

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

The Raingutter Regatta is a boat race that is designed to be a parent-son project. Please feel free to give guidance and minimal assistance to your Scout as he builds his Raingutter Regatta boat, appropriate to 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. While the Raingutter Regatta **is** a competition, each boy is encouraged simply to follow the Cub Scout motto: “Do Your Best” as he builds his boat and competes in the race. 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. Eligibility – “Who can race?”**

- a. All registered Cub Scouts of Pack 142 may enter the Raingutter Regatta.
- b. Each entrant may captain only one boat in each Regatta.
- c. Only boats built during the current Scouting year are allowed to race. (Current Scouting Year is defined as after the May 2009 Crossover) Any boats that have previously competed in a Raingutter Regatta will not be allowed to race.

## **3. Racing – “How will the race be run?”**

- a. Scouts will race within their own ranks (Tigers, Wolves, Bears, Sharks and Webelos) to determine the 3 fastest boats in each rank.
- b. Each Captain will pilot his craft by blowing with his breath, **ONLY**.
- c. Each racer will race in each lane.
- d. Racers need to make sure that they do not touch or have anything touching the water while racing. This includes but is not limited to: hair, ears, neckerchiefs, and necklaces.
- e. Racers cannot interfere with one another in anyway. Doing so will be considered un-sportsman-like conduct and will cause the individual to be given last place in that race. A repeated offense will cause the Scout to be disqualified from racing.
- f. The boats will start with the stern touching the end of the gutter.
- g. The first boat to touch the far end of the gutter wins the race.
- h. The winner of each heat will be the racer who wins accumulates the lowest number of points out of 4 races (1 in each lane). In the case of a tie, there will be a race off between the 2 scouts.
- i. The winner of each rank group will advance to the Pack Finals.

j. Once the race has started, the Captain may not touch his boat. However, a race official may right the ship if it capsizes or otherwise becomes immobile. Touching your boat during a race will automatically place your boat last in that race

#### **4. Awards – “What can I take home?”**

a. Awards will be presented for 1st, 2nd, and 3rd places in each rank group and 1st, 2nd, and 3rd places overall.

b. Regatta organizers reserve the right to combine rank groups as necessary to ensure at least three entrants in each group.

c. Additional subjective awards may be awarded at the discretion of Regatta organizers. Boats must compete in a round of racing to be eligible for Best-of-Show prizes.

#### **5. Boat Specifications – “What are the boat-building rules?”**

a. Each ship Captain shall be the primary shipwright of his boat.

b. Boats must be made from an official BSA Raingutter Regatta Kit (Kits will be provided by the Pack, notify your Den Leader you need a kit). Replacement kits may be purchased from the Scout Shop or on line at [www.scoutstuff.org](http://www.scoutstuff.org).

c. Only the contents of one boat kit may be used and nothing may be added other than glue, paint decoration & stickers.

d. No form of propulsion will be allowed other than the sail.

e. All boats must adhere to the following specifications:

i. **Hull:** Length between 6-1/2" and 7" (maximum). The boat body CANNOT be wider than 2-1/2". The boat must remain a **single hull boat** using the supplied hull wood. **Multi-hull catamarans and boats with stabilizing out-riggers are not allowed.** Hull should be painted, stained, or otherwise finished to minimize water-logging during the race.

ii. **Mast:** Height limit is 6" to 7" (maximum) from deck to top. Masts may not be extended, but may be decorated.

iii. **Sail:** Supplied in kit, may be trimmed but not enlarged or added to (except for decorations).

iv. **Rudder and Keel:** The provided keel and rudder must be securely attached to the bottom of the boat. The rudder may extend beyond the stern (rear) of the hull, but if the

rudder protrudes from the back of the boat, it will be counted in length of the boat. Rudders may be bent as desired to steer the boat. That's what rudders do! The mast hole, keel and rudder layout specifications given in the BSA kit are for informational purposes only and alternative placements are allowed. **For maximum stability, it is strongly recommended that the guidance (Section 6) be followed, especially regarding centerline placement of all three components.**

v. **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 discouraged, as they extend the overall length of the boat, providing an unfair advantage. Numbering is not required.

## **6. Boat Assembly Guidance – “How can I build a ‘winning’ boat?”**

a. **Shaping the boat:** A more square hull is more stable than a more rounded hull, so minimize the amount of rounding the sides of the hull. Any gouges can be repaired with spackle or latex caulk (sandable).

b. **Keel & Rudder:** Sand the bottom front corner of these with sandpaper. Use epoxy or hot glue to install the rudder into the slot at the back of the boat body. Likewise, install the keel centerline on the hull bottom behind the mast position, with the shortest flat side down (not with a point down).

c. **Mast:** Point one end of mast using sand paper. Install the mast by twisting the point into the boat body approximately 2 to 2-1/2" from bow (front of boat) in the center side to side. Remove and then glue back into place. Be sure to check mast height (see section 3. above).

d. **Sail:** Position the sail on the mast. About 3/4" from the top of the mast, either glue the sail to it, or attach securely with tape. Attach bottom of sail in a similar manner. The bottom edge of the sail needs to be about 1/2 inch above the deck of the boat. If the sail is too low, the corners 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.

e. **Painting/Decorations:** Sailboat body should be painted at least 24 hours before racing to allow sufficient time to dry. You may want to use Krylon spray paint -- it dries to a sandable finish in about one minute on the balsa wood hulls. Do not use water soluble paints. Stickers, decals, and other objects may also be added to customize your boat. Use your imagination!