

Official Raingutter Regatta Rules for 2015

CUB SCOUT PACK 99

Overview – “Just what is a Raingutter Regatta?”

The Raingutter Regatta is a boat race that is designed to be a parent-son project. Please feel free to give guidance and minimal assistance to your Scout as he builds his Raingutter Regatta boat, appropriate to his age. This is a chance for your son to be part of a team (he and you), and to enjoy the spirit of friendly competition with his peers. These “Official Raingutter Regatta Rules” are written to help you keep it simple and fun for your child, and to know what to expect when it comes time to race your boat.

Ground Rules for Participation – “Who can race?”

Here are our participation guidelines:

- a. The race is open to all Cub Scouts registered to Pack 99.
- b. Each scout may enter only one boat in the competition. They should have a significant level of participation in building their boat (designing, sanding, gluing, painting, decorating, etc.).
- c. The boat must have been built during the current program year (the school year in which the Regatta is held). Boats that have competed in a previous regatta are not permitted. Kits will be handed out at your den meetings.

Boat Specifications – “Are there boat building rules?”

To ensure that the race is as fair as possible, all boats must be made from the BSA Raingutter Regatta kit. However, the materials supplied in the kit can be modified or added to somewhat. On every boat, all the materials provided in the kit must be used in the boat construction. Also, no other form of propulsion besides the sail is allowed. Here are some additional boat construction details to be aware of:

- a. Hull: Length between 6-1/2" (minimum) and 7" (maximum); Beam (width) of no more than 3 1/2". You must use the kit provided to you by the Pack.
- b. Mast: Height limit is 6" (minimum) to 7" (maximum) from deck to top. Masts may not be extended, but may be decorated.
- c. Outriggers: Should be sealed with paint or varnish. They are made of wood and will absorb water otherwise.
- d. Sail: Supplied in kit, may be trimmed but not enlarged or added to (except for decorations).
- e. Decorations/Additions: Objects such as sailors, cannons, etc. may be added. All such decorations must be firmly fastened to the boat, and may not be placed in such a manner as to exceed the boat dimensions as listed above. Bowsprits (large spars projecting forward from the stem) are

prohibited in racing competition, as they extend the overall length of the boat, providing an unfair advantage. They are certainly permitted if design competition alone is the Scout's interest. Numbering is not required.

Inspection and Registration – “What must I do to enter my boat?”

Before the race begins, all participating “Captains” must check-in with their boats with their Petty Officer (Den Leader). Here are the pre-race check-in details:

- a. Before a boat may compete in the regatta, it is subject to a technical inspection, to verify that it meets the prescribed specifications (see 3. Boat Specifications above for details). If a problem is noted, the Captain may be asked to correct it before the boat is registered.
- b. When the boat passes inspection, it is then registered along with the boat Captain's name (the scout's name).
- c. Check-in of boats begins from 1/2 hour before race time.
- d. Registration cutoff will be no later than 15 minutes before race start time for all participants. Boats that have not registered by the cutoff deadline will not race, so plan to arrive early enough to get your boat registered.

Competition – “How will the race be run?”

Every race has to have rules, and ours is no exception. Here's what to expect:

- a. Once all boats are registered, the competition brackets will be seeded. Scouts will race with other scouts from their same rank.
- b. Each race heat will involve two equal lengths of rain gutter (approximately 10-feet long) filled with water.
- c. The race heat begins once the official starter has placed the competing boats against the back wall of the gutter and commands the scouts to "GO!"
- d. On the starter's command, the scouts will blow into the sail of their boat in order to advance them through the water. The boat can only be propelled by blowing into the sail. ONCE THE RACE HAS STARTED, THE SCOUT CANNOT TOUCH HIS BOAT WITH HIS HANDS. Adult monitors will right a capsized boat.
- e. Pushing the boat forward is NOT allowed while righting a capsized or stuck boat by hand, nor is pushing by a scout's straw, face, lips, hat, nose or other body part that touches the boat. Pushing may disqualify the scout during that race heat. Any disputed heat may be rerun at the discretion of the judges.
- f. The first boat to reach the finish line (the opposite end of the gutter) is the winner of that heat. The finish line official(s) will have the final and only say in determining the winner. In the unlikely event of a tie, the racers will be given a chance to catch their breath, then that heat will be rerun.
- g. If a boat is damaged during a race (boat loses its rudder, keel or mast/sail) and can be repaired in a reasonable amount of time (a few minutes), the race may be run again at the discretion of the judges. Any non-functional decorations that fall off during competition will NOT be reattached during racing.

- h. The race will be run as a double elimination format, with the winners of each heat advancing until the third, second, and first place winners are determined for each rank.
- i. First, Second, and Third Place Scouts will be awarded either Design or Racing awards but not both. Resolving recognition in either Design or Racing awards, if a Scout achieves both, is at the sole discretion of the Raingutter Regatta Commodore.
- j. Ungentlemanly or unsportsmanlike conduct by any participant or spectator (including Akelas) may be grounds for expulsion from the competition and/or the race area. Please remember children take sportsman-like or unsportsman-like attitudes from their parents and leaders.

Rewards and Recognition – “What can I take home?”

The most important values in Raingutter Regatta competition are parent/son participation, good sportsmanship and learning how to follow rules. The Raingutter Regatta Commodore, with assistance from Pack Akelas is responsible for recognizing and encouraging these qualities in addition to traditional racing awards. Here are the tangible awards that you may receive:

- a. Prizes will be awarded to First, Second, and Third place finishers in each rank, Along with a single Design award for each rank.

“Me Toos” (Scout Siblings)

Depending on time, Me Toos may be allowed to "race" their boat down the gutter once each just for fun. No heats or awards will be given to Me Toos.

Good Luck!