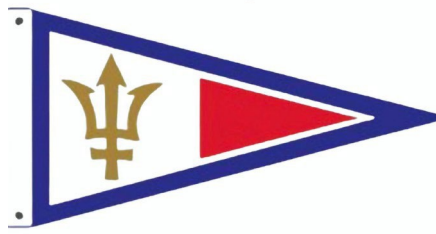


MAKE WAVES



TRIDENTS INTL. 2026 REGATTA COCONUT GROVE, FLORIDA



You are cordially invited to attend our

TRIDENTS SCOUTS INTERNATIONAL 2026 REGATTA

Key Biscayne and Coconut Grove, Florida – September 25-27, 2026

All registered Sea Scout, Venturing, and Community units/organizations are invited to participate in the fun and skills competition.

Annual Regatta Water-based Events will include:

Sailing, Kayaking, Canoeing, and more!

Annual Regatta Land-based Events will include:

Heave-Flick-Toss, Know your Knots, Communication, Piloting, Nautical Trivia, and more!

Crews will consist of four members. Your crew will be determined at check-in and may include members of other units and councils! Crews **must** participate in all events. All Sea Scout events will be judged using the current edition of the Sea Scout Manual as a reference. Awards will be given!

Check-in and campsite set up will open at 1600 on Friday, September 25th at Bill Baggs State Park. Competition events will run all day Saturday at Shake-a-Leg Miami. Awards and Closing Ceremony will be on Sunday, September 27th at Bill Baggs State Park. The cost is \$65 per person (on-time registration ends Friday, September 10th).

Scouting and Community Organizations, please have completed copies of MEDICAL FORMS and ACTIVITY CONSENT forms available to complete your onsite check-in!



The location will be:

Bill Baggs Cape Florida State Park

1200 S. Crandon Blvd.
Key Biscayne FL 33149
Primitive Campsite

Shake-A-Leg Miami

Ship 144 Home Port
2620 S. Bayshore Drive
Coconut Grove, FL 33133
Saturday ONLY -7AM – 10PM

Parking is very limited. Park only in designated areas at both locations.
Utility or cargo trailers must remain at the Bill Baggs campsite!

Check in will be at the entrance. You will receive camping lot assignments at check in.

Medical Forms: Parts A and B will be required for all Scouting America youths and adults attending. Please advise the onsite Registration staff of any special medical conditions or needs. Notify the Registration Staff of any special physical accommodations or restrictions that need to be considered.

Food: Three meals will be provided on Saturday, and breakfast and lunch on Sunday. Although meals will be provided, units should consider bringing additional snacks. If brought, be sure to store food properly. Each unit is responsible for providing garbage bags for their snacks and will be held accountable for keeping their area clean. Coffee will be provided daily. Water stations will also be available throughout the day. ***All those attending should bring a cup and a belt clip for your use during the day. (Disposable cups will not be provided.)***



2026 TRIDENTS SCOUTS INTERNATIONAL ANNUAL REGATTA

Please Email Registration Form and Roster to: tridentsintl@gmail.com

***Please Zelle Registration Fee to: tridentsintl@gmail.com**

or visit www.tridentsintl.org (website registration includes a processing fee!)

On-time registration ends September 10th,

TRIDENTS SCOUTS INTERNATIONAL

ATTN: 2026 ANNUAL REGATTA

tridentsintl@gmail.com

2026 TRIDENTS SCOUTS INTERNATIONAL ANNUAL REGATTA FORM

☐ SHIP # _____ ☐ VENTURING CREW # _____

Registration Fee: \$65 (1 event t-shirt and 5 meals included)

Number Attending:

YOUTHS: Male _____ Female _____ Total _____ X \$65 = _____

ADULTS: Male _____ Female _____ Total _____ X \$65 = _____

***Extra** T-Shirts: S _____ M _____ L _____ XL _____ XXL _____ Total _____ X \$25

Total Amount Due: \$ _____

***Register and pay by September 10, 2026, to guarantee a T-shirt.**

Zelle: tridentsintl@gmail.com

Credit Card Payment Card # _____ Exp _____

Name _____ Unit # _____

Address _____ Council/ District _____

City/State/Zip _____ Phone _____ E-mail _____



2026 TRIDENTS SCOUTS INTERNATIONAL ANNUAL REGATTA **UNIT ROSTER**

Ship/Crew:		District:	
Unit Leader:		Cell Phone:	

	Name	Adult	Youth	Age	T-shirt Size
1.					
2.					
3.					
4.					
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Please make additional copies as needed and keep a copy for your records.

VERY IMPORTANT: Please email a complete copy of this unit roster to
tridentsintl@gmail.com to help us prepare by September 10th, 2026.



2026 TRIDENTS SCOUTS INTERNATIONAL ANNUAL REGATTA

Contact Point

If you have a specific question that is not covered in this manual, don't hesitate to contact Skipper Apolo Lagarde IV: (305) 978-2990 – tridentsintl@gmail.com.

2026 Tridents Scouts International Annual Regatta Site

Lodging will be at the extraordinarily beautiful Bill Baggs State Park in their Primitive Campsite and participants will need to be transported from scenic Key Biscayne to iconic Coconut Grove for the Saturday events at Shake-a-Leg Miami. Parking is very limited and all trailers must remain at the campsite.

Bill Baggs Cape Florida State Park

1200 S. Crandon Blvd.

Key Biscayne FL 33149

Shake-A-Leg Miami-Ship 144 Home Port – SATURDAY ONLY EVENTS

2620 S. Bayshore Drive Coconut

Grove, FL 33133

Dates

Friday, September 25 through Sunday, September 27, 2026.

Vehicles

Once your unit has arrived at the campsite and registered, all vehicles must be immediately unloaded and moved to the designated parking area.

Campsite

You **MUST** bring your own personal and/or group camping equipment. Pack lightly, as camping space is limited. SA guidelines must be followed. You must have two adult leaders in the area at night. Male and Female scouts must maintain separate sleeping quarters. Be aware that South Florida weather can be unpredictable, and it may be rainy. **Be Prepared.** Random campsite inspection will take place. *To be eligible for any awards each unit must obtain at least 20 points during inspection.*

Tents are properly built in an orderly manner - 10 pts

Tent area is free of trash - 10 pts

First Aid kit on site - 10 pts

Bathroom Facilities

Bill Bags has restroom facilities located within walking distance of the primitive campsite. The Buddy System is MANDATORY! Shake-A-Leg's permanent toilet facilities are inside the hangar. It is imperative to keep all restroom facilities clean for everyone's welfare.

Registration

Advanced registration is required. Registration is \$65 per person. (**Registration deadline and payment no later than September 10th**).

Register and pay by September 10, 2026 to guarantee a t-shirt.

Upon arrival, units must check in at the registration area at the entrance. One adult leader and one senior youth member should be the only persons reporting.



Meals

Five meals will be provided, beginning with Saturday at breakfast and ending with Sunday's lunch. Your meals are included in your registration fee. You will likely want to bring additional food or snacks. Your unit must provide for any special dietary needs.

Uniforms and Dress Code

Sea Scouts and Mates/Leaders should be in full Field/Class A uniform, upon arrival and departure as well as the Opening flag ceremony, Uniform inspection, Scout's Own, and Closing & Awards ceremonies. During events units will be in their Activity/Class B uniform. A unit "T" shirt and shorts (inseams no less than 8") will qualify as a uniform.

First Aid

There will be a first aid station on site. All staff will be able to contact headquarters in case of emergency. All units must have adequate First Aid supplies as part of their unit equipment.

Security

No one is allowed to leave the site without permission from the Event Staff. Water access is not permitted unless directed while participating in activities.

Rules of Conduct

All BSA policies will be strictly enforced. These include, but are not limited to, the following: There will be no smoking by any scout. Adults may smoke in designated smoking areas only away from the property. Male and female scouts must maintain separate sleeping quarters. Consumption of alcohol and/or recreational drugs is forbidden. Likewise, profane language or gestures by youth or adults will not be tolerated. Respect for the facilities, as well as flora and fauna, is expected. All campsites other than your own are off-limits. Violation of these rules is grounds for dismissal from the event. Lights out promptly at 2300 hours. Please be considerate of those units retiring early.

Arrival date

Units may arrive at the **Bill Baggs campsite beginning Friday**, September 25th, after 1400 hours. Registration will be open that evening from 1600 to 2200. **Please remember to provide your own meal on Friday night.** Registration will be open for units arriving **Saturday morning** from 0730 to 0900 hours **at Shake-a-Leg Miami**. There will be a general meeting of all units on Saturday at 0815. Events will begin promptly at 0845.

Unit Participation

The unit's leadership during competition is the SOLE responsibility of the boatswain or senior youth leader. Adults may observe but shall not direct, participate, or communicate with the youth during the open competition hours. Violations of this rule could disqualify your unit from an event.

Competition Crews

Each unit can register one or more crews. A crew shall consist of four members. Units with more than four members will form multiple crews. The next unit to register will fill open positions within a crew. This will create crews representing more than one ship. If a mixed crew wins the regatta, both units will be recognized. If a unit has less than four members, it may combine with another unit to form a single crew and compete under both unit numbers. One person may not be a member of more than one crew. Crews may not switch members once the crew is formed and registered. ALL members of each crew must be present at every event during the time the unit is competing in said event. No crews of less than four members will be permitted.



Adult Leaders

Adult leaders will be required to lend a hand at events or other regatta activities as needed. Your active participation is expected. Render assistance to those in need! **Mandatory Adult meeting Friday 2100 hours.** If you would like to announce your help in advance of the event, please contact: Skipper Apolo Lagarde IV: (305) 978-2990 – tridentsintl@gmail.com.

Protest or Complaint

If a unit wishes to protest an event or lodge a complaint regarding a violation of regatta rules, the youth leader of the unit must file the complaint in writing with Skipper Apolo Lagarde IV. The complaint must be filed within two hours of the incident. If Skipper Lagarde does not resolve this problem to the satisfaction of all concerned, the matter may be brought to the attention of the Boatswains' Council. The Boatswains' Council decision is final. The Boatswains' Council will be comprised of the Boatswain or senior youth leader from each unit and meet on Saturday night or as needed to deal with emerging challenges.

Awards

Individual event awards, the Inaugural Tridents Scouts International Regatta award, and any special awards will be given out at a ceremony on Sunday.

Sportsmanship Award

This award will be given to the unit that displays the best sportsmanship during the competition. The event's Squadron Boatswain and the TSI Regatta Committee will decide the winner.

Scoring

Each event will result in ranking from first to last, and points will be awarded based on ranking. The crew with the most points at the close of the competition will be judged as the overall champion and receive the Tridents Scouts International Inaugural Regatta Trophy. In addition, the winning crew of each event will be recognized.

Emergency Safety Procedures

In the case of severe weather, take proper shelter. All event activities will be put on hold until it is deemed safe to go out.

The event staff will send a text message to all registered leaders' cell phones indicating an emergency has occurred. At least one adult from your unit should be signed up to receive the alerts during check-in. Registered adults should also ensure that their cell phone numbers are correct with registration in case the text system doesn't work.

The following codes will be used to indicate emergency situations during the event:

Code Adam - A missing youth report has been issued to the event staff.

The text message will include a description of the missing youth, their name, associated unit, and a phone number to call in case you locate the youth. All leaders are asked to share the information with their other unit adults and scouts to help locate the missing youth as soon as possible.



Code Black - An emergency situation that can potentially affect the event's activities or participants is underway.

Additional information will be provided via text message, including instructions on actions that unit leaders should undertake in response to the emergency. A phone number may also be provided so unit leaders can contact event staff for additional information or instructions.

Check-out procedures

Before departing, you must request a Campsite Inspection. You may check out after your site has been cleared and the inspection has been passed.



2026 TRIDENTS SCOUTS INTERNATIONAL ANNUAL REGATTA

Friday, September 25

1400 Site open

1600 Check-in

2100 Skippers & Boatswains Meeting

2300 LIGHTS OUT

Saturday, September 26

0600 Wake-up call

0630 - 0700 BBSP to SALM

0800 Breakfast

0845 Opening Flag Ceremony

0900 Event Preparation: Units pick up "Nautical Charts" packet and boat assignments.

0930 All events open & Sailing (1st group)

1230 Lunch

1400 All events open & Sailing (2nd group)

1600 Nautical Trivia (All crews)

1730 Retreat the flag

1830 Guest Speaker

1900 Dinner (7:00 PM)



2000 Boatswains' Report

2030 - 2100 SALM to BBSP (8:30-9:00 PM)

2100 Movie Night & Fire Pit

2300 LIGHTS OUT

Sunday, September 27

0600 Wake-up call

0700 Breakfast

0745 Opening Flag Ceremony

0800 Scouts' Own

0830 Airbed race

0945 Tridents' Challenge Course

1100 Awards & Closing Ceremony

1130 Lunch

1200 Clean up & Check-out

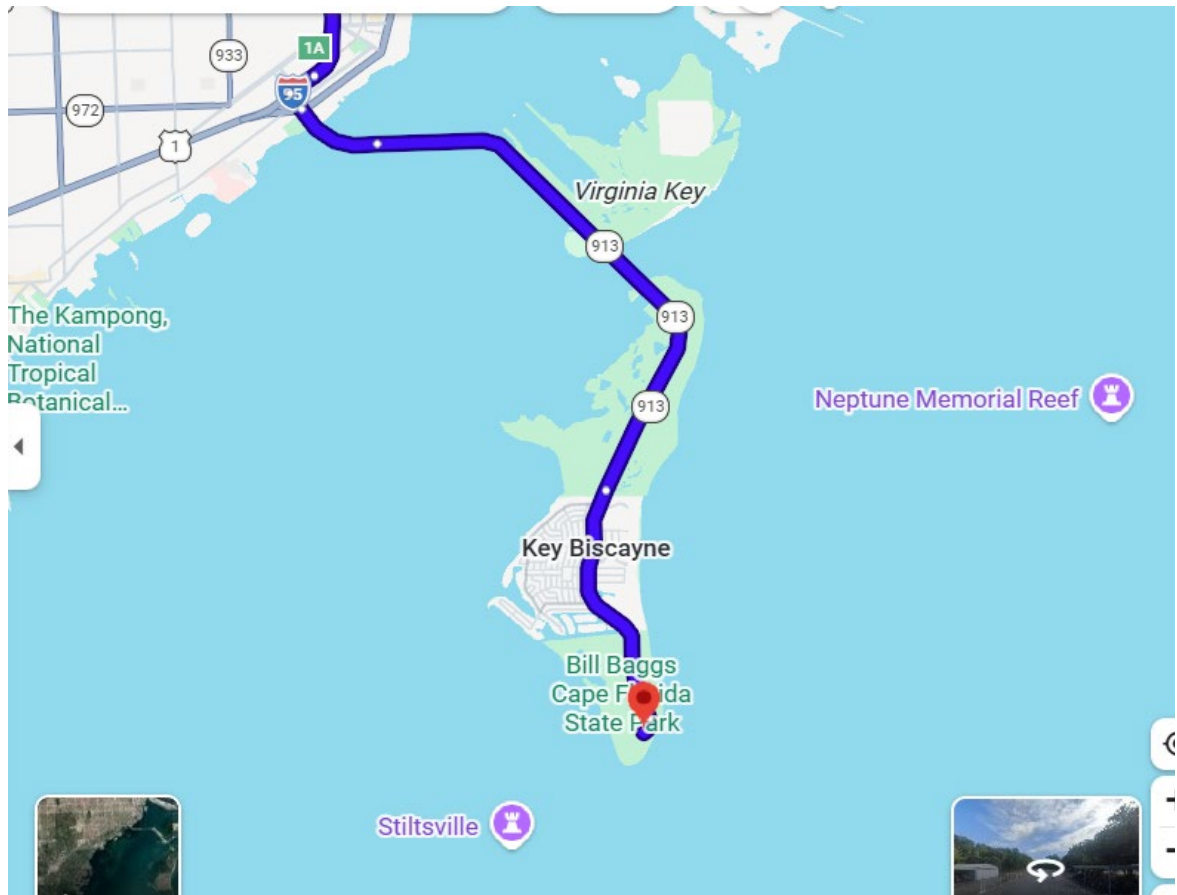
***NOTE: Attached are the anticipated activities, but they are subject to change.**



Map of **Bill Baggs Cape Florida State Park**

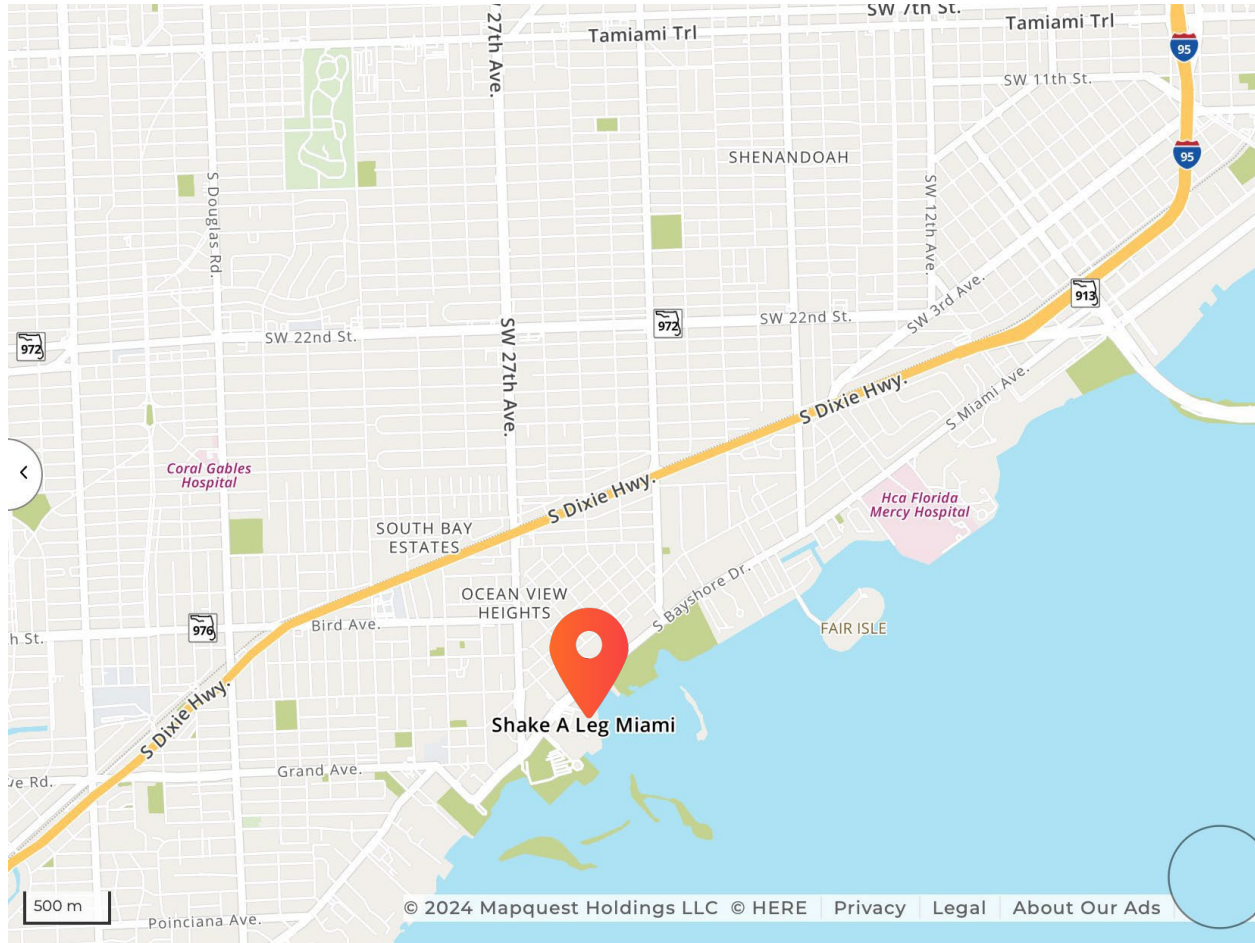
1200 S. Crandon Blvd.

Key Biscayne FL 33149





Map of **Shake-A-Leg Miami**
2620 S Bayshore Drive
Coconut Grove, FL 33133





WATER-BASED EVENTS

Event Name	Number of Participants	Uniform	Event Manager
Sailing event, Freedom's	Crew of 4	B	TBD
Race to Picnic Island	2 teams of two	B	TBD
Canoe Tug-of-War	Crew of 4	B	TBD

Event managers are subject to change depending on additional adult availability. If you would like to volunteer to manage one of the events, please contact:
Skipper Apolo Lagarde IV: (305) 978-2990 – tridentsintl@gmail.com

The Sailing event will count for double points towards the overall event competition ranking.

All crews will be ranked and receive points in the inverse ranking order. For example, if there are ten crews of four, first place will receive 10 points, second place will receive 9 points, and so on. Using this example, first place in Sailing would result in 20 points for first place, 18 points for second, and so on.



SAILING EVENT - FREEDOMS

Purpose: To test the practical handling of sailboats sailing over a triangular course, including windward, reaching, and running techniques.

Scoring: Sailing scores will be totaled to derive a basis for each team's score.

Procedure: Upon signal, each team will board the vessel, make necessary adjustments to sails and rigging, leave the dock, sail the prescribed course, and return to the dock. Each team will be judged on general seamanship, observance of safety procedures in leaving and returning to the dock, sail handling, and the ability to take advantage of the wind and current. Team scores will be tallied and averaged to determine the crew's overall score for this event.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: Elective-Sailing #2
- Able: Elective-Sailing #2
- Quartermaster: N/A



RACE TO PICNIC ISLAND

Purpose: To test the practical handling of two people kayaking over a short course, including coming about around a mark and returning to the shore.

Scoring: Kayaking scores will be totaled and averaged to derive a basis for each crew's score.

Procedure: The crew will divide into two-person kayaking teams as they choose. The team will board the vessel, leave the shore, paddle the prescribed course, and return to the shore. Each team will be timed from the starting line on shore until both members return to the finish line. The kayak must be safely and securely returned to shore. The two teams' times will be averaged to determine the overall time for the crew.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A



CANOE TUG-OF-WAR

Purpose: Having a good time & Bragging rights

Scoring: First to take center mark across their finish-line float is the heat winner or the event winner in the case of the final paddle-off.

1st place: 15 points. *2nd place:* 10 points.

Procedure: The crew will divide into two-person canoe teams as they choose. The winning teams of each round will face off to reach the final paddle-off.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A



LAND-BASED EVENTS

Event Name	Number of Participants	Uniform	Event Manager
Piloting	Entire crew	B	TBD
Communication	Entire crew	B	TBD
Nautical Trivia	Entire crew	B	TBD
Semaphore	Entire crew	B	TBD
Dock Line Toss	Entire crew	B	TBD
Tridents' Challenge Course	Entire crew	B	TBD

Event managers are subject to change depending on additional adult availability. If you would like to volunteer to manage one of the events, please contact Skipper Apolo Lagarde IV: (305) 978-2990 – tridentsintl@gmail.com.

All crews will be ranked and will receive points in the inverse order of ranking. For example, if there are ten crews of four, first place will receive 10 points, second place will receive 9 points and so on.



PILOTING

Number of Crew Required: Entire crew.

To Qualify: Entire crew must be present and participate.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: 10a
- Able: N/A
- Quartermaster: N/A

Rules:

This event will be a written exercise in which all crew members must participate. The staff will provide instructions and activity packets at 0815 before the start of all morning events. Your crew will work as a group performing various assigned piloting tasks like determination of latitude/longitude, finding a specified location, measuring distances, estimating times of arrival, taking bearings, establishing a fix, recognizing a range, and plotting a safe course. Any participant may perform the tasks, and more than one task may be underway at any time. At any time during the morning activities, your crew will head to the Communication & Piloting Station, where a presentation on the basics of piloting nautical charts will be given. The activity packet must be turned in by 1800 for scoring.

Scoring:

The judge will securely store the completed activity packets for subsequent scoring. The results will be averaged to determine the crew's score and the crew's ranking for this event.

Disqualification:

Talking or attempting to acquire or exchange the answers at any time during the competition will result in disqualification of the crew.



COMMUNICATION

Number of crew required: Entire crew.

Advancement Requirement Opportunity:

- Apprentice: 5c
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A

Rules:

Head to the Communication & Piloting Station for a quick demonstration of VHF emergency message usage. The crew will divide into two-person teams, chosen by them. Each team will have to call and receive calls on a simulated VHF marine radio. Teams must use proper procedures as described in the Sea Scout Manual. Perform demonstrated VHF emergency message usage using the Marine Distress Communication Form provided. Turn in the Marine Distress Communication Form to the Overseer so it can be marked for completion.

Scoring:

Scoring will be based on the use of proper procedures and complete message content.



NAUTICAL TRIVIA

Number of Crew Required: Entire Crew

To Qualify: Scoring is based on % of correct answers

Purpose: To demonstrate knowledge of content within the Sea Scout Manual.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A

Rules:

There are 2 rounds with 5 questions each. At the end of each round, the host will repeat any questions as needed. Crews will submit the answer sheets for scoring at the end of both rounds. Once you have submitted your answer sheets, you cannot have yours back until scoring is completed. The only source permitted is your Sea Scout Manual. No cell phone use of any kind is allowed. If done so, your whole crew will be disqualified. In the event of a tie, a tie-breaker question will be asked. The team that answers that question correctly will be the winner. The decision of the host is final. The entire crew must participate.

Scoring:

Each correct answer is worth 1 point. There is no penalty for incorrect responses. Correct spelling will not affect scoring. However, answers must be legible.

Disqualifications:

Talking or copying will result in the disqualification of the entire crew.



SEMAPHORE (Tie Breaker)

Semaphore is a signaling system that involves waving a pair of hand-held flags in various positions to indicate letters of the alphabet or numerals. The flags used in modern semaphores are usually square, red, and yellow and divided diagonally, with the red part on the top left. Semaphores in various forms have been used to send messages over distances since at least Roman times. Scouts will be required to spell words of sentences to communicate with each other.

Number of crew required: Entire crew.

To Qualify: Completion of event in 15 minutes or less and a total score of 60% or more

Rules:

The crew will divide into two teams and communicate via semaphore with each other.

Scoring:

Scoring will be based on the use of proper procedures and complete message content.



DOCK LINE TOSS

Purpose:

The purpose of a dock line tossing contest is to showcase, test, and celebrate the high-speed marine handling and precision rope-throwing skills required to secure a vessel.

Scoring:

- 10 points if first throw is successful
- 8 points if second throw is successful
- 6 points if third throw is successful
- 2 points if unsuccessful in three attempts
- 0 points if a registered participant does not participate

The total points for the crew will be used to determine the Crew's ranking for this event.

Procedure:

Each crew member will have three chances to make a successful dock line toss using a nylon heaving line of 25 feet. As soon as a successful dock line toss is scored, the crew member is finished.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A



TRIDENTS' CHALLENGE COURSE

Number of Crew Required: Entire Crew

Scoring: This is a multiple activities course. There will be 5 stations in total. Completion of each station and the time it takes to complete the overall course will determine Crew's ranking for this event.

Station 1: Relative Bearings

Station 2: Power Aid Jeopardy

Station 3: Know your Knots

Station 4: Sailboat Identification

Station 5: Written rules of the road test



STATION #1: RELATIVE BEARINGS

Number of Crew Required: Entire Crew

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A

Rules

A large circle will have several lettered pegs unevenly spaced around the circumference. A North-South line and an East-West line will be drawn in the circle. Using a course plotter, crewmembers will first be asked to determine the True Bearing from the center of this Compass Rose to each of two lettered positions. Crewmembers will then be asked to plot and determine the Relative Bearing to the second-lettered position from the first-lettered position on the Compass Rose and the Relative Bearing to the first-lettered position from the second-lettered position on the Compass Rose. Each person will have no more than one minute to determine the two True Bearings and the two Relative Bearings to be determined. The time will start when the two lettered points are given to the crewmember. When all four Bearings have been determined, or when time has elapsed, the participant will be scored on the number of correct bearings determined.

Scoring

The percentage of correctly determined Bearings will determine the Crew ranking for this event.

Disqualifications

Talking or coaching in any way will result in disqualification of the entire crew.



STATION #2: POWER AID JEOPARDY

Number of Crew Required: Entire Crew

To Qualify: Each person must participate.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: N/A
- Able: N/A
- Quartermaster: N/A

Scoring

Point totals for each Crew will determine ranking.

Disqualifications

Any violation of safety rules or disruptive behavior will result in the disqualification of the entire crew. Failure to recover from serious injury or death will also result in disqualification.



STATION #3: KNOW YOUR KNOTS

Number of Crew Required: Entire Crew

To Qualify: Entire crew must participate.

Advancement Requirement Opportunity:

- Apprentice: 6
- Ordinary: 6
- Able: N/A
- Quartermaster: N/A

Rules

The following knots will be tied: (3 minutes per crew member)

1. Square knot *
2. Figure eight
3. Bowline*
4. Two half hitches
5. Sheet bend
6. Bowline on a bight
7. Cleat hitch
8. Clove hitch*

*** Must be tied around the rail**

Scoring

The percentage of correctly tied knots for each crew member will be totaled and averaged to determine the crew's ranking. All knots must follow the example in the current Sea Scout Manual or the USPS Seamanship Course.

Disqualifications

Talking or copying will result in disqualification of entire crew.



STATION #4: SAILBOAT IDENTIFICATION

Number of crew required: Entire crew.

To Qualify: Entire crew must be present and participate.

Advancement Requirement Opportunity:

- Apprentice: 7a
- Ordinary: 7a
- Able: N/A
- Quartermaster: N/A

Rules:

A model sailboat will be available to identify parts. Crewmembers will line up at attention. At a signal from the judge, each crew member will individually approach the sailboat and fill in the official multiple-answer sheet, identifying the numbered parts. Each person will have a maximum of two minutes to complete the form. The time will start on the judge's signal and stop when the form is returned. The participant will return to the formation, and the next participant will step forward and await the judge's signal.

Scoring:

The judge will securely store the completed answer sheets for subsequent scoring. The results will be averaged to determine the crew's score and the crew's ranking for this event.

Disqualifications:

Talking or attempting to acquire or exchange the answers at any time during the competition will disqualify the crew.



STATION #5: WRITTEN RULES OF THE ROAD TEST

Purpose: To test the knowledge of terminology, safety, and rules of the road.

Scoring: Quiz scores will be totaled to derive a basis for team's score. All crew members will take a 10-question quiz to be averaged to determine the team score.

Procedure: The crew members will take the written sailing test separately.

Advancement Requirement Opportunity:

- Apprentice: N/A
- Ordinary: 9
- Able: 9a
- Quartermaster: N/A