SAR COMPETITION EXERCISE

SAR SEAMANSHIP 2

From ISAR 2005

Purpose

The purpose of this event is to evaluate the teamwork, communications skills, leadership and decision making abilities of the team.

Equipment Required: Small anchor at Station 1
30 feet (9 metres) of 12mm line
Package to act as cargo
10 feet (3 metres) of 25mm line
Set of bitts / Cleat at Station 1
30 feet (9 metres) of Nylon line

Set Up

The three team members will be placed in a triangle 20 feet apart.

Exercise

1. There are 3 labeled stations for each team and two assigned tasks will be carried out at each station. The stations must not be moved. Station 1 will be manned by team member 1, station 2 by team member 2 and station 3 by team member 3. Competitors may choose their stations before the event;

2. The necessary equipment to complete all tasks is provided at station 1. Read the event description, select the necessary equipment that you will need and move the required equipment to stations 2 and 3. All remaining equipment will be needed at station 1;

3. Team member 1 will complete tasks 1A and 1B, team member 2 will complete tasks 2A and 2B and team member 3 - tasks 3A and 3B;

4. The tasks are to be carried out in the following order: 1A to 2A to 3A, 3A to 2B to 3B and then ending at station 1 with task 1B. Be careful! This order must be followed; keep your task sheet and instructions with you at all times. Follow these directions carefully or penalties will be imposed.

5. Stay within the boundaries ("on deck") of your skills station at all times when conducting the tasks. You may go outside your skills station to retrieve cargo that has gone adrift if a knot becomes untied, but you must go back to the station

where the knot was tied and try again. Penalties will be assigned if a knot becomes untied;

6. You may assist each other, but only verbally and from inside the boundaries of your skills station;

7. This exercise is timed-so speed is important, but hurrying too much may only waste time. Accuracy in following instructions may be a factor at the judges' discretion. For example, a knot that is tied incorrectly will bring a penalty and interference, such as offering more than verbal coaching, will be costly;

8. Start the tasks when the judge blows the whistle! Good luck!

Please note that failure to tie any knot correctly will result in a penalty of 1 minute being applied to the team's overall score. Knots that are tied incorrectly will be considered as not being completed and the 1-minute penalty will be applied. Failure to follow the posted sequence of skills will result in a penalty of 2 minutes being applied to the team's overall score. Physically helping fellow team members from outside of the skill station will result in a penalty of 1 minute being applied to the team's overall score.
The team with the fastest time (including penalties) will receive 13 points, second fastest will receive 11 points and so on.

Task 1A
Coil poly line ready for throwing.
Pick up one free end of the line and tie a Fisherman's Bend to the ring on the anchor.
Pick up coil and throw to Station 2.
Untie Fisherman's Bend to free line after caught by station 2.

Task 2A
Catch free end of line thrown from Station 1 .
When Fisherman's Bend is untied at Station 1, haul in balance of line.
Tie two half hitches onto cargo.
Pick up coil and throw to Station 3 so that cargo may be hauled to that station.

Task 3A
Catch line thrown from Station 2.
Haul in cargo.
Tie end of manila line to poly line on cargo with a Sheet Bend.
Pick up coil and throw to Station 2.

Task 2B
Catch line and haul in cargo.
Tie manila line to braided line (nylon) with Reef (Square) Knot.
Pick up coil and throw to Station 3.

Task 3B
Catch line and haul in cargo.
Untie Square Knot (Reef Knot)
Untie cargo
Tie nylon line to cargo, with a Bowline.
Throw coil to Station 1.

Task 1B
Catch line.
Fasten free end of line to the bitts in your station with a Figure Eight wrap.
Haul in cargo.
Untie Bowline.
Remove line from the bitts (cleat).

Finish
All team members must then coil all lines and place in box at station 1.
Place Cargo next to box, time ends.