

70 Years

1948 – 2018



The Old Salts' Regatta

Bulletin

April 27 – April 29, 2018

GENERAL INFORMATION

LOCATION

The 2018 Old Salts' Regatta is hosted at the United States Coast Guard Base Alameda, on Coast Guard Island. Events and activities will take place in various indoor and outdoor locations throughout the island. As Coast Guard Island is an active United States military installation, all participants and guests are expected to adhere to security requirements as directed by regatta staff or US Coast Guard personnel.

VESSEL BERTHING & ARRIVAL BY BOAT

Limited berthing will be available. Ships indicating their intention to cruise via pre-registration will be contacted with further details. Cooperation with the Portmaster's instructions is of the utmost importance. Incoming boats will receive approach instructions and berthing assignments by radio. The Portmaster will monitor and work on VHF channel 73.

Units are welcome to bring their own vehicles in order to access the island. All vehicles entering the island must have current registration and insurance, and occupants over 18 must possess valid photo ID.

DRIVING DIRECTIONS AND ARRIVAL BY CAR

Prior to passing through the security checkpoint onto Coast Guard Island, participants arriving by car Friday evening must first check into the regatta and receive wrist bands. Directions to the berthing area will be provided at check-in.

From Points North: From I-880 S, take the exit towards 23rd Ave/Alameda. Continue on Dennison St. for about a mile, and cross the bridge to the island.

From Points South: From I-880 N, take the exit towards 23rd Ave. Take the first left at E 11th Ave, then an immediate left onto 23rd Ave. At the bottom of the ramp, take the first right onto E 7th St. Continue onto Embarcadero. Turn left onto Dennison St. and cross the bridge to the Island.

Check In: After crossing the bridge, follow the traffic circle to the right, and take the last exit before crossing back over the bridge. Follow the road to the parking lot at the end. **Do not approach the security checkpoint prior to stopping at check in.**

REGISTRATION AND CHECK IN

All participating units must register and check in to the regatta on Friday evening, April 27. Registered participants will be provided a wristband that will signify their association with the event and provide access to the base and mess facility. Units arriving by car must check in prior to passing the security checkpoint at Coast Guard Island. Units arriving by boat should check in as soon as practical following arrival. **All units must be checked in before passing the security checkpoint.** Registration and check in will be available on a limited basis Saturday morning. Units requesting to register on Saturday or after 2200 on Friday evening should indicate so during pre-registration or contact OSRegatta@gmail.com to arrange a check in time.

All participants must have a signed medical release and release of liability form to present at registration (use enclosed form, reproduce locally). A completed tour permit is required for all units.

Participants arriving after registration has closed, or during competition hours should proceed directly to Regatta Headquarters to check in and take the Mariner's Quiz prior to joining their ship. Pre-registration is required of all participants and is available online at www.oldsaltsregatta.com.

PARTICIPATION

All participating adults must be registered Scout leaders or parents. All participating crew must be registered Scouts or Venturers. A Sea Scout must be under 18 years or still in high school to participate as crew. Participants at the regatta must be registered with a unit and have two adult leaders present regardless of competitive status. Participating units and their leaders must adhere to BSA Youth Protection guidelines. Co-ed units are required to have male and female adult leaders present for the duration of the event. Adults participating in the capacity of regatta staff are required to register for meals if they intend to use the mess facility.

BASE ACCESS AND SECURITY

Access to Coast Guard Island is available to all registered regatta participants and their visitors and guests. Units are required to provide a list of all participants, expected guests, and late arrivals during pre-registration. Access may not be granted to individuals whose names have not been provided prior to the regatta. Forms are available online at www.oldsaltsregatta.com. To request changes after pre-registration, send an email to osregatta@gmail.com.

All vehicles entering the island must have current registration and insurance, and occupants over 18 must possess valid photo ID. Wristbands will be used to identify registered participants associated with the regatta. It is recommended that attendees under 18 bring a photo ID, such as a school ID.

BEHAVIOR

Each participant and guest is a representative of his or her ship, the regatta, and our program as a whole. All registered adult leaders, crew, and guests are expected to conduct themselves in a respectful, scout-like manner at all times while attending The Old Salts' Regatta. Behavior of any other fashion may be grounds for disqualification from events or awards, or dismissal from the regatta entirely.

Any participant's failure to respect established boundaries or to comply with instructions given by US Coast Guard personnel and/or disrespect of the facility and/or property of our hosts will be grounds for immediate dismissal of the entire ship from the regatta.

BARRACKS

Barracks are not available. Ships may pitch tents on a lawn space designated for camping.

COST

Proceeds from registration fees are used primarily for providing meals for all participants. The remainder of the proceeds are made available for transportation, handling, and maintenance of regatta equipment, facility costs, evening activities, awards, capital expenses, etc. All fees are to be paid at the time of registration.

\$30.00 per unit attending/competing

\$45.00 per person attending (youth and adult)

HEADQUARTERS

Regatta HQ will be open throughout the event as a central point of contact for the regatta, including first aid, protests, questions or directions, and any other regatta information.

MEALS

There will be four meals provided:

Saturday: Breakfast, Lunch and Dinner.

Sunday: Breakfast.

A wristband must be presented in order to use the mess facilities.

FIRST AID

Staff will be available to provide first aid as needed to regatta participants. Those requiring first aid should report to the Regatta Headquarters for assistance, **not** to the first aid event.

SATURDAY EVENING ACTIVITIES

In lieu of a dance, the regatta will host a luau for Saturday dinner and evening entertainment. All scouts and adults are encouraged to attend. All ships should have at least one registered adult chaperone present. All attendees are also encouraged to wear appropriate luau-themed attire - this does not include swim wear. The event will start with a BBQ dinner at the gazebo and ends at 2200. The event will be held in the gazebo & field area. Activities will include lawn games, music, and refreshments.

AWARDS CEREMONY

The awards ceremony will be held at 0900 Sunday on the parade grounds. **Dress uniform is required.** Crews are to march to and from the awards ceremony.

CLEANUP DETAIL

As guests of the United States Coast Guard, all regatta participants have a responsibility to leave the Coast Guard Island facility in a better shape than when we arrived. All crews will be assigned a cleanup responsibility during registration that must be completed prior to receiving their regatta packet.

EVENT INFORMATION

ADULT SERVICE

Adult judging or regatta staff service will be required of all ships officers. Sign-ups will be available during registration.

BOATSWAINS' BREAKFAST

All boatswains and boatswain's mates or regatta coxswains are invited to breakfast with the Regatta Quarterdeck Sunday morning at 0630 in the Chief's Mess inside the mess building. This is an opportunity for open dialogue and feedback, aimed at continuously improving the Old Salts' Regatta. All facets of the regatta, including events, activities, and facilities will be reviewed.

COMBINED UNITS

Ships may combine for competition if each ship has fewer than nine members. If ships combine, they will be considered as one unit for scoring during the entire regatta. All fees will be paid as separate ships.

EVENT CLOSING

Crews should manage their time carefully in order to ensure they complete all events prior to the event closing time of 1730. If a crew begins competing in an event, but does not have time to complete the event prior to 1730, they shall be allowed to compete after events close only in order to complete that event. Crews may not begin competing in an event after events close.

EVENT INVENTORY

Each crew should notify the Event Directors if they intend to complete an event by submitting the blank scorecard to the Event Director. If a crew does not intend to complete an event, they should submit the scorecard with an "X" drawn across the front. An event director may close his/her event after 1500 if all crews indicating their intention to compete have done so and he/she has no more blank cards remaining. Note that turning in a scorecard does not hold a place in line or allow a crew to compete after events are closed.

INTERFERENCE

No adult, crewmember or guest may interfere orally or physically with the participation or judging of any crew. Any interference may result in disqualification of the offending individual or crew from the event or the entire regatta. Officers or crew **may not** coach competing teams during events.

JUDGING

All events shall have at least two judges present (event director included) at all times during competition hours. Judges may be rotated throughout the day, however the event director must remain at the event for the entire competition.

Event directors are responsible for the safe conduct and fair judging of their events. Event decisions impacting one ship must be fairly applied to all ships if applicable. Event judges MAY NOT arbitrarily add to or change any part of the rules as written in this bulletin. All questions concerning rules should be presented to the Director of Events. All event directors must attend the event director meeting on

Saturday morning at 0830. Event directors of select events may be requested to provide a cell phone number to scoring staff in case of questions.

MULTIPLE TEAMS

A ship may use, out of their registered complement, those they deem most competent for each team event. The acting regatta Coxswain may be changed for each event. A ship may enter more than one team in an event, and the highest score of all entered teams will be counted (except for Scuttle-Off & Regatta Relay, where only one team per ship is allowed). If a ship uses multiple teams, all must be present at the event at the same time. Once a crewmember has participated in the event as part of one team, he/she may not participate again in a subsequent team for that event.

PROTESTS

Any participating units or teams with concerns relating specifically to time, equipment, judging or application of event rules may submit a protest to the regatta quarterdeck. Crews are not to engage in arguments with, or disrespect, event judges.

Protests will be handled by the Regatta Quarterdeck and any others they designate. Protests are to be submitted by the event Coxswain **IN WRITING** to headquarters within 30 minutes of completing the event in question. Protests submitted in an un-scout-like manner may not be accepted. The Quarterdeck will respond to a protest within 1 hour of receiving it. The decision of the Protest Committee is FINAL.

SCHEDULED EVENTS

Except Mariner's Quiz and Pulling Boat Race, no events will be scheduled. Mariner's Quiz will be done as a group following the opening ceremony.

TRAINING

If time permits, events will be available for training with the event director's approval; with the exception of Mariner's Quiz and Mystery Event. A team may not train in an event and then compete in that event. Each crew must decide to either participate for scoring purposes or training only. Score(s) from the training will not be counted toward overall judging. Competing crews will have priority over training crews in case of conflict.

AWARDS

CLASS AWARDS

Along with the traditional 1st, 2nd, 3rd and 4th place awards for each event, ships will also be awarded a class based on overall performance.

The class requirements are as follows:

Class Awards	Criteria
Extreme Clipper	Qualify in all regatta events
Clipper	Qualify in 13 regatta events
Schooner	Qualify in 10 regatta events
Sloop	Qualify in 7 regatta events
Catboat	Qualify in 4 regatta events

REGATTA CERTIFICATE

Each competing unit will receive a framed certificate showing their class award, along with a listing of events in which that ship earned 1st through 4th place.

FIRST PLACE TROPHIES

Each competing unit earning first place in an event will receive a trophy statuette for that event. Every effort will be made to provide trophies to all units involved in a first place tie.

COMMODORE BJORKMAN SPORTSMANSHIP TROPHY

To be awarded to the ship deemed most outstanding in the areas of good sportsmanship, seamanship, and discipline, cheerful adherence to regatta rules and regulations, and Scout-like conduct. To be determined by scores given by judges at each event and the regatta quarterdeck.

REGATTA RELAY TROPHY

A perpetual trophy to be awarded to the ship with the best score in the Regatta Relay held on Sunday morning.

SCUTTLE OFF TROPHY

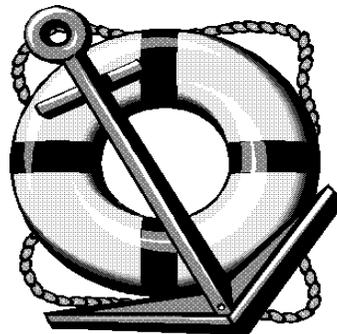
A perpetual trophy to be awarded to the ship with the best time in the Scuttle Off activity held Saturday after events close.

THE OLD SALTS' WHEEL

The Old Salts' Wheel is awarded to the unit that:

- Completes and qualifies in all events – except for Other Activities (Regatta Relay and Scuttle off)
- Achieves a sportsmanship score in the top 50% of all the ships present.
- Accumulates the fewest points based on the following scale:

First Place Awards	= 1 Point
Second Place Awards	= 2 Points
Third Place Awards	= 3 Points
Fourth Place Awards	= 4 Points



OLD SALTS' REGATTA EVENTS

Boatswain's Chair	Knots
Breeches Buoy	Mariner's Quiz
Bucket Brigade	Marlinespike Seamanship
Compass & Relative Bearings	Mystery Event
Crew Drill	Piloting
First Aid	Pulling Boat Race
Flotilla Drill	Radio
Heaving Line	Rope Climb
Hoisting the Scuttlebutt	Sailing Identification
	Sailing Practical

OTHER ACTIVITIES

(Do not count toward class awards or Old Salt's Wheel)

Regatta Relay

Scuttle Off



EVENTS

BOATSWAIN'S CHAIR

Number of crew required:	5, 6, 7, 8, or 9
To Qualify:	Completion in 6 minutes or less, including penalty time of 45 seconds per crewmember less than 9.

Rules

Upon signal from the judge, each crew member in sequence, including the Coxswain, will tie a French bowline around him/herself and with the aid of the following crew member, hoist him/herself by means of a tackle until he/she can touch the block which will be 18 feet above the ground. Each person will descend slowly, and the descent time will not be counted. The last person assists the crewmember before him/her, but does not him/herself ascend. A run may be stopped with the clock running if the judge deems a proper French bowline with at least a six-inch tail has not been tied, or if any safety violations have been committed. Timing starts at the coxswain's signal after the judge's go-ahead, stops during each descent, and re-starts when a descending scout touches the ground or their teammate. Final time stop occurs once the coxswain calls the team to attention upon completing the event.

Scoring

The total time for the crew will be recorded. An addition of 45 seconds per person less than nine total participants will be added. The crew with the shortest time will be awarded First Place.

Disqualifications

Violation of safety rules i.e.; unsafe descent, not descending hand under hand, or pulling the boatswain's chair line through the block.

BREECHES BUOY

Number of crew required:	7-9 (must have a non-participating coxswain). A team must be the maximum size that their registered competing crew allows.
To Qualify:	Completion of event in 10 minutes or less, with no safety violations.

Rules

Two members of the crew will start on the mast, one of which is to be rescued. They are the distressed crew and will wear appropriate fall prevention gear while on the platform and in the breeches. The rest of the crew will start ashore from attention. A shot line will be in place between the wreck mast and the shore.

At the signal from the judges, the Coxswain, along with the crew, will accomplish the following:

Secure the shot line to the whipline tailblock. The distressed crew will haul the whipline to the mast and secure the whipline tailblock to the mast with a round turn and two half-hitches.

The crew ashore will fasten the whipline around the hawser with a clove hitch. They will then haul the bitter end of the hawser to the mast. The crew on the mast will untie the whipline from the hawser and tie

the hawser to the mast a minimum of two feet above the whipline tailblock with a round turn and two half-hitches.

A lifesaving crewmember will tie a bowline-on-a-bight as close to the water as practical. The ashore crew will then spread the block and tackle between the bowline-on-a-bight and deadman, hooking the blocks to the hawser and the deadman so the hauling part will be toward the mast. The lifesaving crew will then take a strain on the hawser and secure the block and tackle line to the cleat on the deadman, using a standard locked cleat hitch. Two lifesaving crewmembers will set up the sheer legs under the hawser, straight to tending slightly aft. The hawser must be straight from deadman to mast.

The lifesaving crew shall haul the breeches out to the mast as quickly as possible.

When the breeches reach the wreck mast, one member of the distressed crew will get in the breeches and sit in a normal position. The fall protection harness must be secured to the breeches. The lifesaving crew will pull in the rescued member and take him out of the breeches. Leaving the gear standing, the Coxswain will have the crew fall-in at attention. At this time the clock will stop.

Proper hand signals must be used after each part of the rigging operation between mast and shore. The Coxswain will acknowledge the signals from the mast (or vice-versa) by repeating them. If crossed signals are used (i.e. negative reply to an affirmative signal), the next step of the operation will not be done until signals and situation are agreed upon. The clock will continue while corrections are made.

Appropriate Hand signals:

Affirmative: A vertical waving motion of the arms up and down with wrists crossing above the head.

Negative: A vertical waving motion of the arms below the waist

The judges will have whistles to use as safety signals. If a whistle blows, all members of the team must stop while the clock keeps going. The judge will stop the event at the earliest time when an error or safety problem occurs and immediately advise the crew of the problem.

Scoring

Scoring will be based on time alone. The fastest team time will be awarded First Place. There will be a 30 second penalty added for each non-safety related violation i.e., talking, feet touching water, (lifesaving crew or distressed crew), etc. Teams with 9 or more crew must participate with 9 crew.

Disqualifications

Safety violations will disqualify the team; i.e., violations which could cause injury, proceeding without proper signaling, or allowing the breeches to contact the water.

BUCKET BRIGADE

Number of crew required:	Entire Crew
To Qualify:	Completion of event.

Rules

Each crew has 1 minute to move as much water as they can from one barrel to another. Buckets **must** be used and barrels **may not** be moved.

Scoring

The crew that transfers the largest amount of water into the second barrel within the one minute time limit will be awarded First Place. The score will be the height of water placed in the second barrel.

Disqualifications

Use of any equipment other than provided buckets. Moving the barrels.

COMPASS AND RELATIVE BEARINGS

Number of crew required:	Entire Crew
To Qualify:	Percentage correct of 60% or greater.

Rules

A large circle will have 32 pegs evenly spaced around the circumference. One peg will be designated as North. Inside the circle will be the outline of a boat. Its bow may point in any direction. In the center of the circle will be 32 cards representing the points of the compass and 32 cards representing the points of relative bearing. These cards will be mixed by the judge.

Crewmembers will line up at attention around the perimeter of the circle. At a signal from the judge, the first participant will enter the circle and take two cards at random and place them in their proper positions next to the peg. Each person will have 30 seconds to place the two cards. The time will start when the cards are touched. Cards not placed within 30 seconds will be handed to the judge and will be counted as misplaced cards.

When the cards have been placed to the participant's satisfaction or time has elapsed, whichever comes first, the participant will leave the circle. The crew will rotate in relay fashion in the same order they started the event until all cards have been placed or handed to a judge. Once a participant leaves the circle, his/her cards may not be moved by anyone.

Scoring

The number of correctly placed cards will be divided by 64 to find the percentage correct. The crew with the highest percentage of correctly placed cards will be awarded First Place.

Disqualifications

Talking or moving a previously placed card will result in disqualification of entire crew.

CREW DRILL

Number of crew required:	7, 8, or 9
To Qualify:	Completion of event in 15 minutes or less. A score of 120 points or more.

Rules

Under command of a Coxswain, the crew will execute the following commands:

Fall-in	Forward March*
Dress Right (Normal and Close Intervals)	By the Right Flank*
Attention	By the Left Flank*
At Ease	To the Rear*
Right Face	Right Oblique*
Left Face	Left Oblique*
About Face	Column Right*
Count off and Form into Two Columns	Column Left*
Parade Rest	Halt*
Hand Salute	Dismissed

Crew will fall-in in a single line to start the event. Coxswain need not give commands in above order or style. Crews will be scored on their execution of all of the above maneuvers. Maneuvers marked with an asterisk (*) must be performed in two columns. Only the coxswain is allowed to talk.

Scoring

Points will be earned based on coxswain performance, correct execution of maneuvers and uniformity of execution. A maximum of 5 or 10 points are possible for each command. A deduction of 5 points per person will be taken for each person under the total of 9 participants. Each execution of a maneuver will be counted in the scoring for that maneuver. The Sea Scout Manual, 2015 Drill Supplemental (available online at seascout.org/manual-resource-center), will serve as the reference for the description of maneuvers.

Disqualifications

Exceeding the 15 minute time limit.



FIRST AID

Number of crew required:	4
To Qualify:	A combined score of 60% or more.

Rules

This event will allow a team of 4 scouts to provide first aid to “victims” at a mock accident scene. The team will have 10 minutes to address the issues they see at the first aid event site. Each victim will have a check list of things the scouts should do according to the American Red Cross First Aid manual. All of the needed first aid supplies will be at the scene. Teams are allowed to bring and use their own first aid supplies, if desired. There will be fewer victims than scouts on the team to allow for leadership, resourcefulness and teamwork, which will be included in the score for the event.

Scoring

Each victim will have a check list to score things the scouts should have done according to the American Red Cross First Aid manuals. The crew with highest percentage score will be awarded first place.

Disqualifications

Disregard for the safety of the victims or abuse of the victims will result in disqualification of the entire ship.

FLOTILLA DRILL

Number of crew required:	7, 8, or 9. A team must be the maximum size that their registered competing crew allows.
To Qualify:	Completion of maneuvers with a score of at least 175.

Rules

A 26-foot Monomoy whaleboat with 8 oars and a sweep will be used. The Coxswain will put the crew through the following maneuvers:

Laying Aboard	Undocking	Give-Way Together
Let Fall Oars	Ship Oars	Rowlocks in & out
Hold Water	Oars	Tossing Oars while underway
Laying on oars	Back Water	Trailing Oars
Wide turns to port & starboard	Laying Ashore	
Pivot turns to port & starboard	Docking	

All turn maneuvers must complete at least 180 degrees.

Event must be completed in 15 minutes (from first oarsman on to last oarsman off). The clock will be stopped by the judge in case of uncontrollable interruptions.

Scoring

Scoring for place awards will be according to a system of points which takes into account the skill of the Coxswain, crew discipline, knowledge, skill, seamanship, precision, equipment handling, correctness, etc. The maximum point score is 300, given at the start, and all errors will result in points subtracted. A penalty of 1 point for each 10 seconds over time will be assessed. 25 points per person less than 9 total participants will be deducted.

Disqualifications

Damage to regatta equipment or private equipment. Unsafe boat handling. Unsportsmanlike conduct. Talking by any crew member other than the coxswain.

HEAVING LINE

Number of crew required:	Entire Crew
To Qualify:	A score of 60% of best possible score for entire crew.

Rules

Each crew member will have 3 chances to make a successful throw over a 36-inch-high rail, toward a target down range, using a heaving line 60 feet in length with a 16-ounce weight attached. There are three targets:

1. A rail representing the "Pier" 25' away from the throwers, 36" tall and across the width of the entire range.
2. A rail representing the "Jumper" 35' away from the throwers, 36" tall and 60" wide.
3. A muck bucket with an outside diameter of 21", 45' away from the throwers, and placed on the ground.

A successful throw is scored if the heaving line comes to rest across one of the targets between the upright markers or in the muck bucket.

Scoring

Successful throws are assigned points as follows:

- 6 points if line crosses over the "Pier"
- 8 points if line crosses over the "Jumper"
- 9 points if line crosses over the bucket, between the uprights
- 10 points if heaving line lands in the bucket at the end of the range

The best throw of each individual crew members' three throws will be scored. A crew's total points will be divided by the total points possible for that crew to determine their overall percentage.

Disqualifications

Purposely throwing the heaving line in a direction other than at the target or knowingly disregarding the instruction of the judge will result in disqualification of entire crew.

HOISTING THE SCUTTLEBUTT

Number of crew required:	8 or 9
To Qualify:	Completion of event in 3 minutes or less.

Rules

A crew of eight plus one directing Coxswain, or a crew of eight including a working Coxswain will be required. Only standard equipment furnished by the regatta may be used. Gear will be set up with a barrel full of water set on two wooden blocks (water level 3" from barrel rim), and 3 spars within 3' from the barrel, a block and tackle, two rope grommets, a head lashing line and a barrel hitch line. All lines and the block and tackle will be set up between the outermost barrel block and the tip of the spars, and outside of an imaginary line drawn between the barrel blocks and the spar support block. With the exception of the three spars, no two pieces of gear may be touching and there may be no knots in any lines.

The crew will start in formation behind the gear and time will start at the Coxswain's orders, after a signal from the judge. The crew will lash three spars with four round turns and a square knot (the knot can be counted as the 4th turn), hang the tackle on a grommet over one of the spar ends, and erect this tripod over the barrel. The barrel will be secured with a barrel hitch using a square knot, and will be attached to the tripod using the free end of the block. The block may **not** be allowed to swing free at any time or touch the water while it is being secured to the barrel hitch. The hauling end of the block and tackle's purchase will be lead through a snatch block attached to the bottom of one of the tripod spars. The block and tackle will be used to raise the barrel three feet off the ground, then lowered back down without spilling any water. Barrel crew may touch the barrel only while it's within the first 12" of its supporting blocks. Crew will dismantle all gear, untie all knots, leaving gear set up as described above. Time stops once all gear is properly set up and the coxswain calls the crew to attention. Each crew may run through the drill three times. The judge may stop the event with the clock running should an unsafe condition exist and advise the Coxswain to make corrections. Aside from the coxswain, only the barrel crew may talk only to each other while tying the knot, and only about the safety of lifting and lowering the barrel. This is interpreted as meaning only when in the act of assembling the line around the barrel; no talking allowed upon hoisting or from that time onward. No other talking from the team is allowed.

Scoring

The crew with the shortest single-run time will be awarded First Place.

Disqualifications

Violation of safety rules (e.g. swinging block, slipping spar, loss of control).

Spilled or splashed water out of the barrel, or any equipment contacting the water.

Talking other than that allowed by the event rules.

KNOTS

Number of crew required:	Entire Crew
To Qualify:	70% of the best possible score for the entire crew

Rules

The crew starts at attention no closer than an arm's length from the knot board. No knots may be pre-tied nor bights pre-made other than what is already provided on the board. Time starts at a signal from the judge. The crew will be given three minutes to tie the following knots:

Bowline*	Figure-of-Eight	Rolling Hitch*
Bowline-on-a-Bight	Overhand	Two Half Hitches*
Cleat Hitch	Sheet Bend	
Clove Hitch*	Square Knot*	



* must be tied around the rail

Scoring

Highest percentage of correctly tied knots wins first place. All knots must follow the example in the *Sea Scout Manual, 2016 edition*.

Disqualifications

Talking or copying from another crewmember will result in disqualification of entire crew.

MARINER'S QUIZ

Number of crew required:	Entire Crew
To Qualify:	Completion of quiz in 30 minutes or less. Combined ship score of 60% or more.

Rules

The quiz consists of 20 multiple choice questions taken from the *Sea Scout Manual, 2016 edition*. Questions will be developed from the Apprentice and Ordinary Rank requirements. The entire ship must participate.

Scoring

Ship with highest percent of correct answers will be awarded First Place. Quizzes and answer sheets must be labeled with the scout's name, ship, and regatta number. Improperly labeled quizzes may be scored zero.

Disqualifications

Talking or cheating of any kind will result in disqualification of entire ship.

MARLINESPIKE SEAMANSHIP

Number of crew required:	6, 7, 8 or 9 (Coxswain included)
To Qualify:	Complete projects in 20 minutes or less. Combined score of projects must be at least 36 points.

Rules

Coxswain participates as part of the team. Each crew member will choose one of the 9 projects listed below, select material and tools, and go to a designated area. No two crewmembers may complete the same project. When projects are finished, or when time has elapsed, materials, tools, and project will be returned to the judge. Needles, palms, twine, pliers, and rope will be furnished. **EACH CREW WILL BE REQUIRED TO FURNISH THEIR OWN KNIVES.** The *Sea Scout Manual, 2016 edition* and *The Marlinspike Sailor* by Hervey Garret Smith will serve as an example for all projects.

Projects:

Back Splice Eye Splice Flat Seam Long Splice Needle Whip
Rope Grommet Round Seam Sewn Grommet Short Splice

Scoring

A score of 0 to 10 will be issued to each project based on neatness, correctness and thoroughness. **All projects will be judged.** The best six of the nine will be used for the score.

Disqualification

Talking about Marlinspike. Unsafe use of marlinespike equipment.



MYSTERY EVENT

Number of crew required:	Information will be given by the event director at the time of participation. At least 3 participants will be required.
To Qualify:	Completion of event.

PILOTING

Number of crew required:	4
To Qualify:	Completion of project in 30 minutes or less. Combined score of all 4 participants must be 600 points or more.

Rules

A crew of four will form two 2-person teams. Each team will complete a quiz, which may cover course plotting, latitude and longitude, bearings, conversion between true and compass courses, speed-time-distance calculations, dead reckoning positions and fixes.

Plotting equipment and calculators will be provided. Teams may bring plotting equipment used aboard their own boat if desired. Teams may write on the chart.

Scoring

Each team starts with 500 points. One (1) point will be subtracted for each tenth (0.1) minute of latitude or longitude of error; each degree off course or bearing; each tenth (0.1) mile of error in distance, each tenth (0.1) knot of error in speed, or each 1 minute of time.

Disqualification

Talking or copying between teams.

PULLING BOAT RACE

Number of crew required:	7, 8 or 9. A team must be the maximum size that their registered competing crew allows.
To Qualify:	Completion of event in 4 minutes 30 seconds or less.

Rules

Crews will race in matched 26' whaleboats with 12' foot oars and steered with a 14–16' sweep oar. The course will be 400 yards in a straight line. Crews will sign up for an event time at their registration check in. Any crew which has not signed up for an event time may only show up and run the event if space is available.

- Report to the event 10 minutes prior to your scheduled heat.
- Wait at the end of the pier while the coxswain reports to the Event Director.
- Boats will be chosen by lot numbers.
- Boats may be bailed prior to the start of the heat, but heats will start on time, bailed or not.
- No gear may be exchanged between boats after events open on Saturday morning.
- Oars may not be tied down.
- Feet may not be tied down.
- Coxswains **must** wear life jackets.

Scoring

Scoring is based on time alone and a qualifying score will be any time of 4 minutes, 30 seconds or less.

Disqualifications

If a boat cannot be controlled by the coxswain in a seaman-like manner, a judge will take command of the crew and bring the boat back to the dock and the crew will be disqualified.

Ramming or interfering in the lane of another boat will result in disqualification.

RADIO COMMUNICATIONS

Number of crew required:	4
To Qualify:	Completion of event in 5 minutes or less including penalties.



Rules

This is a timed event. A crew of four will form two 2-person teams. Participants will begin with radios in the off position and squelch turned completely down. They will be provided a list of channels including functions and will have both message and reply with information missing in the message content, party information, and channels used for their respective side of the call. Time starts at judge's signal, and stops when the crews signal completion to the judge. Crews must select an appropriate hailing channel, establish contact, switch to an appropriate working channel, effectively transmit both the message and reply, and sign off and return to the hailing channel. Effective communication will be demonstrated by filling in the missing information in the message and the reply within the 5-minute time limit without significant procedural errors (for example: failure to identify oneself, switch channels, or sign off) There will be a 15-second time penalty for each piece of incorrect information received and transcribed, as well

as each procedural error. Teams that can properly and effectively communicate with the radios will be able to finish the call within the qualifying time of five minutes.

Scoring

Scoring will be based time alone, plus penalties for procedural errors and message content.

Disqualification

Inappropriate language used over the radio.

ROPE CLIMB

Number of crew required:	6, 7, 8 or 9
To Qualify:	Combined team time of 3 minutes or less. 5 out of 9 crew members must reach the top of the rope.

Rules

Each participant, starting from a standing position, hands at his/her side, will climb a rope, 18' high and 1-5/8" in diameter. Climbers may start with a jump and use any style of climb. Any crew member who takes longer than 20 seconds and reaches the top will be given the maximum time of 20 seconds. Any crewmember who fails to successfully climb the rope for any reason whatsoever will be given the maximum time of 25 seconds. Descent must be made in a hand-under-hand method; any other means will be considered unsafe. Climbers must climb unassisted, using no rope holders. Crew members may wear their own gloves.

Time will start when the climber's hands touch the rope and stop when the marker is touched.

Crewmembers may request time to set the rope prior to their climb.

Scoring

The team score will be the total time for nine crew members. If the crew competes with fewer than nine scouts, 25 seconds per person less than nine will be added. The team with the shortest combined time will be awarded first place.

Disqualifications

Violation of hand-under-hand descent or other safety rules.

SAILING IDENTIFICATION

Number of crew required:	6
To Qualify:	A score of 15 correct cards or more.

Rules

A sailboat or depiction will be available for the identification of parts. Crew members will line up at attention. At a signal from the judge, the first participant will approach the sailboat and take two tags at random and place them on the identified part of the sailboat. Each person will have a maximum of 30 seconds to place the two tags. The time will start when the tags are picked up and stop when the second tag is placed. Tags not placed within 30 seconds will be handed to the judge and will be counted as misplaced tags.

When the tags have been placed or time has elapsed, the participant will return to formation and the next participant will step forward and take two tags and place them. The crew will rotate in relay fashion in the same order they started the event until 24 tags have been placed or handed to the judge. Once a participant returns to formation, his/her tags may not be moved by anyone.

Scoring

The number of correctly placed tags must be 15 or higher to qualify. The crew with the highest percentage of correctly placed tags will be awarded First Place.

Disqualifications

Talking or moving a previously placed tag will result in disqualification of entire ship.

SAILING PRACTICAL

Number of crew required:	2
To Qualify:	A score of 60 or more.

Rules

One two-person team will sail in a small sloop sailboat over a three-leg course. They will be judged on getting underway, tacking, reaching, running free, controlled jibe, landing safely, and knowledge and observance of Rules of the Road. Boats will be rigged and timing will begin when the boat's lines are cast off. Timing will stop when the boat is made up to the dock. Crew members in sailboats must wear life jackets. Crew may bring their own life jackets or use ones provided. Twenty minutes will be allowed for this event.

Scoring

Points will be earned (maximum of 100). Two points will be deducted for each minute over the time limit of twenty minutes. Team with the highest score will place first.

Disqualifications

Failure to observe proper seamanship and rules of the road.

Collision with other boats or equipment.

Not properly wearing a PFD.

OTHER ACTIVITIES

(Not counted toward THE OLD SALTS' WHEEL)

REGATTA RELAY

Number of crew required: 5

Rules

A relay race for the five crews with the top combined score in the selected events. Each crew will complete 4 selected events in succession. The same rules apply for the relay as for the regular events, unless otherwise noted at the time of competition. Details will be provided prior to the race. Ships may only have one team participate in the relay. The participating ships will be announced after the close of events.

Scoring

The crew with the shortest time to complete the four events will be awarded the trophy.

SCUTTLE OFF

Competition for the four fastest qualifying crews from the Scuttlebutt event. The same team that competed in the scuttlebutt event must participate. The same rules apply as for the scuttlebutt event. Ships may only have one team participate in the Scuttle Off. Each crew will have one opportunity to do three runs and the fastest crew will receive the trophy.

Thank You to the following organizations
for supporting The Old Salts' Regatta



United States Coast Guard Base Alameda
Host: 2018 Old Salts' Regatta

OLD SALTS' REGATTA 2018

PLAN OF THE DAY

Friday, April 27, 2018

1800	Registration Opens
2200	Registration Closes
2300	Lights Out

Saturday, April 28, 2018

0700	Registration Opens (by prior arrangement only)
0600 – 0730	Breakfast
0745	Muster All Crews, Opening Ceremony
0800	Quiz for ALL SHIPS
0800	Event Directors Meeting
0830	Events Open
1130	Events Close
1130 – 1300	Lunch
1230	Events Open
1500	Event Inventory Deadline
1730	Events Closed and Secured
1800	SCUTTLE OFF
1830 – 2200	Dinner & Luau
2300	Lights Out

Sunday, April 29, 2018

0630	Boatswains' Breakfast
0645 – 0745	Breakfast
0745	REGATTA RELAY – Crews assemble at tower
0900	Closing Ceremony
1030	All Hands Base Clean Up
1130	OLD SALTS' REGATTA 2018 Secured

COXSWAIN'S CHECK LIST

Ship Name _____ Regatta # _____

- Boatswain's Chair
- Breeches Buoy
- Bucket Brigade
- Compass & Relative Bearings
- Crew Drill
- First Aid
- Flotilla Drill
- Heaving Line
- Scuttlebutt
- Knots
- Mariner's Quiz
- Marlinspike
- Mystery Event
- Piloting
- Pulling Boat Race
- Radio
- Rope Climb
- Sailing Identification
- Sailing Practical