

WILLIAM M. MINTO INVITATIONAL RENDEZVOUS

SPONSORED BY: SAM HOUSTON AREA COUNCIL

GENERAL INFORMATION

INTRODUCTION: The William M. Minto Invitational Rendezvous was started in 1991 as a venue for Sea Scout ships across the Southern Region to compete. The competition includes over 20 events that test the Ship's teamwork, training and preparation in a variety of nautical related events. The Rendezvous is held over 3 days at the Sam Houston Area Council's Bovay Ranch on Labor Day weekend.

LOCATION: The rendezvous will be held at Bovay Scout Ranch near Navasoto, Texas.

RENDEZVOUS SCHEDULE

SATURDAY

1300	Check In
1500	Fun Events begin including free sailing
1800	Dinner
1900	Evening Fun Events
2200	Skippers, Boatswains and Judges Meeting

SUNDAY

Schedule includes worship service meals and events.
ALL EVENTS WILL BE HELD ON SUNDAY

MONDAY

0730	Reveille
0830	Breakfast **
0930	Awards Ceremony & Uniform Inspection **
1030	Check out

** Dress Uniform required

THE FINAL SCHEDULE WILL BE PUBLISHED AT CHECK IN TIME.

GENERAL ORDERS

WHO MAY ATTEND	All registered BSA Sea Scouts.
ADULT LEADERSHIP	Each unit must have at least one adult leader for each 10 youth with 2 adults minimum. Units with female members present must provide appropriate female adult leadership. All adults are expected to cooperate and participate when called upon by the Rendezvous staff. Adult participation includes judging of events, dorm monitoring, kitchen staff, score sheet control, timekeeper, service watch, or other duties assigned by the Chairman.
COURTESY:	Leaders should impress upon their members the necessity of exemplary conduct at all times. INAPPROPRIATE BEHAVIOR WILL NOT BE TOLERATED! Follow the Code of Conduct and avoid any problems. IN ACCORDANCE WITH BSA GUIDE TO SAFE SCOUTING, SMOKING IS NOT PERMITTED AT SCOUTING EVENTS AND/OR ON SCOUT PROPERTY.
ADULT CAPERS:	Units are responsible for their camping areas and their bathroom facilities. Facilities will be inspected prior to checkout Monday. Other adults will be responsible for the cleanliness of the Dining lodge (including restrooms).
FOOD & EQUIPMENT	All meals will be provided per the schedule. Unit sleeping accommodations will be in camp supplied tents. Each individual is responsible for their own sleeping equipment. Cots are available from the Bovay Quartermaster for a nominal fee for the weekend.
INJURY	Any injury, however slight, is to be reported to the First Aid Station as soon as possible and needed first aid administered. In case of a more serious injury, the Rendezvous Chairman and the Scout Executive must be notified.
SPECIAL NEEDS	Anyone requiring refrigeration for medication should contact the designated first aid officer. Other special medical needs should be brought to the attention of someone on the event committee.
WORSHIP SERVICE	There will be a non-denominational worship service conducted Sunday morning.
SHORE LEAVE	There is NONE. Each Scout is responsible for staying within the Minto area of the Bovay Scout Ranch. Ships officers are responsible for compliance with this rule.
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.
UNIFORM	Bare feet, flip-flops, tank-tops, halters, tube-tops, etc. are not considered acceptable dress. Swim wear is acceptable when competing in water events only. NO OPEN TOED SHOES ARE ALLOWED. A Scout T-shirt or unit uniform is always proper. See the schedule for when the uniform is required.

EVENTS AND SCORING

IMPORTANT - Please read this carefully; the scoring and participation may not be the same as other rendezvous.

In addition there may be several "TRIAL" events for your pleasure and possible future inclusion. You can earn participation points only in designated trial events.

All events are scored with the entire Ship required to participate in some events and smaller crews designated for others. See below for the details of each event. Uniform Inspection and Berthing Inspection are required and will be scored the same as trial events.

SCORING

10 points	First place
7 points	Second Place
5 points	Third Place
3 points	Fourth Place
1 point	Participation by unit but not placing in an event. The team must show some skill in the event with the exception of trial events.
5 points	Trial events

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 Quiz will be used to decide the winner.

CREWS - Some events allow more than one crew, read the instructions carefully. You do not need to enter more than one crew; however, entering the maximum can give more Ship members a chance to compete. Each crew must contain the number of members specified and members can not participate in more than one crew in the same event.

IMPORTANT - When more than one crew can participate, **ONLY** the crew with the highest place will be counted for the Ship's overall score.

EVENTS SUMMARY

1.	Uniform Inspection *	Entire Ship must participate	
2.	Conduct and Leadership	Ship and crews (see explanation)	
3.	Heaving Line	Limit 2 crews of 3 members	
4.	Navigation Problem	Limit 1 crew of 4 members	
5.	VHF Radio	Limit 1 crews of 4 members	
6.	Marlinespike	Limit 2 crews of 4 members	
7.	Scuttlebutt	Limit 1 crews of 6-8 members	TRIAL
8.	Sailing	Limit 2 crews of 2 members	
9.	Knot Tying	Limit 2 crews of 4 members	
10.	Mariner's Quiz *	Entire Ship must participate	
11.	First Aid Quiz *	Entire Ship must participate	
12.	Boatswain Chair	Limit 2 crews of 4 members	
13.	Berthing Inspection	Entire Ship must participate	
14.	Life Boat Scramble	Limit 2 crew of 4 members	
15.	Rules of the Road	Limit 2 crews of 4 members	
16.	Ring Buoy Toss	Limit 2 crews of 3 members	
17.	International Code Flags	Limit 2 crews of 4 members	

18.	Block Reeving	Limit 1 crew of 4 members	
19.	Sail Repair	Limit 1 crew of 3 members	
20.	Barrel Fill	Entire Ship must participate	
21	Rowing	Limit 2 crews of 2 members	TRIAL

* Members with less than 8 weeks can be exempted from these events at registration time.

DESCRIPTION OF EVENTS

1. **UNIFORM INSPECTION.** (Entire unit except those members in Scouts less than 8 weeks) Each member of the Ship must wear the dress uniform of the unit. Judging will be based on uniformity within the unit; this includes shoes, belts and hats if worn. All patches and badges must be worn in accordance with the Sea Scout Manual (note - square knots representing youth awards may be worn). To receive the points associated with this event the unit must be uniformed in a similar fashion. This event has its own recognition.
2. **CONDUCT AND LEADERSHIP.** The Ship and its individual crews will be judged on its conduct and leadership at all events. These scores will be combined to determine an overall score. The Ship must participate in at least 12 of the scored events. The judges will be looking for the leadership exhibited by the crew leader when the crew approaches the event to participate, while they are there and competing, and how they depart the event. This event has its own recognition.
3. **HEAVING LINE.** (2 crews of 3 members) Each crew member will have 3 chances to make a successful heave using a standard heaving line. The target will be 5-6 feet wide and about 40 - 50 feet from the throwing line. A successful throw is when the end of the line goes over the target and the line rests on the target. As soon as a successful throw is made the member steps down and the next crew member tries. Scoring for the contestants: 15 points if made on the first throw, 10 if made on the second throw, and 5 if made on the third throw. The score is based on the total points scored by all three crew members. A time limit of two minutes will be allowed for each contestant.
4. **NAVIGATION PROBLEM.** (1 crew of 4 members) This event requires a four member crew to plot a course on the provided chart, and calculate compass courses with consideration for variation and deviation. The crew will also have to identify symbols on the chart and determine times of arrival, etc. Scoring will be based on the number of correct answers. Equipment will be provided. There is a 45 minute time limit and the Ship **MUST SCHEDULE A TIME WITH THE JUDGES** at the Saturday morning boatswain's meeting.
5. **VHF RADIO.** (1 crew of 4 members) This event is a simulation event that requires correct VHF radio procedures to master. Scoring will be based on correctness of team performance.
6. **MARLINESPIKE.** (2 crews of 4 members) Each crew member must know how to complete the short splice, back splice, long splice and eye splice. When the crew is ready the judge will assign any one of the four splices to each member. Each member must complete the assigned splice without assistance within the 15 minute time limit. The splices will be judged on correctness and neatness; time will be used as a tie breaker.
7. **SCUTTLEBUTT.** (1 crew of 6 - 9 members) This event is a "TRIAL EVENT". The event is timed and consists of lashing 3 sixteen foot poles together to form a tripod and raising a barrel of water and then taking down the equipment. The minimum crew size is 6 for safety reasons – ships will be combined as needed.
8. **SAILING** (2 crews of 2 members) This event will test the crews ability to handle a Sunfish sailboat around a course. This will be a race with multiple heats as required.
9. **KNOT TYING.** (2 crews of 4 members) This is a timed event. The crew leader will line up the crew in any order but it can not change after the event starts. When the judge says "start" the first member of the crew will come forward and tie the knot designated by the judge. Then the next member will tie the next knot in a relay fashion until all the knots are attempted. The knots will be square, clove hitch, bowline, bowline on a bight, figure eight, midshipmen's knot(tautline), 2 half hitches, any tying off a cleat. The knots shall be tied in accordance with the Sea Scout Manual **PRIOR TO THE 10TH EDITION.**
10. **MARINER QUIZ.** (entire unit except those members in Scouts less than 8 weeks) Each unit member will receive a written test on seamanship, safety, etc. Questions will come from the Sea Scout Manual. The score will be based on the average percentage scored by all members. **IF ANY MEMBER CHEATS ON THE TEST, THE ENTIRE UNIT WILL BE DISQUALIFIED.**
11. **FIRST AID QUIZ.** (entire unit except those members in Scouts less than 8 weeks) This test will be given at the same time as the Mariner quiz, but it will be scored separately. It will consist of multiple choice questions based on the material in the current Red Cross First Aid Manual. The score will be based on the average percentage scored by all members.
12. **BOATSWAIN CHAIR.** (2 crews of 4 members) This is a timed event. When the judge says "go" the crew races to the rope and ties a French bowline and when complete yells "stop". The clock is stopped so the judge can check the knot. When the judge says go the crew members together will hoist the tied member until that person can touch the block (approximately 20 feet) at which time the clock will be stopped. The crew shall lower the

- tied member safely. The knot shall be untied and the crew members switch places and repeat the event. If the knot is tied incorrectly the judge will untie the knot, say "go", continue the time, and the crew has one more chance to retie the knot correctly.
13. **BERTHING INSPECTION.** (entire Ship) The purpose of berthing inspection is to keep the quarters area in a respectable condition at all times and provide a cleaner and safer environment. Berthing will be judged on proper gear stowage (40 points), neatness of bunks (20 points), neatness of floor and living area (20 points) and uniformity (20 points). Each member will receive points for their area and all points will be totaled and divided by the number of unit members. Judging times will be unannounced. It is the Ship's responsibility to clearly identify their area. This event has its own recognition.
 14. **LIFEBOAT SCRAMBLE.** (2 crew of 4 members) This event is timed. All contestants must wear PFDs which are put on before the clock starts. At the start the crew shall jump off the dock and swim to the life raft and turn the raft right side up; each crew member must be approximately half in the raft. The crew then must propel the raft to the designated mark.
 15. **RULES OF THE ROAD.** (2 crews of 4 members). This event will be a relay of the crew members in identifying lights and appropriate rules from flash cards. Total quantity correct will decide the finishing place with time used as a tie breaker.
 16. **RING BUOY TOSS.** (2 crews of 3 members) Each crew member will have three chances to make a successful toss using a life ring with line attached. The target will be 30 - 35 feet from the throwing mark. A successful throw is one where the life ring does not hit the target, but the line lands across the subject with the life ring beyond it. As soon as a successful throw is made (up to three attempts) the crew member steps down. Scoring for crew members: 15 points if made on the first throw, 10 points on the second throw, and 5 points on the third throw. The crew score is based on the total of its 3 crew members. A 2 minute time limit will start with the first toss of each crew member.
 17. **INTERNATIONAL CODE FLAGS.** (2 crews of 4 members) The crew leader will line up the crew in any order but it can not change after the event starts. When the judge says start the first member of the crew will come forward and identify from flash cards 3 international code flags, then the second member will come forward and identify 3 flags and so on until all 26 flags have been shown. Total quantity correct will decide the finishing place with time used as a tie breaker.
 18. **BLOCK REEVING** (1 crew of 4 members) The crew as a team will rig and use a two-fold tackle, a luff tackle and a gun tackle. The standing part of the line will be secured to the block eye or becket with a bowline. As soon as rigged each tackle will be used to lift a weight of approximately 35 pounds a distance of 3 feet. The free end of the line shall be secured to a cleat per the Sea Scout Manual diagram for a cleat hitch. Each tackle will be done in order after the previous one is complete. The scoring will be based on time with a 15 second penalty for incorrect knots and a 30 second penalty for incorrect tackle, fouling of rig and not lifting the weight the prescribed distance.
 19. **SAIL REPAIR** (1 crew of 3 members) Each crew member must know how to complete a round seam, flat seam and a grommet in cloth. When the crew is ready the judge will assign any one of the three items to each member. Each member must complete the assigned item without assistance within the 15 minute time limit. The items will be judged on correctness and neatness; time will be used as a tie breaker.
 20. **BARREL FILL** (Entire unit) This event will be performed in a relay fashion. At the judge's signal the first member will fill a bucket with water and proceed to the barrel and pour the water in the 55 gallon drum, return to the starting point and pass the bucket to the next ship member. This will continue until the barrel is filled to the designated mark. This is a timed event.
 21. **ROWING** (2 crews of 2 members) This event is a "TRIAL EVENT". Rules will be published at the officers meeting Saturday night.

RULES OF COMPETITION

PLEASE READ THESE RULES CAREFULLY TO ALL YOUTH AND ADULTS

Units must be composed of only its own members. Loaning of members is not permitted. Any borrowing of members must be approved by the Rendezvous committee. Any "**COMBINED**" units are not eligible for any overall awards.

All units are expected to arrive "ready to compete" in each event they enter.

Units are encouraged to "try" events. If a unit is totally unfamiliar with an event then it should observe other units before attempting the event. The judges are not there to provide instruction, however, they are responsible for safety. All "ready to compete" units shall be given first priority at the event.

Units and crews shall compete entirely on their own without adult coaching. **DURING COMPETITION A CREW SHALL NOT RECEIVE ANY GUIDANCE, SHOUTED INSTRUCTIONS, HINTS OR OTHER ASSISTANCE FROM ADULT LEADERS OR OTHER SHIPMATES NOT IN THE CREW COMPETING AT THAT TIME.** Violations can result in disqualification from the event.

Each crew shall have a leader. The judge will converse only with that leader. Crew leaders 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 with the Rendezvous Chairman prior to implementation. All crews 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 Uniform Inspection, Conduct and Leadership, Berthing Inspection, Mariners Quiz and First Aid Quiz.

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 Chairman 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 protest will be handled by the Rendezvous Chairman and a committee appointed by same.

AWARDS

Awards will be presented to each participating ship. First, Second, Third and Fourth places will be presented in addition to participation awards. Special recognition will be given for the Conduct & Leadership event and the Berthing Inspection event.