

RULES FOR RAINGUTTER REGATTA & ICE CREAM SOCIAL

**8/23/09 @ 1 PM – ST. CECILIA CATHOLIC
CHURCH PAVILION**

Boat Specifications:

1. Boat shall follow the rules included in the BSA Raingutter Regatta kit. All parts of the kit shall be used. (Bring your number sheet to the race, a number will be added later at inspection.)
2. The vessel must be built since the last Regatta. Previous models may not be used.
3. Scouts shall work on the vessel with Akela supervision. Work can be done as appropriate. Tigers will need lots of help. Webelos can perform most of the work themselves.
4. The hull, mast and sail provided in the kit must be used; however, they can be slightly modified. The hull cannot be shortened.
5. The sail may be trimmed as desired. It may be decorated. Additional sails are not allowed.
6. The keel and rudder shall be installed at the baseline of the vessel. Glue may be used.
7. Catamaran Designs are not allowed.
8. Small items may be securely added, but lighter boats are generally faster.

Vessel Inspections:

1. Ever Captain shall have their vessel inspected prior to the race by the Harbormaster
2. They shall be given a number at the inspection point.
3. The vessels will be staged at the inspection point and are not to be handled again until the race.

Race Rules:

1. Two vessels shall race against each other in separate raingutters.
2. We will use the Double Elimination Method. In a double-elimination race, boats remain in competition until they sustain two losses. After the second loss, boats are eliminated from competition.
3. Captains shall place their vessel in the water when called.
4. Each vessel shall start with the transom at the back end of the raingutter.
5. The judge will start the race by yelling – “GO”
6. The captain shall power the boat by blowing into the sail using “lung power” only. A straw may be used, but is not required. Captain’s hands shall be placed behind their back during the race, except to upright the vessel or if the vessel is stuck.

RACING NUMBERS
DEN'S CUB'S

3 6

NO. 17090

BOAT SPECIFICATIONS:

Hull: No longer than 7" nor shorter than 6 1/2"

Mast: 6 1/2" from deck to top

Keel: Supplied in kit

Rudder: Supplied in kit

Sail: No larger than material supplied

INSTRUCTIONS

Read entire instructions. Then check the plan to familiarize yourself with the names of the various parts of the kit. Lay the hull on a flat surface; then draw a line from the bow (front) to the center of the stern (back). Don't press too hard on the pencil. Using the same pencil, form the grooves for the keel and the rudder (see plan for dimensions).

Now sand the hull to your desired shape. Use only sandpaper, no knife! First, use the medium grade, then finish with the fine grade sandpaper.

Apply several coats of water-based paint. After it is thoroughly dry, sand the entire hull with the fine grade sandpaper. Now apply at least two coats of acrylic gloss enamel paint in your choice of color. After paint is dry, cement the mast, keel, and rudder in place. Use only a water-based resin or wood glue. Affix the number and any trim to the sail or hull. Apply a drop of glue to the sail, as shown on the drawing.

Note: We have found that trimming 1/4" off each side of the sail helps the boat sail better. A steady gentle blow of air is also important when racing.

The most popular course is the Rain Gutter Regatta. This course is made of two standard rain gutters, 10 feet long, set in the grooves on two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, fill with enough water to float the boats. Boats are propelled by blowing into the sail. Start with the boat's stern touching the end of the rain gutter, or placed in a suggested Starting Gate (see drawing). At a given signal, contestants start to blow. Once the race is started the boats may not be touched. The first boat to reach the finish line is the winner of the heat.

RACING PROCEDURE: All races will be run on a system of elimination by heats. Timing of the boats shall have no bearing in determining the heat or final winner. Winners of the heats will compete against each other in the second heat, and third, etc. until a final winner is determined.

REGATTA STARTING GATE...

7. The captain may not push the boat forward. If done so, one warning will be given, then the captain will be disqualified for that heat.
8. If a boat must be repaired, the Cub Scout should immediately request time for repairs. A maximum of 5 minutes will be allowed to repair the boat. The scout and one parent are the only persons allowed to work on the boat. Repairs may be done only in the area designated by the race official. Once the boat has been repaired, the scout should immediately notified the race official in charge and the repaired boat will then be rechecked to be sure it still meets requirements. The boy will then be allowed to re-race the repaired boat in the rain gutter where the damage occurred.

Judging:

1. A minimum of two judges will be on hand.
2. One starting judge will be stationed at each end of the raingutter.
3. Decisions of the judges are final and shall not be questioned.
4. A scorekeeper shall record the results of each race.

Awards:

Recognition will be given for 1st, 2nd and 3rd place Ribbons
Participation Certificates and Patches to Be awarded

Building & Design Tips: (Not Tested or Guaranteed!!!)

1. Build your vessel and test it in the bathtub. Stability is the key to a winning race. Use the keel to help balance the vessel.
2. Heavier boats are typically slower. The hull may be hollowed out to lighten it.
3. Catamaran Designs are not allowed.
4. Keep the hull flat. A flat and wide hull will help keep the vessel stable.
5. Keep the sail low on the deck to capture the air.
6. Tie the sail back to prevent dragging on the sides of the raingutter and this will prevent the sail from twisting when blown.

Decorating Tips:

1. Allow the scout to decorate the vessel as he desires.
2. Use decals / stickers on the sail and hull.
3. Paint can be applied to the hull. Glitter may be used in lieu of paint.
4. A small flag may be placed on the hull.
5. Small figures may be added for the crew, but must be securely fastened.

Additional Races:

1. After completion of the official scout races, there will be time allowed for adults and siblings to race.
2. Boats may be modified as desired for this event.
3. Any scout vessel not able to meet the inspection will be allowed to race in this race.

**[After the completion of all races, there will be an ice cream social event.
Yummm!!!](#)**

The Cub Scout Motto is not "Win, Win, Win". It's DO YOUR BEST. If you "Do your best" designing, building, painting, and racing your boat, you are already a winner!