



Cub Scout Pack 320 Official Raingutter Regatta Rules Trimaran Series

The Raingutter Regatta is a parent-son project. Please feel free to give guidance and minimal assistance, appropriate to the age of your Scout, as he builds his Raingutter Regatta boat. This is a chance for your son to be part of a team (during boat construction) and to enjoy the spirit of friendly competition with his peers. Since this is a scout powered event, the object is to have the boats as equal as possible and have the race rely on the Scout himself. Please adhere to the rules as best as possible, intentionally pushing the edge may result in a scout being disqualified and can be very embarrassing for the scout to have happen in front of his friends.

Participation Rules:

1. The competition is open to all Scouts in Pack 320 and their siblings.
2. Each participant may enter one boat in the competition.
3. The boat must have been built during the current school year. Boats that have competed in a previous year are not permitted.

Event Format:

1. Races will be conducted in two raingutters of equal length filled with water.
2. Participants will race with other Scouts from their same rank.
3. The competition will be run as a double-elimination tournament





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Boat Specifications:

1. Boats must be made from the official BSA Raingutter Regatta Trimaran Boat Kit. All parts (2 outriggers, polymer hull, mast, sail and 4 screws) provided in the kit must be used in the boat construction. (NO substitutions are allowed!)
2. Outriggers/Hull: The Outriggers must be no longer than 7" or shorter than 6 ½". The finished boat must be 3-1/4" wide, which is the dimension of the molded hull. The outriggers must be solid and not split into multiple parts and must be evenly placed. The outriggers should be cut on the leading edge as shown in the enclosed instructions. One may not be placed ahead of the other. The mast may not be higher than 7" from the deck, nor shorter than 6" from the deck. Basically, the Trimaran Boat should look like a Trimaran Boat displayed on the box. The boat requires no keel or rudder and none may be added.
3. Sail: Must use the sail provided in the kit. It may be trimmed, but cannot be enlarged or added to, but may be decorated. **The sail may only be attached to the mast by glue, no mechanical fasteners will be allowed and the sail may not be in contact with any part of the boat except the mast.**
4. The mast hole is molded into the top of the plastic hull and is the only placement allowed for the mast. No deviations will be allowed and no modifications to the hole are allowed. The mast MUST BE perpendicular (90 degrees) to the hull, angling the mast in any direction is not allowed.
5. No other form of propulsion besides the sail and the straw provided is allowed.
6. Decorations may not be placed in such a manner as to change the boat dimensions as listed above. It is HIGHLY recommended that the boat be painted or at the very least seal the outriggers to prevent them from retaining water.



Inspection and Registration:

1. Each boat must pass a technical inspection and be registered before it may compete
2. Boats that have not registered by the cutoff deadline for each grade level will not race unless deemed necessary by delays in the registration process.
3. Please allow yourself time to pass inspection and make any small adjustments as needed before registration cut-off.



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Competition:

1. The race begins once the official starter has placed the competing boats against the back wall of the gutter and commands the Scouts to "GO!"
2. On the starter's command, the Scouts will blow through a 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.
3. If a boat capsizes or becomes stuck, the participant will be allowed to right the vessel, but must be careful not to advance the boat in the process.
4. Once the race is started, the boat may not be touched, unless the boat capsizes or becomes stuck.
5. If, in the judgment of the race official, the outcome of the race was affected by a participant inappropriately advancing his boat by contact, the official will issue a warning and re-run the heat. Subsequent violations may result in disqualification from the event.
6. If, in the judgment of the race official, the outcome of the race was affected by outside interference, the official may call for the heat to be re-run.
7. The first boat to impact the end of the Raingutter with its nose will be considered the winner of that heat. The finish line official will have the final and ONLY say in determining the winner of that heat. If the fish line official determines the race to have finished in a tie, that heat will be immediately re-run.
8. If a boat becomes damaged, and upon the officials permission, the Scout may be allotted a short span of time to make (reasonable) repair to the boat before the next race. Time will be determined by the race official ONLY.
9. Ungentlemanly or Un-Sportsman like conduct WILL NOT be tolerated from any participant or SPECTATOR and will be grounds for expulsion from the competition and/or race area.
10. All decisions by race officials are FINAL. Remember this is a friendly sporting competition.

Rewards and Recognition:

1. SPORTSMANSHIP and FUN are the main objectives for the Scouts and all to enjoy. The most important values in Raingutter Regatta competition are parent/son participation, good sportsmanship and learning how to follow rules.
2. Awards will be given for the First, Second and Third place finishers in each rank.
3. Design awards will be presented based upon creativity, paint/color and detail.
4. Participation patches will be awarded to all participating Cub Scouts.

