

Pack 235 - Official Raingutter Regatta Rules – Trimaran Series

The Raingutter Regatta is a parent-scout project. Please feel free to give guidance and minimal assistance, appropriate to the age of your scout, as your scout builds their Raingutter Regatta boat. This is a chance for your scout to be part of a team (during boat construction) and to enjoy the spirit of friendly competition with peers.

Participation Rules:

- The competition is open to all Scouts in Pack 235
- Each participant may enter one boat in the competition.
- The boat must have been built during the current school year. Boats that have competed in a previous year are not permitted.

Event Format:

- Races will be conducted in two raingutters of equal length filled with water.
- It is a best 2 out of 3 for each heat.
- Participants will race with other scouts in their den
- The competition will be run as a double elimination tournament.

Boat Specifications:

- 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!)
- Outriggers/Hull: The Outriggers must be no longer than 7" or shorter than 6 ½". The finished boat must be no wider than 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 boat requires no keel or rudder and none may be added.
- The sail provided in the kit must be used. 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 (this is highly recommended), no mechanical fasteners will be allowed. If the sail is too low, the corners may rub against the gutter or dip in the water. If the sail is too high, the boat is top heavy and tends to tip over. A well secured sail makes the boat easier to handle in the water
- 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.
- No other form of propulsion besides the sail is allowed.

- Decorations such as sailors, cannons, Lego figures, etc. may be added as long as they are firmly fastened to the boat. The 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.
- Each boat must pass a simple technical inspection to ensure adherence to the above.

Competition:

- Once all boats are registered, the competition brackets will be seeded. Scouts will start by racing with other scouts from their same rank.
- Each race heat is a best of 3, it will involve 2 boats going 1 equal length of raingutter (approximately 10- feet long) filled with water one direction, then leg two it is raced back.
- If both scouts wins a leg there will be a coin flip and one scout will call heads or tails the winner will pick the lane they want to race on.
- Two scouts will race against each other at a time. Each boat must start with the back of the boat touching the end of the rain gutter; the scout must hold it there with one hand

The race heat begins once

- The race begins once the official starter commands the Scouts to "GO!"
- 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.
- The scout may use their hand only to upright their boat or to remove an impediment (i.e. if the boat is stuck on the gutter). THE SCOUT MAY NOT ADVANCE THE BOAT WITH THEIR HAND
- The first boat to impact the end of the Raingutter with its nose will be considered the winner of that leg. The finish line official will have the final and ONLY say in determining the winner of that leg. If the fish line official determines the race to have finished in a tie, that heat will be immediately re-run.
- 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.
- Unsportsman like conduct WILL NOT be tolerated from any participant or SPECTATOR and will be grounds for expulsion from the competition and/or race area.
- All decisions by race officials are FINAL. Remember this is a friendly sporting competition.

Rewards and Recognition:

- 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.

- Awards will be given for the First, Second and Third place finishers in each Den. Then an overall Pack rack with the top 2 from each den will determine an overall pack winner.

Sportsmanship

The first thing to remember about sportsmanship is 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. The second thing to remember is to follow the rules. Without rules, there would be no Raingutter Regatta. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest. The most important thing to remember about good sportsmanship is 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 he runs a good race or builds a neat boat.