

# ***PACK 914 2010 RAINGUTTER REGATTA!***

Sunday 8/29/10 @ May Nissen Park

Race Classes 1 Cub Scouts 2 Family & Friends

9:30am – 10:00am Race Check-in and Inspection

10:00am Cub Scout Boat Racing begins

11:30am Family & Friends Boat Race

12:00pm Awards & Picnic

12:30pm Fun & Games

Boys interested in joining Pack 914 are welcome !

## **RAINGUTTER REGATTA**

The Rain gutter Regatta is a parent-son project. Please feel free to give guidance and minimal assistance to your Scout as he builds his Rain gutter Regatta boat, appropriate for 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. The most important values in Rain gutter Regatta competition are parent / son participation, good sportsmanship and learning how to follow rules. Every participating scout will receive a Rain gutter Regatta participation patch. Awards will be given to 1st, 2nd & 3rd places as well as Best Decorated as voted on by the participants.

## **DESIGN/BUILD RULES**

- New construction only – Boats from previous years cannot be used
- Only parts from official BSA Rain gutter Regatta Kit parts may be used for the boat structure – Hull, mast, sail, etc.
- Parts can be added provided they do not replace those mentioned above – examples: Different sail material – not allowed; Fake cabin glued to the deck - allowed

### **Dimensions**

- Width - Overall hull width cannot to exceed 1.875 inches (width out of the kit).
- Length – Overall length from bow to stern including rudder shall not exceed 7.00 inches (length out of the kit) nor shorter then 6.5 inches
- Height – The mast can be no taller than 6.5 inches from deck surface

### **Hull**

- The boat will be single hull construction.
- No split hulls, catamarans, pontoons or outriggers.
- Boat may be hollowed out but have a single hull

### **Sail**

- Sail must be the one supplied with the BSA Rain gutter Regatta Kit
- The sail may be trimmed and shaped but may not be larger than the material supplied in the kit.

### **Keel & Rudder**

- The keel and rudder may be glued anywhere on the bottom of the boat, but cannot exceed 7.00 inches in overall length. [Make sure the keel is glued in the correct orientation. See directions]

### **Paint and Decals**

- Details such as decals and paint are permissible as long as these details are securely glued or fastened to the boat.

### **Inspection**

- Each boat must pass inspection by the race official before it may compete
- The inspectors have the right to disqualify any boat that does not meet these specifications.

- If at registration, a boat does not pass inspection, the owner will be informed of the reason for failure. The Scout will be given time within the official registration period to correct the problem.
- Boats cannot be modified after inspection unless the boat is damaged in handling or in a race.
- Exceptions can be made for sails coming loose or damaged due to dropping.

### **Racing Rules:**

- Once the race has started, the boat cannot be touched unless being righted by the Scout
- Scouts must put his hands behind his back.
- If the boat tips over the scout is allowed to right the boat provided in the process he does not push the boat forward. The starter and finish officials will determine if such an infraction takes place and what the remedy will be.
- If a racer touches his boat before the completion of that race, he will get a first warning and the race will continue.
- If he touches it again in the same race, he will forfeit that race.
- If the winner of the race has touched the boat during the race, there will be a rerace and he will be warned.
- If only the non-winner touches his boat, the race will count and the outcome will stand.
- If any contestant touches (besides to right it) his boat twice during the same race pairing, he will forfeit the race.
- If both contestants touch their boats twice there will be a re-race with the next infraction causing a forfeit of the race.
- Any un-sportsman like conduct by either the scout or parent may be grounds for immediate disqualification.

### **Racing Format**

- The boys will change lanes for the first two heats of each pairing.
- If a third heat is needed, the lanes will be determined by a flip.
- A single elimination requires at least 2 heats. The Rain gutter Regatta will be run as a double elimination event.
- Results will be posted on Race brackets poster.

### **Awards**

- Boats that place 1st, 2nd & 3rd as well as Best Decorated will receive awards.

### **Racing Officials**

- The Finish line judge will determine the winner of each heat.
- Anything not covered by these rules will be determined by the Chairman.
- All decisions of the judges are final.

### **Tips & Suggestions**

- Shaping the boat: Sand the bottom front corner. Do not round the sides of the hull. Less rounded is more stable than a more rounded hull.
- Use epoxy or hot glue to install the rudder, mast and keel. Do not use Super Glue or water-soluble glue such as Elmer's or school glue.
- Sail: Insert the sail onto the mast using the holes on the sail. The top of the sail should be approx. .75" from the top. Use tape or glue to secure the sail so that it will not rotate around the mast. The bottom edge of the sail needs to be about .75" above the deck of the boat. If the sail is too low, the corners will rub against the gutter. If the sail is too high, the boat will be top heavy and will tend to tip over.
- Many scouts tend to blow down onto the boat rather than ahead. Try to focus on a point on the sail as a target and blow the boat along the course. Do not get too close to the boat which can cause it to be blown over. Try to practice the best blowing method for you.