



## **U.S. Coast Guard Auxiliary**

### **Atlantic Search and Rescue Competition**

**23 July 2011, Rev A1**

**U.S. Coast Guard Training Center**

**Yorktown, VA**

**View the 5<sup>th</sup> District SR web site for any revisions**

**<http://www.uscga5sr.com>**

### **Scoring**

Each of the ASAR Events will be scored using a 100 point system. Scoring is described in the following Event descriptions. All points scored by a team on the various Events shall count toward the selection of the ASAR Champion.

Multiple Events are shown in this document. One or all Events may be used for scoring during the ASAR.

If an Event is cancelled for any reason, the points summary and winning selection shall be made from the Events held.

## **TEAM EVENTS**

All events will be three member events. The team coxswain will participate in all events. Each team may bring one alternate, but the alternate cannot be used unless a primary team member is physically unable to continue.

## **2011 EVENTS**

This year's events may include the following:

1. SAR Planning
2. On-Water SAREX
3. Marlinspike
4. P6 Pump Operation
5. Heaving Line
6. Throw Ring
7. Damage Control
8. First Aid
9. Secret Event

## **Team Play**

All Teams shall incorporate Team Coordination Training (TCT) during the day. This year the event is once again being held in July and it can be very hot and humid. Situational awareness, particularly watching out for your teammates and others is all part of the event. In addition, this is a team building and social event for all. We ask the Teams and the support members to have fun and enjoy the competition.

Have fun and be safe!

## **SAR PLANNING**

The purpose of this Event is to evaluate the Team's basic understanding of navigation, chart reading and SAR planning when provided with all pertinent data regarding a maritime SAR incident. The plan shall be completed within the time allotted. Set and drift information (if required) will be provided and no tide calculations will be necessary.

Upon arrival at this event, the Team Coxswain will be provided with a large-scale nautical chart of the search area, parallel rulers, square, dividers, stationary supplies, calculator and a written narrative of the SAR scenario. No additional books, paper or charts will be allowed in the SAR Planning area.

Each Team will get 10 minutes to review the chart and then 5 minutes to review the SAR scenario. During this 15-minute period teams may ask questions about the chart or scenario.

At the whistle, a strict 45 minute time period will start allowing the Team to plot on their nautical chart the following information:

1. The last known position (LKP/Datum) and the commence search point (CSP).
2. The in route course data, including ETA from designated start point to the CSP.
3. The initial search pattern defining boundary, pattern type, leg length, track spacing, etc.
4. LKP and CSP shall be within 0.1 minute of Latitude and Longitude.
5. Times shall be within 1 minute.
6. Search pattern heading(s) within 001 degree.
7. Bearings used to determine LKP must be labeled with time and bearing.

8. Dead reckoning plot must be labeled correctly showing all symbols and data.
9. All bearings are MAG unless otherwise noted.
10. At a minimum, the first 4 legs of the search pattern must be labeled correctly with all data.
11. Use search planning criteria as distributed in the Boat Crew Seamanship Manual.
12. Judges can help Teams interpret the scenario, but cannot provide any other information. Time continues during help discussion.
13. There is a strict 45-minute time limit after the START whistle. Pencils down at the 45-minute mark - all instrument use and data entry must stop.

**Scoring** – Maximum of 100 points.

Teams will be ranked based on total points accumulated. Ranking will result in the following points being awarded: 100 points for 1st place, 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place. Point allocation will be based on the correct execution of the plan and response to the questions posed.

## **ON-WATER SAREX**

The purpose of this event is to evaluate the Team's ability to successfully complete a simulated SAR case, observing all standard policies and practices.

All scenarios have been developed and will be graded using the US Coast Guard Boat Crew Seamanship Manual M16114.5 (Series).

1. Upon arrival at this event, the ASAR Team will be assigned to a Coast Guard Auxiliary Facility. A certified Coast Guard Auxiliary Coxswain and at least one crew, both of whom will provide no input, are responsible for the safe operation of the vessel only. This Auxiliary Coxswain will be the helmsman of the Auxiliary Facility (AuxFac).

2. The team will be required to don all personal protective equipment (PPE) necessary for underway operations. The AuxFac Coxswain will brief the team on the AuxFac capabilities and safety equipment. The ASAR Team Coxswain will brief the AuxFac Coxswain and crew on the SAR case, the transit to the CSP, the search plan and all underway data. The judge will need to overhear these briefings for scoring purposes. This part of the SAREX shall not take longer than 15 minutes from the time that the judge says START or points will be lost.

3. The AuxFac will depart the dock with the Auxiliary crew, the ASAR Team and judge onboard to execute the search plan. Time from the dock to the designated start point will not be counted in the SAREX Event, but safety while underway on Wormley Creek will still be monitored by the judge.

4. Timing of the On-Water SAREX Event will commence when the AuxFac reaches the designated start point. Once the search object is located, the AuxFac will maneuver such that the ASAR Team can touch the object. Once the object is touched, the emergency situation will be considered resolved, timing will end and the crew will return to base (RTB). But scoring will not end at this point.

Remember you are still on patrol and all normal safety and operational requirements still apply until you reach the dock, secure from patrol and debrief. SAFETY is priority Number One!

5. At the end of the exercise, a point score will be assigned to the team.

**Scoring** – Maximum of 100 points.

Teams will be ranked based on total points accumulated. Ranking will result in the following points being awarded: 100 points for 1st place, 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place.

The team will be evaluated on the following areas: safety, the proper wearing of PPE, Facility Team Coordination, the organization of search spotters and the coverage of search sectors, the execution of the search plan, radio and team communications, locating the search object, ability to follow verbal and written orders, and the resolution of the incident. Time from the designated start point to the location of the search object will be timed.

Required - Judge should be able to hear all instructions and replies to/from the coxswain and crew. Radio communications will be by the ASAR Team, and will be with the "ASAR Radio". All radio communications with ASAR Radio shall start with "This is a drill".

# **MARLINSPIKE (Knowing the Ropes)**

The purpose of this event is to evaluate the marlinspike skills, teamwork, communications skills, and leadership abilities of the Team. The standard for this event will be the *USCG Boat Crew Seamanship Manual*, M16114.5, C Chapter 7, Marlinspike Seamanship.

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. Members may choose their stations before the event.

2. All the necessary equipment to complete all evolutions will be provided at Station 1. No more than 5 minutes will be provided to review the Event sequence and select the necessary equipment that the members will need at each station. All members and equipment start the Event 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 will complete tasks 3A and 3B.

4. The tasks are to be carried out in the order as prescribed on the Task Sheet provided at Station 1. *Be careful! This order must be followed for full points.*

5. Keep your task sheet and instructions with you at all times. Follow these directions carefully or penalties will be imposed.

6. Stay within the boundaries ("On Deck") of your skills station at all times when conducting the evolutions. If the cargo comes untied, then the Team Member that last tied the cargo must be the one to retrieve the cargo back to their station and retie the same knot. Note: retrieving the cargo is not a penalty for stepping off your skills station, but a penalty will be assessed if a knot comes untied.

7. Not staying in touch with your (“On Deck”) boundary for any reason other than to retrieve the cargo as described in item 6, will result in a 1-minute penalty.

8. Team Members may assist each other, but only verbally and from inside the boundaries of their skills station.

9. This exercise is timed so speed is important, but hurrying too much may only waste time. Accuracy in following instructions will be a factor at the judge’s 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.

10. The task starts when the judge blows the start whistle! Good Luck!

Please note that failure to tie any knot correctly will result in a penalty of 1 minute being added to the team's overall time. Failure to follow the posted sequence of skills will result in a penalty of 2 minutes. Coaching fellow team members from outside of the skill station will result in a penalty of 1 minute. Stepping outside of a Team member's skill station (dock) for anything other than adrift cargo retrieval will result in a penalty of 1 minute for each infraction.

**Scoring** – Maximum of 100 points.

This event will be based on time. Teams will be ranked based on fastest time with all penalties added. Ranking will result in the following points being awarded: 100 points for 1st place (fastest), 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place.

To start, all ASAR Team members are in contact with Station 1, with each Station’s equipment ready and in-hand. At the judge’s start whistle, Team Member 1 begins Task 1A while team members 2 and 3 move to their respective Stations with their supplies.

NOTE: Task for the ASAR Event may not follow the order as presented in this document, but the knots, line types, and cargo will be the same.

### **Task 1A**

1. Coil nylon line ready for throwing.
2. Pick up one free end of the line and tie a Round Turn with Two Half Hitches to the ring on the deck.
3. Pick up coil and throw to station 2.
4. Untie the Round Turn with Two Half Hitches to free the line after caught by Station 2.

### **Task 2A**

1. Catch free end of line thrown from Station 1.
2. When Round Turn with Two Half Hitches is untied at Station 1, haul in balance of line.
3. Tie Timber Hitch around cargo.
4. Pick up coil and throw to Station 3 so that cargo may be hauled to that station.

### **Task 3A**

1. Catch line thrown from Station 2.
2. Haul in cargo.
3. Tie end of the manila line to the nylon line on cargo with a Sheet Bend.
4. Pick up coil and throw to Station 2.

### **Task 2B**

1. Catch line and haul in cargo.
2. Tie the poly line to the manila line with Reef (Square) knot.
3. Pick up coil (Poly line, manila line and nylon line) and throw to Station 3.

### **Task 3B**

1. Catch line and haul in cargo.
2. Untie Square Knot.
3. Untie Sheet Bend.
4. Untie cargo.
5. Tie nylon line to cargo, through the ring with a Bowline.
6. Throw coil (nylon line) to Station 1.

### **Task 1B**

1. Catch line.
2. Fasten free end of line to cleat on dock with Figure Eight wrap.
3. Haul in cargo.
4. Untie Bowline.
5. Remove Line from cleat.

### **Finish**

All Team members must then coil all lines and place them coiled, "at/on/touching" Station 1.

Time will not end until all cargo, coiled lines, and members are touching Station 1.

# **SAR PUMP OPERATION**

The purpose of this event is to evaluate the team's ability to operate the USCG P6 SAR Pump.

1. The Team will be provided with a USCG SAR Pump Kit at the starting line. The kit will be fully packaged in the SAR pump can with the lid and locking ring in place.

2. On the judge's signal the timing is started, the pump kit will be carried from the starting line and placed in the operating zone.

3. The pump kit will be unpacked, assembled, and the basket strainer of the suction hose will be placed in the water.

4. Once started, the discharge hose will be used to fill a receiver can that will be located in the operation zone. Please note that the filling of the can will continue until the operation is completed to the satisfaction of the judge.

5. Running the pump dry for more than 30 seconds will be a 1-minute penalty. After 30 seconds of dry pump running the judge will ask the ASAR Team to stop the pump and then restart the pumping process. (This is to keep the P6 pump from being damaged.)

6. Once the can has been filled to the satisfaction of the judge, the team will then shut down the pump. Disconnect all hoses, coil them back at the pump, and place the pump in a condition that it can be repacked. It helps to know the unpacking and packing sequence for the USCG SAR Pump Kit. Not leaving the pump in the correct condition will be a 1-minute penalty.

**Scoring** – Maximum of 100 points.

Teams will be ranked based on fastest time including any penalties. Ranking will result in the following points being awarded: 100 points for 1st place (fastest), 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place.

## **HEAVING LINE THROW**

Team members will have up to 5 practice throws each (total practice time shall not exceed 5 minutes) and then the time will start for the event.

The maximum distance for the heaving line event will be 50 ft.

Points will be placed on a grid marker for scoring.

From the word "Go", each of the three Team members will throw for 5 minutes and the score on the marker for each throw will be recorded. The score for all throws will be added up for a total Team score.

At the end of the event the last Team member must coil the heaving line and place it at the throw line within 30 seconds after "Stop" whistle. Failure to place the coiled line within 30 seconds will be a penalty of 5 points off the Team's throw point total.

One team member may be near the target at a safe distance to help release the heaving line from the target if needed.

**Scoring** - Teams will be ranked based on total points accumulated. Ranking will result in the following points being awarded: 100 points for 1st place (most points), 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place.

## **THROW RING TOSS**

Team members will have up to 5 practice throws each (total practice time shall not exceed 5 minutes) and then the time will start for the event.

The maximum distance for the Throw Ring Toss event will be 25 ft.

Points will be placed on a grid marker for scoring.

From the word "Go", each of the three will throw for 5 minutes and the score on the markers for each throw will be recorded. The total time for throwing will be 15 minutes and the score for all throws will be added up for a Team score. Loss of the throw ring will be a penalty of 50% of the Team Total Score.

**Scoring** – Maximum of 100 points.

Teams will be ranked based on total points accumulated. Ranking will result in the following points being awarded: 100 points for 1st place (most points), 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place.

# **DAMAGE CONTROL, PIPE**

The purpose of this event is to evaluate the Team's ability to quickly mitigate damage to a vessel by properly patching a ruptured pipe.

1. Each ASAR Team will be provided a Damage Control Kit. Each Damage Control Kit will contain the same equipment and material.

2. Each team will be graded in two areas:

- a. The amount of time it takes to effectively patch the pipe or crack.
- b. The amount of water that accumulates in a catch area over a (5) five-minute time period after the pipe is patched. The amount of water will be determined by measuring the water depth.

3. **Patching the pipe or crack:** Each team will have a maximum of 20 minutes to patch the pipe or crack to the best of their ability to minimize leakage. When a team is done patching the pipe or crack, the Team Leader will yell "DONE" and their clock will stop. At 20 minutes, any team not finished will be told to "STOP".

4. **Water accumulation:** When a team yells "DONE" or the judge yells "STOP" the judge will measure the water under the Team's test area. Leakage will be measured by the amount of water rise in a (5) five-minute period.

**Scoring** – Maximum of 100 points.

The Team with the fastest time will be awarded 50 points, 40 points for 2nd place, 30 points for 3rd place, 20 points for 4th place, and 10 points for 5th place.

The team with the least amount of leakage (as measured) will receive 50 points, 40 points for 2nd place, 30 points for 3rd place, 20 points for 4th place, and 10 points for 5th place.

The team that gets the wettest will not be awarded any points, but might be the coolest.

Teams should be ready to get very wet! *Be prepared!*

## **FIRST AID**

Team members will have to know standard First Aid as described in the USCG Boat Seamanship Crew manual M16114.5 C.

ASAR Teams should be prepared for any or all of the following First Aid Events:

- A practical hands on event
- An oral question event
- A written event

For the practical event teams will be graded on how well the event is performed.

For oral or written events, points will come from the correct answer to the question(s).

**Scoring** – Maximum of 100 points.

Teams will be ranked based on total points accumulated. Ranking will result in the following points being awarded: 100 points for 1st place, 90 points for 2nd place, 80 points for 3rd place, 70 points for 4th place, and 60 points for 5th place.