



rev: 011315

Deck Hand Olympics Competition
A PVF Fundraising Event

(Set up two, parallel courses so that two regions can “compete” head-to-head at one time.

Running order to be determined by dice toss by Region Chairs

Team captains will be handed a 50-ft. hank of line.

#1 - Use the 50-ft. line to tie all team members’ leg-to-leg in a line (hint: clove hitches around leg are an easy way; no wrapping or coiling around leg is allowed. Contestants must be tied together with a recognized, Coast Guard “approved” knot.)

#2 – Team proceeds to first station where each team member must take their turn successfully tying an “approved” square knot using a rope scrap provided. (A sample knot illustration provided below)

#3 - Teams (and some leaders of their group may advance to the next table when ready, if they can reach that far) proceed to next table to tie a bowline around a chair leg (or any other vertical object provided) using short rope piece provided. (A knot illustration provided below)

#4 - Teams will advance as group through a “walk the plank” (tape-on-floor) to next station where a heavy dock line eye must be tossed over an orange traffic cone/chair/post “bollard” of about 25-ft. distance. Keep at it until a “ringer” is made. [Only one selected team member is required to accomplish this task.] All teammates remain tied together while completing these tasks.

#5 - Using a scrub brush with a long handle attached, last person in lineup must put a tennis ball into a mop bucket turned on its side. An obstacle, such as an upturned table, should be placed on the putting surface to ensure at least several strokes to put ball into bucket.

After completing the hole, team removes lines, coils it into a hank and presents it to the judge. Elapsed time is recorded.

USCG will enforce, proper knot tying, successful walk the plank, passenger remains on the pier (red tape), and successful goal. Time will be called when all lines are coiled and placed at the starting line.

The time is recorded, and then the deductions begin from the USCG. The combined score is then recorded. The best time wins

All 100 participants must be in the muster area prior to competition start



**PASSENGER
VESSEL
FOUNDATION**
Passenger Vessel Safety and Education.

**PVF MARITRENDS EVENT
DECK HAND OLYMPICS
2015
Score Summary**

	Great Lakes	Rivers	Original Colonies	Southeast	Western
Time					
Pre Event Handicap					-15 seconds
20 Person Team					
Team Secured					
Square Knot					
Bowline Knot					
Walk the Plank					
Goal Challenge					
All lines secured and stowed					
TOTAL					

SCORING

Pre Event Handicap

- | | |
|-------------------|---------------------|
| First Place: TBD | - Deduct 20 second |
| Second Place: TBD | - Deduct 15 seconds |
| Third Place: TBD | - Deduct 10 seconds |
| Fourth Place: TBD | - Deduct 5 seconds |

Add 5 seconds for each deficiency

Square Knot

The Square Knot is a classic for connecting lines and tying knots. Whether you are tying two ropes together to make a longer rope, or you are tying up a bundle of firewood to carry, the Square Knot is a winner. It's much more secure and stable than its cousin the Granny Knot.



How to Tie: You can tie a solid square knot by lapping right over left, and then tying again in the reverse direction – left over right.

FYI – Three are demonstrations on You Tube

Bowline

The Bowline creates a loop at the end of a rope that cannot shrink or expand. This knot is often taught with the story of the rabbit coming out of the hole, in front of the tree, going behind the tree, and back down his original hole.



How to Tie: To explain this in English, you form a loop on top of the long end of the line. Pass the free end of the line through the loop and around behind the line. Bring the free end down in the original loop, while maintaining the secondary loop which becomes your Bowline loop. Once the “rabbit” is back down his hole, pull the “tree” up and the Bowline is tightened.

FYI – Three are demonstrations on You Tube