



2019

DAVY JONES



RENDEZVOUS

October 18th – 20th, 2019

“Discover the Mysteries of the Deep!”

**Camp Durant
Occoneechee Council, BSA
210 Camp Durant Lane, Carthage NC 28327**

**Occoneechee Council Office at (919) 872-4884,
1-800-662-7102,
Or Jane Tallis at 919-368-2936, jane.tallis@gmail.com**

Welcome to Davy Jones Rendezvous 2019! This year's theme is "Discover the Mysteries of the Deep!" selected to celebrate the Bermuda Triangle, especially at the Saturday evening get together – zombies, pirates, downed pilots, sailors, sea creatures, etc! Theme costumes encouraged. Some of our favorite events are back and many new events have been added. Hope to see you on the water at DJR-2019!

Registration deadline:

On line registration and Early Bird payments of \$40 per person must be received by **Monday, October 1st, 2019**. **From Tuesday, October 2nd to Monday October 15th the late fee will be \$50 per person and t-shirt delivery to the unit or person may occur after the event. No late registrations after October 15th or on-site payments or registrations will be accepted.** Ships and Crews must register and pay online this year by going to <https://ocscouts.org/event/davy-jones-rendevous/> or going to <http://www.ocscouts.org/calendar> and clicking on the link "Davy Jones Rendezvous". Follow the registration instructions. Payments can also be made online along with t-shirt orders. No refunds for cancellations.

If you have any questions, please call.

Occoneechee Council, BSA
Telephone: 919-872-4884
1-800-662-7102,
Or Jane Tallis (919) 368-2936

Location:

The 2019 Davy Jones Rendezvous will take place at Camp Durant on Nello Teer Lake at 210 Camp Durant Lane, Carthage NC 28327.

Arrival/departure:

Ships and Crews may begin arriving at 2 pm on Friday afternoon and check in at Camp Durant. Crews/Ships that will arrive Saturday morning need to so indicate on their registration form. Departure time Sunday will begin at 9 am, after the campsite inspection has concluded and boats are secured.

Adult Leadership:

All youth attending must be Venturing/Sea Scout age and registered as a Sea Scout and/or Venturer. Each Ship or Crew will provide its own 2-deep and co-ed leadership. Partial units may combine to form a complete unit to provide appropriate BSA 2-deep coed adult leader coverage and we ask that you indicate these arrangements on each signed permission slip for youth in your Ship or Crew. Parents must also be informed. All participating adults must be registered with a participating Ship or Crew and have current Youth Protection Training. Adults will be called upon by the staff to assist with events or monitor an activity area.

Transportation:

Each Ship or Crew is responsible for its own transportation to and from the Davy Jones Rendezvous. Check-in and main parking will be at Camp Durant.

Health Forms:

Each Ship or Crew must provide a copy of the BSA medical form for each participant. Only parts A and B are required.

Swim Tests:

All participants must have passed the BSA Swim test within the current calendar year. Swim tests can be conducted at Camp Durant if needed.

Accommodations:

All units will need to bring their own tents and bedding. Ships and Crews will be camping at the Ash, Maple, Red Cedar, and Sassafras lakefront campsites. Showers and restroom are available at the camp.

Vessels:

Vessels participating in Davy Jones Rendezvous will be provided or arranged for by the Occoneechee Council. All boats will be operated in compliance with federal, state, and local laws as well as BSA guidelines.

Personal Gear:

Closed-toed shoes must be worn at all times around the camps, no flip-flops or open toed sandals are permitted outside of the waterfront. In addition to regular personal camping gear, the following items are strongly recommended for the weekend of boating:

1. Swim suit, one-piece swim suits required for women, Bermuda-style for men.
Suggested – wear tights underneath swimwear for warmth
2. Non-cotton shirt and pants in case it gets cool on the water.
3. Close toed water shoes required! No bare feet in the boats or in the water.
4. Sunscreen, preferably in the 45 to 50 range.
5. Sunglasses
6. Broad brim hat
7. Plastic canteen or large water bottle
8. Rigging knife with marlinspike
9. USCG Approved Lifejacket

Snacks: Ship/Crews will bring a snack to share at Saturday night movie. Creative (and edible) theme related snacks encouraged. Friday night snacks provided.

Meals:

Saturday breakfast, lunch, and supper, and Sunday breakfast will be provided. Friday supper and Sunday lunch are the responsibility of each Crew/Ship.

Fair Weather Schedule

(backup indoor events not listed)

10/18/2019 0900: Staff will ready boats and the camps for the event.

Friday, 10/18/2019:

1400: Ships and Crews begin arriving and setting up camp.

1800: Supper – Ships and Crews on their own.

2030: Scavenger Hunt – meet at Aquatic Center

2200: Free time to socialize

2300: Lights out

Saturday, 10/19/2019:

0700: Reveille

0705: Brief Boatswain/President and Skipper/Advisor meeting

0715: Game sign-ups – tables set up outside of Aquatic Center

0730: Morning Colors

0800: Breakfast

0830: Forenoon Boating Activities Begin: Bosun's Chair, Blind-folded Sunfish Setup, Block Reeving, Canoe Tug-of-War, Knots, No Paddle Canoe Race, Paddle Board Joust, Rowboat Slalom, Single Match String Burn.

1200: Lunch

1300: Afternoon Boating Activities Begin: Bosun's Chair, Blind Man Canoe Challenge, Canoe Tug-of-War, Floating Far-Out Clove Hitch, Heaving Line, Marlinspike Seamanship, No Paddle Canoe Race, Paddle Board Joust, Sunfish Regatta.

1600: Morning vs. afternoon playoffs: Canoe Tug-of-War, No Paddle Canoe Race, & Paddle Board Joust

1700: All boats ashore

1800: Colors

1815: Dinner

2000: Activities – “Discover the Mysteries of the Deep!” costumes encouraged!

- a. Awards from the day's competitions
- b. Land Games and events
- c. Gedunk (snacks)

2115: Movie

2300: Lights out

Sunday, 10/20/2019:

0800: Reveille

0830: Breakfast

0915: Nondenominational worship followed by any announcements

1000: Ships/Crews pack up gear, clean camp site for inspection and check out.

1200: All Ships/Crews will be on their way back home. Host Ship and Crew pack up gear, trailer boats, and close down camps.

Land and Boating Activities:

Boatswain's Chair

Team – 4 Scouts

Scoring – Total time required for all team members to complete the event, less descent time.
A 10 second penalty will be assessed for each coaching infraction.

Procedure – This event is a relay. All competing Scouts start lined up at attention. On the word “Go!” the clock will start, two Scouts enter the hoisting area, one ties a French Bowline around himself, the other may help if necessary. The knot must be a proper French Bowline as shown in the Sea Scout Manual. The remainder of the ship may cheer, but may not assist or coach regarding the knot.

Scouts while being hoisted must sit on one loop and be held by the French Bowline such that one line to passes around the waist, at least belt high, and the other under the buttocks. The tail, or bitter end, must extend at least 6” beyond the knot. If in doubt on the safety of a knot, a Judge may stop time to examine it. He must require an unsafe knot to be retied, and timing continues during retying.

The Scout going aloft may not push or step off their partner or any other object. Together, the two Scouts hoist until a block approximately 20’ above the ground is touched, at which point the hoisted Scout shall yell “Touch!” and the clock will stop. A successful touch is touching the block, its supporting hardware, or the beam.

The Scout aloft shall lower him or herself carefully to the ground, hand-under-hand, with the Scout on the ground holding and keeping a strain on the line. The time descending is not counted. Time will start again when the Scout aloft touches the ground, or the Scouts touch each other (pushing the knot is acceptable). Scouts then exchange positions and repeat the operation. When the first pair completes the event, the clock continues to run; they must step out of the hoisting area prior to the second pair entering and repeating the entire evolution. The clock will stop when the last knot is untied, the team is back at attention, and the Coxswain calls “Attention!” Talking is permitted. The team may arrange the line to its satisfaction before starting. No knots may remain in the line at the conclusion of the event. Teams will be disqualified for any safety violation at the discretion of the judges. Please note that safety is of the essence at all times, but especially during lowering. Teams will be disqualified if the scout aloft is to descend in any manner other than hand under hand. Teams will be disqualified for any unsafe behavior and for not following the judge’s instructions or these written instructions.

Watch the following video demonstration on how this event will be played out –

<https://www.youtube.com/watch?v=mKoslZZKLjM>

Blind Man Canoe Challenge

Team – 3 Scouts

Scoring – Timed event

Procedure – Two member of the team will start in the canoe with PFDs, soft-soled shoes, and blindfolds properly on. The coxswain will hold the canoe stable until the judge say “Go!”. The race will consist of the coxswain giving directions to the members in the canoe which guide them through a designated

course and returning them to shore at a designated place. Time will start when the judge says, "Go!" and end when the canoe touches the beach at the end of the designated course. No position changes are required. Donning and doffing of PFDs and blindfolds are not part of the race.

Blind-folded Sunfish Setup

Team – 4 Scouts

Scoring – Timed event

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

The equipment is to be returned to its original position or points will be deducted from the score.

Block Reeving

Team – 3 Scouts

Scoring – Total time to complete rigging the tackles, lift the weights, and cleat the lines. The task is complete when after the all three rigs are assembled, lines cleated, and the team alerts the judge that they are done. The judge will stop the time. A five second time penalty will be added to elapsed time for each incorrectly tied knot or incorrectly rigged block to yield total score.

Procedure – Each team will rig and use a two-fold tackle (4:1), a luff tackle (3:1), and a gun tackle (2:1). The standing part of the line will be secured to the block eye or becket with a bowline. As soon as rigged, each tackle will be used to lift a weight of approx. 35 lbs. a distance of three feet. The free end of the line will then be properly secured to a cleat using a cleat hitch. A model of each rig will be provided. On the word "Go!" the clock will start and when complete the team must alert the judge that they are done. The judge will stop the time after the team has alerted him/her that they are done. The equipment is to be returned to its original position or points will be deducted from the score.

Canoe Tug-of-War

Team – 2 Scouts

Scoring – Double elimination, event runs in heats

Procedure – Two canoes will be secured together with a 3/8" nylon line approximately 6ft long. The midpoint of the line will be marked with a red marker visible from a distance of at least 50ft. Teams will start with both crews wearing PFDs in their canoes with paddles lying across the gunwales on the water. The canoes will align themselves tethered at the stern on opposite sides of a canoe gate with the red

marker centered in the gate. On signal from the judge each team will try to pull the other canoe completely through the canoe gate. The canoes will compete across any winds blowing into the cove to prevent any wind advantage. Top two teams from the winners bracket will compete against the top two teams from the losers bracket in the afternoon for first, second and third place.

Floating Far-Out Clove Hitch

Team – 3 Scouts

Scoring – Timed event

Procedure – The floating spar with a no-entry zone will be floating offshore. The team of three will be waiting on shore with the coiled line in hand. On a signal from the judge they will wade/race into the water to the spar, work as a team to tie a clove hitch around the spar without crossing the no entry zone. Once the clove hitch has been properly tied, then time stops. If not, then time continues, one person enters the no entry zone to retrieve the line and the team attempts to tie the clove hitch again. The process is continued until the knot is successfully tied. A five second penalty is added for each time a team member crosses into the no-entry zone with any part of their body – with the exception of retrieving the line to retie the knot. Five minute time limit per team. The team will then coil the line and return it to shore for the next contestants.

Heaving Line

Team – 2 Scouts

Scoring – 10 points are awarded if the first throw is successful; 6 points are awarded if the second throw is successful; and 3 points are awarded if the third throw is successful

Procedure – The heaving line is a sixteen-ounce monkey's fist attached to sixty feet of line. The target is a 60-inch wide rail set thirty inches off the ground and thirty feet from the throwing line. Scouts are required to throw over a railing stretched across the throwing line 18 inches from the ground. Each Scout will have three chances to successfully throw the heaving line comes to rest across the target. The Scout steps back as soon as he or she scores a successful throw. Talking and cheering by Scouts are encouraged. Two practice throws are permitted. The equipment is to be returned to its original position or points will be deducted from the score.

Knots

Team – 2 Scouts

Scoring – Timed event

Procedure – At the judge's signal time will start and first contestant will begin tying all of the named knots on the knot board. At the completion of the last knot time stops and is recorded and a point is given for each correctly tied knot. The second team mate then take their turn. The team scores and times are then added. The team scores and times are then added. The team with the highest score wins and time is used as the tie breaker. Possible knots are the overhand knot, reef knot, figure eight knot,

bowline, two half hitches, clove hitch, sheet bend, cleat hitch, stevedore's knot, French bowline, bowline on a bight, timber hitch, rolling hitch, marline hitch, trucker's hitch, and midshipman's hitch.

Marlinspike Seamanship

Team – 4 Scouts

Scoring – Each project will be judged and scored on a scale of 0 to 8 using the rubric below. A team's score is the sum of the individual project scores.

- 8 Perfect
- 7 Satisfactory with minor variations or issues
- 6 Satisfactory with some variations or issues
- 5 Unsatisfactory with multiple variations or issues and some chance of functionality
- 4 Unsatisfactory with major variations or issues and low chance of functionality
- 3 Unsatisfactory with very low chance of functionality
- 2 Unsatisfactory with marginal chance of functionality
 - 0 Unsatisfactory with no chance of functionality
 - 0 No measurable resemblance to the project guidelines

The following descriptions are what would be considered a perfect project per AMR. Any variation from these outlines will result in a lower score.

Procedure – This event is comprised of four individual projects, either previously determined by the team or assigned to each scout by the judge.

The projects are:

- | | |
|---------------|--|
| -Eye Splice | -Palm and Needle Whipping |
| -Short Splice | -Sew 4" of Flat Seam |
| -Long Splice | -Sew 4" Of Round Seam |
| -Rope Grommet | -Make A "Worked Hole" (grommet or sewn eyelet) |

How needlework is started and finished is not dictated by this event as long as the ends are secure and would prevent the project from unraveling under normal working conditions.

The team must provide its own knives. They are also allowed to provide their own palms, but needles all project materials (line, canvas, twine, thread, flax, and wax) must be provided by the Regatta to insure project material consistency.

Fifteen minutes will be allotted for completion of the event.

Each project will be judged for correctness, neatness, appropriate size and placement.

NEEDLEWHIP:

- Must be one rope diameter long and one rope diameter from the end.
- Must be applied with well waxed, double twine
- The start and finish of the whip must fall within the same contlines.
- The start and finish must be secure and unable to be pulled out.
- There should be no twisting of the twine.
- There should be three locking stitches that follow the contlines.
- Must be tight and secure.
- The whip is applied against the lay working towards the end of the line.

SEWING (FLAT AND ROUND SEAM):

The two sewing projects must adhere to the following criteria:

- Must sew a single line of stitching.
- Must be doubled, waxed twine.
- Ends must be secure and unable to pull out, such as backstitching.
- No knots are to be used to secure the ends
- Stitches shall be uniform in length, as well as spacing.
- Pulled sufficiently tight to hold the seam together without causing puckering (puckering: when the canvas is pulled tight by the stitches and causes bunching).
- Size of stitches shall be appropriate to the material being used.
- Must be a minimum of 4 inches long.
- Flat seam must be laid up to form a hem similar to the hem on a pair of pants.
- Round seam shall be sewn as though it will be applied to the bottom of a bag, not sewn around a piece of line.

SEWN GROMMET:

- Stitches must be placed far enough away from the edge of the fabric to not pull out.
- Twine must be at least doubled and well waxed.
- Inside of the ring should be completely covered with stitches.
- Outside circumference may still be visible.
- Ends must be secure but neat.

EYE SPLICE AND SHORT SPLICE:

- Marriage must be laid up correctly, no slack, with each strand bearing an equal load.
- Strands must follow a strict over one, under one against the lay pattern.
- Each series of tucks must be pulled tight around the circumference of the standing part of the line. To indicate that it is sufficiently tight, each strand shall rotate one third of a turn.
- After the marriage, two more series of tucks minimum before tapering.
- Any form of tapering is acceptable as long as it does not compromise the integrity of the splice.

LONG SPLICE:

- Must be long enough so that the pair strands do not run back into one another.
- Overhand knots must blend with the line.
- Tucks should be half thread tucks but may be full strand tucks if they lay fair with the lay of the line.
- Strands must lie together as though they have not been disturbed.
- Each marriage must contain an overhand knot.

ROPE GROMMET:

- Grommet should have the marriage nearly invisible.
- Have no twists, with each strand bearing an equal load with all strands balanced.
- Marriage must contain an overhand knot.
- Use of a form is encouraged to help maintain balance throughout the grommet.

No Paddle Canoe Race

Team – 4 Scouts

Scoring – Single elimination, event runs in heats

Procedure – Teams of four will begin wearing PFDs kneeling in their canoes behind a canoe gate starting line, two in the bow facing forward, two in the stern facing aft, and hands resting on the gunwales. On a signal from the judge the teams will use their hands to paddle their canoes from at designated starting

line across a designated finish line. Teams must be in their boats when they cross the finish line. The top two morning teams will compete against the top two afternoon teams for first, second, and third place teams for the day.

Paddle Board Joust

Team – 2 Scouts

Scoring – Double elimination, event runs in heats

Procedure – Individuals wearing PFDs will board the tow paddle boards facing each other from a prescribed distance apart in water just over their heads. The contestant on the front of each paddle board will stand holding the pool noodle and the contestant in the back of the board will kneel and hold a canoe paddle. At a signal from the judge the two teams will paddle their boards toward each other and attempt to pass near each other. With both hands on a pool noodle, the contestants will attempt to joust, knock, trip their opponent to cause them to fall from their craft. The team that can cause either the jouster or paddler to fall from their paddle board or knock the paddle or noodle from their opponent's hands is the winner. Using hands or feet to push, pull, or grab the other person or their craft is not permitted. Grabbing the other person's pool noodle or using a canoe paddle to strike or block is not permitted. Intentional ramming with the paddle board is grounds for disqualification. The top two morning teams will compete against the top two afternoon teams for first, second, and third place teams for the day.

Rowboat Slalom

Team – 2 Scouts

Scoring – Timed event

Procedure – Competitors, wearing PFDs, will begin with the coxswain and crew member boarding the rowboat. On the signal from the judge, the time starts, and the rowboat navigates the buoy course laid out. Upon completing the course and returning to the dock the time will stop. The quickest time wins. Missing a buoy or running over a buoy will result in a 10 second penalty for each infraction being added to the boat crew's time. The crew will then safely dock the rowboat.

Single Match String Burn

Team – 2 Scouts

Scoring – Timed event

Procedure – At the judge's signal, the team members begin gathering natural kindling and fire building material and build a fire in the fire pit that burns tall enough to burn through a string suspended 1 foot above the fire pit. The time begins at the judge's signal and ends when the string is burned in half.

Sunfish Regatta

Team – 2 Scouts

Scoring – Not timed, event runs in heats

Procedure – Competitors, wearing PFDs, will begin with the coxswain standing on shore or dock and the crew member with the boat holding it steady with the sail down and dagger board out behind the start/finish gate. On a signal from the judge the coxswains will run to their boat and crew, both get aboard the boat and raise the sail, insert the dagger board, and race over a three-leg course across three points of the wind back to the start/finish line. After crossing the start/finish line the captain and crew member must lower the sail, remove the dagger board, and the captain get off the boat and run to the finish the finish line while the crewmember holds the boat. Event run in heats, not timed!

The Rusty Bucket - Ship SPIRIT Award

This award, The Rusty Bucket, will be presented after all other awards have been given out to the Ship that best displays the following listed below while at DJR, no matter the size of the Ship:

- Enthusiasm
- Teamwork
- Support for all Shipmates
- Service to Others
- Living the Scout Oath/Law/Sea Promise
- Participation from Scouts in Ship

Directions to the Davy Jones Rendezvous:

From Fayetteville:

- Take US-87 north through Spring Lake
- Turn LEFT on NC-27 and follow that to Carthage.
- It will merge with NC-24.
- In downtown Carthage, go halfway around the traffic circle and continue on NC-24/27
- Turn LEFT onto Bethlehem Church Road (Y-Intersection with Old Gas Station)
(Look for highway sign: "Occoneechee Scout Camps")
- After about 8 miles of twisting country road, you will come to a stop sign.
- Continue straight less than a mile.
- The entrance to Camp Durant is on your LEFT. (You will pass the service entrance first.)

From Winston-Salem/Greensboro/High Point area:

- Take I-74 E
- Take the NC-211 exit, EXIT 44, toward Candor/Pinehurst. Turn left onto NC-211
- Go 5.6 miles and turn left on NC-705 Pottery Road.
- Go approximately 5 miles and turn right on Old Carthage Road.
- Camp Durant Lane is on the right one mile beyond Reeves Lane.

2019 Davy Jones Rendezvous Online Registration:

Ships and Crews must register and pay online this year by going to <https://ocscouts.org/event/davy-jones-rendevous/> or going to <http://www.ocscouts.org/calendar> and clicking on the link "Davy Jones Rendezvous". Follow the registration instructions. Payments can also be made online along with t-shirt orders.

If you have any questions, please call.

Occoneechee Council, BSA

Telephone: 919-872-4884

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All registrations must be received in the Occoneechee Council office by 5:00 PM on Monday, **October 1st, 2019!! From Tuesday, October 2nd to Monday October 15th the late fee will be \$50 per person and t-shirt delivery to the unit or person may occur after the event. No late registrations after October 15th or on-site payments or registrations will be accepted!**