



CUB SCOUT PACK 730

SERVING DIAMOND BAR SINCE 1988

www.pack730.us



A 2006 Quality Unit

Official Raingutter Regatta Rules

Revision 2, Effective August 2006

1. Guidelines

The Raingutter Regatta is 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.

A special note to all parents and scouts: Together, please read the concluding article (Section 8) on sportsmanship. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, "Do Your Best," and some of the basic ideas behind good sportsmanship.

2. Ground Rules

- a. The race is open to all Tiger Cubs, Cub Scouts and Webelos Scouts registered to Pack 730.
- b. Each scout may enter only one boat in the competition.
- c. The boat must have been built during the current year (the school year in which the Regatta is held). Boats that have competed in a previous regatta are not permitted.
- d. If a boat becomes damaged and can be repaired in a reasonable amount of time (up to five minutes), the race will be run again. Added non-functional decorations that fall off during competition will NOT be reattached during racing.

3. Competition

- a. Scouts will race with other scouts from their same rank. Tigers will only race Tigers, etc.
- b. The race will involve two 10-foot lengths of raingutter filled with water.
- c. Each boat must pass a technical inspection and be registered before it may compete.
- d. Registration cutoff will be ½ hour prior to the start of the race. Boats that have not registered by the cutoff deadline may not race.
- e. 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!"
- f. On the starter's command, the scouts will blow into the sail of their boat (using supplied drinking straw) in order to advance them through the water. The boat can only be propelled by blowing into the sail. Once the race has started, the scout CANNOT touch his boat with his hands.
- g. If the boat becomes capsized or stuck, the boat can only be righted by a race official. The scout may not touch the boat. **THE SCOUT MAY NOT ADVANCE THE BOAT WITH HIS HAND AT ANY TIME.**

BOY SCOUTS OF AMERICA



CELEBRATING 75 YEARS OF CUB SCOUTING



CUB SCOUT PACK 730

SERVING DIAMOND BAR SINCE 1988

www.pack730.us



A 2006 Quality Unit

- h. The first boat to cross the finish line is the winner of that heat. The finish line official will have the final and only say in determining the winner of that heat. The winners of each heat will advance until a single winner is determined. The race will be run as a double elimination format.
- i. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will not be tolerated.

4. Boat Specifications

Boats must be made from the BSA Raingutter Regatta kits. However, the materials supplied in the kit can be modified or added to somewhat. The hull, mast, keel, rudder and sail provided in the kit must be used in the boat construction. Sails cannot be enlarged, but can be decorated. No other form of propulsion besides the sail is allowed.

- a. Hull: No longer than 7" or shorter than 6-1/2". 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.
- b. Mast: 6-1/2" from deck to top
- c. Sail: Supplied in kit, may be trimmed but not enlarged or added to. Can only be glued to the mast, it CANNOT be glued to the hull of the boat.
- d. The keel and rudder may be glued anywhere on the boat, but cannot cause the boat to exceed 7" inches in overall length (i.e. the rudder cannot extend behind the stern (back) of the boat).
- e. Decorations 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 change the boat dimensions as listed above.

6. Rewards and Recognition

- a. The most important values in Raingutter Regatta competition are parent/son participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
- b. One boat will be awarded "Best in Show" for best decorated (by a scout).
- c. Trophies will be awarded to the first, second and third-place finishers in EACH RANK (except Tigers).
- d. A trophy will be awarded for pack champion (race between first place finishers in each rank).

7. Boat Assembly

- a. Shaping the boat: Do not round the sides for hull. (Less rounded is more stable than a more rounded hull) Any gouges can be repaired with spackle or latex caulk (sandable).
- b. Keel & Rudder: Sand the bottom front corner with the sandpaper used above. Use epoxy or hot glue to install into the slot at the back of the boat body.
- c. Mast: Point one end of each using the sand paper, Install mast by twisting into boat body approx. 2 to 2-1/2" from bow (front of boat) in the center side to side. Remove and then glue back into place.



CUB SCOUT PACK 730

SERVING DIAMOND BAR SINCE 1988

www.pack730.us



A 2006 Quality Unit

- d. Sail: Cut a slanted slot into mast about 3/4" from the top. Either glue the sail into it, or attach with masking tape. Attach bottom of sail in a similar manner. The bottom edge of the sail needed to be about 1/2 inch above the deck of the boat. If the sail was too low the corners rubbed against the gutter or dipped in the water. If the sail was too high the boat was too heavy and tended to tip over.
- e. Painting: Sailboat body **MUST BE PAINTED 24HRS BEFORE RACING**. Use Krylon" spray paint -- it dries to sandable in about one minute on the balsa wood hulls.

8. Sportsmanship

Two things the Raingutter Regatta requires each participant to learn are 1) the craft skills necessary to build a boat and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Raingutter Regatta or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good boat-building 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 third 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 build a neat boat.



**Remember
Have FUN**

BOY SCOUTS OF AMERICA



CELEBRATING 75 YEARS OF CUB SCOUTING