

# 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 and scout project. Please feel free to give guidance and **minimal assistance** to your Scout as they build their Raingutter Regatta boat, appropriate to their age. This is a chance for your scout 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?”

- The race is open to all registered Scouts in Pack 111. Each registered scout will receive one Official BSA Raingutter Regatta Boat Kit.
- 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, etc.).
- The boat must be 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.
- Sibling and Adult races will be held at the end of the scout races. You can purchase additional kits, \$6 each, when you register for the Raingutter Regatta Day Event.

## 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 somewhat modified.

- You must use the parts supplied in the kit: trimaran hull, mast, sail, outriggers, and wood screws. The kit also includes assembly instructions and a sanding stick. The only other tool you will require to assemble the boat is a philips screwdriver.
- The boat must be no longer than 7 inches in length, nor shorter than 6 1/2 inches in length. This means you can shorten the outriggers somewhat when shaping them, but you cannot add to the length of the outriggers.
- The boat must be no wider than 3 3/8 inches—any wider and it may not fit in the gutter, or get hung up on the sides and go slow. The trimaran hull in the kit is only 3 1/4 inches in width. If your outriggers are flush with the sides of the trimaran hull, you'll be fine.
- No keel or rudder may be attached to the boat.
- You **MUST** use the sail and mast that are included with the kit. The mast for the sail must be no higher than 6 1/2 inches from the deck to the top of the mast. The sail may not extend above the top of the mast, and it should not extend wider than the width of the boat.
- Decorations/Additions: Objects such as sailors, pirates, 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. Your racing number (assigned at check-in) must appear on both sides of the sail.



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

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

- Before a boat may compete in the regatta, it is subject to a technical inspection, to verify that it meets the prescribed specifications. If a problem is noted, the Captain may be asked to correct it before the boat is registered.
- When the boat passes inspection, it is then assigned a number and registered along with the boat Captain's name.
- Check-in of boats begins 1 hour before race time.

## Official Raingutter Regatta Rules Cont.

### 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. Scouts will race with other scouts from their same rank.
- b. Each race heat will involve two equal lengths of an inflatable raingutter regatta track (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 through a provided straw 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 THEIR BOAT WITH THEIR HANDS.** Adult monitors will make 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 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. 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.

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

The most important values in Raingutter Regatta competition are parent/scout participation, good sportsmanship and learning how to follow rules. The Raingutter Regatta Commodore, with assistance from Pack Akelas (leaders) are responsible for recognizing and encouraging these qualities in addition to traditional racing awards.

Here are the tangible awards that you may receive:

- a. Every participating Scout will receive a Raingutter Regatta participation ribbon or patch.
- b. Awards will be awarded to First, Second and Third place finishers.
- c. Awards can vary by year.

### 7. Sportsmanship – “How should I act?”

- a. Raingutter Regatta requires each participant to learn the craft skills necessary to build a boat and the rules that must be followed. Even more important, though, is how we act and behave while participating in the Raingutter Regatta or any other group activity. **This is called sportsmanship.**
- b. You must remember that everyone's skills are a little different. Your craft skills may be just developing, while someone else may be more experienced. Parents have different skill levels, too. Whether or not you feel that you have good boat-building or racing skills, remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.
- c. You must remember to follow the rules. Without rules, there would be no race. You will never know if you are really good at doing something unless you follow the rules. A scout is honest.
- d. You must remember that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say, “I did my best” and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat boat.