



DEPARTMENT OF THE NAVY
COMMANDER
NAVAL SURFACE FORCE
UNITED STATES PACIFIC FLEET
2841 RENDOVA ROAD
SAN DIEGO, CALIFORNIA 92155-5490

COMNAVSURFPACNOTE 5060
N1FA
28 Jun 10

COMNAVSURFPAC NOTICE 5060

From: Commander, Naval Surface Force, U.S. Pacific Fleet

Subj: SURFACE LINE WEEK 2010 RULES AND REGULATIONS

- Encl:
- (1) Surface Line Week 2010 Events
 - (2) Surface Line Week 2010 Chili Cook-Off Evaluation Sheet
 - (3) Surface Line Week 2010 Cake Decorating Evaluation Sheet
 - (4) Surface Line Week 2010 VISCOM Event Evaluation Sheet
 - (5) Surface Line Week 2010 First Aid Evaluation Sheet
 - (6) Surface Line Week 2010 Picnic Requirements
 - (7) Surface Line Week 2010 Athletic Event Sign-up Form
 - (8) Surface Line Week 2010 Professional Event Sign-up Form
 - (9) Surface Line Week 2010 Coordinators

1. Purpose. The Twenty-Ninth Annual Surface Line Week (SLW) will be held at Naval Base (NAVBAS), San Diego, 16 to 20 August 2010.

2. Background. SLW is an annual COMNAVSURFPAC competitive event that allows San Diego military commands the opportunity to showcase their athletic and professional talents in a variety of tournament-style competitions. The goal is to showcase our talents, garner pride in ourselves and our shipmates, and enjoy some friendly competition.

Contact the following SLW coordinators for any information on SLW events:

- a. LCDR Daniel Cobian, (619)437-2354, DSN 557-2354, e-mail: daniel.cobian@navy.mil, Surface Line Week Coordinator.

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b. LT Linda Hoffman, (619)437-2735, DSN 577-2354, e-mail: linda.hoffman@navy.mil, Assistant Surface Line Week Coordinator

c. LT Tatiana Doran, (619)437-2054, DSN 557-2354, e-mail: tatiana.doran@navy.mil, Professional Events Coordinator.

d. LTJG Katherine Bland, (619)437-2102, DSN 557-2354, e-mail: katherine.bland@navy.mil, Athletic Events Coordinator.

3. Action. SLW competition between COMNAVSURFPAC commands will consist of three categories (except where stated otherwise): large command (larger than DDG crew size), medium command (DDG crew size), small command (smaller than DDG crew size). Civilian personnel can and are highly encouraged to participate but will not be counted toward command size.

a. Commands planning to participate in SLW events must sign up via e-mail or hand-delivery to the Surface Line Week Coordinators (LCDR Dan Cobian and LT Linda Hoffman). **The deadline for signing up is 30 July 2010.** However, commands are strongly encouraged to sign up sooner rather than later. The e-mail should include a command point of contact (POC), command size/category, and the sign-up sheets for the competitive events your command is entering with the number of teams and/or individuals participating, where appropriate. As entries are submitted, you can view participants of this year's events by logging onto www.surfaceforces.surfor.navy.mil/slw.

b. As a reminder to Commanding Officers (CO) and Supply Officers, SLW competition are Moral Welfare Recreation (MWR) activities, category A: mission sustaining, intramural sports/athletics. Funding for SLW events shall be paid for by individuals and/or unit's MWR funding. Commands are not authorized to use OPTAR funding for SLW. As an example, a typical entry may be as follows:

USS MY SHIP (DDG 200)

Softball	(1 team)	\$	XX
Basketball	(1 team)	\$	XX
Flag Football	(1 team)	\$	XX
Bowling	(2 teams)	\$	XX
Golf	(2 teams)	\$	XX (space permitting)
5K	(each runner)	\$	XX
Total		\$	XXX

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(1) **All entry fees must be paid no later than 06 August 2010.** For convenience, a single check covering the entry fee for all events made payable to **MWR, San Diego** may be delivered to Mr. Arnold Parayaoan at MWR accounting office located at NAVBASE, San Diego (dry-side) across from the Auto Hobby Shop. His phone number is (619) 556-7032.

c. **Awards will be presented at 1000** Friday, 20 August 2010 at the Admiral Prout Field House, NAVBASE, San Diego to the first, second, and third place command of each event/category (except where stated otherwise). CNSF(actual) will be presenting the awards. Ensure a command representative is in attendance to receive awards. Commands are to ensure they are on station **NLT 0945**. The **SLW picnic will commence at 1100** at the picnic area. In the event of rain, it will be moved into the field house. Triad participation highly encouraged. Awards for overall command winners for the athletic and professional event categories will be presented at the Surface Warrior Ball on Saturday, 21 August.

(1) The SLW Picnic Coordinator is CSCM Arnolfo Cayabyab, and can be contacted at 619-437-5754.

(2) Volunteers from each command are needed to assist in a myriad of functions from food preparation to picnic setup. The designated volunteers must be available to the galley **19 Aug 2010 from 0600-1600** for food preparation and on **20 August 2010 at 0600** for final food preparation and setup with the CNSF Picnic Coordinators. Please designate volunteers NLT 30 July 2010. Enclosure (6) outlines the food items and volunteers required by command type.

d. To access SLW information, log onto the COMNAVSURFOR web public site at <http://www.surfor.navy.mil> and click the "Surface Line Week 2010" link, or at the public website www.surfaceforces.surfor.navy.mil/slw.

e. Event coordinators for 2010 competition are listed in enclosure (9). They will coordinate and monitor their respective events.

f. The SLW kick-off event will be on Monday, 09 August 2010, at 1300 in the Admiral Prout Field House for all event and

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command coordinators. It is important for all commands to a representative at the kick-off event in order to receive detailed instructions (i.e. final), slots, finalized itineraries, and command t-shirts.



J. P. GELINNE
Chief of Staff

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SURFACE LINE WEEK 2010 EVENTS

1. General Rules for Athletic Events. These rules apply to all athletic events unless specifically exempted.

a. The deadline for entry and sign-up sheet rosters is 30 July 2010. Deadline for payment is 6 August 2010.

b. Category of competition will be divided as follows:

(1) Large Command over 500 personnel (Large Deck)

(2) Medium Command 200-500 personnel (DDG/CG)

(3) Small Command under 200 personnel (FFG and smaller)

(4) Straight competition open to all; no categories

(5) Other competition open to all as specified in event description

c. Forfeit time is scheduled game time. Teams should assemble at least 20 minutes prior to start time and provide a POC via command registration for each event who will be contacted in case of time change or notification of forfeiture.

d. If a command does not field a team for an event, then that command's personnel may play on another command's team. Points will only be awarded to the command of the team's captain.

e. No one may play for more than one team in an event.

f. A team roster must be finalized and provided to the event coordinator for all team sport events prior to the event commencing.

g. Events will be single elimination tournaments.

h. Unless otherwise stated, points will be awarded to first, second, and third place in each event for each command size (small, medium, large).

(1) 15 points will be awarded to first place.

(2) 10 points will be awarded to second place.

(3) 5 points will be awarded to third place.

NOTE: In addition, three participation points will be awarded to each individual or team that completes an event. The total possible points for participation by command per event are 15.

i. Each command will be allowed at least 1 team/individual per event unless otherwise stated by the event. Additional teams/individuals will be allowed as space permits.

j. Tie games will be played to a conclusion. If a game is tied at the end of regular play then a tiebreaker round (inning, period, etc.) will be played to determine a clear winner.

k. If points from the individual event yield a tie for the overall winner, then duplicate awards will be presented.

l. For events officiated by an umpire, umpire decisions are the final call on a given event and will not be changed by SLW staff.

m. Sportsmanship issues during events will not be tolerated and will be referred to command XO and CNSF COS. Ejection from any game is ejection from the tournament and the member must leave the field of play immediately.

2. Athletic Competition

a. Softball. Softball will be played at the Naval Base (NAVBASE), San Diego softball fields. Rosters may be composed of a maximum of 12 players. Games will be seven innings in duration with a 55-minute time limit. Run-rule of ten runs after five innings applies. The count will start 1-1 and a foul ball on the third strike is an out. Teams will provide their own gloves and bats. Softballs will be provided. The second team listed on the schedule of competition denotes the home team.

(1) Each team will submit an entry fee of \$45.

(2) Each team captain is responsible for contacting event coordinator for schedule.

b. Basketball. Basketball will be played at the NAVBASE, San Diego field house. All members must be assigned to the command for which they are playing (the exception being that the member's parent command does not have a team playing). National

collegiate athletic association (NCAA) rules will apply with 20 minute running clock halves and 2 minutes in the second half on a stop clock. All players must have a number on their jersey (jerseys are available for checkout at the field house). Players are encouraged to wear either a team uniform or their own numbered shirts. Each team will consist of a maximum of 9 players.

(1) Each team will submit an entry fee of \$45.

(2) Each team captain is responsible for contacting event coordinator for schedule.

c. Flag Football. Flag Football games will be played with eight players. Rosters may be composed of a maximum of 10 players. Games will consist of two 20-minute halves, with the last two minutes of each half conducted under a regulation stop clock. National touch and flag football rules will apply. Flags and a game ball will be provided by the Admiral Prout Field House. Teams should assemble at least 30 minutes prior to kick off. Team captains must check in with the head official prior to game time.

(1) Each team will submit an entry fee of \$45.

(2) Each team captain is responsible for contacting event coordinator for schedule.

d. Volleyball. Volleyball will be played at the NAVBASE, San Diego (dry-side) sand courts, numbers one through three. Each team may consist of a maximum of 8 players. There will be no more than six and no less than three players on the court and playing the game at one time. Matches will be the best two of three, 25 point games with U.S. Volleyball Association (USVBA) rules in effect. A six-man sandlot, with a maximum of six substitutions per game, will be played.

(1) Each team will submit an entry fee of \$30.

(2) Each team captain is responsible for contacting event coordinator for schedule.

e. Tennis. The tennis tournament will be played at the NAVBASE, San Diego (dry-side) tennis courts. This will be a singles tournament. United States Tennis Association (USTA) rules and regulations will apply. Single elimination tournaments, no-added scoring and best of three sets decide the

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match. Participants must win by two games, and a 6-6 set will be decided by a 12 point tiebreaker. A player who reaches seven points during these 12 point sets wins the game and set. If the score has reached six points, the players change sides or ends and continue in the same pattern until one player wins by two points (example: 8-6, 9-7, 10-8, wins the game and set). No-ad scoring procedure is simply what the name implies. The first player to win four points wins the game, with the seventh point of the game becoming a game point for each player. The receiver has the choice of advantage court or deuce court to which the service to be delivered on the seventh point. If you cannot call the ball in your court, the point is your opponent's - no replays. Players must bring their own racquets. The event coordinator will provide tennis balls.

(1) Linemen will be provided for championship game.

(2) Each individual will submit an entry fee of \$10.

(3) Each team captain is responsible for contacting event coordinator for schedule.

f. Racquetball. Racquetball will be a singles tournament played on the courts at NAVBASE, San Diego (dry side). Games will be two full fifteen-point games (win by one point), and one eleven point tie breaker, if required. United States Racquetball Association (USAR) rules apply. All players must comply with NAVBASE, San Diego court rules. Racquets and eye protection are available for check out at the indoor courts. Protective eyewear is required. The event coordinator will provide racquetballs.

(1) Each individual will submit an entry fee of \$10.

(2) Each team captain is responsible for contacting event coordinator for schedule.

g. Soccer. Soccer games will be played with a minimum of seven players, maximum eleven. Games will consist of two 20-minute halves, with the last two minutes of each half conducted under a regulation stop clock. National soccer rules will apply. Each team must provide their own game ball in good condition. Teams should assemble at least thirty minutes prior to kick off. Team captains must check in with the head official prior to game time.

(1) Each team will submit an entry fee of \$45.

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(2) Each team captain is responsible for contacting event coordinator for schedule.

h. Dodgeball. The dodgeball Competition will be a single elimination tournament played at the Harbor Side Fitness Complex near Pier 13. Teams will consist of a maximum of six players. A total of six balls will be used in each match. Best 2 of 3 matches wins. The event coordinator will provide balls.

(1) Each team will submit an entry fee of \$30.

(2) Each team captain is responsible for contacting event coordinator for schedule.

i. Golf. The golf competition will be held on the North course at Admiral Baker golf course. A shotgun start is scheduled to start at 0730 and 1330. Team check-in is required not later than 40 minutes prior to the scheduled tee time. A four-golfer scramble format will be used. Handicaps are not required. A team entry fee provides four green fees, two golf carts, entry gifts, and four category prizes. Tournament rules will be provided to each team captain on the day of the tournament. Each command may enter as many teams as they desire, but all commands will be afforded at least one entry.

(1) Each team will submit an entry fee of \$150.

(2) Each team captain is responsible for contacting event coordinator for schedule.

j. 5K Run. The 5K Run is open to all active duty and reserve military personnel assigned without limit. The run will start/finish on the NAVBASE, San Diego (dry-side), adjacent to the Admiral Prout field house. Command participation points are based on three categories: large, medium, and small command.

(1) First, second, and third place will be determined by the lowest average of the top five runners from each command. If a command has fewer than five runners, their average will be determined from all participants.

(2) Commands for the top male and female finishers will be awarded 10 points.

(3) Each team captain is responsible for contacting event coordinator for schedule.

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(4) Each team will submit an entry fee of \$10 per person.

k. Swimming. The swimming competition will be held at Admiral Prout Field House, Outdoor Pool, Bldg #3279. This is a both an individual and team competition. Awards will be given to the top scoring small, medium, and large command as well as to the highest scoring individual male and female swimmer based on the highest aggregate score for all events entered. Multiple event entries by individuals are encouraged, however individual swimmers are limited to a total of two individual events plus two relays. In the event of a tie in the individual competition, a 100-Meter individual medley will decide the victor. Regular events will include:

Butterfly -	50 meters
Backstroke -	50 meters
Breaststroke -	50 meters
Freestyle -	50 meters
Medley Relay -	4x50 meters
Freestyle Relay -	4x50 meters

Scoring will be calculated as follows:

Individual Events

1st place:	3 pts.
2nd place:	2 pts.
3rd place:	1 pt.

Relay Events

1st place:	6 pts.
2nd place:	4 pts.
3rd place:	2 pts.

(1) Each individual will submit an entry fee of \$10.

(2) Each team captain is responsible for contacting the event coordinator for a schedule.

1. Physical Excellence Competition

(1) The physical excellence competition will begin at the pull-up bars near the NAVBASE, San Diego (dry-side) track. Individual awards will be given to the top male and female in the following categories:

Age 24 and below
Age 25 to 29

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Age 30 to 39
Age 40 to 49
Age 50 and over

(2) Team awards will be given for the best combined score for the top three contestants in small, medium, and large command. All entrants will be allowed one attempt during the window for competition; failure to complete once started will result in lowered zero score for each area. The command fitness coordinator (CFC) must sign each entry form certifying all command participants are physically fit to participate. The physical excellence competition will include:

(a) Push-ups. Two minute time limit with one point for every push-up up to 60 and two points for every push-up over 60.

(b) Curl-ups. Two minute time limit with one point for every curl-up.

(c) Pull-ups. Two points per pull-up with a maximum point total of 100.

(d) 1.5 mile run. 100 points for completing the run in 9:20 with five additional points for every ten seconds under 9:20, and minus five points for every ten seconds over 9:20.

(3) Each team will submit an entry fee of \$10 per person.

(4) Each team captain is responsible for contacting event coordinator for schedule.

m. Weight Lifting. The weight lifting competition will be held at Admiral Prout Field House. The top three winners in both "male" and "female" categories will be determined by the highest three-lift total (squat, bench, deadlift) by Wilkes formula.

(1) General. Spotters will be present to ensure the safety of the contestants. Lifters may provide their own spotters if they so desire. Supportive equipment and/or clothing will not be allowed; however, knee sleeves, wrist wraps, and/or a supportive belt may be worn. Lifters will be weighed in, in PT gear, one hour before the competition begins. Lifters must declare their opening attempts for each lift at

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that time. Attempts will proceed in the round system, from lightest to heaviest. All lifters will complete their first attempt, then their second attempt, then their third attempt. The squat will be contested first, followed by the bench, then by the deadlift. Judges will be present on each side, and in front of, the lifting platform. There will be a short break between each discipline.

(2) Squat. During the squat the lifter must wait for the command from the head referee to "squat." The lifter must bend the knees and lower the body until the top surface of the legs at the hip joint is lower than the top of the knees. The following are causes for disqualification:

- (a) Failure to wait for the start command.
- (b) Failure to squat to adequate depth.
- (c) Double bounce out of the bottom of the squat.

(3) Bench. During the bench press both feet must be flat on the floor surface and be on the same spot throughout the lift. The head, buttocks, and back must not leave the bench (flat on bench). The lift-off must be to arm's length and not down to chest. After receiving the bar at arm's length, the command will be given to "start" and the lifter shall lower the bar to chest, hold bar motionless on chest for ½ second, press bar upward to straight arm's length at the final position and hold for ½ second to constitute a complete lift. The following are causes for disqualification:

- (a) Failure to wait for the start command.
- (b) Any downward motion toward the chest during the press.
- (c) Any bounce off of the chest during the press.

(4) Deadlift. During the deadlift the lifter must lift the weight, then remain standing with knees locked and shoulders back until receipt of the command "down." There is no start command. The following are causes for disqualification:

- (a) Any downward movement of the bar before it reaches the final position.

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(b) Supporting the bar on the thighs during the performance of the lift.

(5) Each individual will submit an entry fee of \$10.

(6) Each team captain is responsible for contacting event coordinator for schedule.

n. Horseshoes.

(1) This will be a single elimination tournament with a set of 20 innings. A coin flip will determine who goes first. The game begins as the player tosses two horseshoes at the opposite stake. While pitching, the player is not allowed to move past 3 feet of the stake or the shot is disqualified. As with golf, utmost silence is required by other players when pitching the shoe. After pitching the first two shoes, the next player proceeds to pitch his two horseshoes. After all the shoes are thrown, the players will calculate the points for that round in the following manner:

3 points for a ringer

1 point for the closest shoe within 6 inches of the stake

Because the closest distance and ringers are calculated separately, it is possible to have a ringer AND the closest ring, which would give a total of 4 points for that round. If a player has both his rings closest to the stake, then he receives 2 points. A ringer, the act of wrapping the horseshoe around the stake, requires that the imaginary line drawn between both ends of the horseshoe encompass the stake. If the stake is outside that line, or crosses through that line, it is only counted as a 'closest shot'. The scoring in horseshoe is also one of cancellation, if both players get a ringer, then they cancel out and neither player gets a point. The same holds true for being equally close to the ringer, both points cancel out. Normally however, the game ends up being equally close and only the closest horseshoe counts, moving the score up by 1. Once the inning is over, both players pick up their horseshoes at the other side of the stake and switch sides, shooting at the other stake. The simple horseshoe rules dictate that the winning is the player with the most points at the end of 20 innings, or in North America, 50 tosses. There will be no breakdown by group.

(2) Each individual will submit an entry fee of \$10.

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(3) Each team captain is responsible for contacting event coordinator for schedule.

o. Bowling. Each command may enter as many teams as they desire, but all commands will be afforded at least one entry. Each team is limited a maximum of six people with four members bowling in any one game. Substitutions may be made only at the beginning of a game. Competition will be held in two rounds, preliminary and final. Each team will bowl three games. The top four teams for each category (small, medium, and large command) will compete in the final round. The final round will consist of the top four teams in each category in a roll off. The determination of position will be determined by total pins. If there is a tie in total pins, teams will bowl a ninth and tenth frame as a tiebreaker. All games will be determined by scratch pin totals of the six games, with the exception of the finals. A late bowler may join any time prior to the beginning of the third frame; otherwise the team will use a blind score. This is an unsanctioned "ABC" tournament. Bowlers are encouraged to bring their own shoes and bowling ball. Shoe rentals will be the responsibility of the individual.

(1) Each team will submit an entry fee of \$30.

(2) Each team captain is responsible for contacting event coordinator for schedule.

p. Billiards (9-Ball). 9-Ball will be played at the Bowling Alley at NAVBASE, San Diego (dry-side). The competition will be best 2 out of 3 Double Elimination singles tournament with the American Poolplayers Association (APA) regulations in effect. Event coordinators will make the final decision in the event there are any conflicts or interpretations of the rules required. No more than three entrants per command.

(1) Each player will submit an entry fee of \$10.

(2) Each team captain is responsible for contacting event coordinator for schedule.

q. John Madden Football. John Madden Football will be a single elimination tournament. The tournament will follow the 2007 EA Sports Madden NFL Challenge Code of Conduct. All games will be 2 minute/quarter games are designated 45 minutes of real time to play. Any games not completed within the real time limit will be ruled a win for whoever is leading after the real time limit is reached. In the case of any game being tied when

the real time limit is reached, the game will continue until someone scores. No further timeouts can be called. If the end of a regulation game is reached in a game that has gone beyond the real time limit, or an overtime period ends and the players are still tied, the game will go to a grudge match and play like it was overtime. The second team listed on the schedule of competition denotes the home team. Players will be responsible to keep track of the time remaining, score, possession and field position. Players will track the score at least after each quarter to be used for resets in case of machine problems. No replays or game interruptions, except for designated time outs and pauses to record scores, will be allowed.

(1) Each player will submit an entry fee of \$10.

(2) Each command will designate a point of contact that is responsible for contacting event coordinator for schedule.

r. Call of Duty. Call of Duty will be a single elimination tournament. All games will be two-man teams in split screen set-up. Games will have a 5,000 point score or 20 minute time limit, whichever comes first. A coin toss will decide which team is OPFOR/TF 141. All player options and team options will be set to default. Game mode will be set to Team Death Match. Game default maps will be used and will be chosen by a random drawing, no bonus maps are authorized.

(1) Each player will submit an entry fee of \$10.

(2) Each command will designate a point of contact that is responsible for contacting event coordinator for schedule

s. Guitar Hero. Guitar Hero will be a single elimination tournament. Difficulty for initial rounds will be set to "Hard" mode. Final round will be played in "Expert" mode with random song picked by moderator. Two players will play three songs each, best total score will move on to the next round. Ties will be broken with a round played in "Battle" mode. No pausing will be allowed. Intentional pausing will result in a disqualification of the player, accidental pausing will be reviewed by the moderator. Intentionally turning off the game while a round is in progress will result in disqualification. Players must be on time to the event or will not be eligible to compete.

(1) Each player will submit an entry fee of \$10.

(2) Each command will designate a point of contact that is responsible for contacting event coordinator for schedule

3. General Rules for Professional Events. These rules apply to all professional events unless specifically exempted or modified in the event description.

a. Every eligible command is allowed to enter one team or individual in each competitive event or category. The deadline for entry is 30 July 2010.

b. Forfeit time is scheduled event start time.

c. Category of competition will be divided as follows:

(1) Large Command over 500 personnel.

(2) Medium Command 200-500 personnel.

(3) Small Command under 200 personnel.

(4) Straight competition open to all; no categories.

(5) Other competition open to all as specified in event description.

d. If a command does not field a team for an event, then that command's personnel may play on another command's team. Points will only be awarded to the command of the team's captain.

e. All competitions will be run to a conclusion. If a professional event results in a tie score then the event coordinator will devise a tiebreaker event to determine a clear winner.

f. If points from the individual events reveal a tie for the overall winner then duplicate awards will be presented.

g. Unless otherwise stated, points will be awarded to first, second, and third place in each event for EACH command size (small, medium, large).

(1) 15 points will be awarded to first place.

(2) 10 points will be awarded to second place.

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(3) 5 points will be awarded to third place.

NOTE: In addition, three participation points will be awarded to each individual or team that completes an event. The total possible points for participation by command per event are 15.

4. Professional Skills Competition.

a. Medical Diagnosis and Stretcher Race. Each competing unit must field a team consisting of five individuals: one patient and four responders. All command teams must have one but no more than three hospital corpsmen (HMs) participating. Each competing unit must provide its own stretcher (reeves sleeve) and first aid dressing materials (gun bag). All participants will be in their working uniform or appropriate physical training (PT) gear for the competition. Moulage for the competition will be provided. Responders must properly assess, diagnose, treat, and transport the patient appropriately. Two command teams will compete at the same time. Each patient will have the same wounds. Judging criteria includes diagnosis, treatment, and transportation skills from portions of the TORIS evaluation card and overall time elapsed to complete event. Fundamental guidelines below will be used for grading first aid objectives and patient transportation using enclosure (5).

(1) Basic First Aid and Personnel Casualty Transportation

(a) Purpose. Evaluate the effectiveness of the corpsman and stretcher bearers in basic first aid procedures and proper placement and transportation of a personnel casualty using the miller board or reeves sleeve stretcher.

(b) Requirements. Four stretcher-bearers with assigned equipment and a patient.

(c) Procedures. During a man down, the medical instructor and observer will impose a simulated personnel casualty for both teams competing. After treating the casualty the stretcher-bearers are required to correctly place the patient on or in the stretcher and safely transport to the designated finish line. This is a timed event so the fastest time from the two teams competing moves on in their bracket. Ten seconds will be added to the overall time for each step not completed correctly in the MOPs for basic first aid and patient transportation.

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b. Rescue Swimmer Competition. Competition will consist of physical readiness and rescue swimmer application. This is straight competition (first, second, and third; no category). Each swimmer competes individually and represents their parent command. Each command can have up to four swimmers competing.

(1) Competition consists of 1 set maximum pull ups, 2:00 max situps, 2:00 max pushups, and a 500/400m swim/buddy tow (timed swim). The point scoring system will be tallied in accordance with points system outlined in OPNAVINST 3130.6D for rescue swimmer SFT point scoring.

(2)The points will be totaled; highest score wins.

c. Valve Packing. Any command may field two, two-person teams. Each team will repack a single globe valve using Teflon packing and tools provided by Southwest Regional Maintenance Center (SWRMC). Points will be awarded based on: (a) the amount of time needed to accomplish packing, (b) adherence to naval ship technical manual (NSTM) chapter 78 procedures, (c) successful hydro test, and (d) a ten question quiz. Each category is worth 25 points.

d. Welding and Cutting Competition. Any command may field a single entrant in the competition. The cutting test will use an oxygen-acetylene torch. The welding test will use an electric manual arc generator. Entrants must complete both a welding and cutting test.

(1) Welding Test. Using safety equipment and materials provided, weld two 3/8 inch steel plates together utilizing three vertical stringer beads. The root pass must be complete and the two cover passes will be six inches and four inches, respectively. Points will be awarded based on appearance, overlap, undercut, porosity by visual inspection, and time to complete.

(2) Cutting Test. Using safety equipment and material provided, lay out and punch mark an eight inch square with a four inch circle. Points will be awarded based on accuracy of the cuts, appearance of kerfs, and time needed to complete.

e. Lathe Operation Competition. Utilizing a standard engine lathe, four-jaw chuck, high speed R. H. turning, facing, and V-sharp treading tool, precision tools, high speed tool bits, and aluminum stock 2" x 6" long, manufacture one valve

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disk in accordance with the drawing provided. Thread wires will be provided. Points will be based on safety, set-up, accuracy, finish, and speed. Teams will consist of one E-4, E-5, or E-6 machinery repairman (MR).

f. Damage Control (DC) Marathon. Any command may field a single nine-person team (one is to act as scene leader) for pipe patching, P100 fire pump operational test, self contained breathing apparatus (SCBA) relay, sound powered telephone talker test, and quick reaction team test. Competition will be conducted in five parts. Teams will be evaluated in three categories, large, medium, and small command. Judging will be conducted by Tactical Support Center (TSC), San Diego personnel. Each team will provide own equipment as follows:

(1) Pipe Patching Test. Using a pipe patching kit, two members will apply a soft patch to a pipe stand. The ruptured pipe will be a standard section of fireman piping, with one isolation gate valve. Points will be awarded based on the time required to effect repair and the ability of the patch to sustain static water pressure.

(2) P100 Fire Pump Test. Using a pump, fittings, components, and hoses, a four-member team will rig a P100 to draw water from a water sump at the damage control school. The pump will be started and must be maintained at 80 PSI for 60 seconds. Points will be awarded based on the time required to rig and ability to sustain line pressure. All members of the team must bring and wear hearing protection.

(3) SCBA Relay. Ensemble, gloves, boots, and helmet with flash hood. Using one SCBA and one canister, one team member will don the SCBA, activate the canister, and demonstrate all safety checks, as applicable. After being checked by a judge, the first team member will proceed to the second team member and exchange the SCBA. The second team member will then restart the canister and demonstrate safety checks, then return to the starting line. Points will be awarded based on the time required to complete this evolution using the correct procedures.

(4) Sound Powered Telephone Talker Test. Equipment used will be two sound powered telephone headsets, a minimum of 40 feet of emergency (salt and pepper/orange peel) phone wire, and DC message blanks. The team leader will receive a prepared message from a judge. The team must establish emergency communications and relay the message from the leader, through

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the two line-talkers to the fourth member of the team who will write the message on a standard DC message blank and relay the message to the judge. Points will be awarded based upon time required to complete the evolution and accuracy of the message received by the judge.

(5) Quick Reaction Team Test. Using hoses from TSC, and fire fighting gear, SCBAs, ensemble, boots, SCBA canisters, flash hoods, helmets, and gloves provided by the individual teams, commands will provide one team of nine members sufficient to man two 1-1/2 inch hoses and a scene leader. The team will break out and connect two hoses with vari-nozzles in preparation for putting out a fire. Points will be awarded based on the team leader's ability to direct the team and time required to complete the evolution using correct procedures.

g. Visit, Board, Search and Seizure Competition. VBSS capable commands may field a VBSS team. Boarding Officers will provide documentation of qualification to the event coordinator before taking the Level of Knowledge(LOK) exam. All teams are required to have at least one Engineer, one Breacher and one Boarding Officer. Competition will be conducted in four parts over four days.

(1) Day One. An Administrative Review will be conducted for each team. A LOK exam will be administered to all team members. The 20 question test will be proctored by ATG assessors at BLDG 127 on the second floor ATFP/VBSS class room. Those scores will be tallied and the ten best overall scores will move on to Day Two. Tie breakers will be decided on Day Two following the Approved Equipment List(AEL)inspection

(2) Day Two. An in-depth AEL inspection in accordance with VBSS AEL 2-320024552 will be conducted on the top ten teams. All teams shall have their equipment laid out for review and will be graded on showmanship. ATG will provide ships with a time line for inspection. If the ship is not ready for inspection at the beginning of their given time slot they will be disqualified. The scores from Day One and Day Two will be tallied and the top five teams will move on the final round.

(3) Day Three and Day Four. The top five teams will conduct a compliant boarding on an ATG designated vessel of interest. A scenario brief will be provided prior to the boarding. Afloat Training Group members will act as assessors and OPFOR during the scenario. All boardings will be graded based on the most current TORIS/TFOM cards. Each data point will

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be assigned a numerical value that will be inputted into the overall grade which will determine the winner of the Competition.

- (4) Grading.
 - ADMIN/LOK: 25%
 - AEL: 25%
 - Boarding: 50%

(5) Safety. At no time will actual weapons or OC spray be carried by the Boarding teams or Boat crews. ATG will act as training team and OPFOR. All teams will carry themselves in a professional military manner. Actions detrimental to the team, the competition or the SLW judges will result in immediate disqualification from the contest.

h. Rigid Hull Inflatable Boat (RHIB) Competition

- (1) The competition will include:

- (a) A comprehensive 30-minute written exam for all members of the crew.

- (b) A material inspection, with graded boat handling demonstration.

- (c) A RHIB race.

- (2) Designation of Boat Crews. Participants will designate RHIB crews to include boat officer, coxswain, engineman, and bowhook no later than 30 July 2010 to the event coordinator. RHIB crews from each command must be qualified in all respects with proof of appropriate service record entries.

- (3) Comprehensive Exam. Participants will complete a 30-minute written examination, administered as follows:

- (a) One copy of each exam will be distributed to each participating command's executive officer (XO) not later than 13 August 2010; the XO is responsible for the exam administration.

- (b) Exams must be returned to event coordinators no later than 18 August 2010.

- (c) The following references are recommended for study in preparation for the written exam:

72 COLREGS
BM 3/2
BM 1/C
Boat Officer Handbook
Watch Officer's Guide
Bluejacket's Manual

(4) Material Inspection. COMNAVSURFPAC will promulgate a schedule for the material inspection. Boats will be inspected in accordance with NSTM chapter 583. The material inspection will be conducted at the fleet landing, head of Pier 2, NAVBASE, San Diego.

(5) Boat Handling. Boats will be graded on their initial landing for the material inspection, then after the inspection for getting underway. Professionalism, safety, and seamanship will be emphasized in the grading. The boat handling inspection will be conducted at the fleet landing, head of Pier 2, NAVBASE, San Diego. Oral questions will be asked by the inspector.

(6) RHIB Race. The event coordinator will promulgate the schedule and location for the small boat race. The race will consist of using oars to paddle the RHIB 20 yards, then turn on the engine run the course and at the end cut the engine and paddle 20 yards to the finish line. The race uniform will be NWU's.

(7) Grading criteria will be as follows:

(a) Written test will count for 30 percent of final grade.

(b) Material readiness will account for 20 percent of final grade.

(c) Boat handling will account for 35 percent of final grade. First place winner of the RHIB race will receive 35 percent, second place 25 percent, and third place 15 percent. Remaining teams will receive up to 10 percent, based on their boat handling.

(d) Overall appearance and military smartness will account for 15 percent of final grade.

(8) Due to the expected number of entries, all participants must be present at appointed time. Tardiness will result in disqualification. This is a straight competition (first, second, third; no category) for the best boat accordingly.

i. Shiphandling Competition

(1) Eligibility Requirements. Commands that choose to compete in the shiphandling competition will notify the event coordinator no later than 30 July 2010 giving the name, rank, and billet of the officer who will compete for the command. Each command may enter one junior officer CWO2 through O4 as their best shiphandler to represent that command.

(2) Competition Site. The shiphandling competition will be conducted at the COMNAVSURFPAC ship handling complex, housed in buildings 3149 and 3531 (by Pier 6) on NAVBASE, San Diego. One shiphandling simulator is being made available for the competition. Navigation, Seamanship and Shiphandling Trainer (NSST) personnel will provide all necessary bridge team support to the shiphandler.

(3) Scheduling of Competitors. COMNAVSURFPAC will promulgate the schedule of competitors by message, action to competing commands and info to ISICs. Individual commands will be scheduled by day and hour in categories with sufficient time for planned events so that the same judges can evaluate all shiphandling in one category. The competition will be conducted at the COMNAVSURFOR Shiphandling complex from 16 through 20 August 2010.

(4) Categories. There are two categories of ships planned for shiphandling competition, cruiser-destroyer (CRUDES) and amphibious-assault (AMPHIB).

CRUDES

FFG, LCS (first and second place)
DDG, CG (first, Second, and third place)

AMPHIB

LPD, LSD (first, second, and third place)
LHA, LHD, AOE (first, second, and third place)

(5) COMNAVSURFPAC may adjust categories dependent on numbers and classes of ships. Competitors will use the ship class they represent. If a competitor's ship class is not

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available, they can select another ship class with which they are familiar. Competitors representing ships not in any category will compete in the category of ships closest in configuration to those ships in a designated category, as determined by COMNAVSURFPAC. Staffs may select a ship from the category relevant to their particular squadron or group.

(6) Grading Criteria. Each entrant will be judged in conning the ship through three evolutions:

- (a) Man overboard
- (b) Day fueling from an oiler
- (c) Mooring alongside a pier

(7) Judging. There will be at least two judges for each category and the same judges will evaluate all ship handling in a category. Judges will award points for criteria:

Command presence	Judgment
Use of standard commands	Use of rudder & engines
Timing and smartness	Use of tugs, bow thrusters
Professional knowledge	and mooring lines
	(as applicable to class)

(8) Judges may question competitors on experience, technique, and rules of the road. Evolution totals from each judge will be totaled to arrive at a final score for each competitor. The highest score in each category wins. If necessary, ties will be resolved using the judges' written comments.

j. Maneuvering Board (Moboard) Competition. Each command may have up to four members per team. Entrants must provide their own materials (i.e., moboards, dividers, parallel rulers, and pencils). No computers or calculators. Contest will consist of five moboards problems of increasing difficulty. There will be a one-hour time limit for the competition. There will also be three tiebreaker questions worth five points each (no penalty for not answering, but if there is a tie, those who have correct answers get bonus points). Completely correct entries will automatically negate all other partially correct submissions. Speed and tiebreaker points will determine winners if required. In the case of a tie, a run off competition will be arranged with entrants. 84 points are the maximum possible, with three bonus questions worth five points each. Speed points will be awarded as follows: five points for every five minutes

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(or part of) under one hour (i.e., 56 minutes to 59 minutes: plus five points; 51 minutes to 55 minutes: plus ten points; 46 minutes to 50 minutes: plus 15 points; etc.). The following scoring will apply: negative one point for each degree or fraction off (1.1 - 2); negative one point for each 100 yards off (1 to 100 yards.); negative one point for each minute or fraction of a minute off (1.1 to 2 min.). All competition decisions will be made by the event coordinator and are final.

k. Visual Communication.

Each command may have up to four members per team, but no less than three members for the entire competition. Entrants must provide their own materials (i.e., message pads and pencils/pens).

(1) Day 1- The contest will consist of 2 LOK tests (Morse code & VISCOM general knowledge; referenced from ACP 13, NTP 13, and SM 2 & 3), and an "indentify for time" session with Flag Cards. The top ten commands (on a case by case basis) will advance to the live Visual communications competition held on day 2. If there is a tenth place tie, a ten question LOK tiebreaker with various questions worth ten points each (no penalty for not answering, but if there is a tie, those who have correct answers get bonus points). Completely correct entries will automatically negate all other partially correct submissions.

(2) Day 2- There will be flag hoist and flashing light drills. There will be a 5 minute time limit for the flag hoist drill message and it will mainly be graded by time of message break. The Flashing light message will have a 15 minute time limit. Grading criteria will include message blank accuracy and time to decode. Completely correct entries will automatically negate all other partially correct submissions. The tiebreaker will consist of a speed drill by breaking a flaghoist signal using ATP I Vol II. The time will only stop when all correct flags are hoisted and the correct page of ATP 1 Vol. II is open.

(3) There will be a maximum score of 130 points for the entire two day event. The following scoring will apply: negative five points for each incorrect flag hoisted or word recorded; negative one point for each discrepancy on message blank; Negative three points for each minute over the allocated time for live VISCOM drills. All competition decisions will be made by the event coordinator and are final.

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1. Seamanship Competition. One-to-three-person teams per command, no rate/rank restrictions apply. Team members will be designated as bolo/messenger heaver, knot tier, or bosun. Competitions will be held on the football field and track by the Field House.

(1) Bolo and Messenger Heave. No restrictions are placed on the bolo's characteristics. The messenger will be 100 feet of standard heaving line with monkey fist. First round consists of throwing the bolo between two goal posts 20 feet apart, 40 yards down range. Two chances will be allowed to achieve a successful throw. Successful throwers will advance to the messenger heave. Messenger heave consists of throwing the messenger through two goal posts ten feet apart, 75 feet down range. A miss eliminates throwers. Competition will continue until a single thrower remains.

(2) Knot Tying. Participants must provide eight-foot lengths of 12 and 21 thread line. Competition consists of tying five of the following knots, chosen by the event coordinator: clove hitch, bowline, square knot, double bowline, double becket, sheepshank, stopper hitch, Spanish bowline, reef knot in middle of a line, or a bowline on a bight. Each knot is tied simultaneously by all participants. Grading is based on speed, correctness, and knowledge of general use of the knot. A ten-second penalty is awarded for incorrectly tied knots. A five-second penalty is awarded for stating wrong usage of the knot.

(3) Boatswain's Pipe. Participants must provide their own standard Navy Boatswain's pipe. Competition consists of performing the following calls: mess call, pipe the side, pipe down, and sweepers veer. Grading is based on knowledge of use of the call, quality (crispness and clarity) of the call, and duration of the call. Participants may be asked to perform the same call several times for judging purposes.

m. Chili Cook-Off. Any command may provide one entry prepared by any number of CS's in paygrade E-1 through E-6. Cake decorating contest entrants may not participate in chili cook-off. A minimum of two gallons of chili must be prepared and cooked in the command's own galley. Final ingredients may be added just prior to the competition, on the day of judging. A 3 x 5 inch white index card must accompany the entry identifying the command, CS's, and recipe. On the back, the command's XO will sign to certify the chili was made from scratch by the CS's named and that it was made in the command's

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galley. Points will be awarded on originality of ingredients (ten points), texture and appearance (ten points), and taste (ten points). This is straight competition (first, second, third; no category).

n. Cake Baking/Decorating Contest. Any command may provide one entry prepared by a single CS in pay grade E-3 through E-6. The **maximum size** of the cake will be 2 1/2 x 3 1/2 feet (excluding decorations). The cake must be cooked and decorated in the command's own galley. The cake will be limited to two layers (each no more than two inches thick) plus optional sculptures; only boiled icing or butter cream can be used. Artistic lettering (long hand only) is permitted. Any appropriate nautical or naval theme may be used. Points will be awarded based on originality of design, color combination, texture of frosting, texture of cake, and taste. A 3 x 5 inch white index card will accompany the entry identifying the command, CS name, and recipe. On the back of the recipe card, the command's XO will sign to certify the cake was made from scratch by the CS named and in the command's galley. This is straight competition (first, second, third; no category).

o. 9mm Marksmanship. Event will be conducted on a FATS virtual trainer. Each ship shall provide one 4-man team for the 9mm pistol and M-16 rifle competition and a qualified Small Arms Instructor (SAMI) or Range Safety Officer (RSO). Each team will fire the standard 9mm and M-16 course of fires for score. Scores for the entire team will be totaled.

(1) Top three teams will qualify for the second round, which will be the standard 9mm and M-16 course of fires with increased environmental difficulty. Top team score in the second round will win the top team small arms.

(2) In addition to team competition, each individual team member will be scored in both the standard 9mm and the M-16 courses of fire. The top pistol and rifle shooter from each team will qualify for the individual small arms competition. Each top pistol shooter will shoot the standard 9mm and M-16 courses of fires with increased environmental difficulty. The top pistol and rifle shooter will win individual small arms competition awards. There will be no breakdown by group.

p. Volunteer Service. Event will be conducted before the commencement of Surface Line Week. Volunteer service conducted from 16 July to 16 August will be eligible. Competition is open to all members of a command and COMREL hours conducted by ships

underway during the time frame are valid. Each command shall provide volunteer service to the organization of their choice in the community. A command representative will document the participants' names, hours served and the volunteer organization and turn into overall Volunteer Service Coordinator no later than 1600 on 16 August. A tally of total number of man-hours per command towards volunteer service will be collected.

q. Sailing Competition. Event will be conducted 12-13 August, before the start of Surface Line Week. Detailed instructions in the form of a Notice of Race and Sailing Instruction will be provided by the Sailing event coordinator prior to the race.

(1) Each team captain is responsible for contacting event coordinator for schedule, race route and detailed instructions.

(2) This will be a straight competition with overall first, second and third place awards.

r. Photo Competition. Contest will be divided into two categories: Professional Event and Athletic Event. Commands may provide multiple entries taken by any member of the command. Participants may enter three photos per category. Photographs must be taken of professional or athletic events conducted as part of Surface Line Week 2010, to include the Volunteer Event and Sailing Competition.

(1) Photos must be emailed to **cnsf.pao@navy.mil** no later than **1200 on 19 August**. Participants must provide full name, rank/rate, last four digits of social security number, parent command, time/date of photo, command and/or name of team or individual and event depicted in the photo.

(2) Winning submissions will be selected by SURFOR Public Affairs staff. This is a straight competition; winners will be named for first, second and third place in both professional and athletic event categories.

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SURFACE LINE WEEK 2010
Chili Cook-Off Evaluation Sheet

Command _____

Prepared By _____

According to standards set forth by the International Chili Society:

***Traditional Red Chili** is defined by the International Chili Society as any kind of meat or combination of meats, cooked with red chili peppers, various spices and other ingredients, with the exception of BEANS and PASTA which are strictly forbidden.

***Chili Verde** is defined by the International Chili Society as any kind of meat or combination of meats, cooked with green chili peppers, various spices and other ingredients, with the exception of BEANS and PASTA which are strictly forbidden.

Please use the following characteristics to judge the entries, with 1 being the lowest score, and 10 being the highest score:

Originality of										
Ingredients	1	2	3	4	5	6	7	8	9	10
Texture and										
Appearance	1	2	3	4	5	6	7	8	9	10
Taste	1	2	3	4	5	6	7	8	9	10

Comments: _____

Total Points Awarded _____

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SURFACE LINE WEEK 2010
Cake Decorating Competition Evaluation Sheet

Command _____

Prepared By _____

Please use the following characteristics to judge the entries, with 1 being the lowest score, and 10 being the highest score:

Originality of Design	1	2	3	4	5	6	7	8	9	10
Color Combination	1	2	3	4	5	6	7	8	9	10
Texture of Frosting	1	2	3	4	5	6	7	8	9	10
Texture of Cake	1	2	3	4	5	6	7	8	9	10
Taste	1	2	3	4	5	6	7	8	9	10

Comments: _____

Total Points Awarded _____

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SURFACE LINE WEEK 2010
Basic First Aid Evaluation Sheet

Working Factors

Objectives Met

Initiate Basic First Aid

- (a) Was prompt treatment initiated?..... Yes-No
- (b) Were ABC's Verified?..... Yes-No
- (c) Were they familiar with the first aid supplies?.. Yes-No
- (d) Were dressings/splints applied correctly?..... Yes-No
- (e) Was a secondary survey conducted?..... Yes-No
- (f) Was the patient positioned properly for the type
of wound and treated for shock prior to
transport?..... Yes-No

Patient placed on the Reeves Sleeve/Miller Board

- (a) Were C-Spine precaution ensured?..... Yes-No
- (b) Was the Team leader at the head in charge and
were vocalized audible commands used?..... Yes-No
- (c) Was appropriate patient rolling technique used?.. Yes-No
- (d) Patient straps/head harness secured properly?.... Yes-No
- (e) Was the proper lifting technique used?..... Yes-No
- (f) Was patient transported safely (no running)?..... Yes-No
- (g) Was the proper lowering technique used?..... Yes-No

NOTE: Ten seconds will be added to the overall time for every
"No" answer.

Time Deducted _____

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SURFACE LINE WEEK 2010 PICNIC REQUIREMENTS

Food Requirements will be delivered to NAVBASE Galley on 20 August 2010, 0700-1000. NAVBASESD Galley POC is CSC (SW/AW) Paningbatan or CS1 Ricardo, CS1 Pacho contact number 619-556-7039. SLW Picnic Coordinator is CSCM Cayabyab, 619-437-5754.

	Large Command	Medium Command	Small Command
Chicken Cut-up	200 lbs	80 lbs	40 lbs
Barbeque Sauce	6 gal	4 gal	2 gal
Beef Patties	180 lbs	100 lbs	60 lbs
Frankfurters	100 lbs	80 lbs	40 lbs
Pork and Beans	12 cn	6 cn	3 cn
Chafing Dishes and Sternos	6 Chafing Dishes/10 Sternos	4 Chafing Dishes/6 Sternos	2 Chafing Dishes/4 Sternos
6 inch inserts	6 inserts	4 inserts	2 inserts
4 inch inserts	6 inserts	4 inserts	2 inserts
2 inch inserts	6 inserts	4 inserts	2 inserts
Catsup individual	5 HD	3 HD	2 HD
Mayonnaise individual	5 HD	3 HD	2 HD
Mustard individual	5 HD	3 HD	2 HD
Sliced Cheese	15 lbs	5 lbs	5 lbs
Hamburger Buns	4 cs	2 cs	1 cs
Hot Dog Buns	4 cs	2 cs	1 cs
Lettuce	30 lbs	15 lbs	10 lbs

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Onions	50 lbs	25 lbs	10 lbs
Tomatoes	50 lbs	25 lbs	10 lbs
Potato Chips (Individual)	5 cs	2 cs	1 cs
(Macaroni Salad)	20 lbs	10 lbs	5 lbs
Macaroni	12 jars	8 jars	6 jars
Noodles	4 (#10 cans)	3 (#10 cans)	2 (#10 cans)
Mayonnaise	5 lbs	3 lbs	2 lbs
Pickle Relish	5 dozen	4 dozen	3 dozen
Celery			
Eggs(Fresh)			
Napkin	2 cs	1 cs	0
Paper cups	3 cs	1 cs	1 cs
Plastic Fork	3 cs	1 cs	1 cs
Plastic Knife	1 cs	1 cs	1 cs
Plastic Spoon	2 cs	1 cs	1 cs
Paper Plates	3 cs	1 cs	1 cs
Aluminum Foil	2 rolls	1 roll	1 roll

NOTE:

Each command will provide serving and cooking utensils: 4 tongs,
4 perforated spoons, hot pads, 4 spatulas

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SURFACE LINE WEEK 2010 PICNIC REQUIREMENTS**1. Working Party Requirements**

a. Commands submit names and working party POC name and contact information to CNSF Picnic Coordinator, CSCM(SW/AW) Cayabyab at arnolfo.cayabyab@navy.mil or CS1 Conley at Lucille.conley@navy.mil NLT 16 Aug 2010.

b. Working party members report to NAVBASE Galley **19 Aug 2010 from 0600-1600** for food preparation and on **20 August 2010 at 0600** for final food preparation and setup with the CNSF Picnic Coordinators

2. Points of Contact

NAVBASESD Galley POC is CSC(SW/AW) Paningbatan or CS1 Ricardo, CS1 Pacho contact number 619-556-7039. SLW Picnic Coordinator is CSCM(SW/AW) Cayabyab, 619-437-5754.

	Large Commands	Medium Commands	Small Commands
Culinary Specialists	3	2	1
FSA's	3	2	1
Ashore Commands	3	2	1

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SURFACE LINE WEEK 2010 COORDINATORS

EVENT	NAME	COMMAND	EMAIL	PHONE
Coordinator	LCDR Dan Cobian	CNSP	Daniel.cobian@navy.mil	437-0421
Asst. Coordinator	LT Linda Hoffman	CNSP	Linda.hoffman@navy.mil	437-2735
Sport Coordinator	LTJG Katherine Bland	CNSP	Katherine.bland@navy.mil	437-2102
Prof. Coordinator	LT Tanya Doran	CNSP	tatiana.doran@navy.mil	787-3403
Prize Patrol	LCDR Ivan Jimenez	CNSP	Ivan.jimenez@navy.mil	437-3130
Regis. Coordinator	YN2 Crystal Robles	CNSP	crystal.robles@navy.mil	437-5663
Overall Picnic Coordinator	LT Tanya Doran	CNSP	tatiana.doran@navy.mil	
Picnic Coordinator	CSCM Cayabyab	CNSP	Arnolfo.cayabyab@navy.mil	437-5457
Picnic Coordinator	CS1 Lucille Conley	CNSP	lucille.conley@navy.mil	571-4801

SURFACE LINE WEEK 2010 ATHLETIC EVENT COORDINATORS

EVENT	NAME	COMMAND	EMAIL	PHONE
5K Run	LT Michelle Simmons	CNSP	Michelle.simmons@navy.mil	437-3154
Basketball	YN2 Tashana Crum	CNSP	tashana.crum@navy.mil	437-2950
Billiards (8-Ball)	ETC Jan Mast	CNSP	jan.mast@navy.mil	437-3325
Billiards (8-Ball)	YN1 Jamie Gonzalez	CNSP	jaim.gonzalez5@navy.mil	437-2942
Bowling	EN1 Hoisington Tim	ATG	Timothy.hoisington@navy.mil	556-6461
Bowling	MM1 Derr, David	ATG	David.derr@navy.mil	556-6461
Call of Duty	YN2 Shanta Davis	CNSP	shanta.davis@navy.mil	437-2363
Call of Duty	OS1 Edison Faggett	CNSP	Edison.faggett@navy.mil	437-3117
Dodgeball	GSE2 Thomas Viviano	SWRMC	thomas.viviano@navy.mil	556-5679
Flag Football	LCDR Mike Ray	CNSP	mike.ray@navy.mil	437-2871
Flag Football	IT2 Samuel Alcantar	CNSP	samuel.alcantar@navy.mil	437-3192
Golf	DCCS Brian Wilcox	CNSP	Brian.l.wilcox@navy.mil	437-2876
Guitar Hero	OS2 John Pecson	CNSP	john.pecson@navy.mil	437-3959
Guitar Hero	ITSN Sonia Varela	CNSP	sonia.varela@navy.mil	437-3192
Horseshoes	CS1 Stephanie Serrano	CNSP	stephanie.serrano@navy.mil	437-2477
Madden Football	OS1 Edison Faggett	CNSP	Edison.faggett@navy.mil	437-3117
Photo Competition	LTJG Jan Bowers	CNSP	jan.bowers@navy.mil	437-2034
Phys Ex	YN1 Melissa Boyd	CNSP	Melissa.boyd@navy.mil	522-2876
Racquetball	CDR John Dezzani	CNSP	john.dezzani@navy.mil	437-2059
Soccer	PS1 Lorena Ramirez	CNSP	lorena.ramirez@navy.mil	437-5456
Softball	FCC Chris Callahan	CNSP	christopher.callaha1@navy.mil	437-2747
Softball	YN2 Crystal Robles	CNSP	crystal.robles@navy.mil	437-5663
Swimming	LT Dan Rolnick	CNSP	daniel.rolnick@navy.mil	437-2327
Swimming	YN1 Katherine Voyce	CNSP	katherine.voyce@navy.mil	437-2723
Tennis	ITC David Cade	CNSP	david.cade@navy.mil	437-2023
Volleyball	HM1 Austin Ivy	CNSP	austin.ivy@navy.mil	437-2326
Volunteer Service	RMCS Randall Hoffman	CNSP	randall.w.hoffman@navy.mil	437-2327
Weightlifting	LTJG Jan Bowers	CNSP	jan.bowers@navy.mil	437-2034

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SURFACE LINE WEEK 2010 PROFESSIONAL EVENT COORDINATORS

EVENT	NAME	COMMAND	EMAIL	PHONE
Cake Decorating	YN1 Katherine Voyce	CNSP	katherine.voyce@navy.mil	437-2723
Cake Decorating	LSCS Kenneth Young	CNSP	Kenneth.g.young@navy.mil	437-5686
Chili Cook-off	CS1 Lucille Conley	CNSP	lucille.conley@navy.mil	571-4801
Chili Cook-off	LSCS Kenneth Young	CNSP	Kenneth.g.young@navy.mil	437-5686
DC Marathon	DCCS Pisaina Tuitasi	CNE	pisaina.tuitasi@navy.mil	556-8867
DC Marathon	DCC Meredith	CNE	shawn.meredith@navy.mil	556-8794
Lathe Operation	MR1 Jeremy Milliken	SWRMC	Jeremy.milliken@navy.mil	556-2933
Lathe Operation	MR1 Artemio Laraya	SWRMC	Artemio.laraya@navy.mil	556-2933
Logo Competition	LT Alec Zirkenbach	CNSP	Alec.zirkenbach@navy.mil	437-2735
Logo Competition	MC1 Elena Pence	CNSP	Elena.pence@navy.mil	437-2735
Marksmanship	GMC Jose Vasquez	CNSP	jose.l.vasquez@navy.mil	437-2145
Med/Stretcher	HM1 Austin Ivy	CNSP	austin.ivy@navy.mil	437-2326
Med/Stretcher	HMC Manuel Contreras	ATG	manuel.contreras1@navy.mil	556-0935
MOBOARD	OS1 Gregory Minor	ATG	Gregory.minor@navy.mil	556-5658
Rescue Swimmer	BM2 Gregory Drew	SRSS	Gregory.drew@navy.mil	556-8393
RHIB Competition	BM1 Michael Martinez	ATG	michael.a.martinez3@navy.mil	556-8117
RHIB Competition	EN1 Jennifer Fisher	SWRMC	jennifer.a.fisher@navy.mil	556-5624
Sailing	ETCS Brice Baldwin	ANTIETAM	bbaldwin@cg54.navy.mil	
Seamanship	BM1 Clifford Smith	ATG	clifford.r.smith@navy.mil	556-0898
Seamanship	YN2 Shanta' R. Davis	CNSP	shanta.davis@navy.mil	437-2363
Ship Handling	CDR Jake Douglas	CNSP	jake.douglas@navy.mil	437-3114
Ship Handling	LCDR Vincent Fortson	CNSP	vincent.fortson@navy.mil	437-2057
Valve Packing	MM1 Brandan Ward	SWRMC	Brandan.ward@navy.mil	556-2991
Valve Packing	EN1 Fredrick Jones	SWRMC	fredrick.l.jones@navy.mil	556-5167
VBSS	ENI Nathan Bricker	ATG	nathan.bricker@navy.mil	556-8119
VBSS	BM1 Jose Valdez	ATG	jose.f.valdez@navy.mil	556-6461
Vis Comms	QM1 Edward Chavira	ATG	edward.chavira@navy.mil	556-0872
Welding/Cutting	HTC Mark Curry	SWRMC	mark.curry@navy.mil	556-1498