

RainGutter Regatta

Three Rivers District Official Rules

Release (2023)

Overview – The Raingutter Regatta is a boat race that is designed to be a parent/guardian-cub scout project. Please feel free to provide guidance and minimal assistance to your scout as long as they build their Raingutter Regatta boat and comply with the requirements. This is a chance for your scout to be part of a team (You and your scout), and to enjoy the spirit of friendly competition with their peers. The Official Raingutter Regatta Rules are written to help keep it simple and fun, while knowing what to expect when it comes time to race your boat.

Who can Race: The race is open to all Lions, Tigers, Wolves, Bears, Webelos, and Arrow of Light scouts – any and all scouts who are currently in the Cub Scout Program.

Special Needs: If you have a special needs scouter who plans to attend and participate in the race, notify the race officials to determine what accommodations need to be made (prior to race is preferred).

Boat kits will be available for purchase at the event on a first come, first served basis for those wishing to race that did not come prepared.

The Raingutter Regatta Boat:

Boats from previous years' races cannot be used. As much as practical, the boat should be substantially built by the Scout with parental supervision.

- Boats must be made from the official BSA Raingutter Regatta Trimaran Boat Kit.
- You must use all the pieces in the Trimaran Boat Kit.
- You cannot add weights to your sailboat.
- No sails may be used other than the one supplied in the official kit.
- The sail must be mounted on the mast using holes provided in the sail. The sail may be glued to the mast at the two points of contact with holes in the sail.
- The sail may be trimmed, but cannot be enlarged, and may be decorated. The sail may only be attached to the mast by glue (this is highly recommended), no mechanical fasteners will be allowed and the sail may not be attached to any part of the boat except the mast.
- You cannot glue your sail to any other point of the hull.
- The maximum length is 6 3/4" long, and the minimum length should be no less than the length of the hull provided in the kit.
- The mast may not be shortened. The mast may not be higher than 7" from the deck, or shorter than 6" from the deck.
- 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.
- The boat requires no keel or rudder and none may be added.

- Modifications above the waterline for creative or decorative purposes are allowed as long as they do not alter sail performance. Details such as figures, decals and paint are permissible as long as these details are securely glued or fastened to the boat. The scouts are encouraged to decorate their boat, as this adds to the experience.
- Don't use water-based paints. Although water-based paint is versatile, dries quickly, and doesn't carry a strong, harsh smell, you should remember the race will take place in water, and the paint will start to come off your sailboat. Seriously, by the end of the event, the water will be a dark, murky mess, and your gorgeous sailboat won't look so pristine anymore! We can't stress this enough. It's best not to use water-based paints like acrylic or latex and instead **use spray paint** to decorate your boat.
- Decorations and additional parts, decals, paint, and glue are permitted as long as the boat stays within size requirements. Only boats with dried paint, decorations, glue (adhesives) will be allowed to compete.

Race Rules:

- Scouts will race against each other at a time in a double elimination bracket.
- 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.
- When the starter says go, the scouts will propel the boats by blowing on the sail. Straws are allowed, and encouraged. (Cannot touch the boat with the straw)
- The scout may use his hand only to upright his boat or to remove an impediment (i.e. if the boat is stuck on the gutter).
- **THE SCOUT MAY NOT ADVANCE THE BOAT WITH HIS HAND** (or any part of their body or clothing) **AT ANY TIME**. If a scout does so, he will be given a warning and the race rerun if that scout wins. Two warnings and the scout will be disqualified from that race.
- If a boat gets broken during a race, the scout will be given a chance to repair (time permitting) and race officials will determine if the boat will race again in the same bracket, or advanced to the next bracket.

Race Format:

- Races will be run using a double-elimination bracket.
- Races will run by Lions, Tigers, Wolves, Bears and Webelos/AOL.
- Lions, Tigers, Wolves, Bears and Webelos/AOL will not race against each other.
- Awards will be given for 1st, 2nd, and 3rd place in each Race Division.
- There will a Best-In-Show award based on popular vote.

Inspection and Registration – “What must I do to enter my boat?”

Before the race begins, all participating “Captains” must check-in with their boats. Here are the pre-race check-in details:

1. Before a boat may compete in the regatta, it is subject to a technical inspection, to verify that it meets the prescribed specifications (see Boat Specifications). If a problem is noted, the Captain may be asked to correct it before the boat is registered.
2. When the boat passes inspection, it is then registered along with the boat Captain’s name (Cub Scout Race Division, Unit Number, Boat Name).

Make Sure You Have Fun!

Scouting can teach us how to win with humility and accept defeat with grace, but regardless of your sailboat's outcome, the most important thing is to have fun! Not only is designing the sailboat an excellent way for parents to connect with their children, but also a fantastic opportunity for Scouts to compete against and learn from other Scouts their age.