**Minto Rendezvous Skills Competition 2024**

**September 6-8, 2024**

Bovay Scout Ranch

3450 County Road 317

Navasota, TX 77868

Minto Rendezvous is an annual regional event where Sea Scouts test their knowledge and skills. The competition includes events that test a ship’s teamwork, training, and preparation in a variety of nautical-related events. Some events such as navigation, first aid, knot-tying relays and marlinspike require study and practice. Other events like barrel fill require luck and laughter to run the course.

Ships from across Texas, Louisiana, and Oklahoma look forward to the fun and fellowship.

**Registration**

* Early registration through August 15, 2024: $70 per person, includes meals and a t-shirt
* Registration - August 16-23, 2024: $80 per person, includes meals and a t-shirt
* Late registration - After August 23, 2024: $90 per person, includes meals; no t-shirt

**Boarding Manual**

**Check-in:** Event check-in starts Friday night. Units will be assigned a campsite at that time and participants will need to set up camp. Dinner will not be provided. A Skipper/Boatswain meeting will be held at 2000 and will be followed by cracker barrel at 2030 in the dining hall.

**Meals:** Meals will be provided in the dining hall beginning with breakfast on Saturday and ending with breakfast on Sunday morning. Each ship will be required to aid in serving meals and cleaning the dining hall after meals are completed.

**Billeting:** Unit sleeping accommodation will be in tents provided by the unit. Everyone is responsible for their own sleeping equipment. A schedule will be provided at the first Skipper/Boatswain meeting assigning units for cleaning the shower/restroom facility that is nearest their campsite.

**Medical:** Each ship will provide current BSA Annual Health and Medical Records (part A&B for all Scouting events) available at [www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx](http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx) for each youth and adult that will be on-site during the event. Any injury must be immediately reported to the medic for treatment. In case of a serious injury, the medic will notify the event chairs and council representative.

**What to Bring**

**Suggested Personal Gear**

* BSA Health and Medical form (part A & B) required for every participant
* Water bottle, hydration system to carry during the day
* Activity uniform (Scout t-shirt)
* Sea Scout uniforms (for opening and awards ceremony)
* Clothes and change of clothes appropriate for outdoor weather
* Closed-toed shoes (no open-toed shoes)
* Modest swimwear (when competing in kayak event only)
* Wet socks or water shoes (required for all waterfront events including canoeing); no bare feet
* Rain gear
* Hat
* Toiletries – soap, towel, toothpaste, toothbrush, comb, deodorant
* Personal medications
* Pajamas/nightwear
* Flashlight and extra batteries
* Hand sanitizer, optional
* Insect repellent, optional
* Camping gear
* Ground cloth
* Tent
* Sleeping bag
* Extra sheet or blanket
* Pillow
* Camp chair, optional

**What NOT to bring to camp:** Flip-flops, tank-tops, halters, tube-tops, open-toed shoes. Alcohol, electronics/game equipment, firearms, guns and ammunition, sheath knives, fireworks, illegal drugs, liquid fuel lanterns or stoves, pets, scooters, skates, skateboards, valuables

**Don’t forget to eat dinner before arriving on Friday night.**

**Schedule**

**Friday**

1700 Begin checking in, campsite setup (eat dinner before arriving)

2000 Skippers, boatswains and judges meeting

2030 Cracker barrel

2200 Lights out

**Saturday**

0600 Reveille

0700 Breakfast

0800 Flag ceremony

0810 Competition events

1200 Lunch

1300 Competition events

1730 Competition ends

1800 Flag ceremony

1800 Dinner

1900 Kayak Race

After Campfire Skit

2200 Lights out

**Sunday**

0700 Reveille

0800 Breakfast

0840 Interfaith worship service

0930 Awards ceremony

1100 Camp inspection

1130 Check out

**General Orders**

**Adult Leadership:** Each unit must have at least one adult leader for each 10 youth with two adults minimum. Units with female members present must provide appropriate female adult leadership. Arrangements with companion ships may be made to share gender responsibility so long as the ships are immediately adjacent in camping location and the responsible adult understands and conscientiously accepts the increased responsibility. All adults are expected to cooperate and participate when called upon by the rendezvous staff. Adult participation includes judging of events, campsite monitoring, kitchen staff, score sheet control, timekeeper, service watch, or other duties assigned by the event chair.

**Courtesy:** Leaders should impress upon their members the necessity of exemplary conduct at all times. If youth behave in an unScoutlike manner while competing, they may be disqualified from that event. Inappropriate behavior will not be tolerated!

**Smoking:** An important way adult leaders can model healthy living is by following the policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

**Adult Responsibility:** Units are responsible for their camping areas and their bathroom facilities. Facilities will be inspected prior to check out on Sunday. Other adults will be responsible for the final cleanliness of the dining hall (including restrooms).

**Shore Leave:** There is no shore leave. All youth are responsible for staying within the limits of Bovay Scout Ranch. Ship officers and adults are responsible for compliance with this rule.

**Swimming:** Swimming is not permitted except as part of scheduled events.

**Campfire:** Campfires and outdoor cooking are not allowed during the event.

**Liquor or Drugs:** Possession or consumption of intoxicating products or drugs of any kind by participants, guests, or adults will not be tolerated at any time during the rendezvous. Violation of this regulation will result in immediate expulsion from the rendezvous.

**Medications:** Anyone requiring refrigeration for medication should notify the event medic.

**Special Accommodations:** If special accommodation is necessary for anyone attending the rendezvous, the unit leaders should notify the organizers prior to the event.

**Food Allergies:** Special dietary needs or specific food allergies must be listed on the registration form and submitted on time.

**Events, Scoring and Rules:** Please read the page on events, scoring and rules carefully. The scoring and participation may not be the same as other rendezvous. Teams participating in trial events will receive participation points.

**Awards:** Awards will be presented to each participating ship. First, second, third and fourth places will be presented in addition to participation awards.

**Scouting Safely:** The BSA's commitment to safety is ongoing and we want you to know that the safety of our youth, volunteers, staff, and employees cannot be compromised. The Boy Scouts of America puts the utmost importance on the safe and healthy environments for its youth membership. The Sam Houston Area Council takes great strides to ensure the safety of its youth as well as the adult volunteer leadership that interacts with them.

BSA Guide to Safe Scouting policies must be followed. All participants must follow Youth Protection Guidelines at all Scouting events. Highlights include:

* Two-deep leadership on all outings required.
* One-on-one contact between adults and youth members is prohibited.
* The buddy system should be used at all times.
* Discipline must be constructive.

Health and safety must be integrated into everything we do, to the point that no injuries are acceptable beyond those that are readily treatable by Scout-rendered first aid.

**Contact**: For additional information, contact Cassie Johnson at ch.johnson@sbcglobal.net or Richard Lipham at lipham@aol.com.

**Minto Rendezvous Events and Rules**

Please read this carefully to all youth and adult participants. The scoring and participation may not be the same as other rendezvous. Teams participating in trial events will receive participation points.

**Rules of Competition**

**Note:** Events may be canceled or modified if conditions make it necessary.

* Unit teams must be composed of only their own members. If a unit does not have enough members present to compete, the Rendezvous Committee will form a combined team so all may participate.
* All teams are expected to arrive ready to compete in each event they enter. Teams are encouraged to "try" events. If a team is totally unfamiliar with an event, then it should observe other teams before attempting the event. The judges are not there to provide instruction; however, they are responsible for safety. All "ready to compete" teams shall be given priority at the event.
* Units and teams shall compete entirely on their own without adult coaching. During the competition, a team shall not receive any guidance, shouted instructions, hints or other assistance from adult leaders or other shipmates not in the team competing at that time. Violations can result in disqualification from the event.
* Each team shall have a leader. The judge will converse only with that leader. Team leader’s members may listen to the conversation but are not allowed to participate in it unless invited to do so by the judge.
* Event rule changes and or scoring procedures may be necessary because of a variety of conditions. These changes should be reviewed by the rendezvous chair prior to implementation. All teams participating in the event should be instructed in any changes.
* To be eligible for overall standings each unit must enter at least 14 events including Mariners Quiz, and the First Aid Challenge.
* Judges are specifically prohibited from demonstrating or otherwise giving instructions in the methods by which an event should be performed unless there is a risk to someone's personal safety. Judges are prohibited from telling any unit how other units have performed an event or what they scored. They can give the unit the raw score/time for their performance.
* Protests must be submitted to the Rendezvous Committee in writing within one hour of the close of the event being protested. The protest shall include all relevant details and can only be submitted by the ship's boatswain. All protests will be handled by the Rendezvous Committee.

**Scoring**

10 points First place

7 points Second Place

5 points Third Place

3 points Fourth Place

1 point Participation by unit not placing in an event.

**Note:** Ships in a tie for an event divide the combined score for the places they would occupy. Example: a tie for first and second would split 17 points giving each ship 8.5 points. Overall scoring is based on the total of all events with scores. It is to a ship's advantage to participate in as many events as possible. Overall ties for the rendezvous will be broken by selecting the tying unit with the highest percentage in the Mariner Quiz. If the Mariner Quiz is a tie, the First Aid score will be used to decide the winner.

**Minto Rendezvous Events**

All events are scored with the entire ship required to participate in some events, and others require smaller teams. A ship can field as many teams as it can staff with no scout serving on more than one team, so larger ships may have multiple teams competing. Teams as small as 4 people can compete successfully in all events but may find themselves disadvantaged in a few events such as the Marlinspike Seamanship where extra hands to splice and sew make a difference. Each team will be scored separately and only the highest scoring team will be used for the ship’s score in the overall recognition. See below for the details of each event.

**Mandatory Events**

1. Mariner’s Quiz\*
2. 1st Aid Challenge\*

**Optional Events**

|  |  |  |
| --- | --- | --- |
| 1. Ring-Buoy Toss
2. Heaving Line
3. Knot Tying
4. Radio Communications\*
5. International Code Flags
6. Piloting\*
 | 1. Blindfold Sunfish Rigging
2. Ground Tackle/Motorboating
3. Nomenclature
4. Rules of the Road
5. Marlinespike
6. Barrel Fill
 | 1. Clove Hitch on a Tree
2. Double-the-Angle-on-the-Bow
3. Emergency Station
4. Kayak Race
5. Campfire Skit or Song
 |

 \*Crews must sign up for a scheduled time for these events.

**Events**

1. **Mariner's Quiz (dining hall)**

Team: All ship youth

Purpose: To test the knowledge of the ship. The test will cover material required for Apprentice and Ordinary rank.

Scoring: Percentage of questions answered correctly. Scores will be averaged based on the number of participants on the team.

Procedure: A quiz will be given, consisting of multiple choice, true false and matching, as appropriate. Each registered youth member will be required to take the quiz unless they have been a member for less than eight weeks. The scores will be averaged for the team score. (Time: 45 minutes max)

1. **First Aid Challenge (dining Hall)**

Team: 4 - 6

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

Procedure: 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 team will provide their own victim if they have sufficient team members; otherwise, another volunteer will be the victim. CPR mannequins will be provided for a demonstration of CPR techniques, if necessary. (Time limit: 30 minutes.)

Primary Reference: American Red Cross First Aid/CPR/AED for Schools and the Community, 3rd Edition.

**3. Ring-Buoy Toss (pool)**

Team: 4 - 6

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

Scoring: Each participant will be allowed three attempts to score. Successful first throw=15 points, second=10, third=5. No score will be awarded for unsuccessful attempts. The average of all members will be the score.

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:

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.

The ring buoy or line hits a crossbar (arm) of target, or lands in the area encompassed by the arms of the target.

Ring buoy or line lands near target but floats into and touches target within 10 seconds. All other throws will be considered unsuccessful. The 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 the gear is tangled, just drop it and recoil - do not throw, it will be counted as one of your throws. (Time: 6 Minutes)

**4. Heaving Line (lawn)**

Team: 4 - 6

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 or Coast Guard approved throwing ball.

Scoring: Each participant will be allowed three attempts to score. Successful first throw=15 points, second=10, third=5. The average of all members will be the score. No score will be awarded for unsuccessful attempts. Physically disabled team members 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, 5-6' 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 monkey’s 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. (Time: 6 minutes)

**5. Knot Tying (porch)**

Team: 4- 6

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. Time is a tiebreaker.

Procedure: Equipment will consist of line of the type and quantity suitable to tie each particular knot or hitch required. A time limit may apply. The clove hitch, timber hitch, and two half hitches must be tied around the rail. The 10 required knots are as follows:

Bowline (inside, left or right-handed)

Bowline on a Bight

Cleat Hitch (tied to a cleat; bitter end must be on opposite side of cleat as load end)

Clove Hitch

Figure Eight Knot

Overhand Knot

Sheet Bend (ends of both lines must be on same side of knot and bight must be in the larger line)

Square Knot

Timber Hitch (must be tied following the lay of the line)

Two Half Hitches

Primary Reference: Sea Scout Manual, current edition

**6. Radio Communication (health lodge)**

Team: 4 - 6

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

Procedure: The team members will be given a "situation" for which they will be required to place a simulated call to the Coast Guard for emergency assistance. (Time limit: 15 minutes.)

Primary Reference: Sea Scout Manual, current edition, Secondary Reference: BSA Radio Merit Badge Pamphlet, current edition

1. **International Code Flags (breezeway)**

Team: 4 - 6

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

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

Procedure: Team will be divided into halves with each provided a copy of 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. The team 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:

* Improper signal acknowledgment.
* Failure to wait for signal acknowledgment.
* Failure to put gear away and/or properly.
* Talking between teams.

Primary Reference: The International Code of Signals, current edition; Secondary Reference: Sea Scout Manual, current edition

**8. Piloting (dining hall)**

Team: 4

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

Scoring: 200 points possible (100 points per team)

Procedure: Team will schedule a one-hour slot for Saturday at the Skipper/Boatswain/Judge meeting on Friday. The team will work in teams of two. A navigation challenge 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 a 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. Event equipment and charts will be provided. (Time limit: 1 hour)

Primary Reference: Sea Scout Manual, current edition; Secondary References: Chapman Piloting, Current Edition, Dutton's Navigation and Piloting, Current Edition

**9. Blindfold Sunfish Rigging (lawn)**

Team: 4 - 6

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

Scoring: The fastest time wins.

Procedure: A Sunfish will be provided with the sail attached to the boom and gaff. The halyard will be attached to the gaff with the running end laced around the gaff, boom, and sail. The sheet will be attached to the boom by being in the blocks and laced around the sail, boom, and gaff to have them properly prepared for transporting. The tiller will be attached to the rudder, and the dagger board will be beside the Sunfish. The team will be behind a mark and all but the crew leader will be wearing blindfolds. At the command to begin, the crew leader will verbally move the team into position and instruct them by word, but not by touch, to properly rig the craft, move it from the starting point to a finish point and raise the sail. The sheet will then be cleated, and the time will stop. Time will be added for improper rigging of the sheet, halyard, tiller, and rudder, belaying of halyard to cleat, dropping the boat, etc. Time will be used as a tiebreaker. The equipment is to be returned to its original position or points will be deducted from the score.

Primary Reference: Sea Scout Manual, current edition

**10. Ground Tackle and Motor Boating (waterfront)**

Team: 4 - 6

Purpose: To determine the proficiency of the team in safely and properly handling a small motorboat.

Scoring: 100 points possible

Procedure: Equipment will be a small motorboat, such as a flat bottom with outboard. The team will be required to load a small motor vessel safely and properly with safety equipment and board. Under the guidance of the cox'n, the team will properly anchor the vessel, considering all present weather and water conditions. Motor boating team 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.

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

* Appoint jobs for each team member.
* Instruct team on use of life preservers.
* Instruct all present that there will be no smoking allowed.
* Check for fuel vapors in the bilge.
* Measure fuel supply.
* Check fire extinguishers.
* Count life preservers.
* Check to make sure anchor line is clear and rode is secured properly.
* Check that fenders are secure and outboard.
* Check for a compass.
* Ask for any missing safety items.
* Start engine.
* Leave dock.
* Be prepared to respond to a simulated emergency situation while underway.
* Anchor vessel.
* Pull anchor.
* Return to dock.
* Disembark safely.

Primary Reference: Sea Scout Manual, current edition

**11. Nomenclature (safari room)**

Team: 4 - 6

Purpose: To demonstrate the ability of the team to identify objects on board ship.

Scoring: 10 points possible

Procedure: 10 objects used on board a ship (power or sail) will be laid out on a table, out of view in a box. Each team member has one-minute maximum to view the object and record the name of object and its use. Move to the next object when one time limit is up. Continue in this way until all ten objects have been observed. There is NO talking or conferring with other team members. The score for each team will be the average of all members of each team. Spelling MUST be close enough for the judge to be able to tell what is meant.

**12. Rules of the Road and Aids to Navigation**

Team: 4 - 6

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

Scoring: 25 points possible

Procedure: The team will be given a course. There will be a starting point, and a finish. They will need to successfully navigate the “waters” that have been laid out for them. The team will have to correctly use the rules of the road and aids to navigation to be successful. (Time limit: 30 minutes)

Primary Reference: Sea Scout Manual, current edition

**13. Marlinespike**

Team: 4 - 6

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

Scoring: 120 points possible

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

1. Eye splice
2. Back splice
3. Needle whip end of line
4. Sew 4" of round seam
5. Short splice
6. Rope grommet
7. Sew 4” of flat 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: 30 minutes)

Primary Reference: The Marlinspike Sailor, by Hervey Garret Smith; Secondary Reference: Sea Scout Manual, current edition

**14. Barrel Fill (pool)**

Team: 4 - 6

Purpose: The purpose of this event is to demonstrate teamwork and have fun.

Scoring: Based on time, team spirit, wetness of team and dryness of judge.

Procedure: The Barrel Fill will be performed in a relay manner. At the judge's signal, the first member will fill a bucket with water, pour water into a barrel, and return to the starting point. The second person repeats the procedure, and so on, until the barrel is full. Throwing the bucket is not permitted and will result in disqualification.

**15. Clove Hitch on a Tree (lawn)**

Team: 4

Purpose: The purpose of this event is to demonstrate teamwork and have fun.

Scoring: The lowest combined time wins.

Procedure: This is a timed event. Each crew will divide into two pairs of participants. Each pair will run the event and their time will be combined for a total time. The first pair will start from attention. Upon signal, each will take one end of the same dock line and proceed to tie a clove hitch around a tree without stepping within any space measured to be four feet from the tree. Timing ends when the knot is pulled taut against the tree. The second pair then repeats the procedure.

Primary Reference: Sea Scout Manual, current edition

**16. Double-The-Angle-On-The-Bow (lawn)**

Team: 4-6

Purpose: Hone piloting skills

Scoring: The most accurate distance.

Procedure: There will be a designated course near the water’s edge and a designated item to simulate a hazard. The team will be furnished a known distance which may be paced and a hand-bearing compass. The crew will use the double-the-angle-on-the-bow technique to determine how near their course will take them to the hazard. Because this represents a quick decision navigational situation faced afloat and underway, the maximum time allowed is ten minutes. The most accurate distance will be the winner. Time will be used as a tiebreaker. No calculators allowed!

Primary Reference: Sea Scout Manual, current edition

**17. Emergency Station (behind kitchen)**

Team: minimum of 3

Purpose: To demonstrate your ability to keep your ship from sinking.

Scoring: Scoring is a combination of how many emergencies are completed within the time frame and how well each leak is controlled. Successfully stopping the flow, 5 points, stopping flow, with some leakage, 3 points, using a correct technique, 1 point. Success is determined by stopping the leak for at least 30 seconds. Temporarily stopping water, for example using hands, adds 1 point.

Procedure: Each crew will use the provided materials to stop water flow from broken pipe, hose, and fittings. No outside materials may be used at the stations. Before starting, a brief introduction is provided with an overview of the materials available for the emergencies (“know the location and proper use of all lifesaving devices on every boat I board”). After the introduction, crews are allowed a minute to discuss how they will handle the emergencies. Each crew can decide which order the emergencies are presented. At the beginning of each emergency, the emergency kit and other items are replaced into their “storage” container.

Each crew will determine when they are done with each emergency. (Time: 30 minutes)

**18. Kayak Race (pool)**

Team: 2 youth

Procedure: This event will take place at the pool. Each unit will select two youth from the unit to race the kayak. A two-person kayak will be provided. The race will follow the course provided by the event coordinator. During the race the participants will collect the items required by the event. The participants must stay in the kayak during the race. Each race will be timed, the fastest time wins. Points will be given for the items collected.



**19. Campfire Skit or Song (dining hall)**

Team: Determined by the ship, only one entry per ship

Purpose: Entertainment and hilarity.

Procedure: Ships will declare their intention to participate at check-in. A brief overview of the skit must be presented at that time to determine the appropriateness of the subject matter.

The ship’s team will perform on Saturday evening after the Kayak Race.