



**EVENTS**

**MANUAL**

**CONTEST EDITION 2008**  
**Revised 21/04/08**

# ATLANTIC CHALLENGE

The Atlantic Challenge seeks encourage and stimulate:

personal development through challenge  
perseverance and self-reliance  
initiative and creativity  
community building and social responsibility  
the spirit of adventure  
fitness of mind and body  
vocational, cultural and social life skills  
international understanding and awareness  
interest in local and global maritime heritage

The biennial Atlantic Challenge Contest of seamanship brings youth from many nations together to sail and row in traditional gigs.



*Awards*

***L'Esprit***

***Spirit of the Atlantic Challenge Trophy***

***John Kerr Trophy***

***Atlantic Challenge Trophy***

***Lance Lee Trophy***

# ATLANTIC CHALLENGE TROPHIES

## *L'Esprit*

### *Sprit of Atlantic Challenge*

*The team that displays the ideals of Atlantic challenge  
both on and off the water.*

### *John Kerr Trophy*

*This is for seamanship, judged throughout the contest.  
Crew's management of their boats at all times on the  
water before during and after events.*

### *Atlantic Challenge Trophy*

*Sailing, Oars and Sails, Rowing, Slalom, Navigation,  
Ropework, Jackstay and Passage Race.*

### *Lance Lee Trophy*

*Captains Gig, Towing and Fair Play Award.*

# L'ESPRIT

*The Esprit is a fun event where mixed crews from different countries work together, share knowledge and build the spirit of Atlantic Challenge.*

**The Esprit is a stand-alone award.**

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)          Complete masts, rigging and sails          2 boathooks          1 rudder with tiller/steering yoke or steering oar          3 bailers (two buckets and one bilge pump)          1 flagstaff  <del>National ensign displayed</del>          Courtesy flag displayed          1 anchor          1 towline/anchor line 50m long, 10mm Ø or greater          2 heaving lines  <del>1 jacksay line, at least 50 m.</del>          Two 6m dock lines and two 12m dock lines.          1 ring buoy (or equivalent) with floating line attached          1 life jacket for each crew member          4 fenders          Sufficient small diameter line to lash all oars and equipment          1 compass</p>	<p style="text-align: center;"><b>STARTING PROCEDURE</b></p> <p><b>Rowing Start</b></p> <p>1 minute      <b>Warning Signal</b>          AC flag hoisted + sound signal</p> <p>10 seconds    <b>Preparatory signal</b>          Preparatory flag hoisted + sound signal</p> <p>0 seconds      <b>Start Signal</b>          Both flags lowered + sound signal</p>
	<p style="text-align: center;"><b>CREW COMPOSITION</b></p> <p>Each gig shall retain its coxswain and two mast captains. The remainder of the gig's crew shall be shared equally amongst the other gigs.</p> <p>Each gig shall carry a total crew of 13.</p>
	<p style="text-align: center;"><b>ORGANISATION</b></p> <p>Single fleet, all gigs compete together.          First gig to complete course wins.</p>
<p>Esprit Course: Course will displayed on the event website or at the coxes meeting.</p>	
<p><b>COMFORT ZONE:</b> No gig may approach within two boat lengths of another gig during the Esprit event or it shall be penalized (safety precaution)          AC &amp; ISAF Rules apply.</p> <p><b>LIFE JACKETS:</b> Life jackets must be worn by all crew throughout the event.</p>	

# SAILING RACE



An event to test a crew's ability to sail a gig at maximum speed around a set course.

## EVENT EQUIPMENT

- 10 oars (minimum)
- Complete masts, rigging and sails
- 2 boathooks
- 1 rudder with tiller/steering yoke or steering oar
- 3 bailers (two buckets and one bilge pump)
- ~~1 flagstaff~~
- National ensign displayed
- Courtesy flag displayed
- 1 anchor
- 1 towline/anchor line 50m long, 10mm Ø or greater
- ~~2 heaving lines~~
- ~~1 jacksay line, at least 50 m.~~
- Two 6m dock lines and two 1 m dock lines.
- 1 ring buoy (or equivalent) with floating line attached
- 1 life jacket for each crew member
- 4 fenders
- Sufficient small diameter line to lash all oars and equipment
- 1 compass

## STARTING SEQUENCE

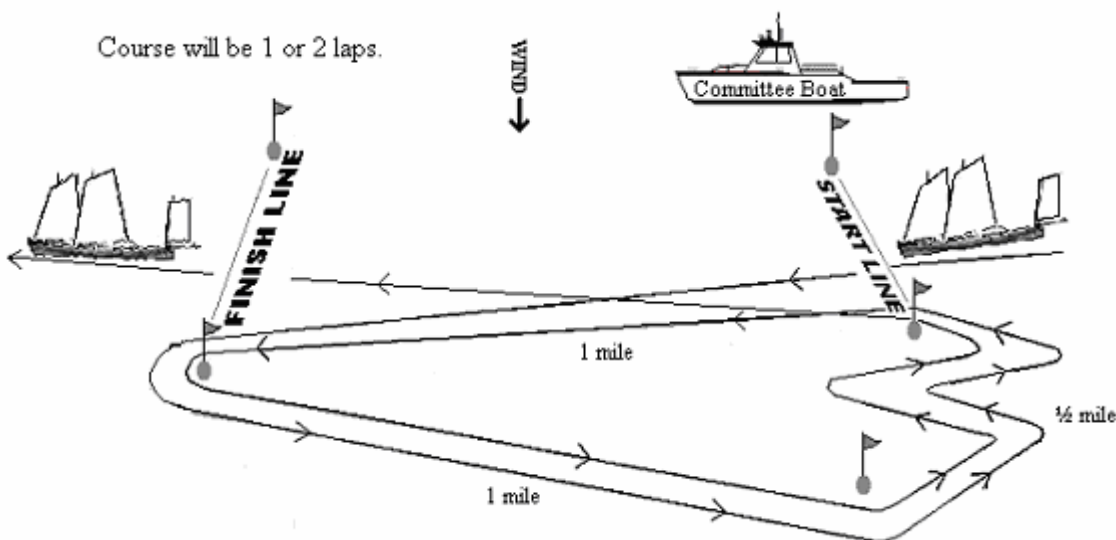
### Sailing Start

- 5 minutes **Warning Signal**  
AC flag hoisted + sound signal
- 4 minutes **Preparatory Signal**  
Preparatory flag hoisted + sound signal
- 1 minute **One Minute Signal**  
Preparatory flag lowered + long sound signal
- 0 seconds **Start Signal**  
AC flag lowered + sound signal

## SPECIAL RULES

At the 4 minute Preparatory Signal and subsequently only sails may be used to manoeuvre a gig except when a tacking oar is permitted during tacking. Sailing Rules and Atlantic Challenge rules will apply (see Appendix VI). The "Drop Sails" and "Early Starter" penalties will apply.

## SAILING COURSE



- Event Format** Option I: Single Fleet  
Option II: Two separate fleets.

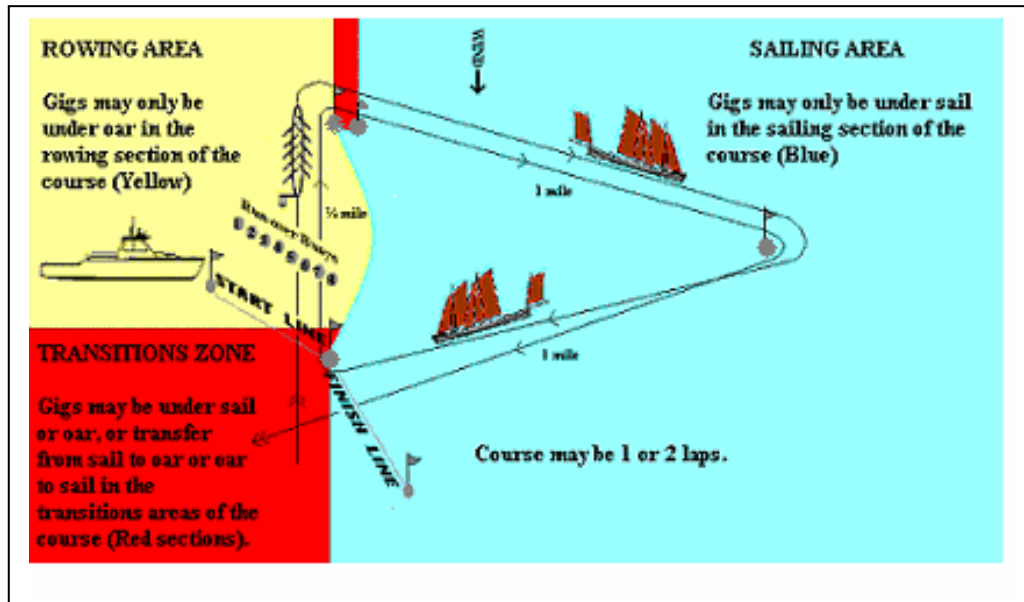
**A Collision will result in AUTOMATIC DISQUALIFICATION** for the 'at fault' boat.  
A "Drop Sails" penalty may be imposed by the on-water judge on the 'stand on' boat involved in a collision if appropriate avoiding action was not taken by that boat at the earliest opportunity.

# OARS & SAIL

*A supreme test of a crews ability to row and sail their gig at speed around a triangular course.*

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)          Complete masts, rigging and sails          2 boathooks          1 rudder with tiller/steering yoke or steering oar          3 bailers (two buckets and one bilge pump)  <del>1 flagstaff</del>          National ensign displayed          Courtesy flag displayed          1 anchor          1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jackstay line, at least 50 m.</del>          Two 6m dock lines and two 12m dock lines.          1 ring buoy (or equivalent) with floating line attached          1 life jacket for each crew member          4 fenders          Sufficient small diameter line to lash all oars and equipment          1 compass</p>	<p style="text-align: center;"><b>STARTING PROCEDURE</b></p> <p><b>Rowing Start</b></p> <p>1 minute      <b>Warning Signal</b>                              AC flag hoisted + sound signal</p> <p>10 seconds    <b>Preparatory Signal</b>                              Preparatory flag hoisted + sound signal</p> <p>0 seconds      <b>Start Signal</b>                              Both flags lowered + sound signal</p>
	<p style="text-align: center;"><b>SPECIAL OARS &amp; SAILS RULES</b></p> <p>The mizzen sail may be set at any time after the start signal.</p> <p>Masts may remain stepped on any leg.</p> <p>Sailing Rules, Rowing Rules and Atlantic Challenge Rules will apply.</p>

## Oars and Sails Course

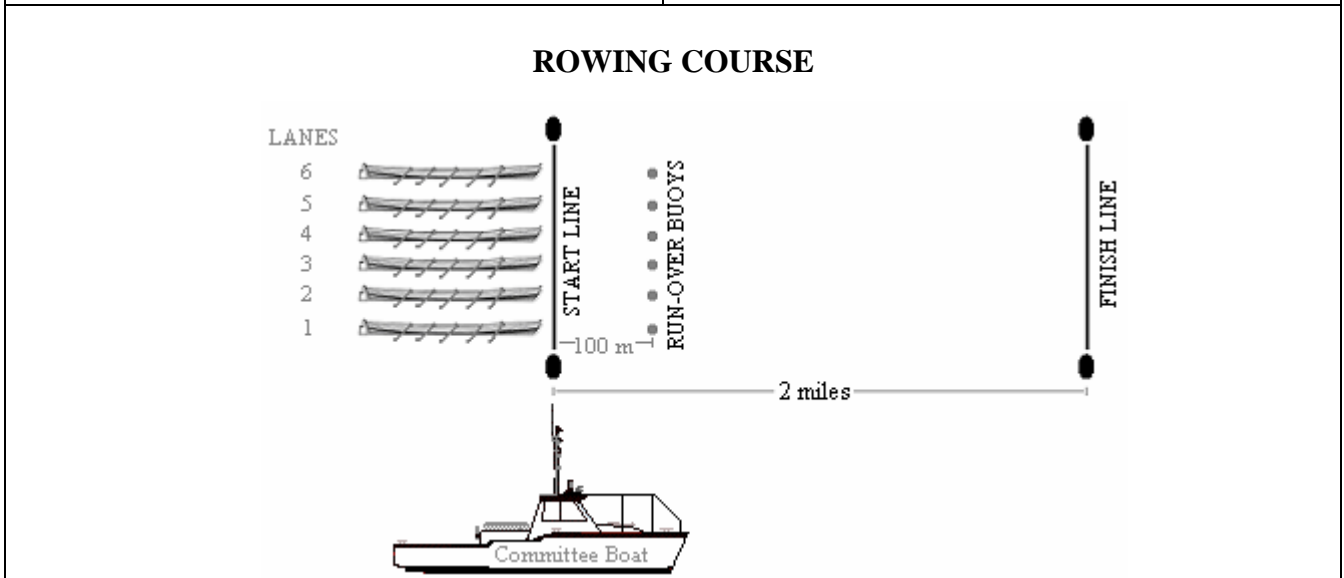


**Event Format:** Two separate fleets. Gigs start in allotted lanes.

# ROWING RACE

*A supreme test of technique, strength and stamina in a straight 2 mile rowing event.*

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)  <del>Complete masts, rigging and sails</del>                  2 boathooks                  1 rudder with tiller/steering yoke or steering oar                  3 bailers (two buckets and one bilge pump)                  1 flagstaff                  National ensign displayed                  Courtesy flag displayed                  1 anchor                  1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jacket stay line, at least 50 m.</del>                  Two 6m dock lines and two 12m dock lines.                  1 ring buoy (or equivalent) with floating line attached                  1 life jacket for each crew member                  4 fenders                  Sufficient small diameter line to lash all oars and equipment                  1 compass</p>	<p style="text-align: center;"><b>STARTING PROCEDURE</b></p> <p><b>Rowing Start</b></p> <p>1 minute      <b>Warning Signal</b>                  AC flag hoisted + sound signal</p> <p>10 seconds    <b>Preparatory signal</b>                  Preparatory flag hoisted + sound signal</p> <p>0 seconds     <b>Start Signal</b>                  Both flags lowered + sound signal</p>
<p style="text-align: center;"><b>SPECIAL RULES</b></p> <p>Lifejackets must be worn by all non-rowing participants.</p> <p>Rowers must stow their lifejackets beneath their thwart for the duration of the event if not worn.</p> <p>Gigs must row in designated lane for the race.</p> <p><b>Rowing Rules and Atlantic Challenge Rules apply.</b></p>	

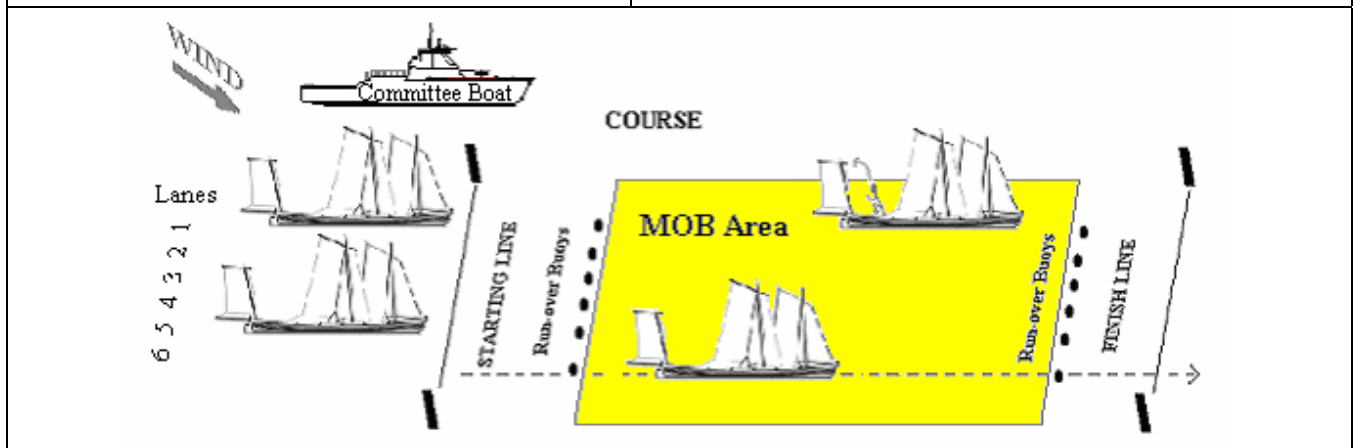


**Event Format:** Separate fleets.  
 Gigs start in allotted lanes.

# MAN OVERBOARD

*This event will take place under sail, testing the crew's ability to safely and speedily recover a Man Overboard.*

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)          Complete masts, rigging and sails          2 boathooks          1 rudder with tiller/steering yoke or steering oar          3 bailers (two buckets and one bilge pump)  <del>1 flagstaff</del>          National ensign displayed          Courtesy flag displayed          1 anchor          1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jackstay line, at least 50 m.</del>          Two 6 m dock lines and two 12 m dock lines.          1 ring buoy (or equivalent) with floating line attached          1 life jacket for each crew member          4 fenders          Sufficient small diameter line to lash all oars and equipment          1 compass</p>	<p style="text-align: center;"><b>STARTING SEQUENCE</b></p> <p><b>Sailing Start</b>          5 minutes <b>Warning Signal</b>          AC flag hoisted + sound signal          4 minutes <b>Preparatory Signal</b>          Preparatory flag hoisted + sound signal          1 minute <b>One Minute Signal</b>          Preparatory flag lowered + long sound signal          0 seconds <b>Start Signal</b>          AC flag lowered + sound signal</p>
	<p style="text-align: center;"><b>SPECIAL MAN OVERBOARD RULES</b></p> <p>Gigs must sail in lane as indicated by the run-over buoys.          Any combination of oars and sails may be used to manoeuvre the gig in recovering the MOB.          The MOB may only be recovered by hand.          All oars must be shipped within 10 seconds of the MOB being recovered.          Only the gigs mandatory equipment may be used during the event.          The MOB must wear light protective clothing.  <b>SAILING and ATLANTIC CHALLENGE RULES APPLY</b></p>



**Event Format:** Timed Event. Separate fleets. Gigs sail in allotted lanes. On-water judging in operation.

**Additional Information:** The MOB will be a passenger from another team.  
 The MOB will jump overboard at his/her discretion when they deem it is appropriate and safe to do so during the MOB section of the course (yellow area, between the two lines of run-over buoys).

**Note:** In the absence of wind the MOB event may be run under oar with a 1 minute rowing start.

# ROWING SLALOM

*A boat handling contest around buoys without the use of a rudder.*

## EVENT EQUIPMENT

- 10 oars (minimum)
- ~~Complete masts, rigging and sails~~
- 2 boathooks
- ~~1 rudder with tiller/steering yoke or steering oar~~
- 3 bailers (two buckets and one bilge pump)
- 1 flagstaff
- National ensign displayed
- Courtesy flag displayed
- 1 anchor
- 1 towline/anchor line 50m long, 10mm Ø or greater
- ~~2 heaving lines~~
- ~~1 jackstay line, at least 50 m.~~
- Two 6m dock lines and two 12m dock lines.
- 1 ring buoy (or equivalent) with floating line attached
- 1 life jacket for each crew member
- 4 fenders
- Sufficient small diameter line to lash all oars and equipment
- 1 compass

## STARTING PROCEDURE

### Rowing Start

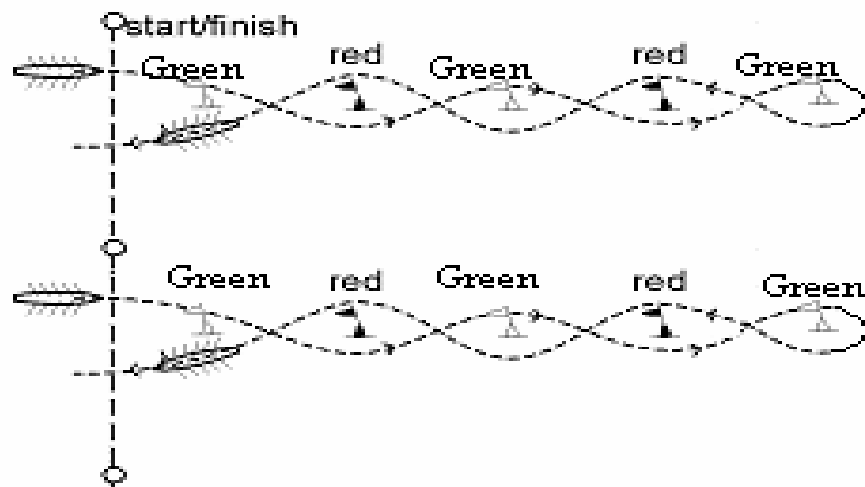
- 1 minute **Warning Signal**  
AC flag hoisted + sound signal
- 10 seconds **Preparatory signal**  
Preparatory flag hoisted + sound signal
- 0 seconds **Start Signal**  
Both flags lowered + sound signal

## SPECIAL RULES

Lifejackets must be worn by all non-rowing participants.  
Rowers may stow their lifejackets beneath their thwart for the duration of the event if not worn.  
The rudder or steering oar must be detached and stowed aboard for the duration of the event.  
No part of a gig or its equipment may touch any of the tall-buoys on the course.

**Atlantic Challenge Rules apply.**

Slalom Course



**Event Format:** Gigs will compete in pairs. Gigs row in allotted lanes. Timed event.

**Scoring:** On-Water Judging.  
Ranking will be determined by “faults” initially and then timings.

**Faults:** Each mark touched by any part of the gig or it’s equipment.  
Failure to round a mark correctly.

# CAPTAIN'S GIG

*This event involves transferring an important visitor from the dock to a vessel, re-enacting one of the historic functions of the gigs.*

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)  <del>Complete masts, rigging and sails</del>                  2 boathooks                  1 rudder with tiller/steering yoke or steering oar                  3 bailers (two buckets and one bilge pump)                  1 flagstaff                  National ensign displayed                  Courtesy flag displayed                  1 anchor                  1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jackstay line, at least 50 m.</del>                  Two 6m dock lines and two 12m dock lines.                  1 ring buoy (or equivalent) with floating line attached                  1 life jacket for each crew member                  4 fenders                  Sufficient small diameter line to lash all oars and equipment                  1 compass</p>	<p style="text-align: center;"><b>STARTING PROCEDURE</b></p> <p>Non-timed event.                  Gigs commence the event by passing through the start gate at the command of the Committee Boat.</p> <hr/> <p style="text-align: center;"><b>SPECIAL RULES</b></p> <p>Lifejackets must carried for all personnel.</p> <p>If not worn lifejackets must be stowed beneath the thwart/seat of the person for the duration of the event.</p>
<p>Captains Gig course will be given at the coxes meeting.</p>	
<p><b>Event Format:</b> Gigs will transfer a person from shore to ship or from ship to shore.                  Two or more gigs may be on the course at any time.                  Gigs start in order, determined by lot.</p>	
<p><b>Scoring:</b> Each gig will be judged on style and efficiency as per Appendix II and ranked accordingly.</p>	

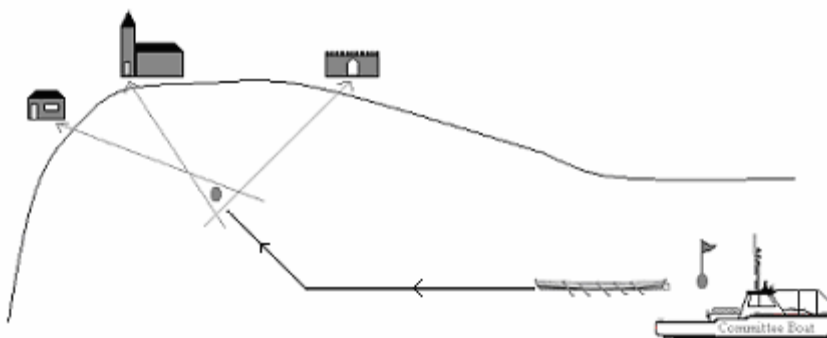
# NAVIGATION

*A practical test of navigational skills in a rowed gig.*

<p><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)  <del>Complete masts, rigging and sails</del>                  2 boathooks                  1 rudder with tiller/steering yoke or steering oar                  3 bailers (two buckets and one bilge pump)                  1 flagstaff                  National ensign displayed                  Courtesy flag displayed                  1 anchor                  1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jackstay line, at least 50 m.</del>                  Two 6m dock lines and two 12m dock lines.                  1 ring buoy (or equivalent) with floating line attached                  1 life jacket for each crew member                  4 fenders                  Sufficient small diameter line to lash all oars and equipment                  1 compass</p>	<p><b>STARTING PROCEDURE</b></p> <p><b>NON-TIMED EVENT</b></p> <p>Gigs commence the exercise from the starting buoy when ready.</p> <p><b>SPECIAL RULES</b></p> <p>Lifejackets must be worn by all crew.                  No electronic equipment allowed.                  Gigs may commence the navigation exercise only once and may not return to the start buoy for a second time.                  Starting buoy will be in place for 90 minutes only.</p> <p><b>ADDITIONAL EQUIPMENT</b></p> <p>Stopwatch &amp; calculator (non-programmable)                  Soft pencil, notepad &amp; eraser                  Dividers                  Parallel ruler or plotter                  Hand bearing compass                  Buoy, line &amp; anchor.                  A Dutchman or Common log (See Appendix III).</p>
--	--

## Example

- 1 From the starting buoy row 1 mile bearing 270° True, then alter course to 315° T and row a further ½ mile. Drop a buoy at this spot.**
- 2 At the position of the buoy, take a three bearing fix in order to determine its location.**
- 3 Plot the position of your anchor buoy on the chart provided at the end of the exercise.**
- 4 Identify the buoys latitude and longitude (see Appendix IV).**



**Event Format:** From a complete crew list of twenty, 4 crew will be selected by lot to be the navigating team.  
 The navigating team alone will helm and navigate the gig over the course.  
 Navigating teams will be rowed in their gig by ten of their own crew.  
 An on-water judge may accompany the navigating team during the event.  
 Teams will not have the assistance of a chart while rowing.  
 Teams will complete the chart work afloat after dropping their buoy.

**Scoring:** A team's final score will be comprised of two factors, (I) the distance between where the buoy should be and where it was dropped (II) the distance between where the buoy was dropped and its position given by latitude and longitude. Distances (I) and (II) will be added together.  
 Teams will be ranked according to scores and points awarded accordingly.

# ROPEWORK



*Crewmembers will demonstrate their ropework abilities by knowing the function and method of tying a selection of knots, whippings and splices.*

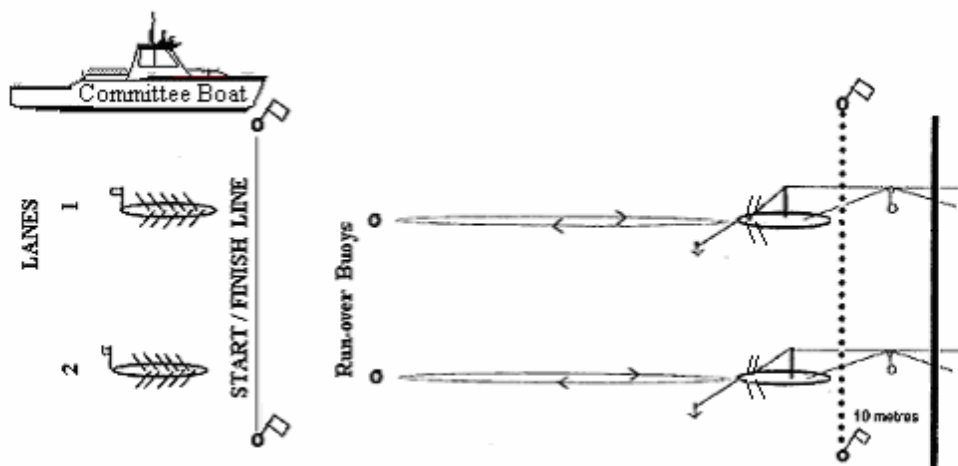
<p style="text-align: center;"><b>REQUIRED ROPEWORK</b></p> <p><b>Knots</b></p> <ul style="list-style-type: none"> <li>Reef knot</li> <li>Figure of eight</li> <li>Running Bowline</li> <li>Clove Hitch</li> <li>Half Hitch</li> <li>Sheet Bend</li> <li>Rolling Hitch</li> <li>Sack Knot</li> <li>Reef Knot slippery hitched</li> <li>Bowline</li> <li>Round Turn and Two Half Hitches</li> <li>Halyard Slip Hitch</li> <li>Anchor Hitch with Seizing</li> <li>Double Sheet Bend</li> <li>Spar Hitch</li> </ul> <p><b>Splices</b></p> <ul style="list-style-type: none"> <li>Short splice</li> <li>Eye splice</li> <li>Long Splice</li> </ul> <p><b>Whippings</b></p> <ul style="list-style-type: none"> <li>Common Whipping</li> <li>Sailmaker's whipping</li> <li>Sailmaker's whipping made with palm and needle.</li> </ul> <p><b>Seizing</b></p> <ul style="list-style-type: none"> <li>Racking Seizing</li> </ul>	<p><b>PROCEDURE</b></p> <p>From a complete crew list of twenty, 5 members will be selected at random to execute a knot and 5 to perform a splice, whipping or seizing. Any crewmember will only be asked to execute one piece of ropework.</p> <p><b>SCORING</b></p> <p>Each Knot, whipping, splice or seizing shall be scored to a maximum of 10 points. 5 knots or hitches, 3 whippings or seizings and 2 splices. 6 points maximum awarded for execution of the correct knot whipping or splice in a neat and seamanlike manor.</p> <p>2 points for identification of function of knot whipping or splice.</p> <p>2 points for completion within the allotted time.</p>
<p style="text-align: center;"><b>For ropework details please see Ropework Manual.</b></p>	

# JACKSTAY TRANSFER

*This event consists of transferring a laden sack from gig to shore.*

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)  <del>Complete masts, rigging and sails</del>                  2 boathooks                  1 rudder with tiller/steering yoke or steering oar                  3 bailers (two buckets and one bilge pump)                  1 flagstaff                  National ensign displayed                  Courtesy flag displayed                  1 anchor                  1 towline/anchor line 50m long, 10mm Ø or greater                  2 heaving lines                  1 jackstay line, at least 50m.                  Two 6m dock lines and two 12m dock lines.                  1 ring buoy (or equivalent) with floating line attached                  1 life jacket for each crew member                  4 fenders                  Sufficient small diameter line to lash all oars and equipment                  1 compass  <b>Mainmast plus halyard/foreguy</b></p>	<p style="text-align: center;"><b>STARTING PROCEDURE</b></p> <p><b>Rowing Start</b></p> <p>1 minute      <b>Warning Signal</b>                  AC flag hoisted + sound signal</p> <p>10 seconds    <b>Preparatory signal</b>                  Preparatory flag hoisted + sound signal</p> <p>0 seconds      <b>Start Signal</b>                  Both flags lowered + sound signal</p> <hr/> <p><b>SPECIAL JACKSTAY TRANSFER RULES</b>                  Each team will have a crew of 15 (13 gig &amp; 2 shore crew) for this event.</p> <p>Appropriate procedures, knots etc. <b>must</b> be used throughout the event as outlined in <i>Appendix 1</i>.</p> <p>Each team will construct it's own heaving line knot from rope and lead provided by the host nation.</p>
---	---

### Jackstay Transfer Course



**Event Format:** Gigs row in allotted lanes. Timed Event.

**Scoring**            On-Water Judging.  
 Ranking will be determined by “faults” initially and then timings.

**Faults**              See appendix 1  
 (A gig may only be faulted once in each category)



# Passage Race



*Sailing and rowing legs over a longer course*

<p><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)          Complete masts, rigging and sails          2 boathooks          1 rudder with tiller/steering yoke or steering oar          3 bailers (two buckets and one bilge pump)          1 flagstaff          National ensign displayed          Courtesy flag displayed          1 anchor          1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jockey line, at least 50 m.</del>          Two 6m dock lines and two 12m dock lines.          1 ring buoy (or equivalent) with floating line attached          1 life jacket for each crew member          4 fenders          Sufficient small diameter line to lash all oars and equipment          1 compass</p>	<p><b>STARTING PROCEDURE</b></p> <p><b>Rowing Start</b></p> <p>1 minute      <b>Warning Signal</b>          AC flag hoisted + sound signal</p> <p>10 seconds    <b>Preparatory signal</b>          Preparatory flag hoisted + sound signal</p> <p>0 seconds      <b>Start Signal</b>          Both flags lowered + sound signal</p> <p><b>Sailing Start</b></p> <p>5 minutes    <b>Warning Signal</b>          AC flag hoisted + sound signal</p> <p>4 minutes    <b>Preparatory Signal</b>          Preparatory flag hoisted + sound signal</p> <p>1 minute      <b>One Minute Signal</b>          Preparatory flag lowered + long sound signal</p> <p>0 seconds    <b>Start Signal</b>          AC flag lowered + sound signal</p>
<p><b>Course</b></p> <p>Course and start will be given on event website or at coxes briefing.</p>	<p><b>SPECIAL RULES</b></p> <p>Gigs may not row and sail at the same time.</p>
<p><b>Event format:</b></p> <p>Single fleet start</p>	<p><b>ADDITIONAL EQUIPMENT</b></p> <p>Chart          VHF radio or mobile phone (emergency only)</p>

# Towing Race

This event features pairs of boats competing together and emphasizes cooperation between two gigs.

<p style="text-align: center;"><b>EVENT EQUIPMENT</b></p> <p>10 oars (minimum)          Complete masts, rigging and sails          2 boathooks          1 rudder with tiller/steering yoke or steering oar          3 bailers (two buckets and one bilge pump)  <del>1 flagstaff</del>          National ensign displayed          Courtesy flag displayed          1 anchor          1 towline/anchor line 50m long, 10mm Ø or greater  <del>2 heaving lines</del>  <del>1 jackstay line, at least 50 m.</del>          Two 6m dock lines and two 1 m dock lines.          1 ring buoy (or equivalent) with floating line attached          1 life jacket for each crew member          4 fenders          Sufficient small diameter line to lash all oars and equipment          1 compass</p>	<p style="text-align: center;"><b>STARTING PROCEDURE</b></p> <p><b>Rowing Start</b></p> <p>1 minute      <b>Warning Signal</b>          AC flag hoisted + sound signal</p> <p>10 seconds    <b>Preparatory signal</b>          Preparatory flag hoisted + sound signal</p> <p>0 seconds      <b>Start Signal</b>          Both flags lowered + sound signal</p>
	<p>Boats are paired A and B</p> <p>Leg 1 Rowing up wind:      A Tows B          Leg 2 Sailing down wind    B Tows A          Leg 3 Rowing upwind        B Tows A          Leg 4 Sailing down wind    A tows B</p> <p>Tow line not attached before start signal.          Oars are permitted in transition zones for both boats including before start.          Boats must be towed bow first.</p>
<div style="text-align: center;"> <p>Start/Finish <span style="margin-left: 300px;">Turning line</span></p> </div>	
<p><b>Event Format:</b> Gigs row in allotted lanes. Allocated pairs by seeding. Timed event.</p>	
<p><b>Scoring</b>      On-Water Judging. Ranking will be determined by “faults” initially and then timings.</p>	
<p><b>Faults</b>      Leaving your lane.          Towed boat using oars or sails outside transition zones</p>	

## **EVENT PARTICIPATION CRITERIA**

### **The Gig**

The sailing rig shall consist of a foremast, a mainmast, and a mizzen mast. The foremast and mainmast shall be free standing (no stays) and each shall have only one halyard, one yard, one sail and one sheet. The mizzen may have tacking lines at the peak.

Gigs may not be fitted with foot braces for rowing.

Gigs shall carry floorboards as standard.

A gig may only use one set of equipment (oars, sails, masts etc.) during the contest. Equipment may only be replaced due to breakage.

### **The Crew**

Team size shall be a maximum of twenty crew members.

Minimum number of crew on a gig for each event, including coxswain, shall be thirteen (ten rowers, one coxswain, and two others).

The ten oarspersons shall include at least four of each gender.

The minimum age for all crew members shall be 15 years. At least six of the crew on the gig for each event shall be between 15 and 21 years of age (inclusive) at the time of the event.

All crew are expected to be familiar with oarsmanship, sailing, navigation, knots, whipping, and splices.

Changing of crew members and coxswains from event to event is encouraged, provided the composition of the crews mentioned above is observed at all times.

### **Safety**

Each national organization and their coxswain(s) shall be totally responsible for the safety of their crew and the decision to enter into and participate in any of the scheduled events.

Each nation shall be responsible for ensuring that the coxswain (skipper) is suitably qualified, knowledgeable, competent and experienced to be in charge of the gig and its crew.

Lifejackets must be worn at all times except when seated and rowing when they will be stowed under each rower's thwart (seat).

The Events Committee will monitor the weather and sea state and reserve the right to cancel or modify events accordingly, but the decision to participate is the responsibility of the nation and their coxswain.

### **Coaching**

Gigs may not be coached from the time they leave the harbour for an event until returning to the pontoons at the end of the scheduled events for that programmed period of the day.

## **Insurance**

Gigs are required to carry civil liability (3<sup>rd</sup> party) insurance of €3,000,000.

All participants are required to carry personal accident insurance.

## **CONDUCT OF THE EVENTS**

### **Atlantic Challenge Trophy**

Sailing

Oars and sails

Rowing

Man over board

Rowing slalom

Navigation

Rope work

Jackstay transfer

Passage race

Events may be duplicated

### **Lance Lee Trophy**

Captains Gig

Towing

Fair play award

Seamanship (Seamanship will be judged through out the contest on all aspects of boat handling and conduct of crews)

### **Coxswain's Briefing**

A briefing will take place prior to each day's events.

This is a closed briefing and only coxswains of the day may attend.

The briefing will clarify schedule, logistical, weather and other issues.

The briefing will not include an explanation of the events themselves.

The onus is on the coxswains to familiarise themselves with the events as detailed in this manual. Should coxswains require clarification of any event they should approach the Events Committee well in advance for assistance.

## **The Course**

### **Starting Line**

The starting line shall be a line between either;

- (1) two buoys where the committee boat will not form part of the line or
- (2) one buoy and the committee boat.

### **Starts**

Sailing Start: This is a *true* sailing start and it is expected that gigs will be manoeuvring under sail at the commencement of the starting sequence.

Rowing Start: This is a *true* rowing start, gigs may use all oars and may 'run' at the line.

### **Lanes**

When lanes are used at the start of an event they shall be numbered starting from the committee boat end of the line.

### **Event Formats**

Single Fleet: All gigs compete together, single start. Low scoring system applies.

Two Fleets: Gigs compete in two separate fleets, selected by lot, with a separate start sequence for each fleet. Fleet scoring system applies.

## Scoring

Faults & Timings: For events being scored using Faults & Timings, initially faults will be used to rank the gigs. Where two or more gigs share the same number of faults then the gigs time will be further used to separate the tied gigs, the quicker time being placed above the slower time etc.

## On-water Judging

It is expected that coxswains and their crews will immediately perform any penalty as required by the rules of an event. This is the norm in sailing events under ISAF rules. On-water judges will be in place throughout the contest to observe and enforce regulations.

**A gig that does not fulfil its penalty obligations may subsequently be disqualified from that event.**

## Scoring System (Low Point System)

The Low Point System uses a gigs finishing place as her event score  
The Low Point System will be used to score all events *except* when gigs compete in separate fleets and then the Fleet Point System will be used to score the event.

Finishing Place	Low Point System	Fleet Point System
First	1	1
Second	2	3
Third	3	5
Fourth	4	7
Fifth	5	9
Sixth	6	11
Seventh	7	13
Eight	8	15
Each place thereafter	Add 1 point	Add 2 points

A gig that “did not start” (DNS), “did not finish” (DNF) or was “disqualified” (DSQ) from an event shall be awarded points in accordance with the Low Point System for the finishing place one more than the number of gigs entered in the series.

A gig’s series score shall be the total of her race scores.

The gig with the lowest series score wins and other gigs shall be ranked accordingly.

If there is a “tie” between two or more gigs for the series, the gig with the greater number of 1<sup>st</sup> place finishes, failing which 2<sup>nd</sup> place finishes shall be declared the winner. Otherwise the gigs shall be declared tied.

## ATLANTIC CHALLENGE RULES

**Sailing & rowing are self-regulating sports. While on-water judges will be in place the onus is on the crew to acknowledge the gig's error and exonerate itself by performing the appropriate penalty at the earliest opportunity. Failure to do so could result in subsequent disqualification from that event.**

**Events are conducted under the International Sailing Federation Rules and the International Rowing Union Rules as appropriate.**

Atlantic Challenge Rules take precedence over International Sailing Federation Rules and the International Rowing Union Rules where applicable.

*When two gigs meet and at least one of them has the mainsail and/or foresail hoisted, the rules of the International Sailing Federation shall apply (see Appendix V)*

### **Atlantic Challenge Rules**

#### *Under Sail*

##### **AC 1 Tacking Procedure**

The mainsail and foresail, if transferred to the opposite side of the mast during a tack, must be lowered (the yard handheld) and raised.

##### **AC 2 Use of an Oar while Tacking**

The use of one "tacking oar" is permitted when tacking. If a steering oar is used in place of the rudder, this shall also be deemed to be the "tacking oar".

##### **AC 3 Tacking**

A boat is tacking from the time it begins to harden up until its sail(s) fill on the opposite tack.

##### **AC 4 While Tacking**

Gigs that are rowing or sailing but not tacking shall keep clear of gigs that are tacking.

##### **AC 5 Collision**

A collision will result in AUTOMATIC DISQUALIFICATION for the 'at fault' boat.

A "Drop Sails" penalty may be imposed by the on-water judge on the 'stand on' boat involved in a collision if appropriate avoiding action was not taken by that boat at the earliest opportunity.

##### **AC 6 Early Starters (All timed events, both sailing & rowing)**

When at a gigs starting signal any part of her hull, crew or equipment is on the course side of the starting line, the race committee shall promptly display flag

X with one sound. The gig must exonerate her error by completing the “Early Starter Penalty” or otherwise will be deemed a DSQ.

### *Under Oars*

#### **AC 7 Equipment breakage**

As Atlantic Challenge is a contest of seamanship, crews are expected to keep their equipment in sound condition. Rowing races will not be re-started if crews experience equipment breakage during the race.

#### **AC 8 Broken oars**

Broken oars need not be recovered from the water during the course of a race.

#### **AC 9 The Course**

- (a) Each gig should keep to its own lane throughout the race. The on-water judge shall be adjudicator of the appropriate course for each crew.
- (b) Any crew that leaves its own water does so at its own peril and may be penalised by the on-water judge if it interferes with the course of another crew.
- (c) A foul occurs when two boats or their oars come in contact during a race. If a foul is so slight that it does not affect the result, the race should be allowed to continue. Otherwise the on-water judge’s concern must be to restore the chance to win of the innocent crew. The on-water judge may stop the race and order a re-row.
- (d) If during the race a gig shall be interfered with by an outside boat, the on-water judge may order a re-row.

#### **AC 10 Boating oars**

In all cases boating oars means that the oars are brought inside the boat and below the gunnel.

### **Atlantic Challenge Penalties**

AC penalties replace the standard ISAF and IRU penalties.

#### Sailing Penalty

#### **“Drop Sails Penalty”**

*(Applies to all timed events under sail; Sailing, Oars & Sails, MOB.)*

Main & fore sails must be lowered inside and below the level of the gunnels and remain there for 20 seconds. Sails may then be re-hoisted and the gig continue on its course.

#### Rowing Penalty

#### **“Boat Oars Penalty”**

*(Applies to all timed events under oars; Rowing, Oars & Sails, MOB, Slalom, Jackstay Transfer.)*

All oars must be withdrawn inside and below the level of the gunnels and remain there for 10 seconds. Oars may then be shipped and the gig continue on its course.

#### On Course Side Penalty

#### **“Early Starter Penalty”**

*(Applies to all timed events, Sailing, Rowing, Oars & Sails, MOB, Slalom, Jackstay Transfer.)*

A gig that crosses the start line before the start signal must if under oar, boat all oars inside and below the level of the gunnels or if under sail, lower the fore and mainsail inside and below the level of the gunnels. The gig must remain in this position until the main body of the fleet has started and the stern of the last of these gigs has passed the bow of the offending gig. The gig has then completed its penalty and may ship oars or hoist sail and continue on its course.

Definition: The “main body of the fleet” for the purposes of the Early Starter Rule consists of all the gigs that were in the starting area and ready to start at the start signal.

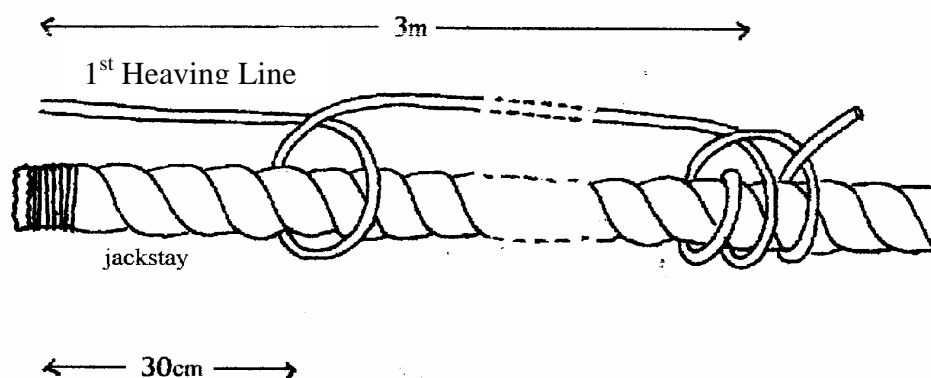
Note: A gig while performing a penalty has no rights and may not obstruct any other gig.

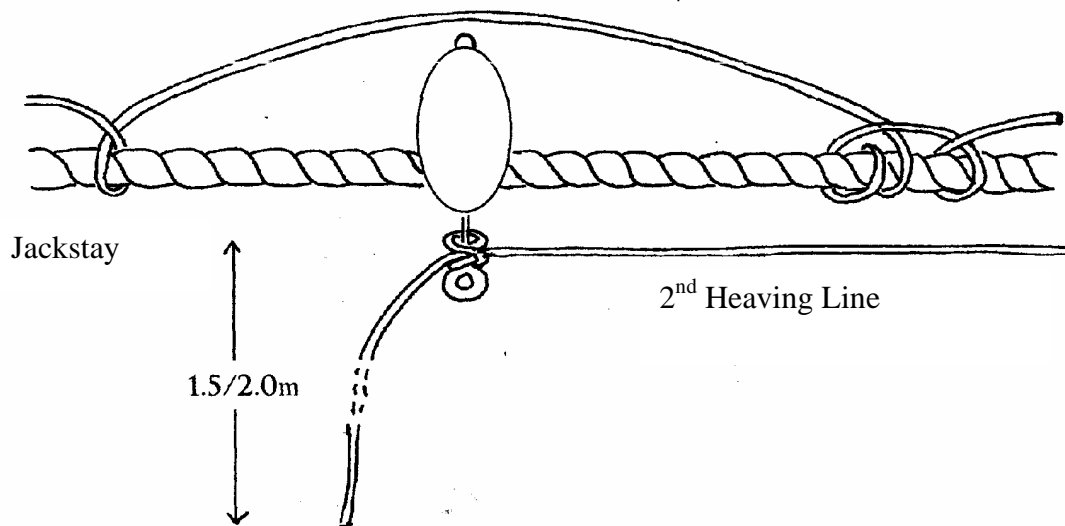
## APPENDIX 1

### Jackstay Transfer Procedure

**Event Outline:** *Gigs row to the wharf, anchor stern-to, complete the sack transfer and row to the finish line.*

- Standard rowing start
- Row with all oars towards shore
- Drop anchor and turn outside 10m line
- Boat aft 6 oars (inside gunnel) and lie to anchor with stern towards shore
- Send first heaving line ashore. First heaving line has previously been made up, as shown in diagram, to the jackstay including a snatch block, snap shackle or carabineer attached to a second heaving line, the inboard end of which is kept in the boat.





- Foreguy rigged to mast (separate stay or main halyard) Main mast raised, forguy made secure (round turn and two half hitches) to a thwart at least two forward of main mast.
- Jackstay hauled ashore, made secure (round turn and two half hitches) and hoisted up on main mast traveller
- First heaving line detached from jackstay and attached to snatch block (bowline, clove hitch, round turn and two half hitches)
- Sack attached to second heaving line (sack knot)
- Sack hauled aboard
- Object (provided) placed in sack and hauled ashore
- All gear recovered aboard, lower mast, ship aft 6 oars, weigh anchor and row to finish

**Penalties For:** Any part of the boat or its equipment crossing the 10m line  
 Sack touching the water  
 Not using correct rope work

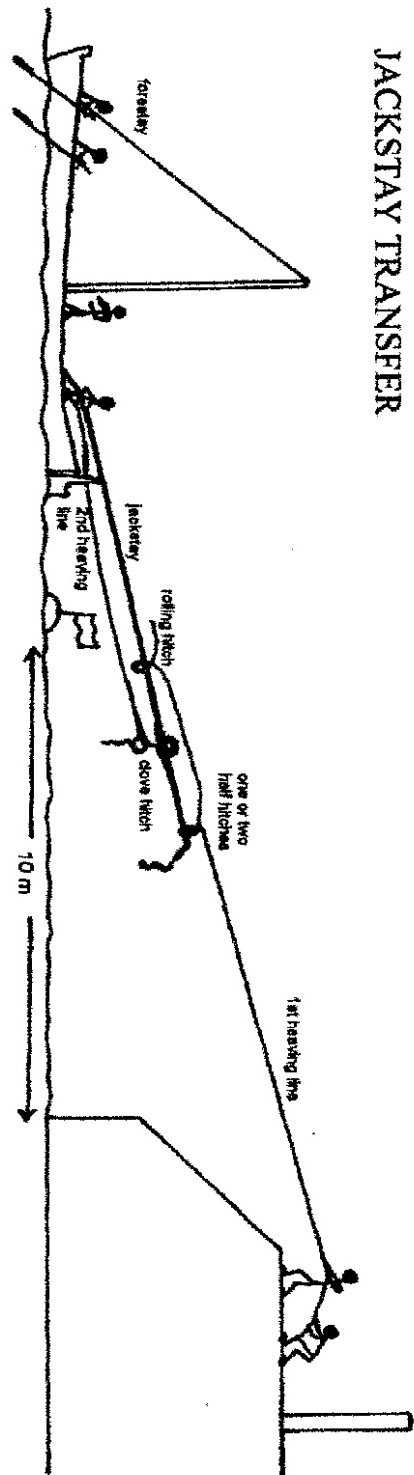
**Penalties for not:** Boating aft 6 oars  
 Rigging and securing forguy  
 Retrieving all gear inside boat

### **On-Water Judging**

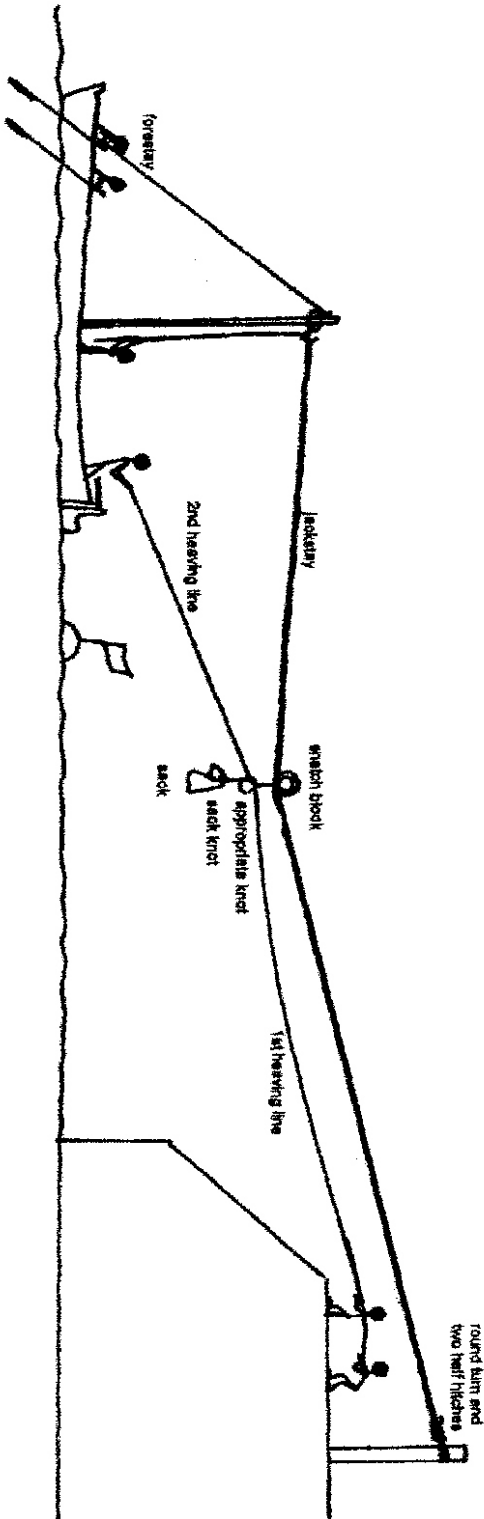
During the event on-water judges will observe the procedure throughout.

**A team that does not comply with the event as outlined will be deemed not to have completed the event and receive a DSQ.**

# JACKSTAY TRANSFER



1) Pulling the first heaving line ashore



2) Bringing the sack to the gij

## Appendix II

### Captain's Gig Scoring

Crews will be evaluated under the following headings.

Two teams of on-water judges will independently score the teams performance during the course giving a maximum score of 36 points (2×18pts) to each team.

#### Crew Attire (1 point)

Similar Attire	1 point
No attempt at similar attire	0 points

#### Passenger Treatment (1 point)

Courtesy shown	1 point
No attempt to be courteous	0 points

#### Coxswains Instructions (4 points)

Delivered in a clear and distinct voice	1 point
Authority evident in issuing instructions	1 point
Clear and explicit orders	2 points.

#### Docking Technique (6 points)

Clean, controlled approach	2 points
Appropriate use of boathook/line/fender	2 points
Clean, controlled departure	2 points

#### Rowing Technique (6 points)

Smooth rowing in unison	2 points
Speed; efficient delivery, no dawdling	2 points
Style; no exaggerated or stylised rowing techniques	2 points

### **Captain's Gig Criteria**

1. It is emphasized that good seamanship requires adequate speed be maintained while rowing.
2. The captain should be invited to embark or disembark over the stern quarter not over the transom.
3. Gifts for the guest are not appropriate.
4. Guest should be treated with naval courtesy – they can be greeted with a handshake, salute, or piped aboard.
5. Oars should not be shortened (brought across the boat on the gunnels).
6. Oars should not be tossed (safety concern).
7. The gig should be held alongside by boathooks fore and aft, or if the situation demands, by painters taken ashore, to the jetty or to the ship.
8. It is suggested that crewmembers wear similar appropriate clothing.

## Appendix III

### Methods to Determine a Gig's Speed

#### Dutchman's Log

The exercise of measuring the time taken for a floating object to travel from the bow of the gig to the stern may be used to determine the gig's speed.

This table applies to any vessel of 38 feet in length.

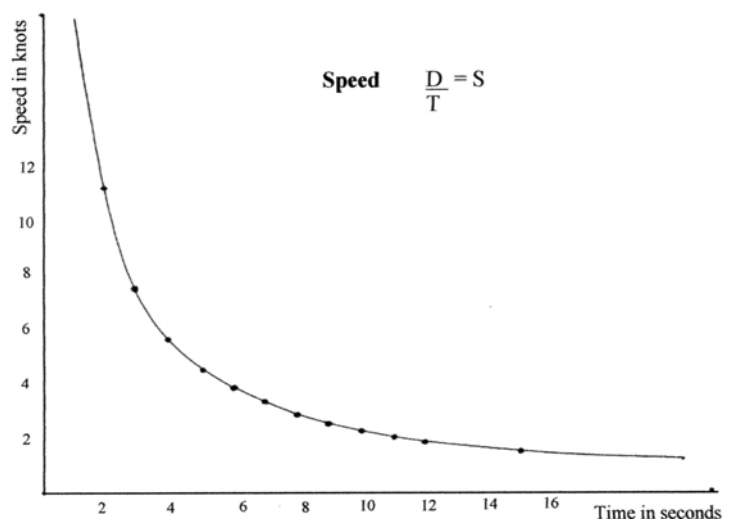
Speed Table for Navigation Event

Time in Seconds	Speed in Knots
2	11.4
3	7.8
4	5.7
5	4.6
6	3.8
7	3.3
8	2.8
9	2.5
10	2.3
11	2.0
12	1.9
15	1.5
20	1.1

Intermediate speeds may be determined by interpolation.

#### Speed Graph

A graph of Speed/Time will be provided so that speed may be read directly off the graph.



#### Common Log

A wooden board or other object that will remain stationary in the water attached to a line with knots at predetermined intervals can be used to determine speed.

For each 0.1 knot of boat speed the line will run out at a rate of 0.5m per 10seconds.



## Appendix VI

*In the interests of safety it is required that all coxswains and crew be familiar with, and have a thorough working knowledge of the standard sailing, rowing and Atlantic Challenge rules.*

### **International Sailing Federation Rules**

A summary of the essential sailing rules are outlined below. Please consult the ISAF Racing Rules of Sailing for more detailed rule information and clarifications.

#### **BASIC PRINCIPLE**

Sportsmanship and the Rules.

Competitors in the sport of sailing are governed by a body of rules that they are expected to follow and enforce. A fundamental principle of sportsmanship is that when competitors break a rule they will promptly take a penalty.

#### **1. Safety**

##### **Helping Those In Danger**

A gig or sailor shall give all possible help to any person or vessel in danger.

#### **2. Fair Sailing**

Crews shall compete in compliance with recognized principles of sportsmanship and fair play.

#### **10. On Opposite Tacks**

When boats are on opposite tacks, a port-tack boat shall keep clear of a starboard-tack boat.

#### **11. On the Same Tack, Overlapped**

When boats are on the same tack and overlapped, a windward boat shall keep clear of a leeward boat.

#### **12. On the Same Tack, not Overlapped**

With boats on the same tack and not overlapped, a boat clear astern shall keep clear of a boat clear ahead.

#### **14. Avoiding Contact**

A boat shall avoid contact with another boat if reasonably possible.

#### **At Marks and Obstructions:**

#### **18.2 Giving Room; Keeping Clear**

When boats are overlapped the outside boat shall give the inside boat room to pass the mark or obstruction, and if the inside boat has right of way the outside boat shall also keep clear.

#### **31.2 Hitting A Mark**

While racing, a gig shall not touch a starting mark before starting, a mark that

begins, bounds or ends the leg of the course on which she is sailing, or a finishing mark after finishing.

(A gig is exonerated for hitting a mark if she completes a penalty)

## **Race Start**

### **29.2 General Recall**

When at the starting signal several unidentified gigs are on the course side of the starting line or there has been an error in the starting procedure, the race committee may signal a general recall (flag First Substitute).

### **30.3 Black Flag Rule**

If a black flag is displayed, no part of a gig's hull, crew or equipment shall be in the triangle formed by the ends of the starting line and the starting line during the minute before the starting signal. If a boat breaks this rule she shall be disqualified.

## **Definitions;**

### **Port Tack and Starboard Tack.**

A boat is on starboard tack when her starboard side is her windward side.

Conversely, a boat is on port tack when her port side is her windward side.

However when sailing directly downwind she is on the tack corresponding to the opposite of her mainsail.




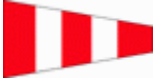


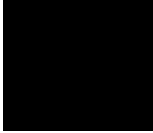
### **Clear Astern and Clear Ahead; Overlap.**

One boat is clear astern of another when her hull and equipment in normal position are behind a line abeam from the aftermost point of the other boats hull and equipment in normal position. The other boat is clear ahead. Boats overlap when neither is clear astern, or when a boat between them overlaps both.

## **International Rules for the Prevention of Collision at Sea**

A rowing vessel shall keep clear of a sailing vessel.

**International Code Flags and Pennants.**

<b>Flag / Shape</b>	<b>Name</b>	<b>Sounds</b>	<b>Meaning</b>
	<b>P</b>	<b>1 when raised 1 when lowered</b>	<b>Preparatory Flag</b>
	<b>X</b>	<b>1 when raised</b>	<b>Individual Recall</b>
	<b>First Substitute</b>	<b>2 when raised 1 when lowered</b>	<b>General Recall</b>
	<b>Answering Pennant</b>	<b>2 when raised 1 when lowered</b>	<b>Postponement</b>
	<b>N over H</b>	<b>3 when raised</b>	<b>Abandonment Return to Shore</b>
	<b>S</b>	<b>2 when raised</b>	<b>Shorten Course</b>
	<b>Black</b>	<b>1 when lowered</b>	<b>Hard Start: Disqualification</b>