

GAM O' GRAM

MAY 13-15



2022

NEWPORT
DUNES

WE'RE BACK!

GS
OC



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WHAT IS GAM?

Many years ago when majestic whales swam off our shores, whalers would gather together to hunt. "Gam" was a term used to describe a herd of whales. As whalers waited for their prey they would pass the time exchanging stories of brave deeds and challenge one another to demonstrate their best skills. These competitions soon also became known as "Gams".

Today, this term is used to describe a group of Senior and Ambassador Girl Scouts who have come together for the same purposes of days gone by...to share stories and demonstrate their skills in a variety of ways...tying knots, singing songs, swimming, boating races, and more. These skills are demonstrated as a troop, a small group, or individually. Our GAM in Orange County has over a forty-year tradition – there are now generations of Girl Scout families that have participated in GAM. The focus today, as in the past, is on camaraderie, fun, and a display of one's best.

GETTING READY FOR GAM

Whether this is your troop's first GAM or 15th, the best way to prepare for GAM is to have the right attitude. FUN and teamwork is a priority. Spend some time as a troop reviewing this GAM-O-Gram and learning about the different events. You will be surprised at how much you may already know. If this is your first GAM your goal may be to just participate in the all-troop events and that's ok – we want everyone to experience GAM and get hooked!

If this is the first time that your troop is participating in GAM here are a few pointers:

- Talk with Girl Scouts who have attended GAM before
- Attend the OD/Advisor meeting
- Look at the Event List and decide what you already know and what you want to learn
- Spend time working on the "fun stuff"...Sea Shanty, some of the land skills, and School of the Crew
- Don't be afraid to ask for help. Check out the GAM webpage at gsocgam.weebly.com Also, the GAM directors, Tricia and Ashley, would be happy to answer any questions.
- Get into the nautical theme. Your troop is a "ship", your president an "O.D." You cook in the "galley" and don't forget TP for the "head."
- Go to the back of this guide and brush up on common terminology we use at GAM – then it won't seem like we are using a different language when you are there!

GENERAL INFORMATION

Arrival Procedures: Your troop may arrive anytime after 1500 on Friday. Please send your O.D. to Headquarters. There she will receive your campsite assignment. Make sure she brings:

- Ship Manifest
- Swim Test for all girls participating in water activities (boating or swimming)

Headquarters: The following services will be provided at Headquarters:

- First Aid
- Lost and Found
- Information
- Changes in events or schedule

Uniforms: We encourage troops to wear a troop uniform throughout the weekend. Traditionally, troops wear an informal uniform on Saturday (often a troop T-Shirt) and something a bit more formal on Sunday for School of the Crew, the Awards and Closing. All participants are expected to wear shoes (**NOT** flip flops) at all times except at the pool on Saturday.

Tag-a-longs and Visitors: This event is for Girl Scouts in grades 9 - 12. Adult visitors are invited to meet troops at the pool for the swimming events and/or Sunday for Awards and Closing only. Any parking fees charged by the Newport Dunes are the responsibility of the visitor.

Food: All meals are the responsibility of your troop. Please make sure that you have plenty of liquids available. You will need to provide for all of your own cooking and camping equipment.

Water: Bring containers to haul water to your site. Bringing a wagon is a GREAT idea.

Fires: Depending on your type of cooking fire, be sure to have the proper safety equipment.

Campsites: All campsites will be inspected at least once sometime on Saturday. It is expected that throughout the weekend troops will maintain the criteria as expressed in the Inspection Check-Sheet.

Colors: Each troop should properly display the United States flag throughout the weekend. In addition, a troop banner with the troop's number and/or name should be displayed.

Smoking: Smoking is allowed, by adults only, in the parking lot.

Flag Ceremonies: All participants are required to attend flag ceremonies. If your troop is interested in providing this service, please indicate this at the OD meeting.

Special Needs: If any girl has a special need and will need some of the events adapted or has a special need in regards to campsite, please make note on the registration form and contact GSOC prior to the weekend so that appropriate accommodations can be made.

Safety Wise: The book *Safety Wise* is no longer in publication. The information has been split into the Girl Scout Safety Activity Checkpoints and Volunteer Essentials Chapter 4: Safety-Wise (both available on the GSOC Volunteer Network). The last publication of Safety-Wise (2000) is still an excellent reference and is relevant for the purposes of this event.

Swim Test: All girls that will be participating in water activities (boating or swimming) will need to complete a swim test within 1 year of GAM. A swim test form has been provided at the back of this GAM O' Gram and can be signed off by any certified lifeguard. The swim test forms will be collected on Friday during check in.

Parking: Two vehicles are included in the registration fees. All other vehicles are subject to fees imposed by Newport Dunes. Parking is a distance from the campsite so PLAN ON BRINGING A WAGON.

Participation Fee: Registration will be completed through the Double Knot program. The event fee covers all expenses except for meals. Dates for registration will be announced at the OD meeting and on the GAM website. Once registration closes the participation fee can be transferred to other girls and adults but no other participants can be added.

EVENT INFORMATION

Participation: All troops are expected to participate, as a minimum, in the following events:

1. Class A Test
2. A minimum of two Land Skill events
3. A minimum of two swimming events
4. A minimum of two boating events for form
5. Sea Shanty

Troop Configuration and Participation: Each registered troop is expected to have the appropriate adult-girl ratio as stated in Chapter 4: *Safety-Wise* in Volunteer Essentials. If you are planning to combine with another troop for some of the events, please inform the GAM directors at the Friday OD meeting. Troops may only combine for the swimming events, School of the Crew, Message to Garcia and boating races. All requests for combining must be made before the start of the event.

Protests: All protests must be in writing, written by the girl making the protest.

Tests: Girls should bring a clipboard and pencils to all written tests. These items will not be provided. If specific equipment is necessary for the event, it will be noted in the event description.

Study Guide: All information that was previously contained in the GAM Study Guide is now included in this GAM-O-GRAM. For convenience in website links this information is also available on the GAM website, gsocgam.weebly.com

Awards: The following troop point totals will determine the award category. Top Ship awards will also be presented for the highest score in each event (except boating and swimming races).

| Classification | Points | Classification | Points |
|-----------------------|---------------|-----------------------|---------------|
| Catboat | 0-60.9 | Brigantine | 180-224.9 |
| Sloop | 61-109.9 | Clipper | 225 or higher |
| Schooner | 110-179.9 | Golden Clipper | Most points |

FRIDAY CHECK-IN

Your troop may arrive anytime after 1500 on Friday. Please send your O.D. to check in at Headquarters. The OD should bring the completed **SHIP MANIFEST** to check in.

OD Meeting

Your GAM leadership, or Officers of the Deck, will have an OD meeting on Friday evening at headquarters.

At this meeting we will go over any special information for the weekend, sign up for Saturday boating times and answer any necessary questions. Please bring your troop's swim test forms to this meeting to be checked. Wristbands for swimmers and boaters will be distributed at the meeting and then the swim test forms can be kept at your campsite.

SAMPLE GAM SCHEDULE

PLEASE NOTE: This schedule is a sample of past GAM's until final arrangements with the pool are secured. Once they are in place, if there are changes, a final schedule will be sent to all registered troops. We will do our best to keep as close to the schedule below as possible. Thank you for your flexibility!!

| | | |
|-----------------|-----------|--|
| Friday | 1500 | Troops Drop Anchor and Check in at Headquarters |
| | 1600-1800 | Optional boating practice (tides permitting). You must check in by 1700. |
| | 1800-2030 | Troops are able take the Emergency Preparedness Test |
| | 2030 | OD Meeting at Headquarters, 1-2 girls per troop |
| | 2100 | Open Ship Party |
| | 2300 | Lights Out |
| Saturday | 730 | Flag Ceremony and Announcements |
| | 0745-0845 | Class A Test |
| | 0900 | Message to Garcia |
| | 1000-1430 | Landskill and Seamanship Events |
| | 1430 | Transport to Pool |
| | 1500-1700 | Swimming Races @ Newport Mesa YMCA |
| | 2000 | Campfire and Sea Shanty |
| | 2300 | Light's Out |
| Sunday | 0730 | Flag Ceremony |
| | 0800 | Boating Races & Fun Event |
| | 1030 | School of the Crew |
| | 1130 | Awards Ceremony, Senior Tribute |
| | 1230 | Check Out and Sail Away |

GAM NON – COMPETITIVE EVENTS

OPEN SHIP PARTY

On Friday evening, beginning at 2100, there will be an Open Ship Party. This is a fun way to get together with other Senior Girl Scouts to sing songs, tell stories, catch up with friends or make new ones. Treats will be served. If your troop is interested in hosting this party, please notify the GAM staff. Money will be provided to that troop to do the shopping for the party.

GRADUATING GIRL SCOUT AMBASSADORS

On Sunday prior to the Awards Ceremony time will be provided for troops to informally recognize their graduating Girl Scout Ambassadors. This can include a *brief* statement or small gift to commemorate their last GAM. There will be a special recognition for each graduating Girl Scout Ambassador. Please be sure to fill out the Graduating Girl Scout Ambassador Recognition Questionnaire and return it to Headquarters upon checking in on Friday.

SCOUTS OWN

A Scout's own will be held Saturday evening after campfire. If your ship is interested in hosting scouts own please indicate on your registration or tell us at the OD meeting.

OVERVIEW OF GAM COMPETITIVE EVENTS

Class A Test

The Class A test kicks off our competition on Saturday morning. This test evaluates each girl on flag etiquette, Girl Scout know-how, nautical know-how and navy time/bell time and watches. The troop score is determined by averaging each individual girl's score.

Flag Folding & Flag Ceremony

Throughout the weekend two random girls from each troop will be chosen to fold the American flag. Troops will also earn points for attending the flag ceremony on Saturday and Sunday morning.

Emergency Preparedness

This is a written, all-troop event. Troops may take this test on Friday evening (most do) or Saturday. The entire troop will pool their knowledge on safety and emergency preparedness.

Land Skills

Land skills take place Saturday. Land skill events may require either several girls or your entire troop. They represent a wide range of knowledge including code flags, compass & relative bearings, knots, marlinspike, rules of the road/aids to navigation, and weather & tides. Some of the events are written and others are practical. Be sure to have pencils and clipboards at appropriate land skill events.

Seamanship Events

Water! Small groups and individual girls will demonstrate their knowledge (and perhaps speed) of rowing, canoeing, kayaking and sailing. The form events take place Saturday and the racing events are held on Sunday. Times for completing these events will be chosen at the O.D. meeting on Friday evening. In order to give every girl the opportunity to participate and to help troops be on time, you are encouraged to use as many girls as possible rather than limiting these events to "the stars".

Swimming Events

More water! (but cleaner) Swimming events take place on Saturday at a local pool. Girls will demonstrate their agility with the following strokes: freestyle, backstroke, breaststroke and butterfly.

Inspection

Campsite inspection is done throughout the day on Saturday – keep your ship in tip-top shape!

Sea Shanty

The Sea Shanty event is held Saturday evening and brings the entire camp together – a fun way to end the day. Each troop prepares a musical selection to perform around the campfire.

School of the Crew

Left, right, left, right! Halt! On Sunday morning, right before the award ceremony, girls will demonstrate a prepared march and will also be tested in commands. Many troops wear their "Sunday best" for this event.

GAM EVENTS

| EVENT | # GIRLS | MAXIMUM POINTS |
|--|-----------|----------------|
| Class A Test: | All troop | 60 |
| Proper Use and Care of the American Flag | | 10 |
| Girl Scout Know How | | 20 |
| Nautical Know How | | 20 |
| Navy Time, Bell Time and Watches | | 10 |
| Flag Folding & Ceremony: | | |
| Flag Folding | 2 | 3 |
| Flag Ceremony attendance | All troop | 2 |
| Land skills: | | |
| Compass and Relative Bearings | All troop | 15 |
| International Code Flags | All troop | 15 |
| Knots | All troop | 15 |
| Marlinspike | 2 - 3 | 10 |
| Message to Garcia | 6 | 10 |
| Rules of the Road/Aids to Navigation | 2 - 3 | 10 |
| Weather and Tides | 2 - 3 | 10 |
| Seamanship Events: | | |
| Canoeing for Form | 2 | 15 |
| Kayaking for Form | 2 | 15 |
| Rowing for Form | 1 | 15 |
| Sailing for Form (optional/extra credit) | 1 | 10 |
| Canoe Race | 2 | 5 |
| Rowing Race | 2 | 5 |
| Fun Race | TBD | 5 |
| Swimming Events: | | |
| Medley Relay | 4 | 5 |
| Freestyle Race | 1 | 5 |
| Backstroke Race | 1 | 5 |
| Breaststroke Race | 1 | 5 |
| Freestyle Relay | 4 | 5 |
| Rescue Event | 1 | 5 |
| Other Events: | | |
| Ship Inspection | | 15 |
| School of the Crew | All troop | 15 |
| Sea Shanty | All troop | 15 |
| Emergency Preparedness/First Aid | All troop | 15 |
| | | |
| TOTAL POINTS ALL EVENTS | | 300 |

EMERGENCY PREPAREDNESS

All troop members will work together on one written test. Girls should be familiar with the principles of safe boating and Activity Checkpoints (formerly in Safety-Wise, now on Volunteer Network) that relate to aquatic activities. Girls should know how to right a capsized vessel as well as the basics of first aid. Included in this is treatment for shock, wounds, bleeding, breathing, and temperature-related conditions (heat stroke, hypothermia, and burns). Knowledge is often tested by asking the girls to describe the safety precaution that should be taken for various types of events. This event may be taken Friday evening or Saturday during Land Skill events. **There is a 30-minute time limit.**

References: Community First Aid & Safety (2002), ABCs of the California Boating Law (available through California Department of Motor Vehicles and on GAM website), Chapter 4: Safety-Wise in Volunteer Essentials, Girl Scout Activity Checkpoints and BSA Sea Scout Manual.

FLAG FOLDING & FLAG CEREMONY

Flag Folding

During the land skills events, two girls from each troop will be randomly selected to demonstrate the proper way to fold a flag. This portion is worth 3 points.

Flag Ceremony

A flag ceremony will be held on Saturday and Sunday mornings and will be hosted by a troop. Troops will all girls in attendance will earn 1 point for each day.

CLASS A TEST

Every girl participating in GAM will take the Class A Test. Questions will be in the form of multiple choice, true/false, and matching answers. Girls will work individually and have one hour to complete the test. Tests will be administered in a designated testing area. Girls should bring a #2 pencil, clipboard, and beach chair to the event.

The test will be composed of four parts. Below is a brief description of each part:

Proper Use and Care of the American Flag:

Girls should know how to properly display and care for the American flag in all situations. They should be familiar with all aspects of flag etiquette, how to properly dispose of a flag, and how to correctly fold a flag.

References: Sea Explorer Manual, American Legion Flag Code

Girl Scout Know How:

Girls should be familiar with important dates in Girl Scout history, the organizational structure of the Movement, important people, the international aspect of the Girl Scout/Girl Guide organization, program components of Girl Scouting for teens, important insignia, customs and traditions, and key facts as they relate to the Girl Scouts of Orange County and GSUSA. Girls should also be familiar with the Girl Scout Promise, Law, Motto and Slogan.

References: Girl Scout publications relevant to the Older Girl Program, www.girlscouts.org, and *Safety-Wise* (2000).

CLASS A CONTINUED...

Nautical Know How:

Girls should know parts of a sailboat, rowboat, canoe, oar, and paddle. Girls should also study parts of an anchor, types of anchors, types of ships, and nautical terms.

References: BSA Sea Scout Manual, GAM O' GRAM

Navy Time, Bell Time, and Watches:

Girls should be familiar with the organizational structure of standard time and Navy time and should be able to convert one to another. Girls should also be familiar with the order of watches, their corresponding times, and how time is told in maritime settings.

References: BSA Sea Scout Manual

NAVY TIME, BELL TIME, AND WATCHES

The watch system and bell time is the traditional way to tell time in the maritime. Each watch is four hours long, except the dog watches which are divided into two (2) 4-hour watches. This allows the watches to be staggered so that the crew's watch shifts each day. Bells are rung every 30 minutes. When more than one bell is sounded, they are rung in pairs of two. Thus, at 1430 (5 bells) you would hear "ding, ding...ding, ding...ding.

| BELLS | MIDDLE | MORNING | FORENOON | AFTERNOON | 1 st DOG | 2 nd DOG | FIRST |
|-----------------|--------------------|-------------------|--------------------|--------------------|---------------------|---------------------|------------------------|
| 1 . | 12:30 a.m. 0030 | 4:30 a.m. 0430 | 8:30 a.m. 0830 | 12:30 p.m. 1230 | 4:30 p.m. 1630 | 6:30 p.m. 1830 | 8:30 p.m. 2030 |
| 2 .. | 1:00 a.m. 0100 | 5:00 a.m. 0500 | 9:00 a.m. 0900 | 1:00 p.m. 1300 | 5:00 p.m. 1700 | 7:00 p.m. 1900 | 9:00 p.m. 2100 |
| 3 .. . | 1:30 a.m. 0130 | 5:30 a.m. 0530 | 9:30 a.m. 0930 | 1:30 p.m. 1330 | 5:30 p.m. 1730 | 7:30 p.m. 1930 | 9:30 p.m. 2130 |
| 4 | 2:00 a.m. 0200 | 6:00 a.m. 0600 | 10:00 a.m. 1000 | 2:00 p.m. 1400 | 6:00 p.m. 1800 | | 10:00 p.m. 2200 |
| 5 | 2:30 a.m. 0230 | 6:30 a.m. 0630 | 10:30 a.m. 1030 | 2:30 p.m. 1430 | | | 10:30 p.m. 2230 |
| 6 | 3:00 a.m. 0300 | 7:00 a.m. 0700 | 11:00 a.m. 1100 | 3:00 p.m. 1500 | | | 11:00 p.m. 2300 |
| 7 | 3:30 a.m. 0330 | 7:30 a.m. 0730 | 11:30 a.m. 1130 | 3:30 p.m. 1530 | | | 11:30 p.m. 2330 |
| 8 | 4:00 a.m. 0400 | 8:00 a.m. 0800 | 12:00 noon 1200 | 4:00 p.m. 1600 | | 8:00 p.m. 2000 | 12:00 midnight 2400 |

COMPASS & RELATIVE BEARINGS

This is a practical test. Girls need to know the cardinal and intercardinal points of a compass and their relative degrees. Girls also will be tested on the diamond points of a compass and relative bearings of a ship. It is helpful to keep in mind that there are 22½ degrees between each of these 16 points. There will be 40 cards for girls to place on a board and each girl will place ONE card at a time. Girls will continue to take turns placing cards until all the cards have been attempted. Ship scores will be determined by correct placement of the 40 cards and how quickly the cards are placed.

At the beginning of this event a judge will read the rules and instructions to all of the participants. The girls will form a single line behind a cone near the Compass board. Once the judge has given a signal and the event has started the girls will take turns approaching the board, picking up a card from the provided bucket and will attempt to place the card on the board. The other participating girls will remain behind the cone until the card prior has been placed. Once a girl has placed a card on the board she will walk around and rejoin the end of the single file line. The process will continue until all 40 cards have been attempted.

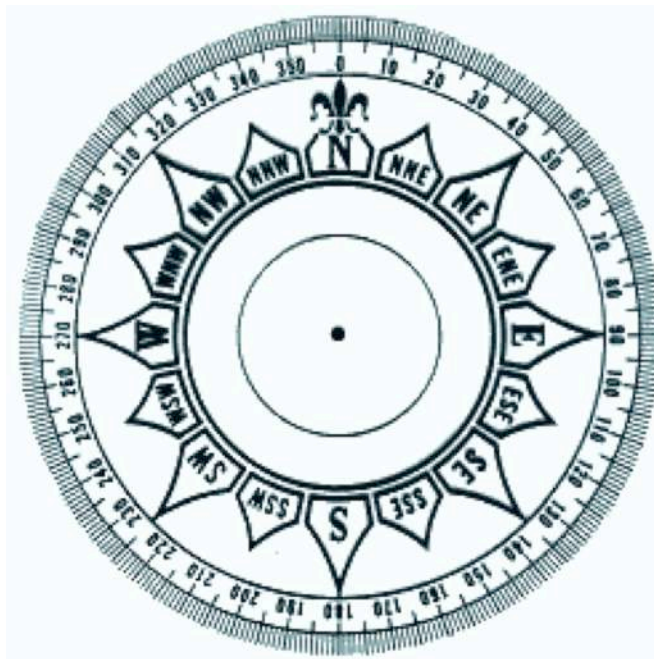
North, or 0 degrees, will be placed on the board as a constant although not necessarily at the top of the board.

Each correctly placed card is worth a ¼ point, for a total of 10 points. The remaining 5 points are awarded for time as follows:

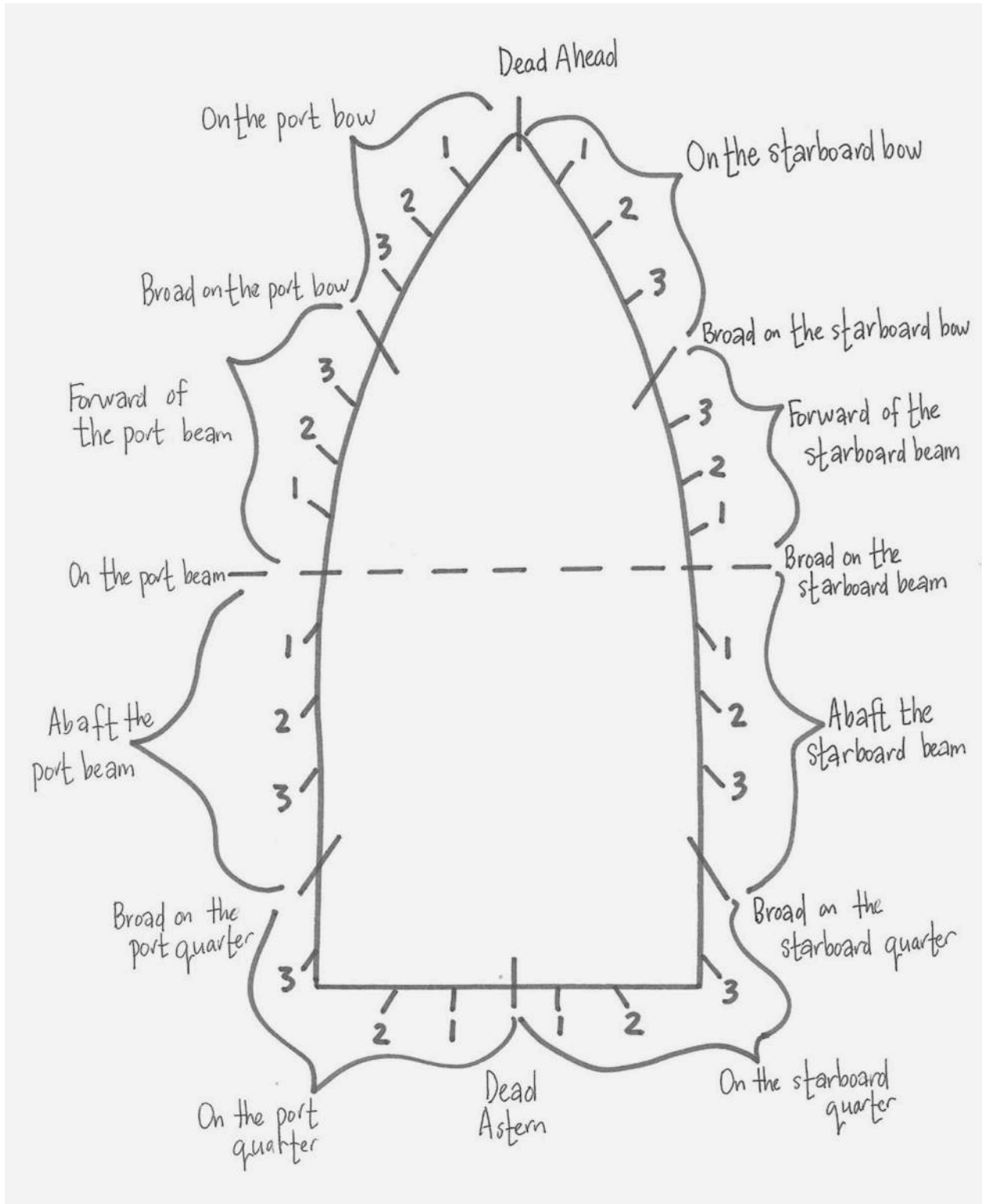
| | |
|------------------------|----------|
| Less than 5:30 minutes | 5 points |
| 5:31 – 6:30 minutes | 4 points |
| 6:31 – 7:30 minutes | 3 points |
| 7:31 – 8:30 minutes | 2 points |
| 8:31 – 9:30 minutes | 1 point |
| More than 9:30 minutes | 0 points |

References: Sea Scout Manual

COMPASS



RELATIVE BEARINGS



INTERNATIONAL CODE FLAGS

Girls should know the names of the International Code Flags, their meanings, number pennants, Answering Pennant and Repeaters. This will be a practical test. There will be 40 cards for girls to place on a board and each girl will place ONE card at a time. Girl will continue to take turns placing cards until all cards have been attempted. Ship scores will be determined by correct placement of the 40 cards and how quickly the cards are placed. As a constant, the letters (A,B,C, etc.) will be placed in alphabetical order on the board.

At the beginning of this event a judge will read the rules and instructions to all of the participants. The girls will form a single line behind a cone near the Code Flag board. Once the judge has given a signal and the event has started the girls will take turns approaching the board, picking up a card from the provided bucket and will attempt to place the card on the board. The other participating girls will remain behind the cone until the card prior has been placed. Once a girl has placed a card on the board she will walk around and rejoin the end of the single file line. The process will continue until all 40 cards have been attempted.

Each correctly placed card is worth a $\frac{1}{4}$ point, for a total of 10 points. The remaining 5 points are awarded for time as follows:

| | |
|------------------------|----------|
| Less than 5:30 minutes | 5 points |
| 5:31 – 6:30 minutes | 4 points |
| 6:31 – 7:30 minutes | 3 points |
| 7:31 – 8:30 minutes | 2 points |
| 8:31 – 9:30 minutes | 1 point |
| More than 9:30 minutes | 0 points |

Many sources have slight variations in the meaning of each code flag. Please refer to the following two pages when studying your code flags.

| Flag | Name | International Meaning | Flag | Name | International Meaning |
|---|---------|-------------------------------|---|----------|-----------------------------|
|  | Alpha | Diver down; keep clear |  | Mike | I am stopped. |
|  | Bravo | Carrying dangerous cargo. |  | November | No |
|  | Charlie | Yes |  | Oscar | Man overboard. |
|  | Delta | Keep clear. |  | Papa | About to sail |
|  | Echo | Altering course to starboard. |  | Quebec | Request pratique |
|  | Foxtrot | I am disabled |  | Romeo | (no meaning) |
|  | Golf | Require a pilot. |  | Sierra | Engines moving astern. |
|  | Hotel | Pilot on board. |  | Tango | Keep clear of me. |
|  | India | Altering course to port. |  | Uniform | Running into danger. |
|  | Juliet | On fire; keep clear. |  | Victor | Require assistance. |
|  | Kilo | Desire to communicate. |  | Whiskey | Require medical assistance. |
|  | Lima | Stop immediately. |  | X-ray | Stop your intention. |

| | | | | | |
|---|-------------------|---|---|---------------|---|
|  | Yankee | I am dragging anchor. |  | Pennant one | 1 |
|  | Zulu | Require a tug. |  | Pennant two | 2 |
| | | |  | Pennant three | 3 |
|  | Code/Answer | Message is understood. Also, numeric decimal point. |  | Pennant four | 4 |
|  | First substitute | Substitute for the first flag in this hoist. |  | Pennant five | 5 |
|  | Second substitute | Substitute for the second flag in this hoist. |  | Pennant six | 6 |
|  | Third substitute | Substitute for the third flag in this hoist. |  | Pennant seven | 7 |
| | | |  | Pennant eight | 8 |
| | | |  | Pennant Nine | 9 |
| | | |  | Pennant zero | 0 |





Knots

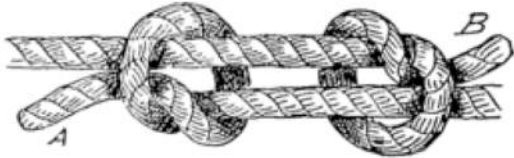
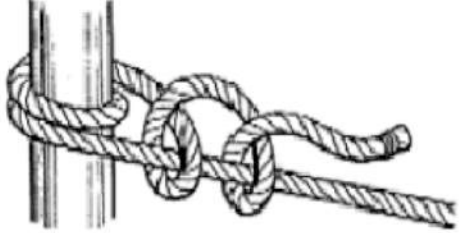
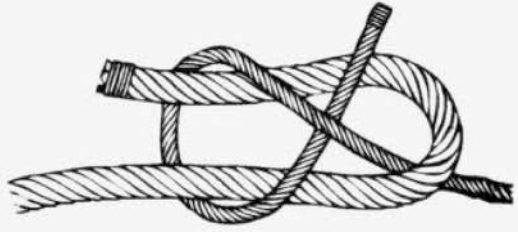

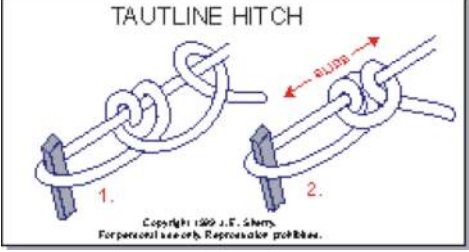
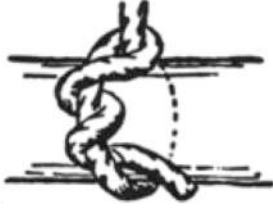
This is a practical test. Girls will complete all of the knots on a knot board provided. All girls should know how to tie the following knots, their names and their meanings. Girls will have 2.5 minutes to complete as many knots as possible. Each knot will be worth 1.5 points. A two- point bonus will be given to anyone who ties all ten knots correctly in 1.5 minutes or less.

Knots to know: Bowline, Clove hitch, Figure eight, Fisherman's knot, cleat hitch, Round turn and two half hitches, Sheet bend, Square knot, Taut line, and Timber hitch.

Note: The version of the knots as listed here will be considered the only correct way to tie the knots. In the event that other resources differ from the GAM-O-GRAM, the GAM-O-GRAM will be the standard used by the judges.

www.folsoms.net/knots/ is an excellent resource and shows step-by-step how to tie each knot.

| Knot | Definition/Use | Picture |
|--------------|---|--|
| Bowline | To make a loop in a line that will never slip, jam, or fail. |  |
| Cleat hitch | To secure a line to a cleat. |  |
| Clove hitch | To temporarily fasten a line around a spar or pile. |  |
| Figure Eight | To keep a line from running through the end of a block or fairlead. |  |

| | | |
|--|--|--|
| <p>Fisherman's Knot</p> | <p>To tie two thin lines of the same thickness together such as fishing line.</p> <p>Note: In order to have this knot scored correctly both parts must be pulled together and "fit".</p> |  <p>FIG. 17.—Fisherman's knot (making).</p> |
| <p>Round turn and two half hitches</p> | <p>To make a line fast to a mooring.</p> |  |
| <p>Sheet bend</p> | <p>To tie two lines together of unequal diameter together so that they will stay tied.</p> |  |
| <p>Square knot</p> | <p>To tie two lines of the same thickness together. Also known as the reef knot.</p> |  |
| <p>Taut line</p> | <p>To make a loop in a line that will slide but not slip.</p> <p>Note: Occasionally this knot is tied with four loops. For the purpose of this event, three loops, not four, will be considered correct.</p> |  |
| <p>Timber hitch</p> | <p>To tow or hoist a pole or spar.</p> <p>Note: There should be three twists of the rope before the rope is secured in the original loop.</p> |  |

MARLINSPIKE


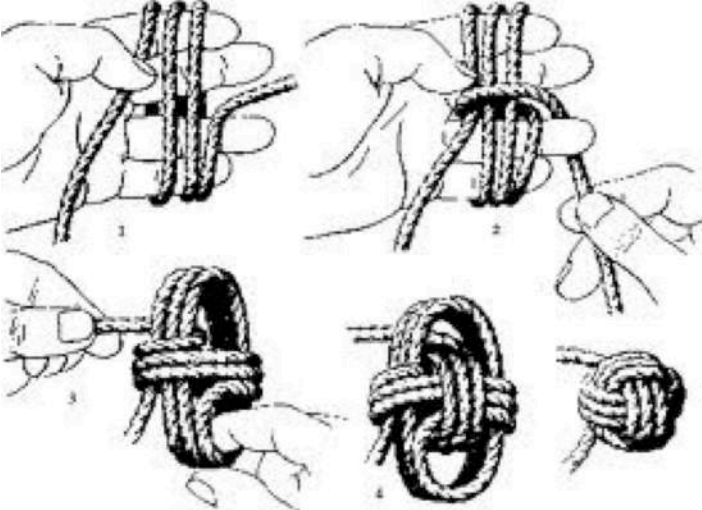
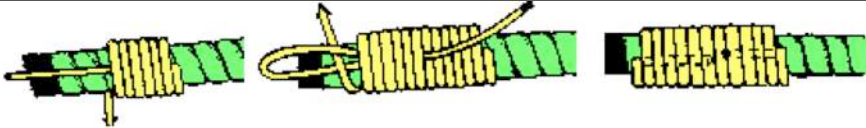
Marlinspike is an event for advanced knots and rope working. This is a practical event for 2-3 girls per troop. Troops will have a one-hour time limit. The participants should attempt at least five of the eight knots presented. Up to two points will be awarded for each task completed beyond this.


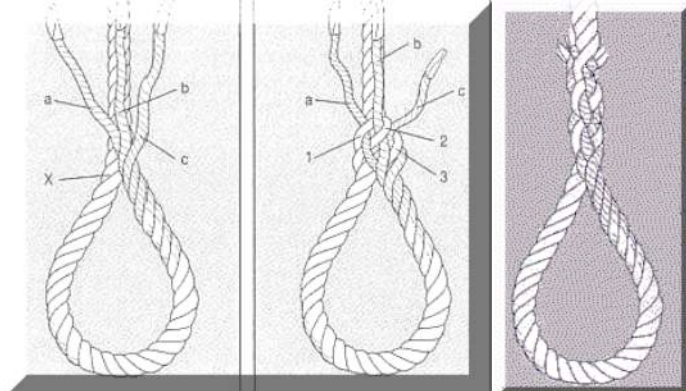
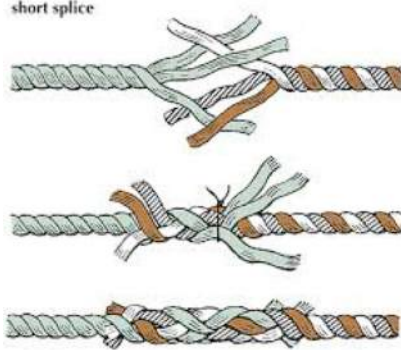
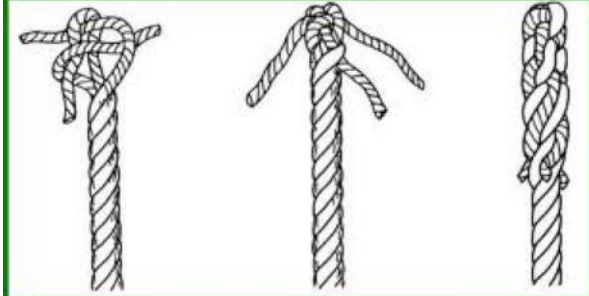
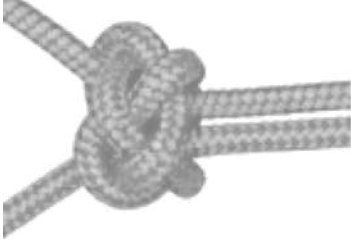
Suitable rope will be provided to complete all tasks. For splicing, a three strand line like sisal will be provided. A thinner, woven line will be provided for the turk's head and monkey's fist. A marble will be provided for the monkey's fist. Only the rope provided may be used. Girls can bring tape, scissors, a knife, and/or a fid to the event, but cannot go back for materials once they have started the event.

Girls should be able to demonstrate the following knots: back splice, eye splice, short splice, double carrick bend, turk's head, monkey's fist, whipping and a diamond knot. Whipping the ends of other knots will be accepted. It is important that all samples be neat and tidy and that the splices are tight. For maximum points in splicing, the ends should be tucked and tapered.

Special equipment: sharp knife, cutting board, fid, tape, scissors
References: Sea Scout Manual

References: Sea Scout Manual, animatedknots.com, GAM O' GRAM, GAM website

| Knot | Picture |
|---------------------|---|
| Double Carrick Bend |  |
| Monkey's Fist |  |
| Whipping |  <p data-bbox="448 1860 1484 1925">Note: Whipping can be demonstrated on the end of another knot; it does not need to be a separate task.</p> |

| | |
|--|--|
| <p>Turk's Head</p> |  <p>Note: ends should be finished and hidden inside the turk's head.</p> |
| <p>Eye Splice</p> |  |
| <p>Short Splice</p> | <p>short splice</p>  |
| <p>Back Splice</p> |  |
| <p>Diamond Knot</p> <p>Also known as the lanyard knot or friendship knot</p> |  |

MESSAGE TO GARCIA

This event will take place on Saturday afternoon and combines girls' knowledge of canoeing, semaphore, and Morse Code.

Six girls are needed for the following roles:

1 Semaphore sender 1 Morse Code sender 2 canoeists
1 Semaphore receiver 1 Morse Code receiver

- The semaphore sender will receive a random twelve-letter message that she will have to send (via semaphore) to the semaphore receiver.
- The semaphore receiver will write the message on the provided paper and hand the message to the girls in the waiting canoe.
- The canoeists (2) will paddle, with the message, out and around a marker and back to shore.
- The message is then handed to the Morse Code sender who will transmit the message into Morse Code. She will then give the message to the Morse Code receiver.
- The Morse Code receiver will translate the dots and dashes of Morse Code back into 12 letters. That girl will then give the message to the judge.

This event will be judged on both speed and correctness. Girls should bring semaphore flags, clipboard and a pencil or pen to the event.

POINT BREAKDOWN

| | |
|-----------------------------|---|
| Semaphore message received | 1/4 point for each correct letter (3 max) |
| Morse Code message received | 1/4 point for each correct letter (3 max) |

Overall times will then be broken into 4 groups:

| | |
|-----------------------------|-----------|
| Top set of fastest ships | 4 points |
| Second fastest set of ships | 3 points |
| Third fastest set of ships | 2 points |
| Fourth fastest set of ships | 1 points |
| Total points possible | 10 points |

Confused?

Check out the GAM website at gsocgam.weebly.com to see a video of the event!

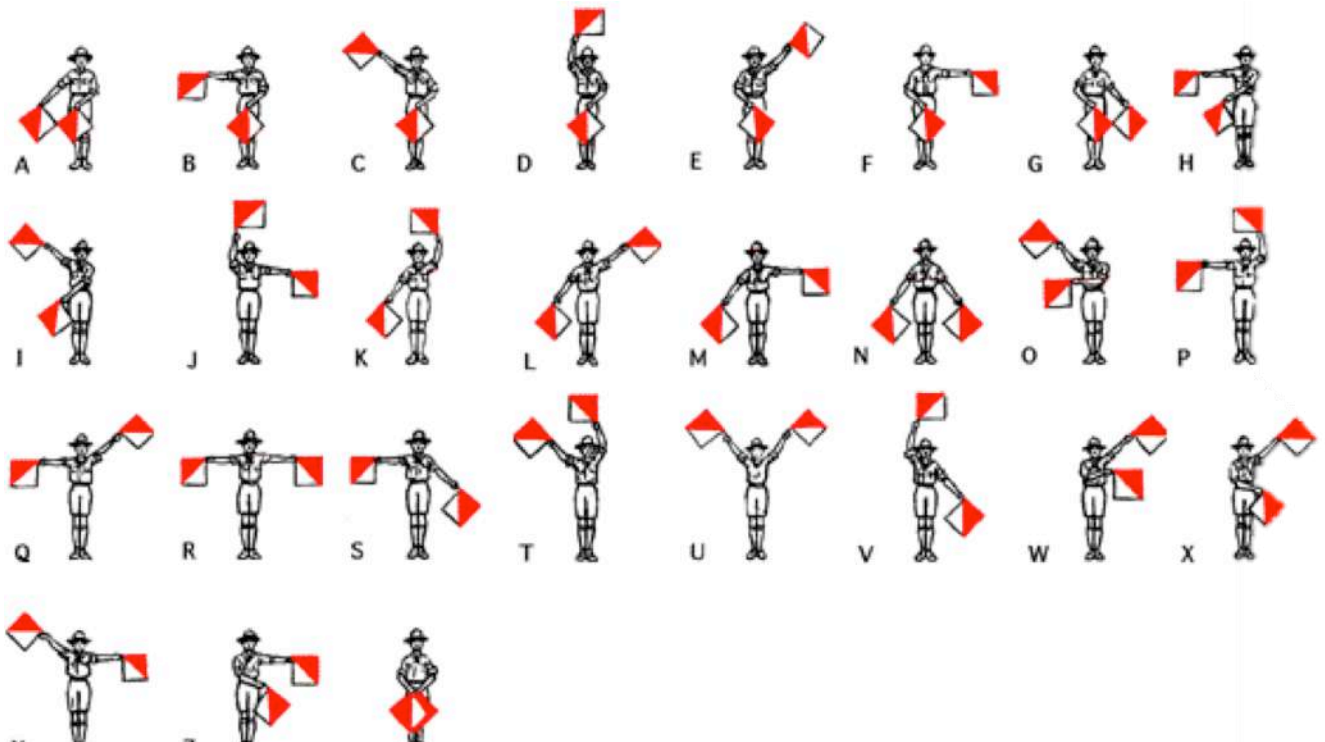


MORSE CODE

| | | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| •- | -••• | -•-• | -•• | • | ••-• | -•• | •••• | •• | •-•• | -•- |
| A | B | C | D | E | F | G | H | I | J | K |
| •-•• | -- | -• | --- | •-•• | -•-• | •-• | ••• | - | ••- | •••- |
| L | M | N | O | P | Q | R | S | T | U | V |
| •-• | -••- | -•-• | -••• | | | | | | | |
| W | X | Y | Z | | | | | | | |

SEMAPHORE

Semaphore is a signaling system that involves waving a pair of hand-held flags in various positions to indicate letters of the alphabet or numerals. The flags used in modern semaphore are usually square, red and yellow and divided diagonally with the red part on the top left. Semaphore in various forms has been used to send messages over distances since at least Roman times.



RULES OF THE ROAD/AIDS TO NAVIGATION

Girls will combine their knowledge on one written test. There is a one-hour time limit. They should be familiar with types of buoys, basic rules of navigation and right-of-way, lighthouses, foghorns, and other aids used in navigation.

Reference: ABC's of the California Boating Law, BSA Sea Scout Manual

WEATHER AND TIDES

Girls will combine their knowledge on one written test. There is a one-hour time limit. Girls should be familiar with weather instruments, cloud formations, types of tides, how to read a tide chart and a weather map, and relevant weather and tides vocabulary and symbols. The following Beaufort wind scale will be the reference of choice for this test.

Reference: BSA Sea Scout Manual

BEAUFORT WIND SCALE

| Beaufort Force | Wind speed Knots | Description | Sea Condition |
|----------------|------------------|-----------------|--|
| 0 | 0 | Calm | Sea like a mirror |
| 1 | 1 - 3 | Light Air | Ripples but without foam crests |
| 2 | 4 - 6 | Light Breeze | Small wavelets. Crests do not break |
| 3 | 7 - 10 | Gentle Breeze | Large wavelets. Perhaps scattered white horses |
| 4 | 11 - 16 | Moderate Breeze | Small waves. Fairly frequent white horses. |
| 5 | 17 - 21 | Fresh Breeze | Moderate waves, many white horses |
| 6 | 22 - 27 | Strong Breeze | Large waves begin to form; white foam crests, probably spray |
| 7 | 28 - 33 | Near Gale | Sea heaps up and white foam blown in streaks along the direction of the wind |
| 8 | 34 - 40 | Gale | Moderately high waves, crests begin to break into spindrift |
| 9 | 41 - 47 | Strong Gale | High waves. Dense foam along the direction of the wind. Crests of waves begin to roll over. Spray may affect visibility |
| 10 | 48 - 55 | Storm | Very high waves with long overhanging crests. The surface of the sea takes a white appearance. The tumbling of the sea becomes heavy and shock like. Visibility affected |
| 11 | 56 - 63 | Violent Storm | Exceptionally high waves. The sea is completely covered with long white patches of foam lying in the direction of the wind. Visibility affected |
| 12 | 64+ | Hurricane | The air is filled with foam and spray. Sea completely white with driving spray. Visibility very seriously affected. |

SEAMANSHIP EVENTS

One to two girls from each troop will participate in each event. Troops participating in these events will be assigned times at the O.D. meeting Friday night. In order to give every girl the opportunity to participate who wants to and to help troops be on time, you are encouraged to use as many girls as possible rather than limiting these events to "the stars". Troops who are late to their event will not be allowed to participate. Girls will have to wear life jackets in all boating events. Special care must be taken when handling boating equipment and anyone who disregards such care will be penalized by the loss of points. Due to the possibility of extreme low tides, the seamanship events may be modified or canceled. Health and safety will be considered at all time while judging these events.

CANOEING FOR FORM

Girls will demonstrate their skills by navigating a course. They will be evaluated on their embarking, backing-up, changing of directions, feathering, proper form, turns to port and starboard, and disembarking. Both girls should demonstrate proper entry and exit from the canoe by entering over the stern. A course to follow will be given at the event by the judge. DO NOT sit on the thwarts!

KAYAKING FOR FORM

Girls will demonstrate their kayaking and teamwork skills by navigating a course using a double kayak. They will be evaluated for their embarking, position in the kayak, steering skills, backwards paddling skills, and landing. A course to follow will be given at the event by the judge.

ROWING FOR FORM

One girl will demonstrate her skills by rowing out to a buoy, circling the buoy and returning to shore. She will be evaluated for embarking, catch, pull, and disembarking. The second girl has the option to ride in the boat or remain on shore to direct the rower. Proper entry and exit from the rowboat should be over the stern. The rower should land stern first using "Fisherman's Row" (row backwards). A course to follow will be given at the event by the judge.

SAILING FOR FORM

Girls will work together to properly rig a sabot from scratch, embark upon a course, sail correctly and efficiently around a triangular course, and then return to shore. Both girls will rig the sabot but only one will sail. Upon returning, both girls will unrig the sabot. Girls will also be scored on their care of the boat and equipment as well as their ability to tack, jibe, and sail various points of sail.

***Girls should not attempt this event if they are not proficient sailors.
Girls will not be allowed to sail if they have not rigged the sailboat correctly.***

CANOEING FOR FORM

SHIP #: _____ SHIP NAME: _____

NAMES OF CANOERS: _____

| CRITERIA | POSSIBLE POINTS | SCORE |
|--|-----------------|-------|
| Take off/embarking: Care taken for boat/equipment Entered canoe correctly | 2 | |
| Positioning in canoe: Proper position in boat, facing bow Sitting/kneeling correctly Holding paddles properly | 2 | |
| Steering straight line: Steer straight course Paddle straight line backwards Maximum efficiency by using ruddering, j-stroke and bow stroke | 3 | |
| Turns: Come to a complete stop and hold Spin canoe using bow stroke and reverse stroke Spin around using forward and reverse sweep strokes (2 nd spin in opposite direction) | 3 | |
| Steer course around buoys Manage effects of wind, currents and safety avoiding other boats | 1 | |
| Paddling Technique Paddling on opposite sides of the canoe | 1 | |
| Teamwork: Stroke together Good rhythm for both partners Work together in turns | 1 | |
| Landing: Gentle landing, disembark safely Work together in turns | 2 | |
| TOTAL POINTS | 15 | |
| | | |

KAYAKING FOR FORM

SHIP #: _____ SHIP NAME: _____


NAMES OF KAYAKERS: _____

| CRITERIA | POSSIBLE POINTS | SCORE |
|--|-----------------|-------|
| Take off/Embarking: Care taken for boat/equipment Entered/load kayak correctly | 1 | |
| Position in Kayak: Sit in correct places Position and form are correct | 1 | |
| Use of paddles Grip, paddles held correctly | 2 | |
| Steering: Straight course | 2 | |
| Turns: Port Starboard Efficiency | 2 | |
| Skills/Teamwork Paddle as a team and with fluidity | 2 | |
| Course Follow course correctly Complete course efficiently | 2 | |
| Backwards Paddling Straight Efficient Smooth transition | 2 | |
| Landing Good speed Care taken Unload correctly | 1 | |
| TOTAL POINTS | 15 | |
| Comments: | | |

ROWING FOR FORM

SHIP #: _____ SHIP NAME: _____


NAMES OF ROWERS: _____

| CRITERIA | POSSIBLE POINTS | SCORE |
|---|-----------------|-------|
| Take off: Carry Boat Enters rowboat correctly Oars in proper position Three points of contact | 2 | |
| Positioning in rowboat: Centered on thwart Facing Correctly | 1 | |
| Technical: Pull (1 point) Catch (1 point) Recovery (1 point) Turns (2 point) Control (2 point) Re-Entry with fisherman's row (2 point) | 9 | |
| Course navigation: Follows course correctly | 1 | |
| Exit & removed Rowboat from water: Boat carried correctly Equipment stowed correctly | 2 | |
| TOTAL POINTS | 15 | |
| Comments: <div style="text-align: right; margin-top: 20px;">  </div> | | |

SAILING FOR FORM

SHIP #: _____ SHIP NAME: _____

NAMES OF SAILOR: _____

| CRITERIA | POSSIBLE POINTS | SCORE |
|--|-----------------|-------|
| Rigging: Correctly putting the sail on the mast Correctly stepping the mast Correctly attaching the leeboard Efficiency Care of equipment <i>Girl will not be allowed to proceed if this section is not correct.</i> | 2 | |
| Launching: Correctly attach rudder Proper position in the boat Depth of water for launching Use of assistant | 1 | |
| Positioning in boat: Good weight distribution Sitting on correct side | 1 | |
| Quality of sailing: Efficiently completed the course Control during tacking/jibing Best use of wind and sail position on each leg of course Utilizes appropriate points of sail through the course | 3 | |
| Landing Slows to proper speed Care taken with equipment | 1 | |
| Boat removed to shore Boat carried correctly Boat correctly unrigged Sail folded properly Equipment returned where it was originally found | 2 | |
| TOTAL POINTS | 10 | |
| Comments: <div style="text-align: right; margin-top: 20px;">  </div> | | |

BOATING RACES

Boating races will take place Sunday morning beginning at 0800. Troops who enter participants will be scheduled into heats. As with the seamanship events, troops are encouraged to use as many girls in their troops who are interested and qualified. Due to the possibility of extreme low tides, the races may be modified or canceled. Boating races will be scored by overall time.

Top set of times: 5 points
Second set of times: 3 points
Third set of times: 1 point

Canoe Race:

Two girls will canoe out to the buoy marker, circle the marker with the buoy on the starboard side, and return to shore passing completely through their assigned gate.

Rowing Race:

One girl will row out to the buoy marker, circle the buoy on the starboard side, and return to shore passing completely through her assigned gate. Two girls are required to move the boat. The second girl may ride in the boat as a passenger or remain on shore.

Fun Event:

Several girls will be allowed to participate in an event that will challenge their boating skills, teamwork skills, and sense of humor. More information about this event will be announced Sunday morning.

Rules for the Races:

- All participants will enter and exit through the gate to which they have been assigned. The race is complete when the bow of the boat passes through the assigned gate.
- All participants must pass the buoy markers on their **starboard** side. This means you will circle the buoy in a clockwise manner. Circling the buoy incorrectly will result in disqualification for that race.
- Cases of interference from participating boaters or outside objects (swimmers, other boats, etc.) will be dealt with on a case-to-case basis. Interference to other boaters competing may result in a DQ or a repeat of a heat.
- All decisions made by the judges are final.
- Negligent treatment to the boats or any equipment will result in disqualification.

SWIMMING EVENTS

Swimming events will be held on Saturday. Each troop is responsible for their own transportation to and from the pool. Be sure to take permission slips with you to the pool. When transporting girls, please remember the standards set forth in *Chapter 4: Safety-Wise in Volunteer Essentials* or *Safety-Wise* (2000 edition).

The swimming events will be made up of the following events. There will be 1four troops per heat and as many heats as necessary. Scores will be awarded by time, not heat. After the event is complete the times will be sorted and scoring will be determined as follows:

Top set of times: 5 points
Second set of times: 3 points
Third set of times: 1 point

This is the order that the events will take place:

| | |
|---------------------------------------|---------------|
| 1. Medley relay: back/breast/fly/free | 4 x 25 yards |
| 2. Individual free stroke: | 50 yards |
| 3. Individual backstroke: | 50 yards |
| 4. Individual breaststroke: | 50 yards |
| 5. Freestyle relay: | 4 x 25 yards. |

Rules for the Races:

- False starts may result in a disqualification or repeat of the event.
- The swimmer's hand must touch the side of the pool to finish a race.
- Anyone interfering with another swimmer and/or lane will be disqualified.

RESCUE EVENT

This event will test a girl's ability to rescue a distressed swimmer. The rescuer should be able to tie a bowline in a line with a loop large enough to fit over the torso of the distressed swimmer, throw the rope to the distressed swimmer and pull them in to the edge of the pool. Points will be awarded for the correct tying of the bowline, the technique used in rescuing the swimmer and the time it takes to complete the task. If the rescue is not performed in three minutes or less the participant will receive 0 points for rescue technique.

| SKILL | POSSIBLE POINTS |
|---|---|
| Tying bowline | 1 |
| Rescue technique: Rope toss Kneeling Controlling end of line | 3 |
| Time | Less than 30 seconds = 1 point More than 30 seconds = 0 points |

Technique Tip: It may be helpful to practice throwing a wet rope.

- 1) Untangle Rope on floor. (You will have a chance to do this before time begins.)
- 2) Tie a bowline, tightly. Make sure the loop is big enough to fit around the distressed swimmers torso. (You can tie the loop around your body as a measurement guide.)
- 3) Coil rope around elbow in an organized way. Do this until only a little rope is left on the ground.
- 4) Make sure to hold on to the end of the rope! (Or step on it.)
- 5) Split coiled rope and place in two hands. Make sure the bowline loop is in the throwing hand.
- 6) Toss the rope to the distressed swimmer. Open other hand to allow the rope to release without tangling. The swimmer will reach out arms length for the rope but will not swim towards it.
- 7) If the line does not reach the victim, quickly pull the line back and throw it again. Try to keep the line from tangling.
- 8) Real in the rescuee by *kneeling down* on one knee to lower your center of gravity. Time stops when the distressed swimmer touches the edge of the pool.
- 9) Leave the bowline tied for inspection by the judges.



SEA SHANTY

Traditionally, a sea shanty is a work song sung by sailors aboard a vessel. On Saturday evening, all troops will perform a sea shanty at campfire. The song must have an aquatic theme. It can be a traditional shanty, a new song, or an old favorite with new words. A copy of the words must be presented to the judges prior to performing the shanty. The entire troop is expected to participate. If they would like, advisors may compete with their troops.

Troops will be scored as follows:

Singing: (up to 5 points)

The overall quality of song will be judged. Harmonies, difficulty of song, clarity, and accompaniment will be considered.

Special Effects/Showmanship: (up to 5 points)

Costumes, choreography, or anything else used to spice up the shanty will be judged.

Knowledge of the words: (up to 4 points)

Does the whole troop know the words? Girls may not use copies of the words but if there is an accompanist, she may use the music.

Participation: (1 point)

The troop attends campfire and sings a shanty or water-related song.

SCHOOL OF THE CREW

This event is divided into two parts: Commands and Creative Program. The Commands section is worth 5 points and the Creative section is worth 10 points.

Girls should be familiar with the following commands:

| | | |
|--------------------------|-------------------------|-------------------|
| Attention | At ease | Parade rest |
| Dress right dress | About face | Right face |
| Left face | Forward march | To the rear march |
| Halt | Column right | Column left |
| By the right flank march | By the left flank march | |

The creative part of this event is limited to two minutes. Please remember that this is not a free dance event nor is it a marching band exhibit. Below is more information about the correct form to use when executing your School of the Crew routine.

Purpose:

- Builds teamwork and communication skills
- Used to move a unit from one place to another in a standard, orderly manner
- Teaches discipline by instilling habits of precision and automatic response to orders
- Improves morale and team spirit
- Gives Girl Scouts the confidence of command and experience

General Rules:

- When marching, alignment is always maintained to the right.
- Whenever drill movements are executed while marching, the command of execution (“March”) is given as the LEFT foot strikes the ground if the movement is to the LEFT and as the RIGHT foot strikes the ground if the movement is to the RIGHT.
- All steps, marches and movements are to be executed in the quick-time cadence of 120 steps per minute unless otherwise stated.

Commands:

- A command is the direction of the commander given orally and in standard wording
- The command stands at attention when giving commands
- Commands should always be given in a loud, clear voice
- There are two parts to every command:
 - Preparatory command: indicates the movement to be executed
 - Command of execution: indicates when the desired movement is to be executed

Types of Commands:

- Formation commands: brings the crew together for further action
- Standing commands: directs the crew for positions they are to assume while standing
- Marching commands: directs the crew how they should move from one place to another

FORMATION COMMANDS

NOTE: In the following explanation of each command, the oral command will be in ***bolded, italicized type***. The crew's commander should execute each command as indicated in a loud, clear voice.

| COMMAND | PURPOSE | ORAL COMMAND | DETAILS |
|-------------|---|---------------------------------------|--|
| Attention | Brings the crew to formal attention awaiting other commands | <i>Group name...Attention!</i> | <ul style="list-style-type: none"> • The body is erect. • Heads and eyes are facing forward. • Chest is lifted and shoulders square. Hands at neutral curl with thumbs along seams of shorts or trousers. • Heels together, feet at 45° angle. • Knees straight without stiffness. • No talking. <p>No movement until next command is given.</p> |
| Dress Right | Aligns the crew for standing commands | <i>Dress right...dress!</i> | <ul style="list-style-type: none"> • Heads snap to the right with the exception of the crew member on the far right who remains looking forward. • Left arms are raised straight out to the left side, fingers and thumb are extended and joined, slightly touching the shoulder of the person on the left. • When alignment is correct, the command gives the recovery command...<i>Ready...front!</i> <p>At this point, arms are dropped smartly back to the side without slapping the leg while heads snap forward.</p> |
| Parade Rest | To bring crew to a relaxed form of attention | <i>Parade...rest!</i> | <ul style="list-style-type: none"> • Left foot is moved smartly 12 inches to the left. • Hands are joined behind the back at the upper back, right hand inside the left, palms facing the rear, right thumb under the left, fingers extended and joined. • No movement or talking. • Crew must be brought to Attention before any other command is given. |
| Right Face | Turns the entire crew to the right at the same time | <i>Right...face!</i> | <ul style="list-style-type: none"> • Pivot 90° on the heel of the right foot at the same time. • Bring the left foot alongside the right foot. • When the turn is completed, heels should end up together with the feet at 45° angle, without taking a step. • Arms should not swing out from sides. |

| COMMAND | PURPOSE | ORAL COMMAND | DETAILS |
|----------------|--|-------------------------------------|--|
| Left Face | Turns the entire crew to the left at the same time | <i>Left...face!</i> | <ul style="list-style-type: none"> • Pivot 90° on the heel of the left foot at the same time. • Bring the right foot alongside the left foot • When the turn is completed, heels should end up together with the feet at 45° angle, without taking a step. Arms should not swing out from sides. |
| About Face | Turns the entire crew around to face the other direction | <i>About...face!</i> | <ul style="list-style-type: none"> • Move the right foot behind the left, keeping the right leg straight. • Pivot on the ball of the right foot and heel of the left foot. • When the turn is completed, heels should end up together with the feet at 45° angle, without taking a step. • Arms should not swing out from sides. |
| Forward March | Sets the entire crew in motion at the same time | <i>Forward...march!</i> | <ul style="list-style-type: none"> • Crew steps off with the left foot. • Step is 30 inches long. • Cadence is quick-time. |
| Column Right | Used to turn the columns of the crew in order | <i>Column right...march!</i> | <ul style="list-style-type: none"> • Command is given when the right foot strikes the deck. • First crew member takes one more step and turns sharply to the right without stopping, pivoting on the ball of right foot, stepping with the left foot first in the new direction of the march. • Other crew members continue to march, turning when they reach the spot where the first crew member turned. • If there are two or more ranks (lines) the command is executed with the inside column make a crisp 90° turn and mark time for two steps before stepping out in the new direction. While this is happening, the outside column make two 45° turns, pivoting on their inside foot before stepping out in the new direction. |

| COMMAND | PURPOSE | ORAL COMMAND | DETAILS |
|--------------------|---|---|--|
| Column Left | Used to turn the columns of the crew in order | <i>Column left...march!</i> | <ul style="list-style-type: none"> • Command is given when the left foot strikes the deck. • First crew member takes one more step and turns sharply to the left without stopping, pivoting on the ball of left foot, stepping with the right foot first in the new direction of the march. • Other crew members continue to march, turning when they reach the spot where the first crew member turned. <p>If there are two or more ranks (lines) the command is executed with the inside column make a crisp 90° turn and mark time for two steps before stepping out in the new direction. While this is happening, the outside column make two 45° turns, pivoting on their inside foot before stepping out in the new direction.</p> |
| Right Flank | Used to turn the entire crew in one direction at one time | <i>By the right flank...march!</i> | <ul style="list-style-type: none"> • Command given when the right foot strikes the deck. • The entire crew takes one more step and turns sharply to the right without stopping, pivoting on the ball of the right foot, stepping with the left foot first in the new direction of march. |
| Left Flank | Used to turn the entire crew in one direction at one time | <i>By the left flank...march!</i> | <ul style="list-style-type: none"> • Command given when the left foot strikes the deck. • The entire crew takes one more step and turns sharply to the left without stopping, pivoting on the ball of the left foot, stepping with the right foot first in the new direction of march. |
| To the rear, march | Used to turn the entire crew around 180° | <i>To the rear...march!</i> | <ul style="list-style-type: none"> • Command is given when the right foot strikes the deck. • Entire crew takes one more step and turns 180° to the right without stopping, pivoting on the balls of the feet, stepping with the left foot first in the new direction of march. |
| Halt | To get the crew to stop at one time | <i>Group name..halt!</i> | <ul style="list-style-type: none"> • Crew members take two more two-inch vertical steps, stopping at Attention. |

SHIP INSPECTION

SHIP #: _____ SHIP NAME: _____

All campsites will be inspected once sometime on Saturday between 1200-1500. Troops are expected to maintain a neat ship all weekend. Below is the inspection sheet that the judges will use. Consult *Chapter 4: Safety-Wise in Volunteer Essentials* or *Safety-Wise* (2000 edition) for First Aid kit contents.

| Item | Possible Points | Points Awarded |
|--|-----------------|----------------|
| American flag properly displayed | 1 | |
| Ship name and/or number displayed on banner | 1 | |
| First Aid kit properly equipped and accessible | 2 | |
| Neatness of ship: litter, equipment stowed, general appearance | 2 | |
| Safety monitored onboard ship: stakes, lines, fires | 3 | |
| Wash-up area for dishes and hands | 1 | |
| Galley safety and neatness | 2 | |
| Garbage, trash and gray water properly disposed | 1 | |
| Use of nautical theme in ship campsite | 2 | |
| TOTAL POINTS | 15 | |
| COMMENTS: | | |

APPENDIX A:

Class A Reference Material

Nautical Terms
Parts of a Sailboat
Parts of Canoe
Parts of a Rowboat
Parts of an Oar
Parts of a Paddle
Parts of an Anchor
Types of Anchors
Types of Sailboats
Parts of a Rudder

NAUTICAL TERMS

ABAFT: toward the stern; at the rear of the ship

ABEAM: the direction at the right angles to the keel of a boat

ABOARD: on the boat

ADRIFT: not made fast; lying around loose; at the mercy of wind and wave

AFT: in, near, or toward the stern or rear end of a boat

AGROUND: on the bottom; stranded

AHEAD: in a forward direction

AMIDSHIPS: midway between the bow and stern of a boat

ANCHORAGE: a sheltered area where boats anchor in reasonable safety and do not interfere with marine traffic

APPARENT WIND: wind felt aboard a boat

ASTERN: behind a boat; in a backward direction

AUXILLARY: a boat equipped to be propelled by sail, power, or both used together

AWEIGH: said of an anchor when it is clear of the bottom

BACKSTAY: a wire brace led aft to support a mast against the pressure of the wind

BAROMETER: instrument used for measuring atmospheric pressure

BEAM: the greatest width of a vessel

BEARING: the direction of an object from a boat as expressed in compass degrees

BEAT: a zigzag course against the wind

BEAUFORT SCALE: a table used to describe 12 stages of wind velocity from calm to a hurricane

BELAY: a command to stop; to make fast a line

BELAYING PIN: a wooden or metal pin fit into a rail that is used for securing sheets and halyards

BELL: used aboard a boat as a warning signal or for announcing the time

BELOW: in the cabin or under the deck

BEND: a knot used for the purpose of connecting two lengths of line

BIGHT: any part of a line except the ends; usually refers to a curl or loop in the line

BILGE: lowest part of the inner hull of a ship; internal part of a boat below the waterline

BINNACLE: protective casing for the compass

BITT: post or fitting to which mooring or towing lines are secured

BITTER END: last part of a line; last link in a chain

BLOCK: a mechanical device used for transmitting power or changing the direction of motion by means of a line or changing passing around movable pulleys

BOOM: a spar at the foot of a fore-and-aft sail to which the sail is secured

BOOM CRUTCH: a notched upright structure into which the boom fits when the sails are furled or off the spars

BOW: forward or front of a boat

BOWSPRIT: spar to which the headsails are attached extending forward beyond the bow

BRIGHTWORK: woodwork on a vessel which is varnished or finished to show its grain; also refers to polished metal parts

BULKHEAD: wall or partition between compartments

BUNK: bed on a boat

BUOY: floating marker anchored to the bottom

BURDENED VESSEL: the vessel which, according to the rules of the road for two approaching vessels, must keep out of the way of the other vessel

CABLE: rope or chain secured to the anchor

CARRY: the forward momentum of a boat after it has come head to the wind

CAST OFF: to let go of a line

CAULK: to make seams watertight

CENTERBOARD: a moveable plate of wood or metal that pivots at its forward end that can be raised or lowered through the keel of a sailboat thus preventing sliding to leeward

CHART: marine map used in navigation

CLEAR: free, not tangled

CLEAT: horned fitting to which lines are made fast

CLEW: the lower aft corner of a sail

CLOSE-HAULED: sailing as close to the wind as possible

COAMING: a protective rail higher than the deck to keep water out of the cockpit

COCKPIT: open part or well of the boat where passengers sit and the helmsman steers

COIL: to lay a line down in circular turns; a coil of line is 200 fathoms

COLORS: ceremony of raising or lowering the national ensign and other recognized flags

COME ABOUT: to change the course of a ship when sailing by the wind so that it will sail at the same angle with the wind on the other side

COURSE: the direction steered by the helmsman

CRINGLE: a ring sewn into the sail so that a line can be passed through it, similar to a grommet

CURRENT: the movement of water in a horizontal direction

DEVIATION: the change in the compass reading caused by the magnetic influence of the iron, steel, or electronics aboard a boat and its equipment

DOWNWIND: to leeward

DRAFT: dept of a hull from waterline to lowest part of the keel

EASE: to slacken or loosen

EMBARK: to go on board

ENSIGN: flag of the USA or other nation; flag of the US Power Squadron, US Coast Guard Auxiliary

FAST: a rope or chain by which a vessel is moored to a wharf, pier, quay, or other structure

FATHOM: a unit of water depth that equals 6 feet

FENDERS: portable bumpers hung over the sides of a vessel to protect the hull from contact with other objects

FID: tapered wooden tool used to separate the strands of a line before splicing

FITTING: general name for a ship's hardware

FIX: denotes the determination of a ship's position by observation of celestial or terrestrial objects or a combination of both

FLOTSAM: anything found floating in the sea

FLUKE: flattened end of an anchor arm

FORE and AFT: in line with the keel; from stem to stern lengthwise

FORESTAY: stay leading from the mast forward which provides stability to the mast

FORWARD: toward the bow

FOUL: jammed, tangled, not clear

FREEBOARD: distance between the waterline and main deck or gunwale

GALLEY: kitchen aboard a vessel

GEAR: refers to blocks, tackle, ropes, and other equipment used to operate a boat

GROUND TACKLE: anchor and anchoring gear

GUNWALE: upper edge of a boat's side

HALYARD: line used to hoist a sail

HATCH: an opening through the deck to the cabin or area below

HAUL: to tighten or pull in

HAWSE PIPE: opening in the bow of a vessel from which the anchor line is passed

HAWSER: fiber rope 5 to 24 inches in circumference used for towing or working the ship

HEAD: toilet aboard a boat; bow area of a boat

HEADING: direction in which a boat actually points or heads at any particular moment

HEAVE: to throw; the rise and fall of a vessel at sea

HEEL: when a boat inclines to one side

HELM: steering device; tiller; wheel

HELMSMAN: person responsible for steering a vessel

HITCH: to tie a rope to an object or a knot used for this purpose

HOOK: sailor's name for an anchor

HULL: main body or shell of a boat

JETSAM: anything that sinks in the water

JIB: triangular sail set ahead of the foremast of a sailboat

JIBE: bringing a sailboat from one tack to the other by swinging her stern across the wind in order to bring the sails to the other side

JURY RIG: a makeshift rig

KEEL: the backbone of a boat; basic support extending from stem to stern

KNOT: measure of speed; velocity measured by nautical miles per hour

LAY: the twist of a rope's strands

LEE: the part or side of a vessel which is away from the wind or sheltered from the wind

LEEWARD: toward the lee side; away from the wind

LINES: ropes used aboard a vessel

LOG: record of ship's activities; instrument used for measuring distance traveled

LUFF: the forward, leading edge of a sail

LUFFING: the quivering of a sail when sailing almost directly into the wind

MAINSAIL: boat's main or principal sail

MAINSHEET: line by which the trim, or angle of the mainsail is controlled

MAKE FAST: to secure the belaying turns of a rope to a cleat or belaying pin by adding a single hitch

MIDSHIPS: position of an object which is midway between the stem and stern or midway between the sides of a hull

MIZZENMAST: the aft and shorter of two masts on a yawl or a ketch; the aftermost of three masts on a three-masted schooner, bark, or other ship

NAUTICAL MILE: 6,080 feet

OUTBOARD: toward the sides of a vessel or outside of it

OUTHHAUL: device or line used to haul in or haul out the clew of a sail along the boom

PAINTER: line at the bow of a small boat or canoe used for securing it

PAY OUT: to slack or let out a line made fast

PILOTING: near-shore navigational method by which the movements of a ship are directed by reference to landmarks, surroundings, and other navigational aids

PIPE DOWN: order directing everyone to be quiet

POINT: ability to sail close into the wind

PORT: left side of a vessel as looking towards the bow

PRIVELEDGED VESSEL: the vessel, which according to the rules of the road for two approaching vessels, has the right of way and is obligated to maintain course and speed

QUARTER: that part of the vessel lying within 45 degrees from the stern

QUARTERDECK: stern deck area of the vessel

RAIL: boat's side above the deck line

REEF: to reduce sail area

REEVE: to thread a line through a block

RIGGING: term for all ropes, chains, and gear used for supporting and operating masts, yards, booms, gaffs, and sails

RIGHT-OF-WAY: legal right and obligation to hold one's course and speed

RUDDER: device used for steering a vessel which is found in the water

RUNNING: sailing with the wind astern

RUNNING RIGGING: all rope, lines, and wire used to control sails

SAIL: piece of fabric spread to the wind with the hopes of moving a vessel through water

SECURE: to make fast a line; to tie down a moveable part

SHACKLE: a metal fitting with a pin across the open end that is used as a connection between lengths of chain

SHEAVE: grooved wheel in a block, mast, or yard over which a rope passes

SHEET: rope or chain fastened to one or both of the lower corners of a sail or beam and used to extend it or to change its direction

SHROUDS: wire stays leading from the upper part of the mast to the deck on either side which are used to provide lateral support of the mast

SPARS: all booms, masts, gaffs, etc. to which a sail may be set

SPREADERS: short spars extending from each side of the mast to spread shrouds and give them greater mechanical advantage to keep the mast straight

STARBOARD: the right side of a vessel as looking towards the bow

STAY: wire or line used to support a mast

STEM: leading edge of a vessel

STERN: aft part/back of a vessel

TACK: to change course of a ship by turning her through the wind; lower, forward corner of a sail

THWART: a transverse seat in a boat

TILLER: handle attached to the rudder by which the boat is steered

TOPSIDES: sides of a hull above the waterline

TRANSOM: framework of the stern; boards forming a flat stern area of any boat not having a pointed stern

TRIM: way in which a boat floats; the set of a boat's sails

TRUE WIND: direction of the wind as observed from a stationary object

UNDER WAY: a vessel is underway when it is neither anchored, moored, nor aground

VARIATION: difference in direction between true north as determined by the earth's axis of rotation and the magnetic north determined by the earth's magnetism

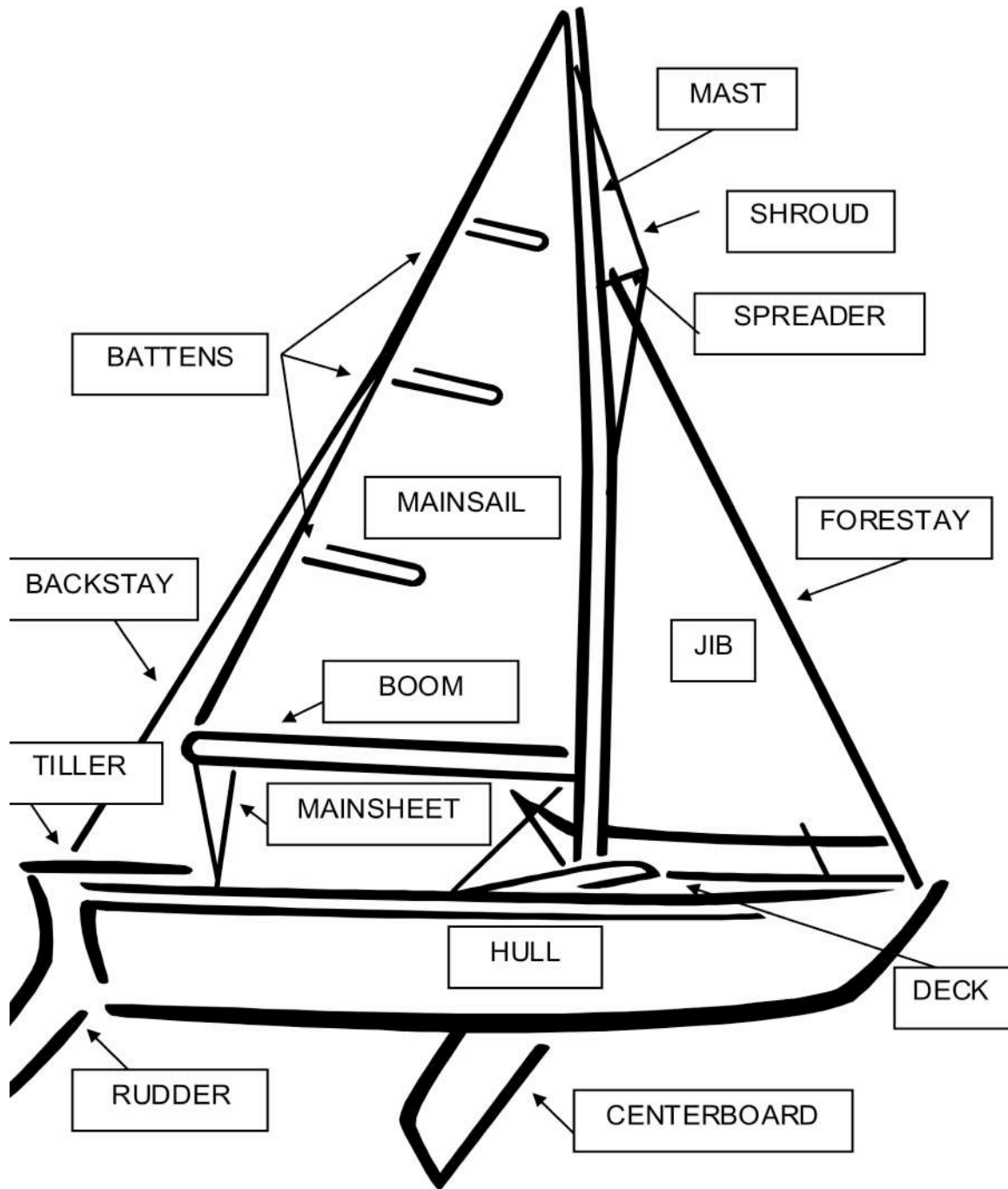
WAKE: the track a vessel leaves astern in the water

WATCH: the part of a ship's crew which is employed in working it at one time

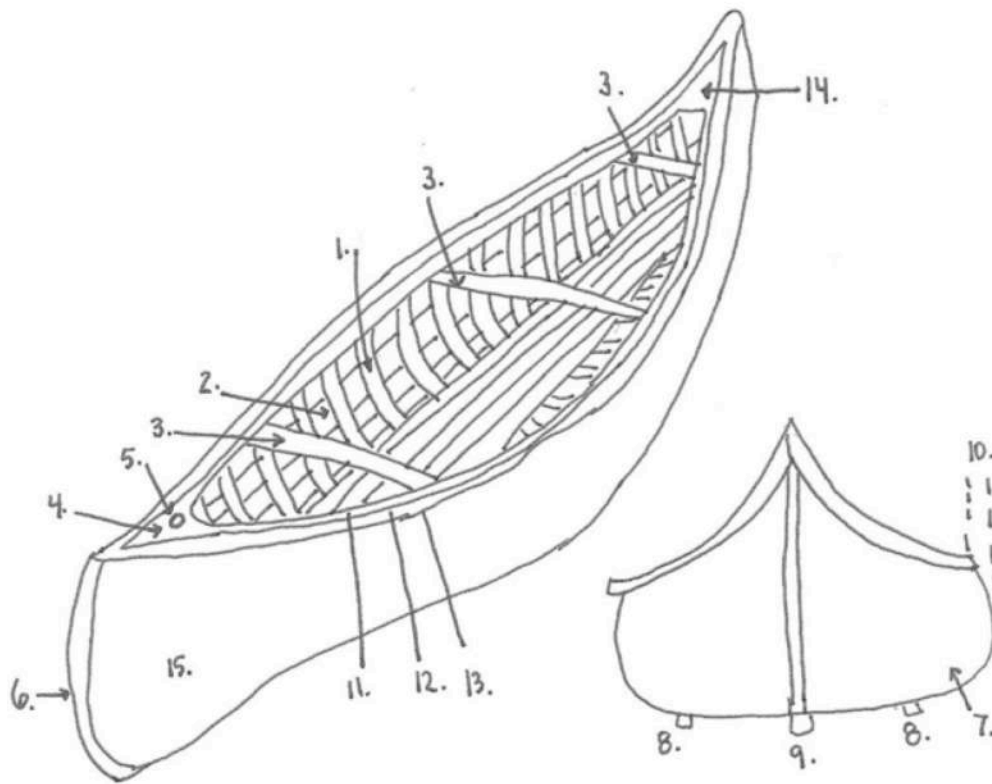
WAY: progress or motion through the water of a vessel

WINDWARD: the direction from which the wind is blowing

PARTS OF A SAILBOAT

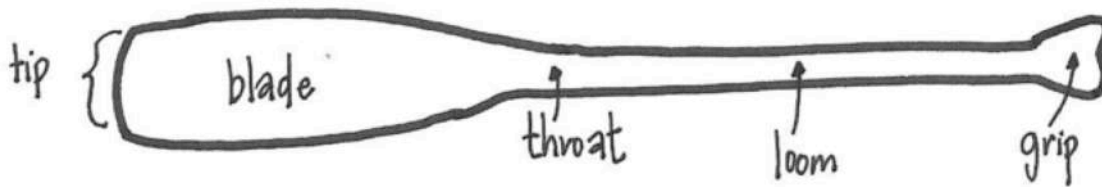


PARTS OF A CANOE

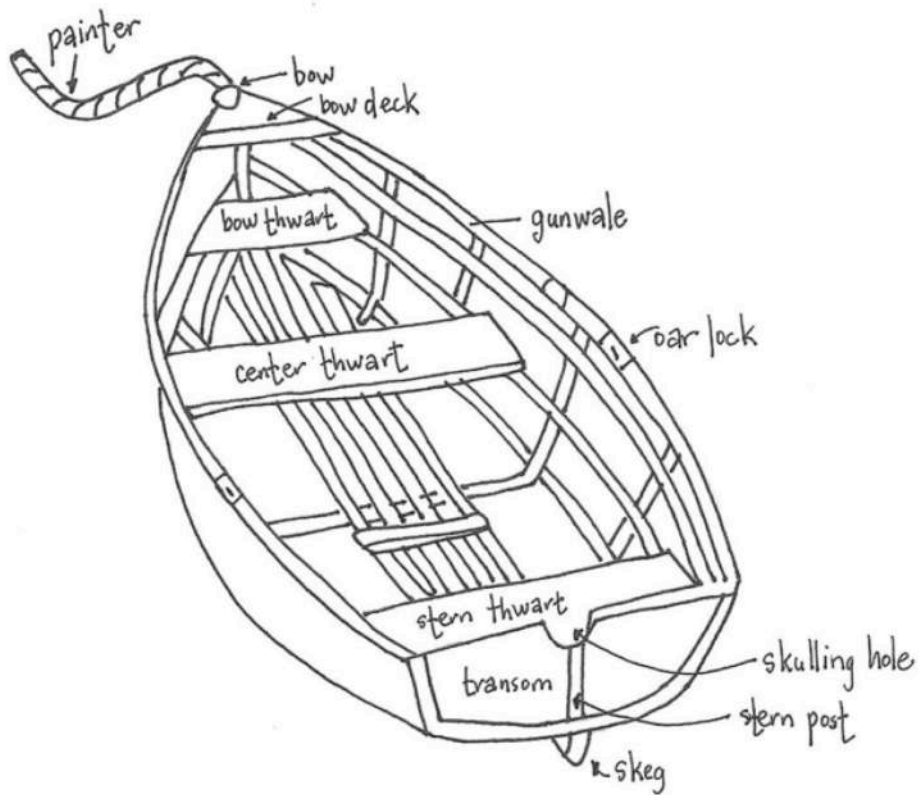


| | PART | | PART |
|---|--------------|----|------------|
| 1 | Rib | 9 | Keel |
| 2 | Planking | 10 | Tumblehome |
| 3 | Thwart | 11 | Inwale |
| 4 | Bow deck | 12 | Outwale |
| 5 | Painter hole | 13 | Gunwale |
| 6 | Bang plate | 14 | stern deck |
| 7 | Bilge | 15 | Skin |
| 8 | Bilge keel | | |

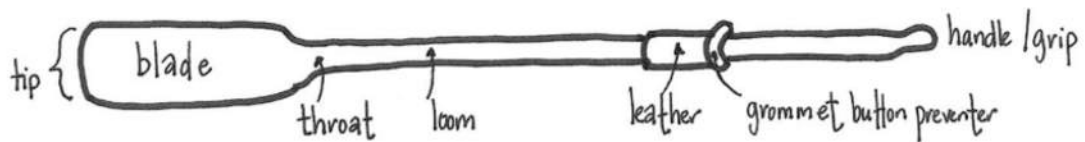
PARTS OF A PADDLE



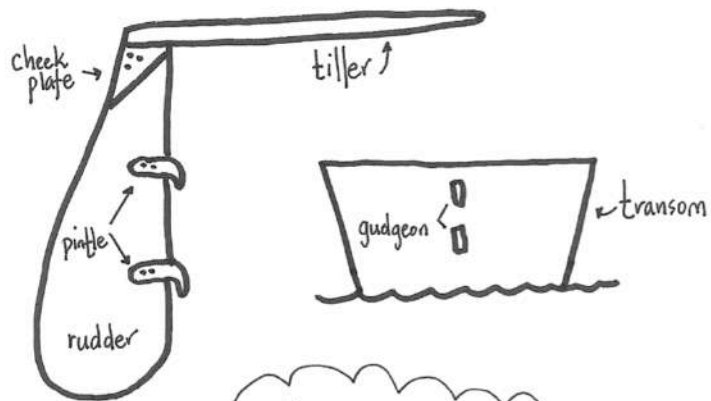
PARTS OF A ROWBOAT



PARTS OF AN OAR

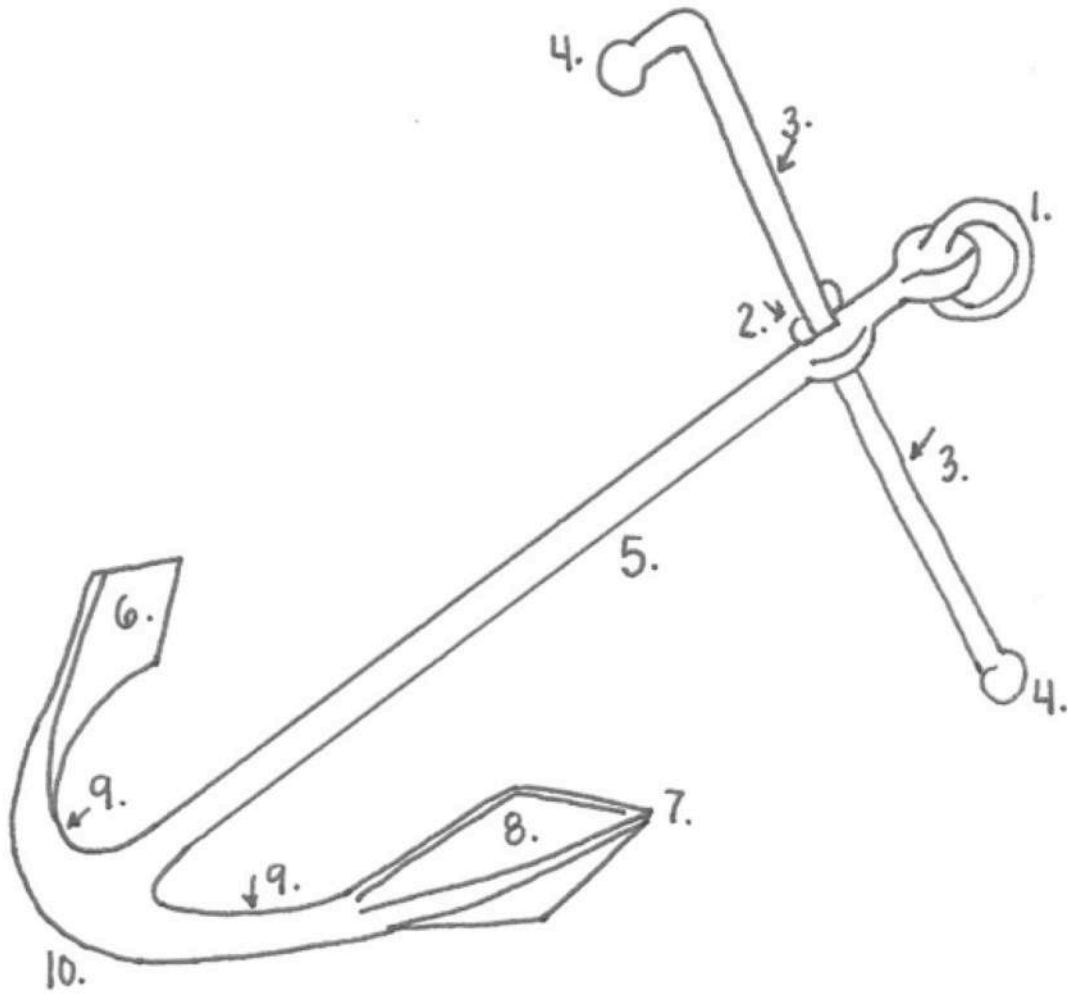


PARTS OF A RUDDER



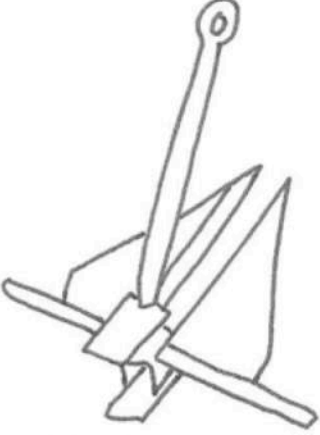






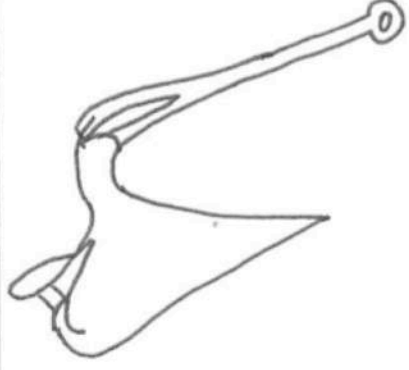

* The pintles on a rudder fit into the gudgeons on the transom.

PARTS OF AN ANCHOR









| | PART | | PART |
|---|-------|----|-------|
| 1 | Ring | 6 | Palm |
| 2 | Key | 7 | Pea |
| 3 | Stock | 8 | Fluke |
| 4 | Ball | 9 | Arm |
| 5 | Shank | 10 | Crown |

TYPES OF ANCHORS

| | | |
|---|---|---|
| Danforth | Folding | Grapnel |
|  |  |  |
| Hommade | Mushroom | Navy |
|  |  |  |
| Northhill | Plow | Sea |
|  |  |  |

TYPES OF SAILBOATS

| CATBOAT | SLOOP | CUTTER |
|---|---|---|
|  |  |  |
| YAWL | KETCH | SCHOONER |
|  |  |  |

APPENDIX B:

Friday Check In



Swim Test Form

Take this form to a lifeguard or swimming instructor and ask them to administer the test below for you. (Lifeguard or swimming instructor must be someone who has passed the Red Cross or YMCA Life Saving Course and/or is a Water Safety Instructor and who holds current and valid certifications.)

Swimmer's Name _____

Swimmer's Troop #: _____

25m swim passed _____ (Lifeguard initials)

3-minute tread passed _____ (Lifeguard initials)

Lifeguard/Instructor Signature _____

Lifeguard Name: _____

Phone: _____

Location of Test: _____

Date: _____

Updated to be valid for 12 calendar months.

GAM 2020 SHIP MANIFEST



SHIP NAME/NUMBER: _____

Please list all girls and adults attending GAM this weekend.

Separate girls and adults with a space and indicate the adults by writing "adult" next to their name.

| | Name | Graduating Senior? If so, how many GAMS? | Swim test complete? |
|----|------|--|---------------------|
| 1 | | | |
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