMMARY

ELIGIBILITY REQUIREMENTS

Competition events are open to all properly registered scouts through 20 years of age and meet the requirements for the Venturing Program at the time of registration at the Rendezvous event.

SHIP/POST PARTICIPATION

The leadership of each ship is the sole responsibility of the bos'n during competition. ID badges will be given out at registration that will identify the Bos'ns, and they must wear these badges at all times during competition hours. Bos'ns are responsible for keeping the entire competition crew together during the Rendezvous event. **The ONLY EXCEPTION is for the waterfront events.** The whole ship reports to the Waterfront Shuttle Station **BUT ONLY the participants** take the shuttle to the waterfront and compete. **The remainder of the ship MUST wait** at the Shuttle Station for their waterfront competitors to return and then go on to compete in other events. Use this time to study and practice. Participants waiting at the shuttle stop must be respectful of those around them.

EVENT CATEGORIES

COMPULSORY EVENTS

Every ship must receive a satisfactory score in each of the four compulsory events in order to receive an award. Failure to pass any compulsory event will disqualify the ship from earning any award at Rendezvous, including PFD.

SHIP (REQUIRED) EVENTS

Each and every registered crewmember must participate in the seven ship events under the leadership and control of their bos'n.

Events are scored according to the number of members who are present at the Rendezvous, taken from the registration records. Any missing persons will receive a score of "0", which will be averaged into the ship score. This also applies to participants who claim a medical reason without providing a doctor's note to the event judge or do not present the doctor's note to Scoring.

Exceptional participants (physically challenged, learning disabled, etc.) may attempt an event and may either take their earned score or a score equal to the average score of all other participants in their ship. These individuals **MUST** be identified at time of registration.

TEAM (OPTIONAL) EVENTS

There are eighteen team (optional) events. The minimum number of crew required for each event as stated in the events manual must participate, and a different ship member may be cox'n for each event. Scores will be adjusted accordingly for each missing registered member. Crews with fewer than the required number of participants who wish to attempt an event must make arrangements with the Area Judge in advance. If a crew chooses this option there will be no score awarded and they must not interfere with a crew wishing to compete in the event.

The entire ship must be present while participating in any event. The crew may not split up in order to cover several events at the same time. Violation of this rule will result in disqualification from any and all events being attempted simultaneously. **The ONLY EXCEPTION is for the waterfront events.** The whole ship reports to the Waterfront Shuttle Station **BUT ONLY the participants** take the shuttle to the waterfront and compete. **The remainder of the ship MUST wait** at the Shuttle Station for their waterfront competitors to return and then go on to compete in

2011 Southwestern Rendezvous Manual

other events. Use this time to study and practice for other events. Participants waiting at the shuttle stop must be respectful of those around them.

Scoring for each event is based on the performance of the team and their cox'n as described in the events manual. Penalties may be made for poor conduct or discipline and unsafe or rough handling of equipment, at the discretion of the event judge. Excessive or repeated actions requiring penalties may result in disqualification from that event.

SHIP CONDUCT

All competing ships will be judged on their conduct and leadership abilities throughout the entire Rendezvous event-during meals, during movement between events, and even while in your quarters. See the S-7 event and judge's responsibilities, pages 14, 15, and 25 for more information.

ADULT OBSERVATION

Adults 21 and over (and those indicated during registration if under 21) may observe, but shall not participate in events and shall not confer with judges. Any and all adults shall not communicate with the competing youth in their units during the times that competition events are open each day, and shall not direct and/or coach the actions of the crew in the events and/or in organizing their time. Violation of this rule by any adults (including visiting parents) will result in disqualification in that specific event in which the ship is involved, or, if in between events, a loss of conduct points. Should an outside emergency situation arise, all communication with the unit must first be cleared with the Area Judge for that area.

SHIP SIZE

Small ships of four or five members can be combined to form larger ships. Separate awards for placement will be issued to all units, provided each ship in the combined group has paid separate registration fees and obtained separate Rendezvous numbers. Larger ships may divide into crews with a minimum of eight per crew and will be judged as separate ships, provided separate registration fees are paid for each crew.

JUDGES

Adults serving as head judges are expected to be at their events the entire weekend. All other registered adults **are required** to sign up for at least one day of judging (or other duty) and **MUST** arrive 15 minutes prior to the opening of events. Because we are short judges every year, we request that adults be prepared to sign up for judging on both days, if at all possible. Judging sign-ups will take place primarily online and at registration. Non-participating 18-20 year old adults will be utilized as assistant judges at various events.

All registered adults must attend the mandatory adult meeting at 0830 Friday morning, outside registration/scoring.

EVENT SCORECARDS

Event scorecards are the responsibility of the bos'n. Cards are to be signed and retained by the judge, and will be picked up periodically by the Area Judge for the event or the Rendezvous Chair (or representative).

Neither event participants nor adult advisors may communicate with the scoring committee at any time during the Rendezvous event. The scoring room is off-limits.

2011 Southwestern Rendezvous Manual

PROTESTS

Protests must be presented by the bos'n, in writing, within **one hour** of the incident to the Area Judge for the event. A protest committee comprised of the Area Judge, Rendezvous Chair, and a third Rendezvous Committee member will review the protest and make a ruling. All decisions of the protest committee are final. **Hell Drill and Drill Off cannot be protested.**

EVENT CLOSURE

Judges have been instructed to close the events at the scheduled time (for lunch and at the end of the day), whether competing units are finished or not. No time extensions will be given under any circumstances. Make sure you have enough time to complete the event before reporting. If the event closes while a crew is in the middle of participating, scoring will be determined accordingly. (This may range from receiving a partial score for an incomplete written test, to no score at all for an incomplete practical event. The Area Judge will determine scoring, and this decision is final.)

EXCEPTIONAL PARTICIPANTS

In the spirit of the Americans with Disabilities Act, we will make every reasonable accommodation for crew members with physical, hearing and visual/perceptual challenges, and learning disabilities. However, we will require advance notice so that appropriate arrangements can be made.

SCORING AND AWARDS

Scoring is explained for each event in the manual.

For **ship** events, scores will be averaged and converted to a percentage for each event, and then the event percentages will be averaged to produce an overall score to determine final award.

For **team** (optional) events, a satisfactory score is 75% or better, as published in the events manual. The total number of satisfactory events will be used to determine final award.

The **Endurance Award** is given for an honest effort in all 18 team (optional) events. Events must be started in good faith and an effort to earn an authentic score. The Endurance Award is also required for a Windjammer award.

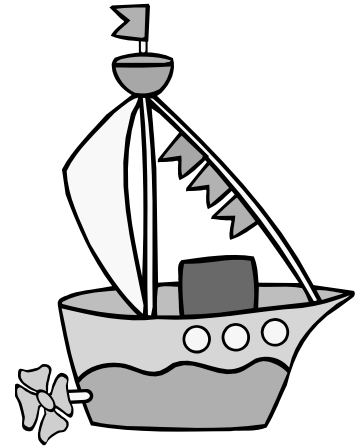


2011 Southwestern Rendezvous Manual

CLASS AWARDS

Awards will be given as outlined below:

Award	Ship Events	Team Events
	Overall %	Number of Satisfactory
WINDJAMMER	85%	15
CLIPPER	75%	12
SCHOONER	70%	9
KETCH	60%	7
SLOOP	50%	5
CATBOAT	40%	3
DINGHY	30%	1



Any unit scoring below the Dinghy category will receive the PFD (participation) award.

GOLDEN WINDJAMMER

This perpetual trophy will be awarded to the ship that 1) QUALIFIES FOR THE Windjammer award 2) earns the highest total percentage points in ship and team events and 3) Receives the Endurance Award. (Percentages for each of the 6 ship events and the up to 18 team events will be added together for a total score. The highest score will receive Golden Windjammer. Ship Event 7, Leadership and Conduct, total points awarded will not be used in the formulae; it will be used as a tiebreaker. For those that strive to be the very best, go for the gold!

SPIRIT AND FELLOWSHIP AWARD

This perpetual award recognizes the unit that, as a whole, displays extraordinary fellowship, team spirit and good sportsmanship throughout the Rendezvous event. The award shall be decided by a vote of all participating bos'ns, based on each unit's attitude, team spirit, fellowship, sportsmanship and camaraderie during both competition and recreation. Units combined for competition will be considered as a single unit for the purpose of this award.

At the bos'n's meeting at 1730 on Saturday, each participating bos'n will vote for the three units that their ship believed demonstrated the most spirit and fellowship throughout the Rendezvous event. Ships may vote for themselves. These votes will be tallied, and the top three candidate units will be posted on the final ballot. There will be a final bos'n's meeting at 0630 on Sunday, during which each participating bos'n will cast one vote for the top unit.

LEADERSHIP AND CONDUCT AWARD

This award will be based on the scores of S-7 Conduct event, and the scores given by Area Judges and roving judges throughout the competition. At the conclusion of events, all conduct points will be totaled, including merit and demerit points from Area Judges and roving judges. The ship with the highest grand total wins the award. The adult leadership of all ships will be expected to set an example for the young people; irresponsible actions on the part of unit adults can reduce the ship's leadership score.

SCUTTLE-OFF

The three top-scoring ships in Scuttlebutt will compete for a perpetual trophy. Scuttle-Off will be run according to the same rules and regulations as the Scuttlebutt event. In the spirit of good fellowship, all units are encouraged to watch and cheer. **You cannot protest this event.**

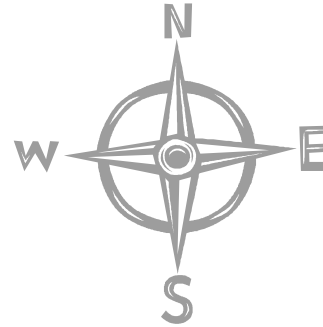
2011 Southwestern Rendezvous Manual

OLD SKIPPER'S AWARD

This award is given to the ship that demonstrates outstanding seamanship. It is given in honor of such inspirational leaders, such as Chuck Modlin, who has served the Sea Scouts continuously as a Skipper for over 50 years. The award is presented to the unit with the highest cumulative score in five purely seamanship events. The events are selected by the Rendezvous Committee based on the following question: If an experienced Skipper could only train a new crew in five areas before going on a long cruise, which events would the Skipper select?

The events chosen for this year are:

S-3	Knots
S-4	Compass and Relative Bearings
T-3	Radio Communications
T-4	Charting
T-13	Rules of the Road & Aids to Navigation



DRILL-OFF

The five top-scoring ships in Drill will compete for a perpetual trophy.

A routine up to 6 minutes will be performed within a 50' x 80' area, and each ship is required to use the full area. All maneuvers and rules will apply to the Drill-Off as they apply to the drill event. No rifles, swords, weapons or simulated weapons may be used. One point will be deducted for every 15 seconds that the routine exceeds six minutes.

The Cox'n will first report without the crew. The time starts with the command "fall in" and stops with the command "fall out." The cox'n will then report again to the judge to complete their routine.

Ships will be scored only on the required drill maneuvers; however, each ship may perform any extra maneuvers they wish once the required drill has been completed. The extra maneuvers will be a demonstration of drill team expertise and precision. **You cannot protest this event.** Points may be deducted for any maneuvers deemed **in poor taste.** Extra maneuvers are encouraged but will not be judged except in the event of a tie. In the spirit of good fellowship, all units are encouraged to watch and cheer.

HELL DRILL

All Rendezvous participants will to compete for this award as individuals. All maneuvers and rules will apply to Hell Drill as they do the drill event. Participants will assemble in one formation in the drill area, and commands will be called randomly. When a crewmember makes a mistake, he/she will be tapped on the shoulder or asked by a judge to step out of the formation, and that individual will be out of the competition. The last crewmember left standing is considered the best in execution of drill commands, and the winner. Dress Uniform is required. **You cannot protest this event.**



2011 Southwestern Rendezvous Manual

JUDGES' RESPONSIBILITIES

1. Attend mandatory meeting at 0830 Friday sharp, outside registration.
 2. Carefully read the rules in the events manual for your assigned event and follow them to the letter!
 3. In order to avoid confusion, any questions should be addressed only to the Area Judge for each event.
 4. Keep all event scorecards after you have completed and signed them. They will be picked up by the Area Judge or Rendezvous Chair (or representative) periodically. Do not give event scorecards to anyone else.
 5. All written tests (used or unused) must be locked up or kept with you during lunch. At the end of the day, all written tests (used and unused) must be turned in to the Area Judge only.
 6. At the end of the day, all event judges must check in with their Area Judge for instructions on how to secure their area and equipment.
 7. Conduct points awarded to each ship for your event must be circled on the bottom of the scorecard. In order to encourage good conduct and uniformity in scoring, the following criteria are to be used, for a total of 10 points. Demerits may be issued for not complying with the Rendezvous rules or for improper conduct, but must be approved by the Area Judge.
 - 1 pt.** Unit reports to event properly, salutes, states ship name and Rendezvous number, has event card ready and is polite.
 - 2 pts.** Unit remains polite and orderly, follows judge's directions, does not talk or cheer, except as allowed by the event.
 - 2 pts.** Unit demonstrates good sportsmanship, works together as a team, and helps the weaker members of the team. Unit does not use smart remarks or profanity.
 - 1 pt.** Unit requests permission to leave using proper customs-salutes uses Sir or Ma'am when addressing judge, etc.
 - 4 pts.** BONUS-to be awarded at judge's discretion for exceptional conduct.
- Please keep in mind that an average or ordinary performance should receive a five or six. Only a sharp and orderly ship showing good sportsmanship and behavior should be given a nine or ten
8. Print your name legibly in the space provided at the bottom of the scorecard. This way, if the scoring committee has any questions, they know whom to ask!

2011 Southwestern Rendezvous Manual

9. Do not accept scorecards from ships unless the entire ship stays at the event and waits their turn. They may not give you their scorecard to hold their place in line and then go off to do another event. If they choose to leave and try again later, give the bos'n back their scorecard.
10. The **Endurance Award** is given for an honest effort in all 18 team (optional) events. Events must be started in good faith and an effort to earn an authentic score. The Endurance Award is also required for a Windjammer award.
11. While on duty, you must wear the badge included with the event equipment; this makes you easy to spot by the competition team.
12. Judges may quietly read written reports for any participant with visual/perceptual disabilities. For instructions or accommodations for other disabilities, contact your Area Judge.
13. Judges **MUST** arrive 15 minutes prior to the beginning of events. If any judge is late in reporting for duty, or willfully chooses not to follow the event rules in this booklet, the Area Judge will issue demerits against the ship's S-7 Conduct event.
14. All protests must be handed in to the Area Judge.
15. Judges may not, under any circumstances, judge their own ship! Contact your Area Judge for assistance if your ship reports to an event you are judging.
16. All Judges are allowed to move to the front of the mess hall line for all meals in order to allow them to return to their event on time.
17. Events must close at the scheduled time, whether or not the competing unit(s) has finished. Immediately collect all tests and/or halt all competition. No time extensions should be given, under any circumstances. Any ship intending to compete in an event near the closing time must be informed that they will not be allowed to finish if time runs out, and will be scored accordingly. Contact the Area Judge for scoring purposes.



2011 Southwestern Rendezvous Manual

COMPULSORY EVENTS

C-1 DRESS UNIFORM INSPECTION

Uniform inspection is a compulsory event and all units must participate. Units will form up for inspection in one of two designated areas.

First area: National Standard Uniforms – As set out in the Sea Scout Manual (latest edition)

Second area: Unit Standard Uniforms – As set out by their respective units.

Unit Standard Uniforms will be judged on whether they have all of the following components, the consistency between all crew members, and the neatness of presentation.

1. Ships will be **REQUIRED** to have patches representing the organization and council to which the ship belongs.
2. All crew members must have unit identifiers (ship's patch or identifiers).
3. Rank and Position identifiers will also be judged.
4. Points will be marked off for crews missing any of these patches.
5. Ships that have covers as part of their uniform will be judged on them. Those without covers will not lose points.

National Standard Uniforms will be judged according to the latest edition of the Sea Scout Manual.

Points from 1-100 will be given each member of the unit and the score will be added and then divided by the number of persons in the unit for an average score. This unit average score will only be used to determine the winner of the awards. The top scoring unit for each category will be awarded the trophy for Uniform. **Scores here will not affect the ship's overall score.**

Each member of the unit will be scored as follows:

National Std. Uniform Part	Possible Score	Unit Std. Uniform Part	Possible Score
Cover	10	Cover	10
Jumper/Blouse	30	Jumper/Blouse	30
Neckerchief	5	Trousers/Bottom Garment	30
Trousers/Bottom Garment	30	Shoes	6
Shoes	5	Socks/Stockings	6
Socks/Stockings	5	BSA Strip and Placement	3
BSA Strip and Placement	2	Council Strip and Placement	3
Council Strip and Placement	2	Ship Patch and Placement	3
Ship Patch and Placement	2	Shoes Polished	3
Bugs on Flap and Placement	2	Uniform Clean and Proper Press	6
Shoes Polished	2	Unauthorized Insignia or Parts	-1 per item
Uniform Clean and Proper Press	5		
Unauthorized Insignia or Parts	-1 per item		

Satisfactory: Attendance



2011 Southwestern Rendezvous Manual

C-2 QUARTERS INSPECTION

A reasonable standard of neatness, cleanliness and conduct in your quarters must be maintained at all times. Ships are expected to keep their quarters clean at all times and to assist in cleaning nearby sanitary facilities as needed. Quarters will be inspected daily, at any time, by Rendezvous Committee (or designated group).

The quarter's inspection event scorecard will be included in the packet given at registration. This card must be posted on the Bos'n's bunk or tent. A sample will be provided on-line with registration materials. Sleeping gear must be stored neatly and orderly.

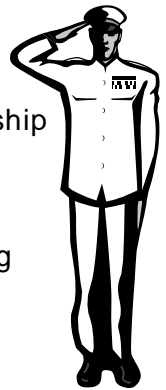
Ships are required to post their Ship Flag or Signage to ID their bunk/tent area. Postings are on the Bos'n's bunk/tent (master bunk/tent) in a clearly visible location. Each bunk is required to have an ID Card filled out with the ship and scout's name on it as well as a trash receptacle. One card is **mandatory** for each scout. Cards are available online with the registration materials. Consider storing the cards in a plastic bag to avoid moisture damage to the card. Co-ed ships are required to maintain separation of the male and female crew members.

Satisfactory: A reasonable standard of neatness and cleanliness.

C-3 AWARDS DETAIL

One crewmember from each ship must participate as a crewmember aboard the landship during the Awards Ceremony. Attendance at the scheduled rehearsal is mandatory. Sign-ups will be at the registration desk. See schedule for meeting time on Sunday morning. Crews that are combined **MUST** send a participant from each unit represented. In addition, crews that have multiple competing crews, each competing crew **MUST** be represented.

Satisfactory: Participation.



C-4 ADULT JUDGING

All registered adults for each ship are required to be available for one full day for judging and other needed duties. Primary judging registration will be completed on-line. Additional sign-ups for this event will be completed at Rendezvous registration. **A "no-show" by an adult to his/her assignment will result in the entire ship's disqualification from receiving any award at Rendezvous.** Bos'ns make sure your adults know and understand this!

Your judging card should be signed by and turned in to the Area Judge for your event at the end of the day. **Cards not signed and turned in will disqualify your unit from receiving any award at Rendezvous.**

Satisfactory: Cooperative completion of all required judging shifts.

C-5 SERVICE DETAIL

Service details will be required of each ship. Assignments will include, but are not limited to, assisting with set-up and clean up of events and activities as needed, and clean up of quarter's area, event area, and heads. Sign-ups will be completed on-line. Your Service Detail card must be turned in before you can get your scoring packet at the trailer.

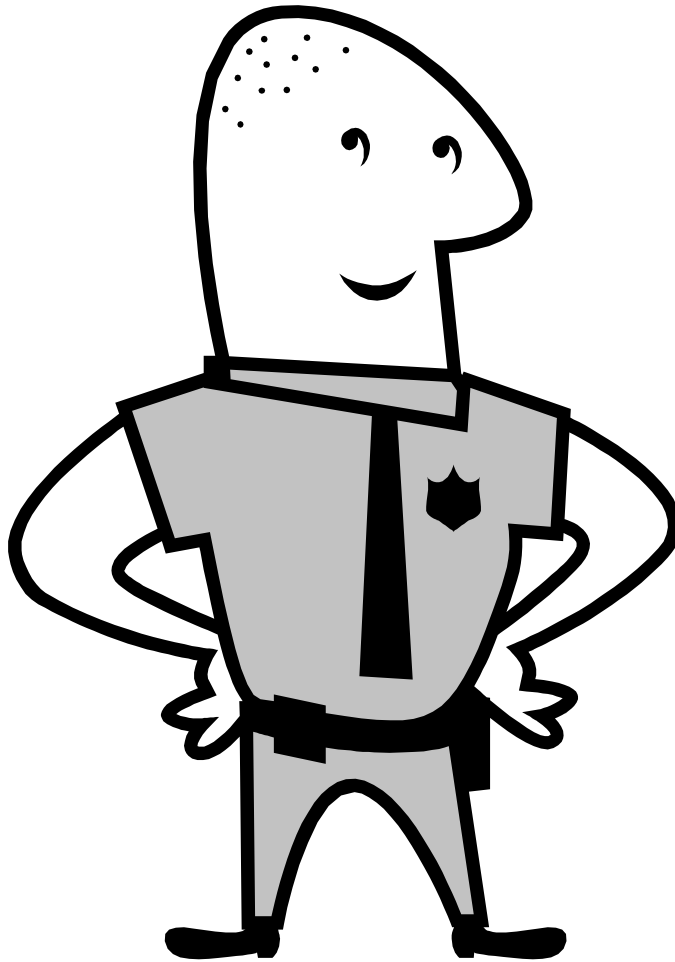
Satisfactory: Cooperative completion of all required assignments.

2011 Southwestern Rendezvous Manual

C-6 SECURITY DETAIL

Security details may be required of each ship, unless a security unit attends. Assignments will include, but are not limited to, barracks, shower and event security. Sign-ups will be completed at Rendezvous registration. Your Security Detail card must be turned in before you can get your scoring packet.

Satisfactory: Cooperative completion of all required assignments.



SHIP (REQUIRED) EVENTS

S-1 RING-BUOY TOSS

Purpose: To demonstrate the ability to successfully throw a ring buoy to a person in the water needing aid.

Scoring: Successful first throw=15 points, second=10, third=5.

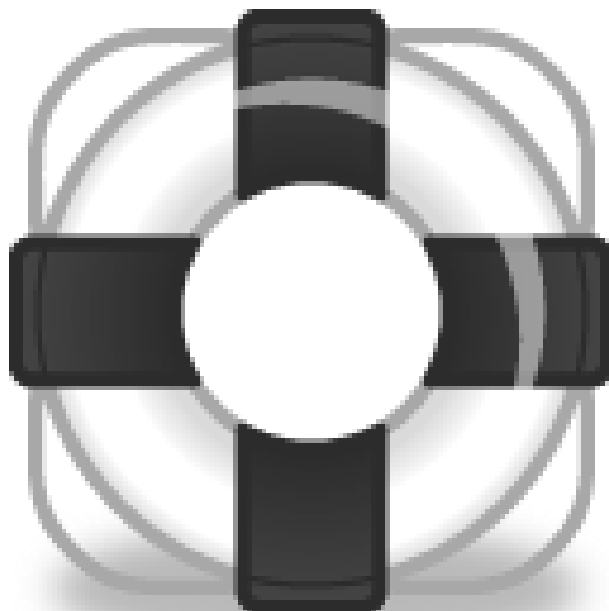
No score will be awarded for unsuccessful attempts. Scores will be totaled and converted to a percentage based on the number of participants registered. Physically disabled crewmembers that are unable to perform this event will be given the ship average score, minus 5%.

Procedure: Equipment will be a standard ring buoy with outside lines attached. The line attached to the buoy will be 3/8" polypropylene, 50' in length. The target will be 6' across, with a simulated head, painted red, in its center. The target will be located 30' from the throw line at the edge of the pool. Throw will be from the approximate water level position. There will be no rail to throw over.

A throw is considered successful if:

1. The ring buoy lands beyond the target, with line across the target or positioned so that thrower can pull the buoy to touch the target without moving from the throwing position.
2. The ring buoy or line hits a cross-bar (arm) of target, or lands in the area encompassed by the arms of the target.
3. Ring buoy or line lands near target but floats into and touches target within 10 seconds.

All other throws will be considered unsuccessful. Thrower will be disqualified if the ring buoy hits the simulated head (red area), or if the standing end of the throwing line is dropped into the water. No practice is allowed. If gear is tangled, just drop it and recoil - DO NOT throw, it will be counted as one of your throws.



2011 Southwestern Rendezvous Manual

S-2 HEAVING LINE

Purpose: To demonstrate the ability to get a line from one vessel to another or from a vessel to dockside, with a monkey's fist.

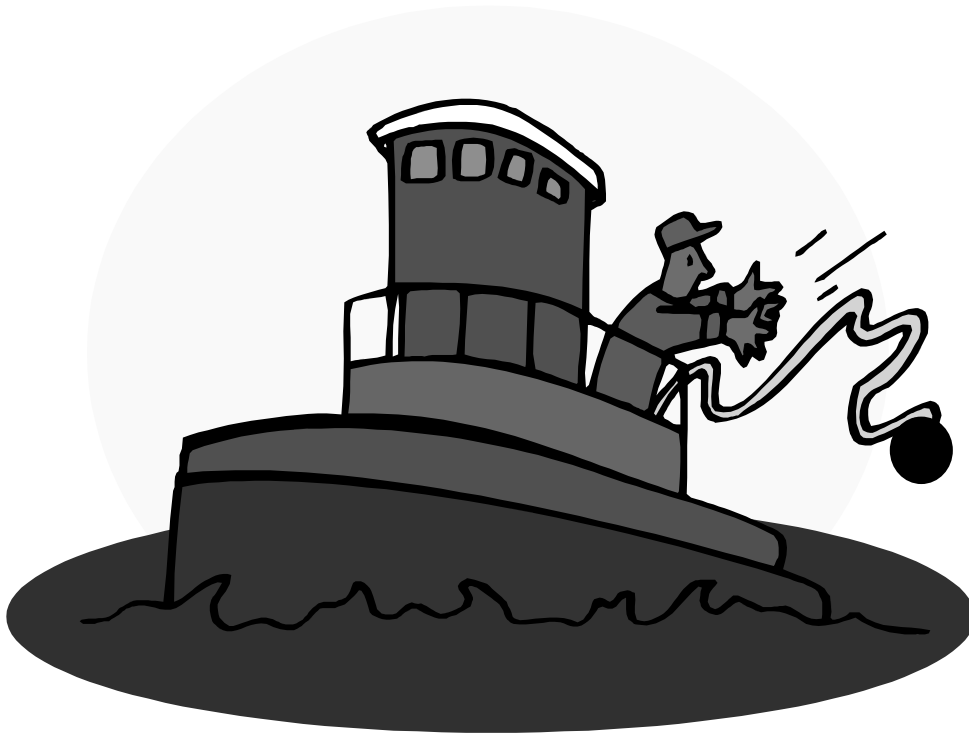
Scoring: Successful first throw=15 points, second=10, third=5.

No score will be awarded for unsuccessful attempts. Scores will be totaled and converted to a percentage based on the number of participants registered. Physically disabled crewmembers that are unable to perform this event will be given the ship average score, minus 5%.

Procedure: Equipment will be 3/8", 3-strand line, 50' in length, with a 16 ounce monkey's fist on the end. The target will be a 4" high rail with pins extending 2" above the ends of the target rail, 4' wide, at a distance of 30' (simulating water). There will be an 18" rail (simulating a ship's rail) obstructing the thrower. The thrower may not touch or hold the fist while throwing, and the arm motion of the heaver may not be any higher than side arm.

A throw is considered successful if, and only if, the monkey's fist lands beyond the correct target, with line across the target rail.

All other throws will be judged unsuccessful. Because the distance between the thrower and the target is understood to represent water, the monkey's fist may not bounce over the rail. Throwers will not be allowed to flip or move their line to lie across the target. No practice throws allowed.



2011 Southwestern Rendezvous Manual

S-3 KNOT TYING

Purpose: To demonstrate the proficiency of each participant in tying the specified knots correctly.

Scoring: One point for each knot tied correctly.

Scores will be totaled and converted to a percentage based on the number of participants registered.

Procedure: Equipment will consist of line of the type and quantity suitable to tie each particular knot or hitch required. A time limit of 2 minutes, 30 seconds (2:30) will be allowed, and up to eight crewmembers can compete simultaneously. The clove hitch, timber hitch, and two half hitches must be tied around the rail.

The 10 required knots are as follows:

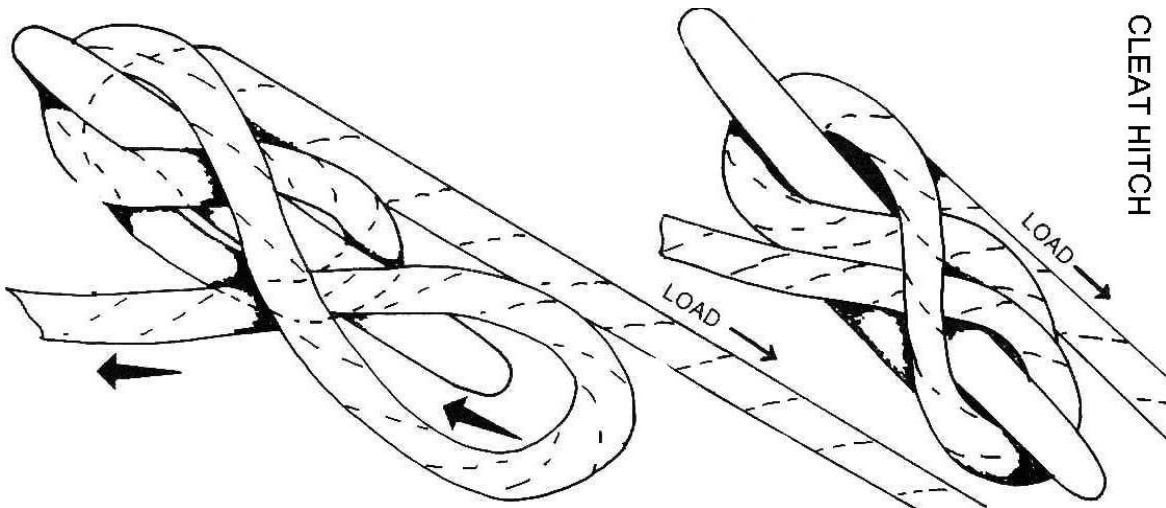
1. Bowline (inside, left or right-handed)
2. Bowline on a Bight
3. Cleat Hitch (tied to a cleat; bitter end must be on opposite side of cleat as load end). Refer to picture below.
4. Clove Hitch
5. Figure Eight Knot
6. Overhand Knot
7. Sheet Bend (ends of both lines must be on same side of knot and bight must be in the larger line)
8. Square Knot
9. Timber Hitch (must be tied following the lay of the line)
10. Two Half Hitches

Sample knots will be provided but will not be visible during the crew's timed portion of the event.

Primary Reference: Sea Scout Manual, current edition, p. 128-134

Secondary References:

1. Boy Scout Knots and How to Tie Them (order number 3170A)
2. Chapman Piloting, Seamanship and Small Boat Handling
3. The Handbook of Knots, by Des Pawson



2011 Southwestern Rendezvous Manual

S-4 COMPASS AND RELATIVE BEARINGS

Purpose: To test the knowledge of compass points and relative bearings.

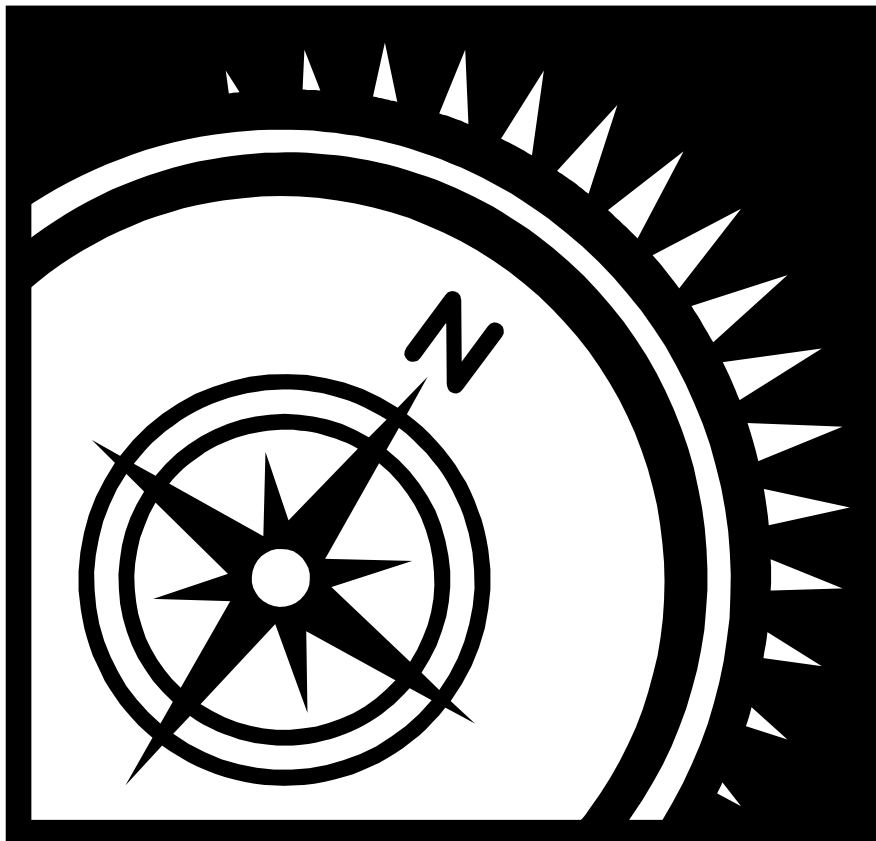
Scoring: Percentage of cards placed correctly.

Procedure: A large canvas will have 32 marks painted around a circle to indicate points. A marker placed on one of the marks at random will indicate North. Inside the circle will be an outline of a boat. The bow of the boat may point in any direction, not necessarily North.

In the center of the circle will be a box with 64 cards, representing the 32 points of the compass and 32 relative bearing points. The cards will be thoroughly mixed by the judge prior to each ship proceeding with the event.

Ship members form a single-file line and stand at attention while waiting their turn. At the judge's signal, the first member takes two cards from the box, places them in their proper position, and returns to the end of the line. Each member has 45 seconds to place the two cards, starting when the cards are picked up. The judge, if requested by the crew, may give a 10-second warning. At the end of 45 seconds, any unplaced cards in the member's possession must be handed to the judge and will be counted as incorrect. The next member in line repeats the same process until all the cards are used. Cards may only be moved by the person by whom they were originally placed and only within the original 45-second period.

Reference: Sea Scout Manual, current edition, p. 173-175



2011 Southwestern Rendezvous Manual

S-5 SWIMMING

Purpose: To ensure that every ship member has the ability to swim one pool length

Scoring: 35 seconds=100%, 2% subtracted for each additional second.

Procedure: Every ship member will swim 50 meters, even if he/she must wear a PFD to accomplish this. Swimmers may start in the water or may use a racing (diving) start in the deep end of the pool.

Any crewmember with a medical condition that prevents participation in the swimming event must provide a signed excuse note from a doctor at registration and will be assigned a score of an average of all ship participants' scores. The swimming Area Judge must sign the ship's swimming scorecard after viewing a copy of the approved doctor's note. The bos'n is responsible for getting the Area Judge's signature in advance. Any doctor's note **MUST** be presented at registration for initial clearance and then a copy must be presented to the Area Judge.

Reference: BSA Swimming Merit Badge Pamphlet, current edition



2011 Southwestern Rendezvous Manual

S-6 MARINER'S QUIZ

Purpose: To test the knowledge of the crew in Sea Scouting, boating safety, and customs and courtesies.

Scoring: Percentage of questions answered correctly.

Scores will be averaged based on the number of participants registered.

Procedure: A 30-question quiz will be given, consisting of multiple choice, true/false and matching, as appropriate. Each registered crewmember will be required to take the quiz.

Time limit: 45 minutes.

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

Reference: Sea Scout Manual, current edition, revision C:

1. Inside front cover
2. pgs. IV,
3. pgs. 83-96
4. pgs.105-121
5. pgs. 187
6. pgs. 244-252,
7. pgs 304-307
8. pgs. 16-19,
9. pgs. 36-37
10. Appendix L
11. Appendix K

NOTE: ALL participants will take Mariner's Quiz right after the general meeting Friday morning at 0830. Be prepared. Make sure to arrive at registration on time to ensure that the Mariner's Quiz and subsequent events can start on time.



2011 Southwestern Rendezvous Manual

S-7 CONDUCT

Purpose: To test the bos'n's ability to lead and control the crew.

Scoring: At each event that the ship participates, the judge will award the ship between 1 and 10 points. 10 points is perfect conduct; 1 point is extremely poor conduct.

The following scoring criteria will be used, for a total of 10 points:

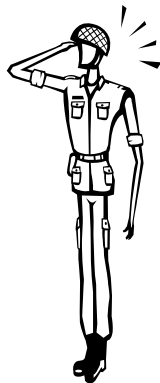
- 1 pt. Unit reports to event properly, salutes, states ship name and Rendezvous number, has event card ready and is polite.
- 2 pts. Unit remains polite and orderly, follows judge's directions, does not talk or cheer, except as allowed by the event.
- 2 pts. Unit demonstrates good sportsmanship, works together as a team, and helps the weaker members of the team. Unit does not use smart remarks or profanity.
- 1 pt. Unit requests permission to leave using proper customs-salutes, uses Sir or Ma'am when addressing judge, etc.
- 4 pts. BONUS-to be awarded at judge's discretion for exceptional conduct.

Throughout the Rendezvous, Area Judges and roving judges will submit recommendations for conduct points, based upon their observations of the conduct of the unit and leadership abilities of the bos'n at anytime or anyplace during Rendezvous.

Be on your toes all the time-you never know who is watching!

All points will be totaled and averaged over the number of events completed, and converted to a percentage. The Leadership and Conduct Award will be given to the ship with the highest score.

Please keep in mind that an average or ordinary performance should be a 5 or 6. Only a sharp and orderly ship showing good sportsmanship and behavior will be given a 9 or 10.



2011 Southwestern Rendezvous Manual

TEAM (OPTIONAL) EVENTS

T-1 OBSTACLE COURSE

Team: 6

Purpose: Physical Fitness.

Scoring: Total time required for all team members to complete the course, plus any penalties.

Satisfactory: Eight minutes (8:00).

Procedure: Team members will run through the course individually. On a signal from the judge, the first team member will begin from the starting line, and time will start. Time will stop when that team member completes the course to the finish line. The judge will return to the starting line and signal for the next team member to begin and be timed from beginning to end of the course. Each team member will be timed individually.

Two team members may only compete simultaneously when there are two judges present, in which case each team member will be timed separately. All times will be added together to determine the team's total time. Times will be recorded in minutes and seconds, to the nearest tenth of a second.

Obstacles will be as follows:

TIRES: Participant must traverse the entire expanse of tires, and one foot must land in each tire. If participant falls, he/she must start again from the last tire entered. Bypassing the obstacle will result in the disqualification of the entire team.

CRAWL: Participant must crawl under the entire obstacle length. Bypassing the obstacle will result in a 30-second penalty.

BALANCE BEAM: Participant must traverse over the entire length of the beam without touching the ground. If participant touches the ground with any body part, he/she must start over at the beginning of the obstacle. A second fall will result in a 15-second penalty. After the second fall, the participant may bypass the obstacle with no further penalty.

JUMP: Participant must successfully jump across a 4' area. If the participant touches the ground within the 4' area with any body part, he/she will receive a 5-second penalty.

OVER, UNDER, OVER: Participant must go over the first horizontal bar, under the second, and over the third bar. Bypassing or failing to complete the obstacle will result in a 30-second penalty.



2011 Southwestern Rendezvous Manual

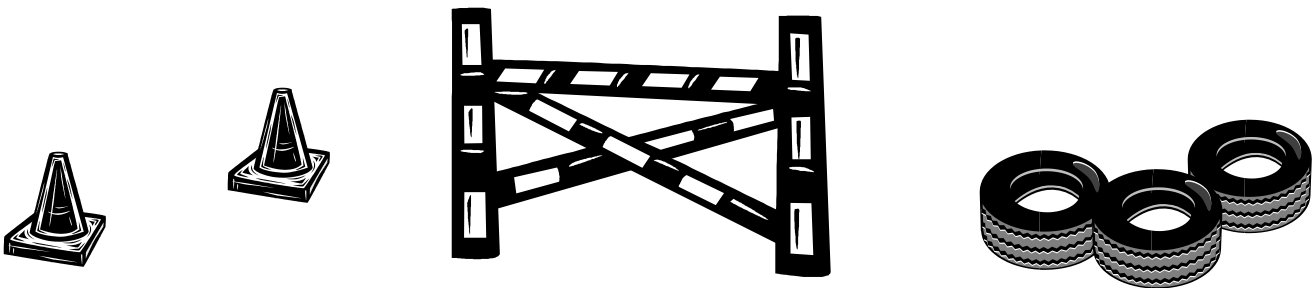
HURDLES: Participant must move successfully over all four horizontal bars. Participant must place both feet on the ground after passing over each of the bars and before passing over the next bar. Bypassing or failing to complete the obstacle will result in a 30-second penalty.

WALL: Participant must climb successfully over the wall, without using any part of the support structure. Using the support structure for assistance will result in a 30-second penalty. Bypassing or failing to complete the obstacle will result in a 30-second penalty.

STIFF-ARM WALK: Participant must successfully traverse the entire length of the parallel bars without touching the ground with any body part, and without touching the bars with their legs or feet. Each time any body part touches the ground will result in a 10-second penalty (30 seconds maximum). Bypassing the obstacle will result in a 30-second penalty. You CANNOT start over. When you touch, take the penalty and continue with the Stiff-Arm Walk. Again there are NO restarts.

MONKEY BARS: Participant must traverse the bars by swinging from bar to bar, without touching the ground with any body part. Each bar must be touched while traversing the obstacle-each bar not touched shall result in a 5-second penalty (30 seconds maximum). Any participant who touches the ground with any body part must start over at the beginning of the obstacle. Bypassing or failing to complete the obstacle will result in a 30-second penalty.

SERPENTINE: Participant must weave between the posts by entering at the center, weaving outward, and then weaving back to the center again. Failure to weave or bypassing the obstacle shall result in a 30-second penalty.



2011 Southwestern Rendezvous Manual

T-2 FIRST AID

Team: 6

Purpose: To test the knowledge and abilities of the crew in first aid facts and procedures.

Scoring: 200 points possible

Written: 100 points (one point each per question)

Practical: 100 points

Satisfactory: 150 points.

Procedure: A 25-question quiz will be given, consisting of multiple choice, true-false, matching and short answer, as appropriate. Four of the team members (chosen at random by the judge) will each take the quiz, and their scores will be totaled. The remaining two team members will participate in the practical while the written test is being administered. The practical exam will be a medical simulation requiring a cooperative effort by the team to demonstrate their knowledge of first aid procedures and their ability to effectively handle the situation presented. The crew will provide their own "victim" if they have sufficient crew members, otherwise another volunteer will be the "victim". CPR mannequins will be provided for demonstration of CPR techniques, if necessary.

Time limit: 30 minutes.

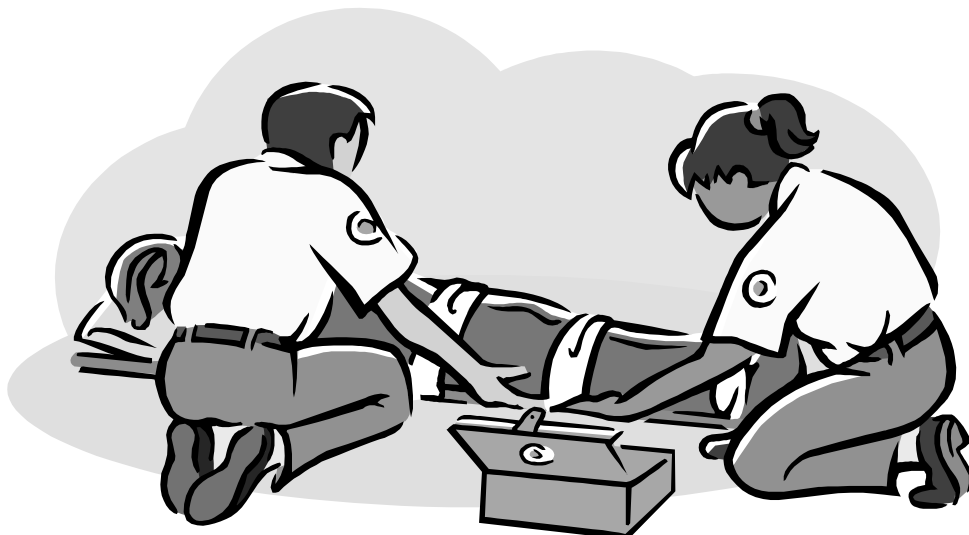
Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

Primary Reference:

First Aid/CPR/AED participant's manual ISBN 978-1-58480-479-6

copyright 2011 by the American Red Cross

Adult First Aid/CPR/AED ready reference ISBN 978-1-58480-480-2 copyright 2011 by the American Red Cross



2011 Southwestern Rendezvous Manual

T-3 RADIO COMMUNICATIONS

Team: 4

Purpose: To demonstrate the proficiency of the crew in proper VHF-FM marine radio procedures.

Scoring: 100 points possible

Written: 50 points (one point each per question)

Practical: 50 points

Satisfactory: 75 points.

Procedure: One two-member team (chosen by the crew) will be given a "situation" in which they will be required to place a simulated call to the Coast Guard for emergency assistance.

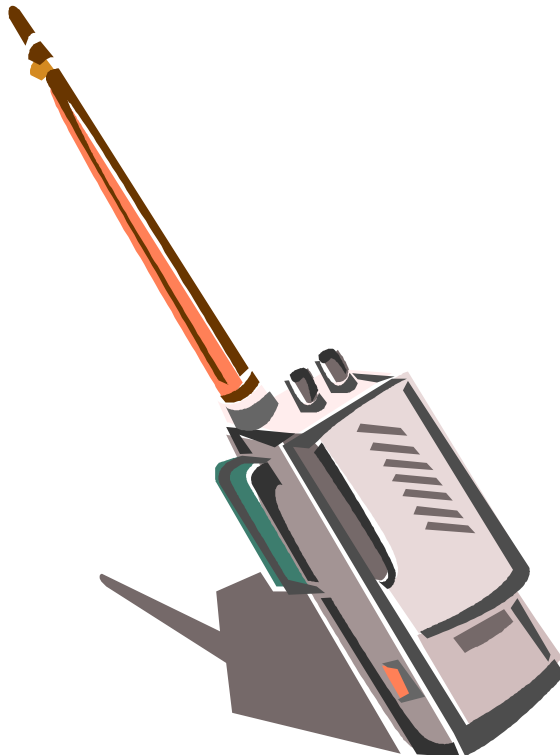
The two remaining team members will each take a 25-question quiz, consisting of multiple choice, true or false, matching and short answer, as appropriate.

Time limit: 15 minutes.

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

Primary Reference: Sea Scout Manual, current edition, p. 2011-203

Secondary Reference: BSA Radio Merit Badge Pamphlet, current edition



2011 Southwestern Rendezvous Manual

T-4 CHARTING

Team: 4

Purpose: To test the proficiency of the crew in basic piloting and navigation.

Scoring: 200 points possible (100 points per team)

Satisfactory: 150 points.

Procedure: Crew will work in teams of two. A written test will be given, consisting of practical problems involving course, bearings, time, speed, distance, latitude and longitude. Each two-member team will take the test separately. Scores will be based on precision of answers, as well as accuracy of plotting and labeling of course, bearings and fixes on furnished chart. Parallel rules or plotters may be used, depending upon which equipment the participants are most familiar with. Dividers or paper may be used for measuring distance. Ships can bring their own equipment. Rendezvous equipment and charts will be provided.

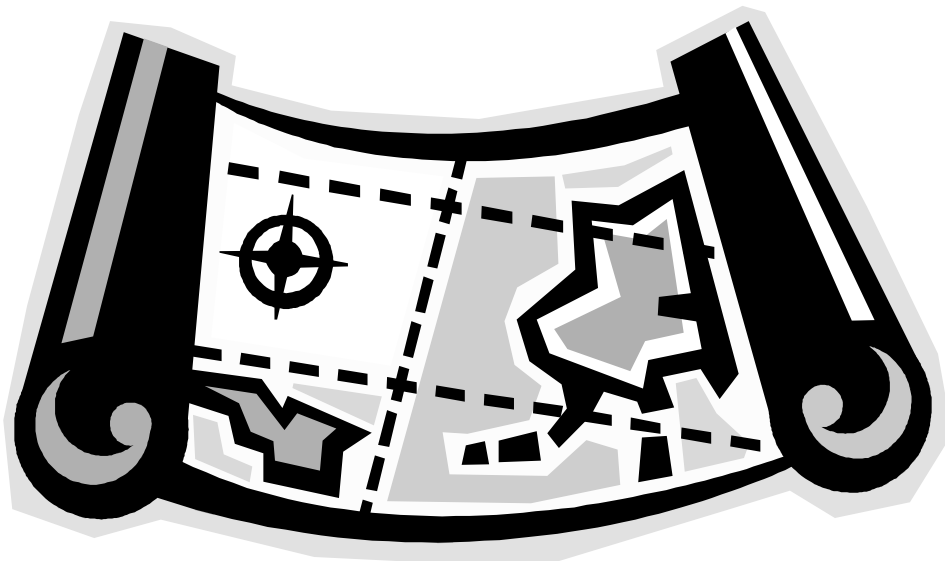
Time limit: 1 hour.

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

Primary Reference: Sea Scout Manual, current edition, p. 208-219

Secondary References:

1. Chapman Piloting, Current Edition
2. Dutton's Navigation and Piloting, Current Edition



2011 Southwestern Rendezvous Manual

T-5 BOS'N'S CHAIR

Team: 6 (participating cox'n) or 7 (non-participating cox'n)

Purpose: To demonstrate the ability of each crew member to quickly and successfully tie a French Bowline bos'n's chair around him/herself and help to hoist him/herself to the top of a mast.

Scoring: Total time required for all team members to complete the event, less descent time.

Satisfactory: Four minutes, fifteen seconds (4:15).

Procedure: This event will be conducted as a relay. On a signal from the judge, the first ascending team member will tie a French Bowline around him/herself, with or without the help of the next team member. With the help of the second team member, the first will be hoisted by means of a single block until he/she can touch a mark 20' above the deck. The team member will then be lowered slowly and carefully, and will return to his/her position in the team. As soon as the descending team member is free of the line, the next ascending team member will tie their French Bowline at the same end of the line as the last team member. Because the descent will not be timed, each team member should descend slowly, and in a controlled manner. The relay will continue until all six team members have completed their ascent/descent. The sixth person may be assisted by the cox'n, who otherwise does not participate (in a team of 7), or by the first person (in a team of 6). Time will be started when the first team member touches the line. While descent will not be timed, once the team member has both feet securely on the ground, time will continue. Time will stop when the entire team is lined up and the cox'n calls them to attention.

The French Bowline must be safely tied around the member who is to ascend, with a minimum of a 6-inch bitter end (the rope is marked by whipping) so as not to slip. The judge will have the final say as to whether the knot is safely tied, and may require the knot to be retied (while the clock is running), if necessary. If the knot becomes loose or unsafe during ascent, the person must immediately descend and retie the knot correctly (while the clock is running). Failure to do this will result in disqualification of the entire team. The knot shall not be untied until the descending team member has both feet securely on the ground. Each team member may use any method of tying the French Bowline, as long as the final knot is correct.

Disqualification of the entire team will result if the ascending team member slips from the chair, climbs the line to reach the top mark in the event that the line becomes fouled or jammed, or is allowed to fall unsafely during a descent.

All participants must wear safety goggles.

Reference: Sea Scout Manual, current edition, p. 131



2011 Southwestern Rendezvous Manual

T-6 ROPE CLIMB

Team: 6

Purpose: To demonstrate the ability of each team member to quickly and successfully climb a rope.

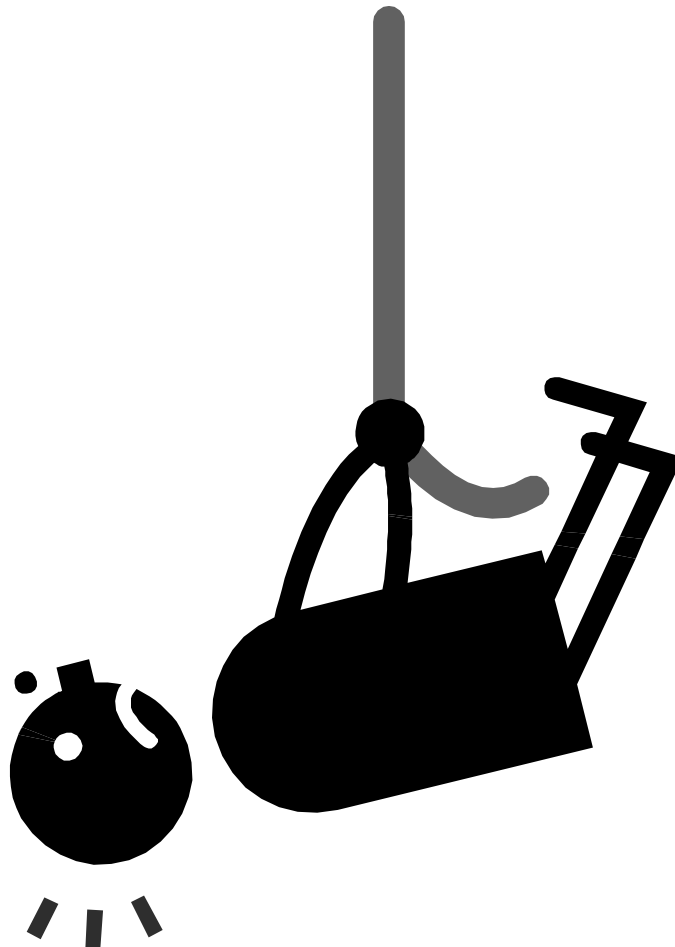
Scoring: Combined ascent time of all team members.

A maximum time of 33 seconds per crewmember will be allowed, and will be given to any team member who fails to reach the mark, as well as any missing members.

Satisfactory: 140 seconds (2:20).

Procedure: Each team member will climb a 20' rope, using both hands and feet. Time will begin when the team member touches the rope and will stop when the team member touches the mark at the top.

Descent will not be timed and must be made in a safe and controlled manner; hand over hand, using both feet, without sliding. One hand must always be firmly grasped on the rope. Disqualification of the team member may result for any unsafe descent.



2011 Southwestern Rendezvous Manual

T-7 SWIMMING

Team: 4

Purpose: To demonstrate the competitive swimming ability of the crew using various strokes.

Scoring: Total time required for all team members to swim 50 meters each.

Satisfactory: 210 seconds (3:30).

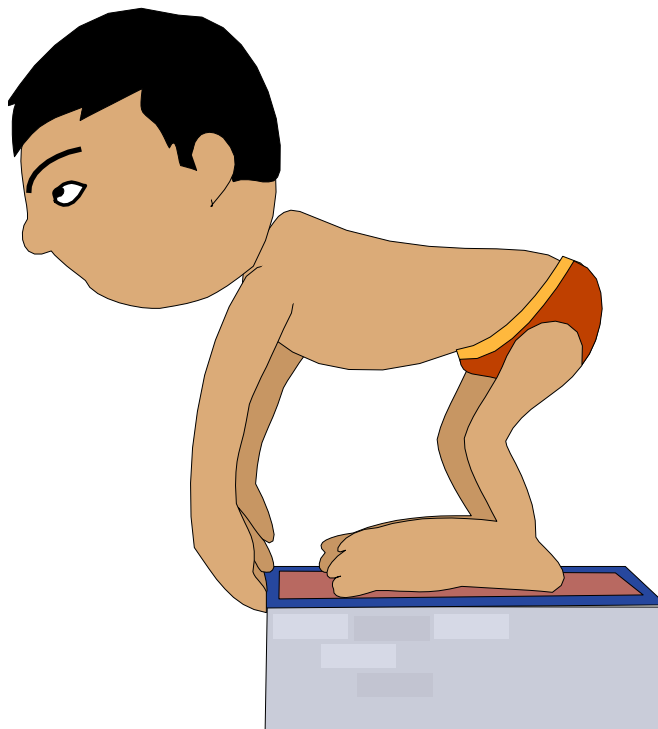
Procedure: This event will be conducted as a relay, with each team member swimming 50 meters in the following order.

1. Backstroke (must begin in the water)
2. Breaststroke (may either begin in the water or use a racing start)
3. Sidestroke (must begin in the water)
4. Crawl stroke (freestyle) (may either begin in the water or use a racing start)

Each team member must wait until the previous team member touches the edge of the pool to start. Time will begin at the judge's start signal and will stop when the fourth person touches the finish mark. Lanes will be clearly marked, and each swimmer must stay in his/her designated lane.

Disqualification of the entire team will result if any team member starts before the previous team member touches the edge of the pool, or if any team member leaves his/her lane and interferes with the progress of any other swimmer.

Reference: Swimming Merit Badge Pamphlet, current edition



2011 Southwestern Rendezvous Manual

T-8 ROWING

Team: 4

Purpose: To demonstrate the ability of the crew to properly row and maneuver a small boat.

Scoring: 200 points possible (100 points per team)

Satisfactory: 150 points

Procedure: Crew will work in teams of two. Each team will be required to:

1. Safely enter the boat and properly place the oars in the oarlocks
2. Leave the dock without pushing off with oars
3. Row the designated course using proper rowing technique and procedures (including feathering on the recovery stroke)
4. Switch positions mid-course
5. Return to the dock properly
6. Disembark safely.

Rowing crew will be judged on method and form.

Physically challenged participants must have permission of the waterfront Head Judge to participate in the practical portion of this event. Any note **MUST** be presented at registration for initial clearance. The judge's decision is final.

Reference: Rowing Merit Badge Pamphlet, current edition



2011 Southwestern Rendezvous Manual

T-9 SAILING

Team: 6

Purpose: To test the knowledge of the crew in sailing and to demonstrate the ability of the crew to properly sail and maneuver a sailboat over a triangular course, which will require the use of various points of sail.

Scoring: 200 points possible

Written: 100 points (one point each per question)

Practical: 100 points

Satisfactory: 150 points.

Procedure: A 25-question quiz will be given, consisting of multiple choice, true-false, matching and short answer, as appropriate. The quiz will cover sailboat nomenclature, points of sail, boating safety, types of sailing rigs, and rules of the road. Four of the team members (chosen by the crew) will each take the quiz, and their scores will be totaled.

The remaining two team members will participate in the practical while the written test is being administered. Equipment will be a Lido 14' sloop. The team will be required to:

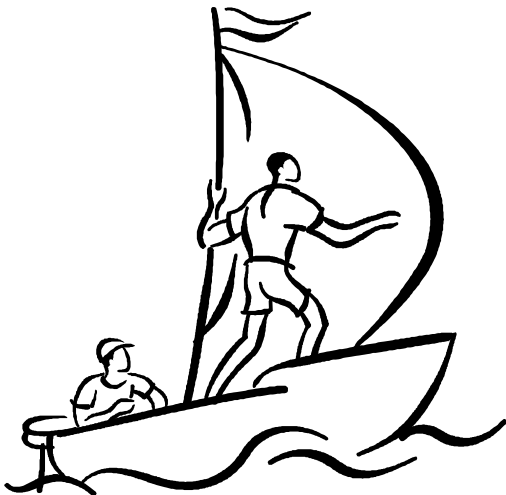
1. Safely board the vessel
2. Make necessary adjustments to sails and rigging
3. Leave the dock
4. Sail the prescribed course and return to the dock

Sailing crew will be judged on general seamanship, observance of safety procedures in leaving and returning to dock, sail handling and the ability to take advantage of the wind and current.

Physically challenged participants must have permission of the waterfront Head Judge to participate in the practical portion of this event. Any note **MUST** be presented at registration for initial clearance. The judge's decision is final.

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

Primary Reference: Sea Scout Manual, current edition



2011 Southwestern Rendezvous Manual

T-10 DRILL

Team: 5(units with fewer than 7 registered participants) **or** 7(units with 7 or more registered participants)

Purpose: To demonstrate the ability of the crew to accurately and sharply execute drill commands.

Scoring: 125 points possible

Satisfactory: 90 points

Procedure: The drill routine will be performed within a 50'x 80' area. The cox'n will first report without the crew. The event starts with the command "fall in" or "at close arm interval fall in" and stops with the command "fall out," at which point the crew leaves the drill pad and rejoins the rest of their ship and awaits their next command. The cox'n will then report again to the judge to complete the event.

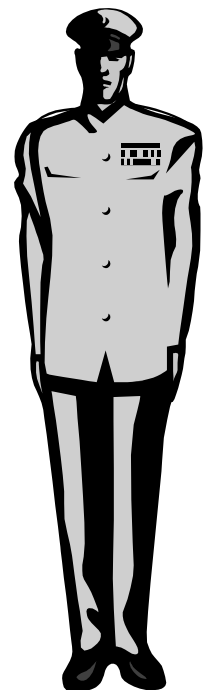
The cox'n shall march separate from the crew in the unit leader position. The required commands may be done in any sequence. The maneuvers may be repeated, however, each time a maneuver is repeated it is subject to scoring and the lowest score for each maneuver will be used in final scoring.

It is recommended that the crews "fall in" in two (2) ranks. Approximately 5 seconds must be allowed between standing commands, and a minimum of 4 steps must be allowed between all moving commands, in order to give the judges a chance to score the maneuvers. There will be at least two judges. Each judge will score the event separately, and judges' scores will be averaged.

No rifles, swords, weapons or simulated weapons will be allowed.

The following twenty maneuvers are required:

Fall In at Attention or At Close Arm	Half Step
Interval Fall In at Attention	Halt
Close Arm Interval Dress Right, Dress	
Dress Right, Dress	
Open Ranks, March	
Left Face	
Right Face	
About, Face	
Hand, Salute	
At, Ease	
Parade, Rest	
Left Flank, March	
Right Flank, March	
Column Left, March	
Column Right, March	
Left Oblique, March	
Right Oblique, March	
To the Rear, March	



2011 Southwestern Rendezvous Manual

Additionally crews will be judged on the following areas

1. Cox'n (positioning and command presence)
2. Bearing
3. Attention
4. Alignment
5. Crew Cohesiveness



Each maneuver will be scored as follows:

- 5 pts.** Maneuver is extremely sharp
- 4 pts.** Maneuver is executed correctly and crisply, coordinated, with no extraneous movement.
- 3 pts.** Maneuver is executed correctly, but is not exceptionally sharp.
- 2 pts.** Maneuver is executed adequately.
- 1 pt.** Maneuver is executed poorly, haphazardly, or sloppily.
- 0 pts.** Maneuver is not executed correctly, or if any member of the team does not turn the correct direction, or there is a substantial delay by any member in execution of the command, or any other major error occurs.
- 1 pt.** Deducted for each crew member that steps out of the boundaries, for each occurrence.
- 1 pt.** Deducted each time the unit is out of step
- 1 pt.** Deducted for each improperly given command

Commands must be given and executed exactly as given in the referenced manual. Extra or bonus points will **not** be awarded for extra maneuvers not included in the list of required maneuvers. The Cox'n needs to check with the judge before the drill off if the unit has any question about any fancy drill.

Note: All marching drill is to be performed at the pace set forth in the Drill Manual. The drill judges will be available for training during competition hours on Friday for any units that wish to practice. Each unit will be allowed one 15-minute training session with the judges. Training will end immediately if another unit reports to compete in the drill event.

Reference:

1. Sea Scout Manual, current edition (332339C),
2. US Marine Corps Drill and Ceremonies Manual MCO P5060.20

A helpful COPY of the USMC manual may be found on the below web sites:

- http://www.marines.mil/news/publications/Documents/MCO%20P5060.20%20W%20CH%2011_1.pdf
- http://www.marines.mil/news/publications/Documents/MCO%20P5060.20%20W%20CH%2011_2.pdf
- http://www.marines.mil/news/publications/Documents/MCO%20P5060.20%20W%20CH%2011_3.pdf
- http://www.marines.mil/news/publications/Documents/MCO%20P5060.20%20W%20CH%2011_4.pdf

Note: This reference is used for precision in drill competition. This is the reference for the United States Marine Corps, the United States Navy, the United States Coast Guard and the Merchant Marine Academies. The Sea Scout Manual began listing the USMC Drill and Ceremonies Manual as a source for Sea Scout Drill in 1999.

2011 Southwestern Rendezvous Manual

T-11 GROUND TACKLE AND MOTOR BOATING

Team: 6

Purpose: To determine the proficiency of the crew in safely and properly handling a small motorboat and to test the knowledge of the crew in ground tackle.

Scoring: 150 points possible

Written: 75 points (one point each per question)

Practical: 75 points

Satisfactory: 112 points

Procedure: A 25-question quiz will be given, consisting of multiple choice, true-false, matching and short answer, as appropriate.

The quiz will cover:

Ground Tackle:

1. the parts of an anchor
2. anchoring gear
3. types of anchors
4. proper use of each type of anchor

Motor Boating:

1. boat types
2. boat equipment
3. motors
4. getting underway
5. handling and maneuvering
6. leaving and approaching dock/moorings
7. safety and fueling



Three of the team members (chosen by the crew) will each take the quiz, and their scores will be totaled. The remaining three team members will participate in the practical while the written test is being administered.

Equipment will be a small motorboat, such as an 11' Boston Whaler with wheel steering. The team will be required to safely and properly load a small motor vessel with safety equipment and board. Under the guidance of the cox'n, the crew will properly anchor the vessel, taking into account all present weather and water conditions. Motor boating crew will be judged on general seamanship, observance of safety procedures in leaving and returning to dock, boat handling and proper anchoring procedures.

Physically challenged participants must have permission of the waterfront Head Judge to participate in the practical portion of this event. Any note **MUST** be presented at registration for initial clearance. The judge's decision is final.

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

2011 Southwestern Rendezvous Manual

The following are guidelines for the duties of the cox'n in handling a power vessel:

1. Appoint jobs for each team member
2. Instruct crew on use of life preservers
3. Instruct all present that there will be no smoking allowed
4. Check for fuel vapors in bilge
5. Measure fuel supply
6. Check fire extinguishers
7. Count life preservers
8. Check to make sure anchor line is clear and rode is secured properly
9. Check that fenders are secure and outboard
10. Check for a compass
11. Ask for any missing safety items
12. Start engine
13. Leave dock
14. Be prepared to respond to a simulated emergency situation while underway
15. Anchor vessel
16. Pull anchor
17. Return to dock
18. Disembark safely

Primary Reference: Sea Scout Manual, current edition



2011 Southwestern Rendezvous Manual

T-12 MYSTERY EVENT

Team: 6

Purpose: Purpose of the event will be described upon check-in to the event

Scoring: TBD

Satisfactory: TBD

Procedure: This is a mystery event and all details will be provided upon arrival to the event. Please come prepared for all possibilities of events. Participants will not be allowed to switch out.

Disqualification of the entire team will result for talking/texting by any team member, except that allowed by the judge.



2011 Southwestern Rendezvous Manual

T-13 RULES OF THE ROAD & AIDS TO NAVIGATION

Team: 6

Purpose: To test the knowledge of the crew in boating rules of the road and aids to navigation.

Scoring: 150 points possible

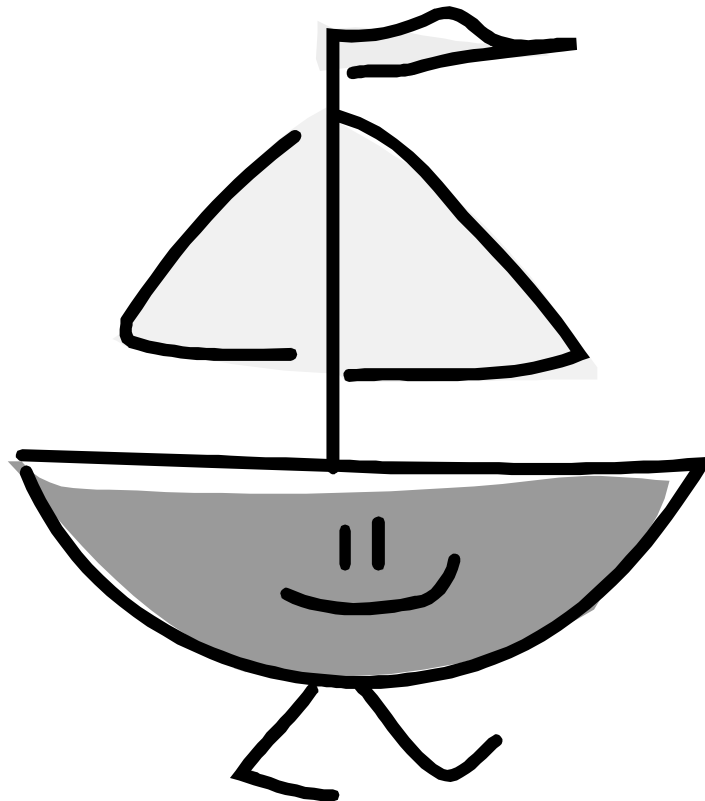
Satisfactory: 112 points.

Procedure: A 25-question quiz will be given, consisting of multiple choice, true-false, matching and short answer, as appropriate. The quiz will cover International and Inland Rules as published in the Sea Scout manual, and aids to navigation. Each of the team members will take the quiz, and their scores will be totaled.

Cheating of any kind will not be tolerated at Rendezvous. Any talking/texting during written tests, coaching or copying at any event will result in automatic disqualification of the entire team from that event. This applies to both scouts and adults.

Time limit: 30 minutes.

Primary Reference: Sea Scout Manual, current edition



2011 Southwestern Rendezvous Manual

T-14 MARLINESPIKE

Team: 6

Purpose: To demonstrate the ability of the crew in the art of marlinespike seamanship.

Scoring: 120 points possible

Satisfactory: 90 points

Procedure: The event will consist of six individual projects. Each team member will complete one of the following eight projects (chosen by random draw) as his/her part of the event:

1. Eye Splice
2. Short Splice
3. Back Splice
4. Rope Grommet
5. Needle Whip end of line
6. Sew 4" of Flat Seam
7. Sew 4" of Round Seam
8. Worked (Sewn) Grommet

Splices require three full tucks with no skips or jumps, and may be tapered. The rope grommet requires an overhand knot and three tucks, which may be single or half-thread tucks.

Whippings must be standard palm-and-needle type, and must have three locking stitches.

Seams should be started and ended using backstitches.

The worked (sewn) grommet must cover the inside of the ring and stitches must be far enough from the outside of the ring to prevent the grommet from pulling out of the fabric.

Projects will be judged on correctness and functionality, and each project has a maximum score of 20 points.

Time limit: 15 minutes.

Primary Reference: The Marlinespike Sailor, by Hervey Garret Smith

Secondary Reference: Sea Scout Manual, current edition



2011 Southwestern Rendezvous Manual

T-15 SCUTTLEBUTT

Team: 6-9; participating or non-participating cox'n

Purpose: To demonstrate team effort and cooperation.

Scoring: The fastest time out of three runs, plus any time penalty for that run.

Satisfactory: 2 minutes, 30 seconds (2:30).

Safety: All participants must wear helmets.

Procedure: The team will have three runs to successfully construct a tripod structure and attach a block-and-tackle system, hoist a 55-gallon barrel full of water to a height of 3' and lower it without spilling, and then disassemble all gear. Only the cox'n may talk during each run. The crew must begin and end each run in a line, at attention, a minimum of three feet from all equipment (including the barrel). Time will start at the judge's signal, and will stop when the entire team is lined up and the cox'n calls them to attention.

The team may choose to use either a barrel or a drum. Any lashing knot may be used as a barrel hitch, so long as it is safe in the judge's opinion. Gear must be stowed at least three feet away from the centerline of the barrel and poles. All individual pieces of gear must be at least three feet from any other piece of gear prior to starting each run, and before time is stopped. The three poles will count as a single piece of gear. The gear may not be rearranged or touched between qualifying runs. There will be a maximum time of two minutes allowed between runs. A minimum of three wraps is required when lashing the three poles together (the knot will then form the fourth turn). The snatch block must be secured to the middle leg and the line must run out between the other two legs. The top block grommet must also go over the middle pole, and must hang between the other two. Water will be 3" from the top of the rim of the barrel at the beginning of each run, and no water is allowed to spill out during a run.

One member of the barrel lashing team will be allowed to touch the barrel when it is within 6" above the top of the resting blocks, both ascending and descending. The barrel must be raised a minimum of 3' above the ground. The judge will call out when touching may start and stop, as well as when the barrel has reached the required height.

The judge may interrupt the team at any time to stop an unsafe procedure. It is solely the judge's determination as to what constitutes an unsafe procedure. If the judge determines that it is a correctable offense, time will continue to run while the team makes the correction.

Disqualification of a run will result if:

1. The poles are slammed at any time
2. If any water is spilled
3. If any hazardous procedures are used
4. If any equipment is used improperly

Any run that is disqualified must be terminated immediately, and the crew may then set up the gear to their satisfaction before the next run starts.

Any talking among team members will be result in a 15-second penalty per outburst.

2011 Southwestern Rendezvous Manual

T-16 INTERNATIONAL CODE FLAGS

Team: 6

Purpose: To demonstrate the proficiency of the crew in of the use of the international code flags.

Scoring: Total time required to complete the event, plus any penalty time

Satisfactory: Ten minutes (10:00).

Procedure: Two three-member teams will each be provided with the International Code of Signals book and a set of international code flags. Each team will be stationed at one of two flag hoist sites, which will be separated enough that conversations amongst one team cannot be overheard by the other. Each team will be given two messages to code and hoist, and will receive and decode the two messages hoisted by the other team.

At the judge's signal, the first team will code and hoist its first message. After the receiving team acknowledges the successful receipt of the message with the Romeo flag or answering pennant, the sending team will lower its first message, and hoist its second message. After the receiving team signals the receipt of the second message, the first team will lower their hoist. After all flags have been lowered by the first team, the second team will send its two messages using the same procedures. Timing will start at the judge's signal, when both teams will simultaneously be given their messages, and will stop when all flags have been lowered after the final message and answer sheets are handed to the judge and all gear is neatly stowed in the correct pockets. Crew will be allowed to inspect equipment prior to event start.

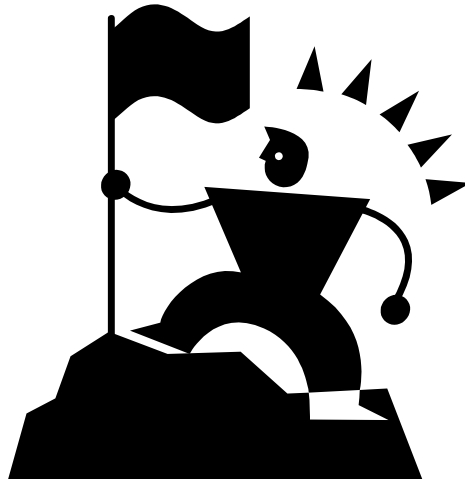
A 2 minute penalty will be added for each incorrect message.

A 1 minute penalty will be added for each procedural error, including:

1. Improper signal acknowledgement
2. Failure to wait for signal acknowledgement
3. Failure to put gear away and/or properly
4. Talking between teams

Primary Reference: The International Code of Signals, current edition

Secondary Reference: Sea Scout Manual, current edition



2011 Southwestern Rendezvous Manual

T-17 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 crewmember.

Scoring: Total time required to complete the event, plus any penalty time

Satisfactory: Fifteen minutes (15:00).

Procedure: Imagine a 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:

1. **Affirmative:** Crossing the arms repeatedly over the head
2. **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 tower must have at least six inches of bitter end or will be considered improper. Shear legs must be straight to leaning 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.

Disqualification of the entire team will result for any misconduct, repeated unsafe procedures, gross safety violations, slamming the chair into the shear-legs or allowing it to swing free, or allowing the rescued person to drag or drop into the simulated water.

2011 Southwestern Rendezvous Manual

Talking, improper or missed signals, and water line violations (by the ground crew) will result in the following:

First offense:	30 seconds added to the total time
Second offense:	60 additional seconds added to the total time
Third offense:	Disqualification

Under the direction of the cox'n alone, the crew will accomplish the following:

1. Ground-secure the shot-line to the tail-block with endless-line.
2. Make the proper visual signal to tower.

Tower:

1. Haul the shot-line on board until the tail-block with the endless-line rove through so it can be reached.
2. Make the tail-block fast to the mast with a round turn and two half hitches (leave shot-line hanging off the back of the mast platform).
3. Check that the line in the block runs free, and make the proper visual signal to shore.

Ground:

1. Fasten the endless-line around the hawser with a clove hitch
2. Haul the hawser out to the mast.

Tower:

1. When hawser is within reach, grab it.
2. Unbend the hawser from the endless-line, and make it fast to the mast with a round turn and two half hitches, at least 2' above the tail-block.
3. Make the proper visual signal to shore.

Ground:

1. Take a strain on the hawser and tie a bowline-on-a-bight.
2. Hook the blocks to the hawser and dead man so the hauling part will be towards the mast.
3. Two team members secure the small snatch block on the hawser, making sure it is securely locked (if a "closed block" is used, this is not required).
4. Make a clove hitch in the endless-line over the ring of the chair-the endless-line must be secured above the eye next to the block, not on the line around the chair.
5. Two team members set up the shear-legs so the hawser is safely taut, while the remainder of the crew take up slack in the hawser.
6. When the shear-legs are securely in place, these two team members may help take up the last bit of slack in the hawser by hanging on the line.
7. Secure the line to the cleat on the dead man using a standard cleat hitch and at least one half-hitch on the cleat.
8. Haul the chair out to the mast as quickly as possible without hitting the tower.

Tower:

1. When the chair is within reach, grab it and haul it aboard.
2. One team member should steady the chair while the other gets into the chair in a proper sitting position and clips their safety harness to the block.
3. The standing team member should make the proper visual signal to shore.

Ground:

1. Haul the team member in the chair safely to shore; one team member should grab the chair so it does not swing freely, while another helps their teammate out of the chair.
2. Cox'n calls the "fall in" command, and time stops when the crew comes to attention.

All knots must be untied prior to leaving the event area. This will not be timed.

2011 Southwestern Rendezvous Manual

T-18 BUILD YOUR OWN BOAT

WEAR YOUR BATHING SUITS - YOU WILL GET WET!

Team: 6

Purpose: To have fun building a floatable device suitable for supporting members of that team over a watercourse under the pressure of time.

Scoring: Total time required to complete the event, plus any penalty time.

Satisfactory: All ships competing in this event will have their scores interpolated between the fastest and the slowest times. There will a maximum of 20 minutes allowed for the event.

Procedure: Your team will be responsible for building a craft of the materials provided. The team must test their craft in the water by propelling it through a watercourse. **At least one team member must be on the craft at all times while the craft is in/on the water. No team members may be in the water, EXCEPT when repairs are being made or the pilot needs assistance back onto the craft.** Your team is required to use at least one piece of each type of "gear" to make your boat:

- One piece of Plywood
- One inner tube
- One piece of 2x4 and/or 2x6 board - any length
- One piece of line

To create your fine sea worthy craft, use at least these 4 materials built in any manner chosen by the team. A minimum of one (1) paddle is REQUIRED and is not considered part of the craft. None of the materials should be altered in any way. All "gear" for the craft must be securely fastened together so that no piece drags or gets towed behind.

When the craft is finished, pick it up (do not drag) and place it into the water, hoping it floats. Board your craft and propel it to the other side of the course. The craft can only be propelled from itself and NOT from the shore or have any help from the shore. Only the REQUIRED paddle(s) can be used to propel the craft.

If a piece falls off of your creation or your pilot falls off, you must immediately get to the side of the course, repair your future submarine or re-embark the craft and continue.

Time will not stop while repairs are being made. All other crew members must follow along the side of the course to help with any repairs needed to your navigational hazard. Once your team makes it to the end of the course, the entire team shall pick up your floating science project and place it on the deck. Time will stop when all of your craft is out of the water and the entire team is at attention next to your "Pride of the Fleet".

The design of the craft must be the same at the end of the course as when it started.

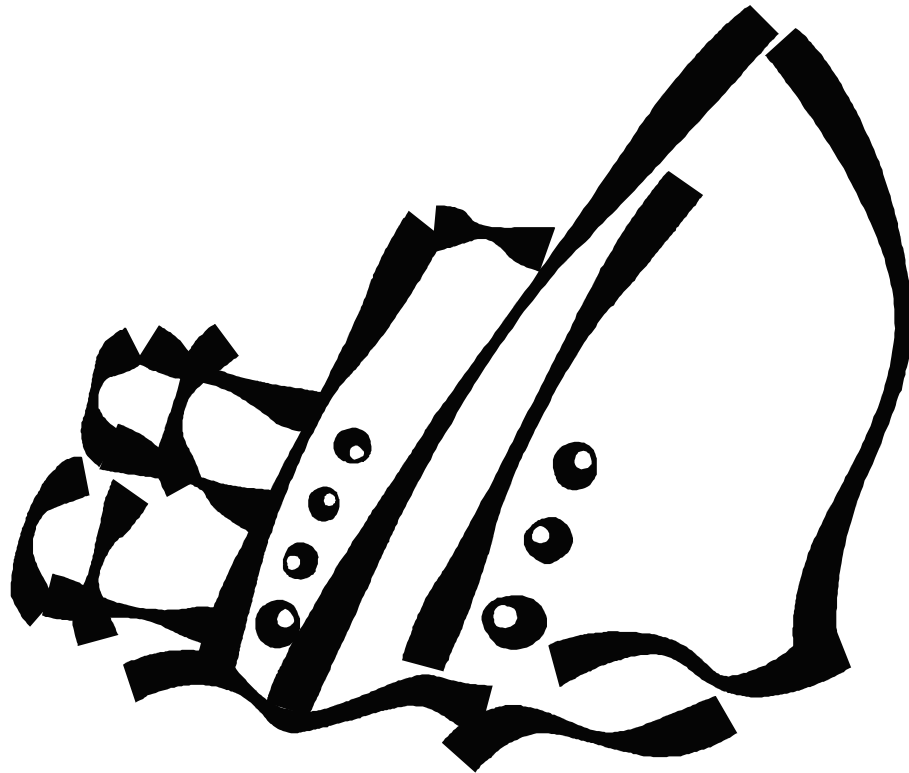
After time stops and the judge has dismissed you from attention. You carefully take your craft apart and return all gear to the starting point.

2011 Southwestern Rendezvous Manual

PENALTIES:

Not using minimum equipment.....	2 minutes
Not having one person on the craft during travel.....	2 minutes
Not stopping to repair the craft.....	2 minutes
Propelling the craft with something other than the paddle(s).....	4 minutes
Dragging craft across the deck (beginning and/or end).....	2 minutes per drag
Pushing or pulling the craft from shore/water.....	2 minutes each time
Craft is not the same design at finish as at start.....	2 minutes
Excessive roughness with equipment.....	DQ

Time Limit: 20 minutes



2011 Southwestern Rendezvous Manual

Compulsory Events

- C-1 Uniform Inspection
- C-2 Quarters Inspection
- C-3 Awards Detail
- C-4 Adult Judging
- C-5 Service Watch
- C-6 Security Watch

Ship (Required) Events

- S-1 Ring-Buoy Toss
- S-2 Heaving Line
- S-3 Knot Tying
- S-4 Compass and
Relative Bearings
- S-5 Swimming
- S-6 Mariner's Quiz
- S-7 Conduct

Team (Optional) Events

- T-1 Obstacle Course
- T-2 First Aid
- T-3 Radio Communications
- T-4 Charting
- T-5 Bos'n's Chair
- T-6 Rope Climb
- T-7 Swimming
- T-8 Rowing
- T-9 Sailing
- T-10 Drill
- T-11 Ground Tackle and
Motor Boating
- T-12 Mystery
- T-13 Rules of the Road &
Aids to Navigation
- T-14 Marlinespike
- T-15 Scuttlebutt
- T-16 International Code Flags
- T-17 Breeches Buoy
- T-18 Build Your Own Boat

