



Ontario Division Controlled Document Cover Page

The attached ODI has been reviewed and the following information has been verified.

Document Title	Seamanship Competition
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Description	Rules for Seamanship Quiz, Shipwork & Compass, Ropework & Heaving Line Competition
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Retention Requirement	All version retained for historical reference
Reviewed by	Cdr (NL) Jean-Marc Leblond
Approver (s)	Navy League Committee (Ontario Division)

1.0 PURPOSE

- 1.1 The aim of this competition is to encourage Cadets to increase their knowledge of seamanship, particularly as it applies to their training.

2.0 TEAMS

- 2.1 Each corps may attend with a single team. The team will consist of five (5) cadets, with two (2) spares/substitutes for the Squadron Competition; and five (5) cadets, with two (2) spares/substitutes for Provincial Competition. A Nominal Roll is to be provided from each Corps.
- 2.2 For the purpose of this competition only, five (5) cadets may participate in each round. Team members may be changed as desired, for subsequent rounds, but once a cadet has been subbed out, they may not be subbed back in for that round. Substitutions will be allowed due to illness only, once the round has started. Each round is defined as; Round 1 – Questions and Ranks, Round 2 – Shipwork and Compass, Round 3 – Ropework and Heaving Line.
- 2.3 Each Corps is to have an Officer present, in the capacity of an advisor. The advisor is not permitted to prompt or offer answers. If the advisor has any queries or complaints, they should be made IMMEDIATELY after THEIR round, to the Chief Judge. If the advisor feels that the query or complaint was not dealt with sufficiently, same must be put in writing and submitted to the Chief Judge as soon as possible and in any event, prior to the completion of the competition, by the advisor.
- 2.4 It is strongly recommended that each of the five (5) rates available should be represented, i.e. N/E, O/C, A/C, L/C & PO or above, although no points will be deducted if they are not.

3.0 QUESTIONS

- 3.1 All questions have been compiled from the new Cadet Training Standards (CTS). All questions asked will be the “new” questions, for all rates. Questions will not be published and will be subject to change at any time, without prior notice or consultation.
- 3.2 There will be twenty five (25) questions directed towards each Corps, i.e. five (5) per individual member. Cadet “A” will answer a question, then Cadet “B”, etc.
- 3.3 The questions will be randomly chosen by each cadet, according to their rank. Questions from previous training levels completed by the individual cadet make up part of the questions each cadet is to be asked (i.e. in theory, a cadet could unknowingly choose an A/C question, even though he/she choose from the PO questions. A Cadet is to choose a numbered tag and that will be the question asked, and then the tag set aside until a new team is to compete. In that way, a question will not be asked twice to the same team. In the alternative, each Cadet is to choose a number (verbally) and that question will be asked, then the number recorded and not used again for that corps.
- 3.4 Questions will be directed towards the individual cadet’s training level completed, in order to achieve the rate as worn on their sleeve as follows (in accordance to NL 220 – Cadet Training Standards):

Questions Asked

- | | | |
|-------|--------------------------|-------------|
| 3.4.1 | New Entry (nothing) | Level 1 |
| 3.4.2 | Ordinary Cadet (nothing) | Level 1 |
| 3.4.3 | Able Cadet (1 chevron) | Level 1 & 2 |

3.4.4	Leading Cadet (2 chevrons/anchor)	Level 1, 2, & 3
3.4.5	Petty Officer 2 nd Class (3 chevrons/crossed anchors)	Level 1, 2, 3, & 4
3.4.6	Petty Officer 1 st Class and up	Level 1, 2, 3, 4, & 5

4.0 EQUIPMENT

- 4.1 The following should be available in the vicinity of each quiz/event area:
- 4.1.1 One (1) stop watch
 - 4.1.2 One (1) set of twenty five (25) rank cards
 - 4.1.3 One (1) ship's poster or board
 - 4.1.4 One (1) compass poster or board
 - 4.1.5 One (1) heaving line and target
 - 4.1.6 Five (5) pieces of line for knots
 - 4.1.7 One (1) rectangular board with attached cleat (4-1/2") and line
 - 4.1.8 One (1) Boatswain's Call
 - 4.1.9 One (1) set of numbered tags for questions (optional)
- 4.2 A table with five (5) chairs should be set up for each competing team. Spares/Substitutes may watch, but not sit at the table.
- 4.3 A table with two (2) or three (3) chairs should be set up for the officials in such a manner as to be facing those of the competitors.

5.0 OFFICIALS

- 5.1 The following officials are required, when possible:
- 5.1.1 One (1) Chief Seamanship Judge
 - 5.1.2 One (1) Recording Officer*
 - 5.1.3 One (1) Time Keeping Officer*
- *can be substituted for any impartial adult
- 5.2 Chief Seamanship Judge: This official will be appointed by Area Staff. The Chief Judge is the sole arbiter and their decisions are final. The Chief Judge may be assisted by other Officers who have neutral interests in the teams competing. These assistants will be designated by Area Staff.
- 5.3 RECORDING OFFICER. Responsible to the Chief Judge for recording competitors, rounds and scores.
- 5.4 TIME KEEPING OFFICER. Responsible to the Chief Judge for maintaining the time period in which answers are to be given. The start of the time period will be given by the Chief Judge.
- 5.5 The Area Staff may appoint other officials as deemed necessary.

6.0 FORMAT

- 6.1 Corps will compete, one at a time, for a minimum of **three (3) rounds**.
- 6.2 The **FIRST ROUND** will comprise of **Questions** and **Ranks**.
- 6.2.1 **QUESTIONS:** A total of twenty five (25) questions per round will be directed to each

team, with five (5) questions being directed to each team member. Each question must be answered within a fifteen (15) second time interval (except where the questions state a longer time frame allowed to answer in) and the timing will commence when the question has been completely read. If the cadet is proceeding in the correct manner, even after the expiry of the time limit, they are to be allowed to continue.

Total of 25 points available.

6.2.2 It is not expected that a Cadet will respond with the answer exactly as it appears in the training manual. In these cases, the Chief Judge will rule on the adequacy of the response.

6.2.3 RANK CARDS: All five cadets are to be seated. The rank flash cards are to be shown randomly, one at a time, to each cadet in turn for a maximum of 25 shown, (5 per team member). A total **time limit of one (1) minute** is allowed. The ranks to be used are to be taken from the current CTS and are shown in **Annex D**.

Total of 25 points available.

6.2.4 The SECOND ROUND will comprise of the Compass Card and Shipwork.

6.2.5 COMPASS: Each Cadet, in turn, is to pull five (5) from the required sixteen (16) Cardinal/Half Cardinal/Three letter points, and without looking at them, hand them to the judge, and then turn their back to the compass card. At all times, the compass card will have been placed so as to have south closest to the cadet and it will not be moved. Their selections will then be placed FACE UP, IN RANDOM ORDER, and IN THE CENTRE OF THE COMPASS CARD. The Cadet will then be instructed to turn around and place the tags in their correct places. A time limit of ten (10) seconds per cadet is to be allowed and the timing will commence when the cadet is instructed to turn around to face the compass again. The remainder of the team should not be able to witness where the competing cadet is placing the points (Annex F).

Total of 25 points available.

6.2.6 SHIPWORK: Each cadet, in turn, is to pull five (5) from the required ten (10) points of reference, and without looking at them, hand them to the judge and then turn their back to the diagram. At all times, the shipboard/poster will have been placed so as to have the bottom of the board/poster closest to the cadet and it will not be moved. Their selections will then be placed FACE UP, IN RANDOM ORDER, and IN THE CENTRE OF THE SHIPBOARD/POSTER. The Cadet will then be instructed to turn around and place the tags in their correct places. A time limit of ten (10) seconds per cadet is to be allowed and the timing will commence when the cadet is instructed to turn around to face the shipboard/poster again. The remainder of the team should not be able to witness where the competing cadet is placing the points of reference.

6.2.7 The following is a list of parts to be used: Bow, Stern, Midships, Centerline, Funnel, waterline, Draft, Freeboard, Port, Starboard, On the Port Quarter, On the Starboard Quarter, On the Port Bow, and on the Starboard Bow (Annex E).

Total of 25 points available.

6.2.8 The THIRD ROUND shall comprise of the Ropework and Heaving Line.

6.2.9 ROPEWORK: All five cadets are to be seated Each Cadet, in turn, is to pull five (5) from the required ten (10) knots/bends/hitches and hand them to the judge without looking at them. The judge will record the chosen knots/bend/hitches, in random order, on the score sheet for each member. Each team member will draw their knots/bends/hitches and when this is completed, the competition will begin. The judge will tell each team member their first knot/bend/hitch as he/she recorded it. At that point, if necessary, the team members should be allowed to change their rope to accommodate put the cleat hitch in front of him/herself or move around to tie off on a suitable object. Every effort should be made, on the part of the judge, to ensure that not more than one (1) team member is tying the cleat hitch at any given time. Fifteen (15) seconds time limit to be allowed for the tying of each knot/bend/hitch and the timing will commence when the cadets are instructed to begin tying. If the cadet is proceeding in the correct manner, even after the expiry of the time limited, they are to be allowed to continue. **The above shall be REPEATED FOUR MORE TIMES making a total of five different knots tied by each cadet from the list.**

6.2.10 The following **list** gives the **ten (10) knots** to be used: Overhand Knot, Reef Knot, Figure of Eight, Round Turn and Two Half Hitches, Bowline, Cleat Hitch, Sheepshank, Rolling Hitch, Sheet Bend and Timber Hitch.

6.2.11 A board with a fixed cleat (4-1/2") and line will be provided for the Cleat Hitch. (**Annex B**)

Total of 25 points available.

6.2.12 **HEAVING LINE:** The competition area is a total of forty-seven feet (47') long. It shall be fifteen feet (15') wide, divided into 3 sections, each 5 feet wide. The target size is a half hoop with a three foot (3') inside diameter, mounted vertically, opening facing the start line (guardrail), with the top of the half hoop 4 feet (4') above the deck, centred within the middle section, and set on the Fault Line. The Fault Line will be thirty-five feet (35') from the guardrail. A line will be placed 12' behind the guardrail (start line) to simulate the area on a ship between the guardrail and the bulkhead. The cadet may stand anywhere within that 12' area, and may take no more than one step forward in order to make his/her toss. The throw is to be over the guardrail (simulated guardrail obstacle), (30" minimum, to 36" maximum in height), which is to be centred, and located 35' from the target / fault line. *See diagram in Annex A.*

The scoring will be broken up into three (3) parts, each independent of the others.

- i) coiling
- ii) throwing
- iii) Monkey's Fist hit/target

i) Coiling should be done as shown in the diagram in **Annex C**, from the standing end and with neat loops. If the cadet coils from the standing end and with neat loops, they earn one (1) point, regardless of the other scoring results. No points will be deducted for improperly coiling.

ii) Throwing should be done sidearm as shown in the diagram in Annex 'B2'. If the cadet throws sidearm, they earn one (1) point, regardless of other scoring results. The cadet shall not take more than one step forward in order to make his/her toss. No points will be deducted for improper throwing. The point will not be deemed to be earned if the cadet ties the end of the heaving line onto their wrist.

- iii) The heaving line monkey's Fist scoring is based upon:
- a) Where the Monkey's Fist and/or part of the line goes OVER and into the target half hoop, three (3) points are given (a Monkey's Fist hanging off the hoop will still get three (3) points), and,
 - b) Where the Monkey's Fist **first hits (NOT comes to rest.)** One (1) point is awarded for the Monkey's Fist, hitting in both the left or right section of the throwing field, and two (2) points for hitting the Monkey's Fist in the centre section of the throwing field. For example, in order for either 1 or 2 points to be awarded, the monkey's fist must hit within either scoring areas. If the monkey's fist falls on the line it will still count for points in the section involved. Any throws hitting short of the Fault Line are awarded no points for this part iii), regardless of the other scores earned in i) and ii) above.

6.2.13 Each Cadet receives two (2) throws. Whichever total score is higher of the two will be used for that cadet's score. See note below for example of scoring. There can be **five (5) points per cadet, maximum**. This score will then be included with the remainder of the team score. *For details of the required Heaving Line and throwing information, see **Annex C**.*

Note: For example, if the cadet does not coil or throw properly on their first throw (earning zero (0) points) but earns three (3) points because of where the monkey's fist hits, they have a total of three (3) for the first throw. On the second throw, they coil and throw properly (earning two (2) points total) and earn one (1) point because of where the monkey's fist hits, they have a total of three (3) points for the second throw. The **complete** score for either one of the throws must be used. With this example, one could **not** take the coiling and throwing points from throw two and where the monkey fist lands point from throw one, for a total of five (5) points.

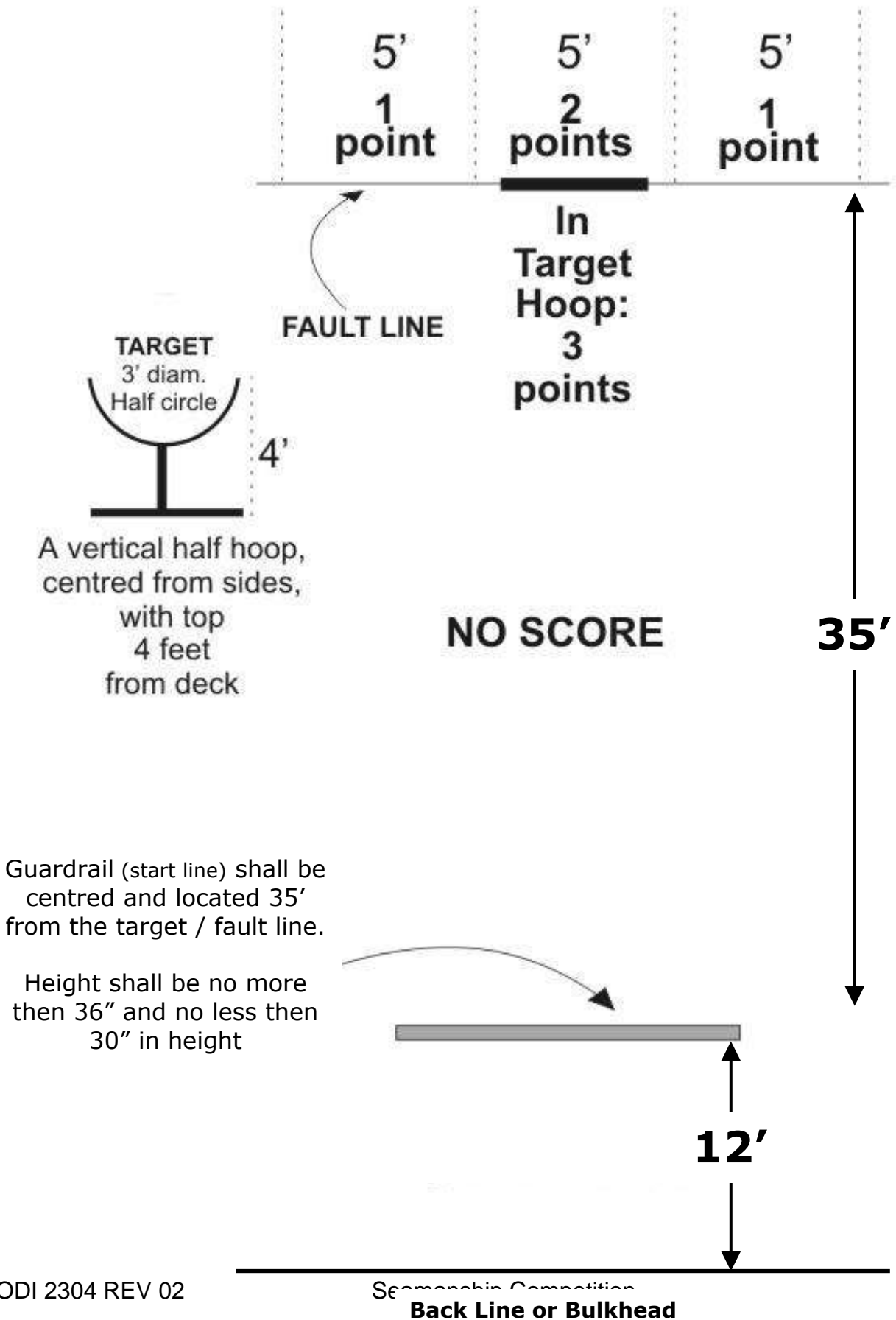
Total of 25 points available.

7.0 SCORING

- 7.1 For each correct answer, etc. one (1) point will be awarded, unless otherwise stated. Points will not be deducted for incorrect answers given.
- 7.2 The winning team from the Squadron will attend Provincials. The cadets on the team at the Squadron **must** be the same cadets on the team at Provincials.
- 7.3 At the end of the required number of rounds the total points obtained (150 available) will be added up and the Corps with the most points will be declared the winner.
- 7.4 First place ties will not be permitted. Should this occur, the tying teams must enter an additional round of questions to break the tie. All details will be found in 6.2.1 and 6.2.2 above.
- 7.5 If it is determined that a team has cheated in a round, the scoring for that round will be recorded as zero.

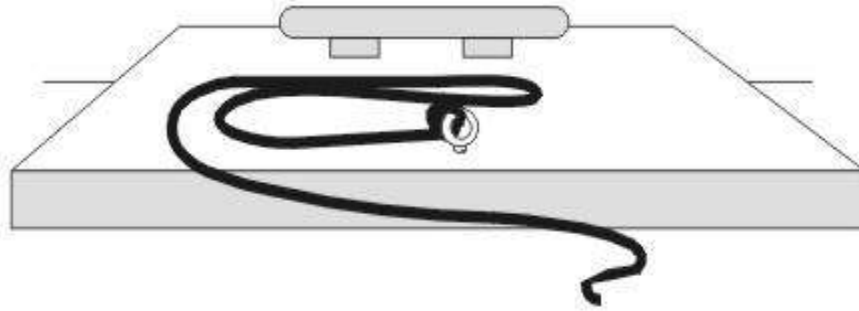
8.0 **ASSISTS**

- 8.1 Training manuals, pocket manuals, prompters, video cameras, recording devices etc. will not be permitted to be brought into the competition area or locale. The questions will NOT be written down by the team advisor during the competition.
- 8.2 OFFICERS, OTHER THAN THE COMPETITION OFFICIALS AND THE CORPS ADVISOR, ARE NOT ALLOWED IN THE COMPETITION AREA.



ANNEX B

**SAMPLE CLEAT BOARD with attached LINE:
(This is how the board should be designed, for the competition.)**



ANNEX C

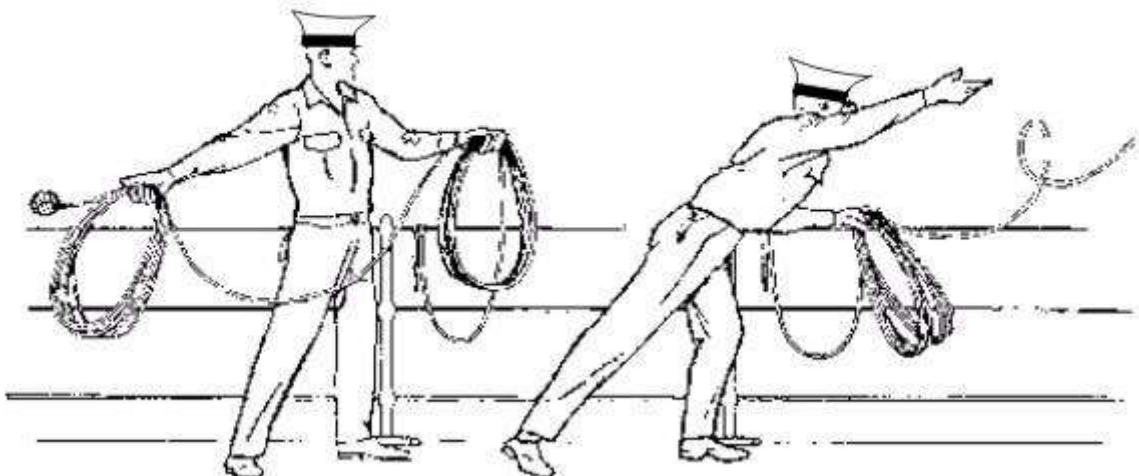
HEAVING LINE:

1. For Corps who do not have a Heaving Line as part of their training aids the following is given for information and uniformity:

Line:	Multi filament polypropylene
Diameter:	9mm (+/- 1mm)
Length:	15m/50ft
Monkey's fist center:	Balsa wood (or equivalent – 35 mm)
Dimension of monkey's fist	75 mm (+/- 5 mm diameter)
Length of line from end to base of monkey's fist	49 – 50 feet
Dimension of monkey's fist	4.5 inches













2. To coil a heaving line, hold the standing end of the line in the opposite hand to your heaving hand or the standing end must be secured to the guardrail using a clove hitch.
3. Hold the line so that the coils of each bight turn towards the target (away from you).
4. The bights should be three (3) or four (4) feet in circumference. (This may vary by size of cadet and should not be penalized, as long as the coils are neat).
5. You then separate this coil in half, keeping the half with the monkey's fist in your heaving hand.
6. Allow approximately five (5) feet to hang between the two coils.
7. Turn your body so that you are sideways to the target.
8. Extend your heaving arm while holding the other half of the coil facing the target, with your palm open.
9. Bring your heaving arm behind you and in a smooth motion heave the monkey's fist, (coil and all) toward the target, sidearm fashion.
10. Allow as much line to go out as necessary.
11. Be sure to retain the standing end in your hand, or you may secure it by standing on it or securing it to the guardrail. Note, the point will not be earned if the cadet ties the end of the line onto his/her wrist.

THROWING A HEAVING LINE

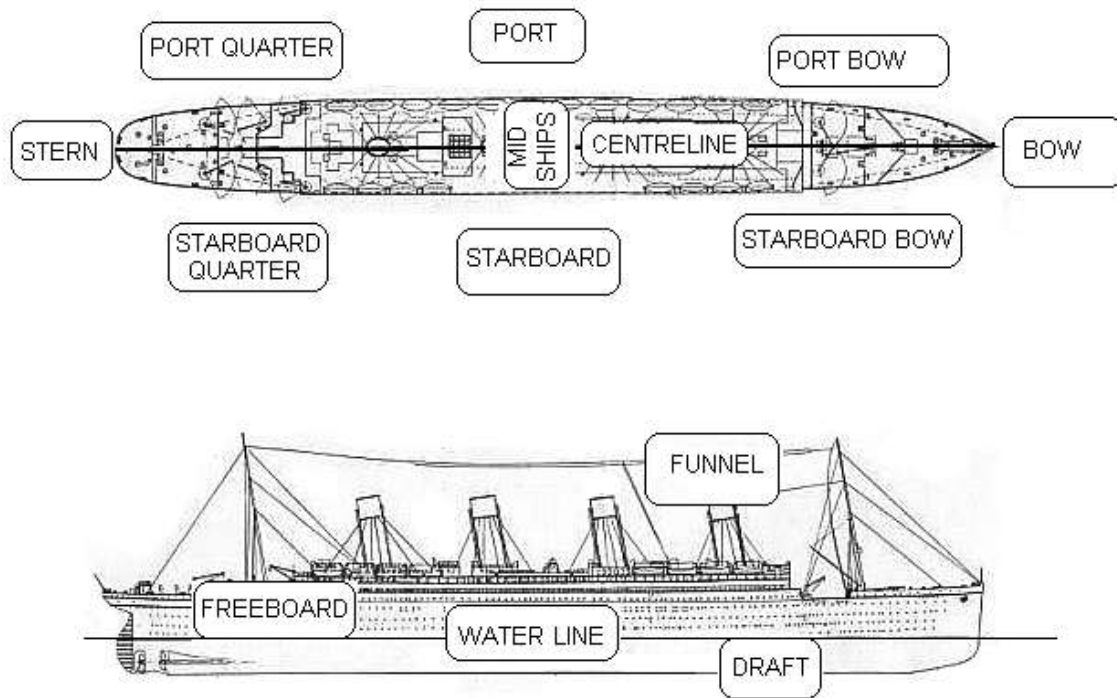


The method of throwing is neither an overhand nor underhand heave but a sideways toss

CURRENT NAVY LEAGUE RANKS

<p>NEW ENTRY</p> <p>(No Card will be shown)</p>	<p>ORDINARY CADET</p> <p>(No Card will be shown)</p>	 <p>ABLE CADET</p>	 <p>LEADING CADET</p>	 <p>PETTY OFFICER 2ND CLASS</p>
 <p>PETTY OFFICER 1ST CLASS</p>	 <p>CHIEF PETTY OFFICER 2ND CLASS</p>	 <p>CHIEF PETTY OFFICER 1ST CLASS</p>	 <p>MIDSHIPMAN</p>	 <p>ACTING SUB LIEUTENANT</p>
 <p>SUB LIEUTENANT</p>	 <p>LIEUTENANT</p>	 <p>LIEUTENANT COMMANDER</p>	 <p>COMMANDER</p>	

ANNEX E



ANNEX F

