



Regatta Rules

Cub Scout Pack 131 – DeKalb Official Raingutter Regatta Rules

1. Overview – “Just what is a Raingutter Regatta?”

The Raingutter Regatta is a boat race that is designed to be a parent-Scout project. Please feel free to give guidance and minimal assistance to your Scouts as they build their Raingutter Regatta boat, appropriate to their age. This is a chance for your Scouts to enjoy the spirit of friendly competition with their 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.

2. Ground Rules for Participation – “Who can race?”

Here are our participation guidelines:

- a. The race is open to all Cub Scouts and Webelos Scouts registered to Pack 131.
- b. If there is sufficient time and interest, there may be a Siblings Race for siblings that have purchased a boat kit (kits are provided to registered Scouts).
- c. 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.).
- d. 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. Official kits will be distributed by the Pack.

3. 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 kits. 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 with the exception of the number stickers. 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" and 7" (maximum); Beam of no more than 3 1/2". Hull should be painted, stained, or otherwise finished to minimize water-logging during the race.
 - b. Mast: Height limit is 6" to 7" (maximum) from deck to top. Masts may not be extended, but may be decorated.
 - c. Sail: Supplied in kit, may be trimmed but not enlarged or added to (except for decorations).
 - d. Rudder and Keel: The kits provided do not come with or require a keel or rudder. You may not add a keel or rudder to your boat.
 - 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. Numbering is not required.
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4. Inspection and Registration – “What must I do to enter my boat?”

Before the race begins, all participating “Captains” must check-in with their boats. 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. **Registration cutoff will be 10 minutes before race start time. Please plan to arrive on time so you can get your boat registered.**

5. 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.
- b. Each race heat will involve two equal lengths of track (approximately 10ft 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 use a handheld fan to blow into the sail of their boats in order to advance them through the water. Boats can only be propelled by directing the fan to blow into the sail. ONCE THE RACE HAS STARTED, THE SCOUTS CANNOT TOUCH THEIR BOATS WITH THEIR HANDS. Adult monitors will right a capsized or stuck 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 hand, arm, elbow, finger other body part that touches the boat. Pushing with anything other than the breeze from the fan 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 say in determining the winner. In the unlikely event of a tie, the racers will be given a chance to rerun the race, at the discretion of the race officials.
- g. If a boat is damaged during a race (boat loses its 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.
- i. 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.

6. Rewards and Recognition – “What do we win?”

The most important values in Raingutter Regatta competition are parent/Scout participation, good sportsmanship and learning how to follow rules. But there will be some rewards!

- a. First, second, and third place racers will be recognized with awards.
- b. Awards will be given based on voting for your favorite boats based on six categories: Best Workmanship, Funniest Boat, Most Nautical, Least Likely to Capsize, Most Unusual Sail, and Admiral’s Favorite.
- c. Each participant will receive a ribbon or patch.

Good Luck!
