



Surf and Turf

Saturday June 22, 2024
Fort Atkinson, WI 53538

Hosted by SSS Sphinx 007 Alumni
www.rockriverregatta.com
event@rockriverregatta.com

Last Revised 4 May 2024

Rock River Regatta

A short distance to Fun and New Friends

Cost and Registration Due Date

\$23 per Scout/ \$10 per Leader

\$5 late fee applied for Scouts after June 10th

Includes Awards, Dinner, Dance

If you think your registration might be late,
Please Call or Email with the number of
Scouts and Leaders that are attending.

(608) 697-0537

event@rockriverregatta.com

**Only the first 24 Units to Register
will be accepted.**

AWARDS

Units will receive a Rock River Regatta
Participation Ribbon

ROCK RIVER REGATTA OVERALL

(Both Divisions)

*Top Total Score: "Turf" events plus "Surf" events
plus Drill and Maneuvering*

Vincenzo "Smurf" Trophy

Two Divisions:

Mariners/Senior Girl Scouts

Seas Scouts/Venture Crew/BSA/Co-ed

Awards will be given to both Divisions:

1st, 2nd, 3rd place ribbons will be
awarded for each event

**Points: 1st=11, 2nd=7, 3rd=5,
4th=3, 5th=2, 6th=1**

"Surf" Water Events:

Midnight Fire Alarm, Abandon Ship Drill
Bilge Pump, Bucket Brigade, Sinking Sub

"Turf" Land Events:

Knots, Splicing, Block & Tackle
First Aid, Heaving Line,
Code Flags, Compass Relay
Tug-of-War, Obstacle Course

"Smurf" Event:

Shh... It's a Surprise Event
Junk Yard Racer

Inspection, Drilling and Maneuvering

2024 Sponsors



RAVEN
GAME COMPONENTS



2024 Donations

Anonymous Eagle Scout(s) "In honor of Mike Kruk
for all the years of work
David - friends in the Michigan Crossroads
Council. that he put into the
Scouting Program in
Fort Atkinson."

-Sandy Free

"For all the experiences
only scouting can
bring,"
-Vincenzo Balistreri

Ariel Hagemann
Jason Downing
Mike & Kathy

SSS Sphinx 007 Alumni

Presents:

Rock River Regatta

"Surf," "Turf," and "Smurf"

Saturday, June 22th, 2024 Fort Atkinson Senior High School

Preliminary Schedule of Events

SATURDAY

0800 Check-in

0930 Opening Ceremony and Event Meeting in the Gym.

IMMEDIATELY followed by Abandoned Ship Drill, 4 units at a time will compete.

"Turf Events" Block and Tackle, Heaving Line, Knots, Compass

"Surf Events" Bilge Pump and Midnight Fire Alarm

1230 – 1330 Break for Lunch - Bring your own lunch (Milk and Soda usually available via Vending) or local Fast Food

1330 Announcements Main Gym

1331 International Code Flags (All Units at one time - Main Gym)

1345 Tug of War Tournament

1430 "Turf Events" Splicing, First Aid, Obstacle Course

"Surf Events" Bucket Brigade, Sinking Sub

"Smurf" Surprise Event

1630 ALL EVENTS CLOSED!!!!

1700 Uniform Inspection and Drill (Main Gym)

1800 – 1900 Dinner

1900 – 2000 Shower/Change for the Dance

2000 – 2300 Dance, Awards

2130 Locker Rooms Will be Closed (Move your things to your cars before the dance. Clean-up will go smoother later)

2300 ***CLEAN-UP (All Scouts expected to help)***

IF UNITS HAVE THE ABILITY TO PROVIDE JUDGES/TIMERS FOR EVENTS, HELP WOULD BE GREATLY APPRECIATED.

Assignments will be based on requests, knowledge, and experience.

COST & REGISTRATION DUE DATE *Includes Awards, Dinner, Dance*

\$23.00 / Participant Scout and \$10.00 / Leaders

\$5 late fee applied to Scouts after June 10th

* Dance Only * \$5.00-May pay at the Door

Only the First 24 Units or 200 Scouts to register will be accepted

"SURF" EVENTS

ABANDON SHIP DRILL

4-member team, timed event. Your ship is sinking fast, and you must secure your lifejacket for survival on the high seas before rescue. Each person properly puts on a regulation Coast Guard approved collar type Life jacket, then "when ready to swim for it," takes it off, returns to the start line and tags the next person.

BILGE PUMP PANDEMONIUM

Team of up to four scouts: We are days from land and freshwater. Unfortunately, the drinking water tank is found leaking. Scouts, one at a time, will operate a hand-powered bilge pump (15 seconds per Scout) to save the water that is slowly leaking into the galley. Aiming towards a collection bucket, too big to move, saves the good water, for surely the crew will die if the freshwater is lost. Total time allotted: # Scouts x 15 seconds = 60 seconds maximum.

BUCKET BRIGADE!

Team of up to four scouts: Water is coming in through a crack of your sub, but it is down a narrow corridor barely wider than a single person. Knowing you'll be at it for hours, you brought chairs with you. Collecting buckets of water, one at a time, you will fill a bucket and dump it over your head into a teammate's bucket. They will then proceed to do it down the line. The 4th person in line will pour their bucket, again overhead, into a final collection bucket. After which, everyone will switch positions until all 4 people have been the 1st and last person. The final amount of water collected will determine the place.

MIDNIGHT FIRE ALARM

Team of 3. 10-minute time limit: You are asleep in your cots at the fire station. It is just past midnight—the alarm sounds. You and your crew must don your firefighting gear, hook up the hoses, and put out the flames.

SINKING SUBMARINE!

Team of 1- 4. A nuclear reactor coolant pipe has burst in the forward engine room. Your mission, should you choose to accept it is for your damage control team to work together to repair the pipe to save the submarine and its crew. We'll understand if any crew ends up glowing in the dark at the dance.

(Water events may be canceled in cases of inclement weather.)

"TURF" EVENTS

BLOCK AND TACKLE

4-member team: Teams will be timed to complete rigging of a double/triple block combination, with the blocks perpendicular, pulling blocks apart until 100 feet of line is taut, utilizing a **bowline** on the block and a **figure-eight stopper knot** on the running end.

COMPASS BOARD RELAY

4-member team, timed event: Each person crosses the start line, chooses one of 32 compass point tags, places it on the board, returns to the start line, and tags the next person. No talking is allowed. North will be marked. You may place

tags on top of one another, but you may not uncover tags. No-tag can be moved once you turn away or take two steps from the board. Each team member will place 8 tags on the board. There is a ten-minute time limit. 30 seconds added per mistake.

FIRST AID

4-member team, timed event: The team members must diagnose and demonstrate treatment where possible using the supplies provided. Those treatments that cannot be demonstrated must be explained. It may include CPR. This will be run in a "relay fashion." It is a timed event. Questions and techniques are taken from the Boy Scout Handbook and First Aid Merit Badge Book.

HEAVING LINE

... and Alumni Heaving Line!!!

Team of 3: Each person attempts 3 throws of a weighted rope (monkey's fist) in one minute. The target consists of point sections valued at 1-3-5-3-1 at a distance of 30 feet. A total of 9 throws will be the team's score. Tiebreaker: least "0" throws, then most "5" throws, then most "3" throws, then average time.

INTERNATIONAL CODE FLAGS

1 to 4-member team. Each unit provides up to 4 readers: This will be a written test. Each reader will compete separately, and the individual scores will be **added** to the team's score. Readers are expected to know all 26 alphabetical and 10 numerical (0-9) code flags. Alphabetical flags will be posted on 8 1/2" x 11" paper. The first sheet will contain all 36 flags in random order, followed by 2 pages of "messages" to be decoded. The tiebreaker (test page 4) will be matching 6 flags with their individual meaning. Each reader will have up to 2 ½ -minutes to finish the score sheets' flag code. All units will compete at the same time in the gym at 1 pm. We know, given more time, most of you can score 100%. Please understand time is specifically set to be insufficient to complete all sheets, so the most correct completed in the time allotted decides place finish.

KNOTS RELAY

4-member team, timed event: No talking is allowed. Eight knots out of ten will be tied.

A (*) following the knot means the knot must be tied on a horizontal bar (broomstick/closet rod). **Knots: square, marling hitch* (a separated clove hitch is not acceptable), two half-hitches*, taut-line hitch, bowline, sheet bend, figure eight, sheepshank, clove hitch*, cleat hitch("flag pole knot").** The ropes used are 5 feet long. Eight ropes are provided. One knot per rope. 2 knots per person. Only 50 % correct needed to place; Ten-minute time limit. 30 seconds added per mistake.

OBSTACLE COURSE!

4-member team. You were not able to save your boat from taking on too much water. You safely make to shore, but have to navigate over several obstacles to get a safe spot on this unfamiliar land.

SPLICING!

3-member team. Supplies: (2) lengths of 1/2" manila rope. One Scout will complete an **end or back splice**, while another completes the **eye splice**. The two ropes will then be given to the third member of the team who will be joining the two rope lengths with a **short splice**. Three tucks minimum each strand. Scoring based on accuracy and neatness; time will be used to break all ties. Teams may supply "whipping material" for the strand ends. 30-second penalty for each missed or incorrect tuck. Only 50 % needed to place; 75% correct needed to qualify for Marlin Spike Seamanship Trophy. 10-minute time limit.

TUG OF WAR – NEW 2023!

The weight limit is 800 lbs. for both GS/MS units and BSA units. Each unit will weigh in and have his/her hand stamped during check in. No cleated boots or shoes. No trenching. Girl Scouts/Mariners and BSA units are in separate, single-elimination brackets. Move the center flag past a designated mark. Gloves may be worn. Participants will not be allowed to tie or cross-wrap the rope.

"SMURF" EVENTS "Just for the Fun of It"

-Not part of any Trophy Competition-Ribbons awarded!

DAD JOKES!

Leader Event: 1 Leader per unit will compete in saying Dad Jokes. Bring your best and your puniest. If you don't bring your own, some might be available day of.

JUNKYARD RACERS (STEM)!

Full Unit: Over the course of the day, you will build and try a STEM related project. The project specifications and objectives will be given day of the event along with a package of supplies.

MIXED UNIT SURPRISE EVENT

Team of 4. Two from Mariner/GS units, two from Sea Scout/Venture/BSA units: It's a surprise!!!

*Events may be performed with fewer than the number of designated participants **if** the unit brings fewer scouts to the Regatta than the event requires. The units will, however, be scored behind those units that participated with the full number of scouts. Units may combine together to create 1 team to participate.*

For more information and downloads on how to do events:

www.rockriverregatta.com

BASIC INSPECTION, DRILLING AND MANEUVERING

****(Separate Trophy event - Not part of the "Turf" events or "Surf" events, but part of the Overall Trophy scoring).
Minimum Team of 5. No place points for inspection only - Must attempt 50% of commands.***

2 minutes 30 seconds minimum. 4 minutes time limit. **Basic/Beginner drill ONLY.** Drill area: Standard HS Basketball court. Formal dress inspection of members and presentation of unit will begin outside the gym. Then units may change shoes for competition in the gymnasium- non-marking soft soles only. Scored on uniformity of dress, (with Unit, location, and Scouting affiliation), and use of drilling area, spacing, marching and maneuvering, execution and compliance with **judging ONLY on the 16 required movements**, (not in order): ***Fall In, Attention, Parade Rest, At Ease, Dress Right, Forward March, Halt, Right Face, Left Face, About Face, Right Flank, Left Flank, Column Right, Column Left, To the Rear March, Dismissed.***

Following inspection, the Crew's DI will present to the judges. The drill teams will receive a drill card with 7 movements that must be done at the beginning of their drill, before any other movements, and in the order given on the card, after which the drill team can then finish the other required drill movements as they desire. Units will not have points deducted for the non-uniformity of shoes for the actual competition because of the shoe requirement for the gym. Units may perform the required elements as many times as desired for your routine. There will be no additional points awarded for advanced maneuvers, but you are welcome to use them, and no points will be deducted.* Out of respect for the judges and other involved units, only serious participants competing please. Non-conforming units may be disqualified.*

Time begins at "**Fall In**" and ends with "**Dismissed**". The purpose of drill is to **move** the crew in organized fashion from place to place. Points deducted for less than 2 minutes 30 seconds or exceeding 4 minutes of **Drill and Maneuvering time**, for continuous cadence calling, *for failure to include all members of your unit (at the regatta) in the drill routine.* **No deductions for drill teams of 12 or more.** [Exceptions will be made for members who have joined after January 1, or 1 member (possibly more for larger units) to allow for specific drill formations (i.e. 8 out of 9 compete to have 2 ranks of 4 members)] Color Guards may post the unit flags, but are expected to participate in the performance of commands. Top Mariner/Senior Girl Scout Unit and Top Sea Scout/Venture Crew Unit will each receive Trophy Plaques. Judges' rankings will break all ties.

ROCK RIVER REGATTA RULES OF THE ROAD

Eligibility

All youth participants must be at least 13 years of age OR have completed the 8th Grade, and must be current members of the Girl Scouts-USA or Boy Scouts of America. Registered you may compete through age 20. Participants may not compete and be acting as adult leaders.

Adult Leadership

Each unit must provide a minimum of 2 adults, one at least 21 years of age. Co-ed units must provide 1 male and 1 female adult who are at least 21 years of age. Units are required to meet their own council's adult : youth ratios. **Adults must be present for all activities, and are responsible for the actions and dress of their scouts and themselves. Adults asked to judging events may be reimbursed 50% of Adult fees.**

Insurance and Physical Fitness and Youth Permission Forms:

All units must provide certificate of insurance. Each unit is responsible for its own medical and liability insurance. All youth are required to submit a Rock River Regatta permission form. This is in addition to whatever forms your unit or council requires. Forms should be mailed with registration and late registrants must bring them with them. Activities can be strenuous. Each unit is responsible for ensuring the physical fitness of their members for participation in the events and obtaining medical release forms for their participants in case of injury. Late entrants may submit permission forms when you check -in.

Dress Code

Wear comfortable clothing for indoor events – "Class B" uniforms (Unit T-shirts) are the preferred dress of the day for Land events. **No Chains**. Uniforms (Official Class A or Unit Class B) are required for Drill and the Dinner.

DRESS UP FOR THE DANCE!!! *Proper attire for the dance excludes torn or immodest clothing. Scouts unable to participate due to improper dress will not receive a refund.*

Unit Conduct

Good sportsmanship is expected of all participants and Adults. Please respect facility property. Areas should be left in better condition than they were found. Leaders are responsible for the conduct of their units.

Smoking Policy / Drug Use: Smoking is not permitted on school grounds. **The use or possession of drugs and/or alcohol by any participants is prohibited.**

Small units

Units with low membership may combine as one... OR... Small units may "borrow" youth from another unit for an event as long as: (a) your entire unit is participating in the specific event, and (b) the person/s you choose are not competing in the same event for their own unit, and (c) they are in your division. All combinations must be approved by the Rock River Regatta Committee.

Non-compliance

Any violation of the Rock River Regatta Rules of the Road, or state and local laws and ordinances, will result in action that may include one or more of the following:

- * Points deducted from unit's score
- * Immediate expulsion from the Rock River Regatta event
- * Disqualification from 1 or more competitive events
- * Contacting local law enforcement agencies.

We Observe Scouting Etiquette at all times

GENERAL INFORMATION

1. Upon arrival all units must check in. Please arrive early enough to complete event sign-up prior to the Meeting and Opening Ceremony in the commons at 0930. Instructions for the day's events and last minute changes will be discussed. **Units must have certificate of insurance and a signed permission form must be turned in for all participants.** Youth not having signed permission forms will not be allowed to compete. Units allowing any youth to compete without signed permission forms will be disqualified from all awards. **Units must have Tour /Trip Permits as required by Local Councils.**

2. We need everyone **on time** for the afternoon event Code Flags at 1330 sharp. It is held only one time for all units. We will also have announcements for any last minute schedule changes for the day's events at this time.

3. *All effort will be made to have local judges so leaders can spend the afternoon with their units*

4. **Housing:**

No Housing is arranged by Rock River Regatta.

Holiday Inn Express, 1680 Madison Av., Ft. Atkinson, WI 53538, located right next to the High School. For more information, contact (920) 563-3600

Country Inn & Suites, 1650 Doris Dr., Ft. Atkinson, WI 5338, located next to the High School as well. For more information, contact (920) 542-1600

Local area churches may be an option. Please call them ahead of time to check on availability and discuss arrangements.

5. Each unit will be responsible for their own **lunch** and snacks during the day. Milk machine (chocolate, strawberry, white, malt) and Soda/juice machines have been available at the school in the past.

Several fast food restaurants are within short driving distance. Pizza Hut and Subway are "next door." Culver's Frozen Custard and Butter Burgers, Taco Bell, Arby's, and Burger King are within short walking distance. McDonald's, Jimmy Johns Gourmet Sandwich Shop are a short driving distance in Fort.

Rock River Regatta Registration Form

"Surf", "Turf", and "Smurf"

June 22, 2024

Fort Atkinson Senior High School

925 Lexington Blvd., Fort Atkinson, WI 53538

ALL YOUTH AND ADULTS MUST REGISTER.

Unit Name and Number _____

Type of Unit:(circle) Mariner Ship Senior Girl Scout Troop Sea Scout Ship Venture Crew BSA

City _____ Council _____

List Unit Youth Members:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

***List Adults who will be attending in charge of unit
There must be a minimum of two adults for each of the
participating units.***

1. Unit Contact Person: _____

Phone Number (____) _____

E-Mail _____

Mailing Address: _____

City, State, Zip: _____

2. _____

3. _____

Total Youth _____ x \$23 = _____

Late Fees _____ x \$5 = _____

(+)Total Leaders _____ x \$10 = _____

Total Fees Enclosed = _____

Mail Completed Registration Form, **AND** Permission Forms

Make Checks Payable to:

Rock River Regatta

Rock River Regatta c/o Eric Kruk

1614 Dondee Rd.,

Madison, WI 53716

**All Units Responsible for
securing insurance certificate
and touring permits as need by
their council and organization.**

Each Scout must have own
Release for Emergency Medical
Treatment

Hall of Champions

The Hall of Champions was established at Rock River Regatta 2021. It is set up to create friendly competition between units and for units to compete with themselves to show improvement year to year. These events are set up to be repetitive year to year, allowing units to practice at their meetings place to be competitive.

Abandon Ship Drill

Mariner Ship/Girl Scouts

1st – 1:17.19 – MS 361, Star of Geneva, Roscoe, IL – June 18th, 2022

2nd – 1:18.32 – GS 2257, Oconomowoc, WI – June 18th, 2022

3rd – 1:20.31 – GS 2257, Oconomowoc, WI – June 19, 2021

4th – 1:21.63 – MS 523, Kon-Tiki, Stoughton, WI – June 24, 2023

5th – 1:26.50 – MS 523, Kon-Tiki, Stoughton, WI – June 18th, 2022

Sea Scouts/Boy Scouts/COED

1st – 1:18.61 – SSS 9024, Valkyrie, Rockford, MI – June 24, 2023

2nd – 1:19.84 – SSS 5792, Eagle, Fond du Lac, WI – June 19, 2021

3rd – 1:29.94 – SSS 508, Legionnaire, Rockford, IL – June 19, 2021

4th – 1:38.41 – SSS 508/SSS 4107 – Combined Team – June 24th, 2023

5th – 1:45.90 – SSS508, Legionnaire, Rockford, IL – June 18th, 2022

Knot Tying Relay

Mariner Ship/Girl Scouts

1st – 3:09 – MS 361, Star of Geneva, Roscoe, IL – June 18th, 2022

2nd – 3:48.75 (2:48.75 w/2 Mistakes) – GS 2257, Oconomowoc, WI – June 19, 2021

3rd – 4:32 – MS 361, Star of Geneva, Roscoe, IL – June 24^h, 2023*

4th – 4:32 (3:32 w/2 Mistakes) – MS 523, Kon-Tiki, Stoughton, WI – June 24^h, 2023*

5th – 5:28 (4:28 w/2 Mistakes) – GS 2257, Oconomowoc, WI – June 18th, 2022

Sea Scouts/Boy Scouts/COED

1st – 3:30 (2:00 w/3 Mistakes) – SSS 508, Legionnaire, Rockford, IL – June 18, 2022

2nd – 5:06:82 (3:36.82 w/3 Mistakes) – SSS 508, Legionnaire, Rockford, IL – June 19, 2021

3rd – 6:07.75 (4:07.75 w/4 Mistakes) – SSS 5792, Eagle, Fond du Lac, WI – June 19, 2021

4th – 7:05 (6:05 w/2 Mistakes) – SSS 508/SSS 4107 – Combined Team – June 24th, 2023

5th – 7:10 (3:40 w/4 Mistakes) – BSA Troop 147, Jefferson, WI – June 18th, 2022

Heaving Line

Mariner Ship/Girl Scouts

- 1st – 15 Points in 3:04 – GS 2257, Oconomowoc, WI – June 18th 2022*
- 2nd – 15 Points in 3:04 – MS 361, Star of Geneva, Roscoe, IL – June 18th 2022*
- 3rd – 12 Points in 2:28 – GS 2257, Oconomowoc, WI – June 19, 2021
- 4th – 12 Points in 2:32 – MS 361, Star of Geneva, Roscoe, IL – June 19, 2021
- 5th – 11 Points in 4:20 – MS 523, Kon-Tiki, Stoughton, WI – June 24th, 2023

Sea Scouts/Boy Scouts/COED

- 1st – 27 Points in 2:44 – BSA Troop 147, Jefferson, WI – June 18th, 2022
- 2nd – 24 Points in 2:11 – SSS 5792, Eagle, Fond du Lac, WI – June 19, 2021
- 3rd – 19 Points in 2:10 – SSS 508, Legionnaire, Rockford, IL – June 19, 2021
- 4th – 15 Points in 3:46 – SSS 508/SSS 4107 – Combined Team – June 24th, 2023
- 5th – 14 Points in 3:21 – SSS 1, Jolly Roger, Wausau, WI – June 18th, 2022

Compass Relay

Mariner Ship/Girl Scouts

- 1st – 7:12.50 (6:42.50 w/1 Mistake) – MS 361, Star of Geneva, Roscoe, IL – June 18th 2022
- 2nd – 9:01 (6:31 w/5 Mistake) – MS 361, Star of Geneva, Roscoe, IL – June 24th, 2023
- 3rd – 9:57.81 (8:57.81 w/2 Mistakes) – MS 523, Kon-Tiki, Stoughton, WI – June 18th 2022
- 4th – 12:22.13 (8:22.13 w/8 Mistakes) – MS 361, Star of Geneva, Roscoe, IL – June 19, 2021
- 5th- 12:39 (7:09 w/11 Mistakes) – MS 523, Kon-Tiki, Stoughton, WI – June 24th, 2023

Sea Scouts/Boy Scouts/COED

- 1st – 6:50 – SSS 9024, Valkyrie, Rockford, MI – June 24, 2023
- 2nd – 10:55.28 (8:55.28 w/4 Mistakes) – SSS 508, Legionnaire, Rockford, IL – June 18th, 2022
- 3rd – 12:41 (7:41 w/10 Mistakes) – SSS 508/SSS 4107 – Combined Team – June 24th, 2023
- 4th – 12:43.23 (7:13.23 w/11 Mistakes) – SSS 508, Legionnaire, Rockford, IL – June 19, 2021
- 5th – 16:05.93 (11:05.93 w/10 Mistakes) – SSS 5792, Eagle, Fond du Lac, WI – June 19, 2021

*Event Tie Breaker was used to determine final ranking.