

St. Paul's Pack 6 and Sandy Beaver District
Rain gutter Regatta Rules 2015
Official Rules and Specifications

Construction Rules:

1. The boat must be newly built for the current Cub Scouting year. The same boat must be raced for the District Regatta that was used for the Pack race. The boat should be substantially built by the Scout. Parental supervision in the construction of the boat is encouraged. The boat should be assembled from the B.S.A. Rain gutter Regatta Kit parts only. Additional decals, paint, and glue are permitted.

2. Boats will be inspected to the following specifications:

- a. **All parts in the kit MUST be used with no additional parts permitted that would alter the performance of the boat** (No keel or rudder with the Trimaran design). The only additional items permitted are those that go with the decoration or theme of the boat. Any type of paint or glue is allowed. Any other materials can be added to the boat for decoration as long as they do not help steer or propel the boat through the water.
- b. **No restrictions on color or design.** Details such as 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. Only boats with dried paint, decorations, and glue (adhesives) will be allowed to compete – so get an early start
- c. **Hull:** Boat can be no longer than 7" or shorter than 6½".
- d. **Mast:** 6½" max from deck to top. Mast is not required if cup sail is being used (sail can be attached to hull with glue without the use of a mast).
- e. **Weight:** *No weight restrictions*
- f. **Sail:** The sail must be the one supplied with the B.S.A. Rain gutter Regatta Kit. Shape can be modified/trimmed, but can be no larger than material provided. Cup Sails are acceptable but must be made out of supplied sail material. No additional material is to be added
- g. **Width:** Overall width of the boat may be no wider than 3½" to ensure the boat fits within the width of the gutters.
- h. Wooden **outriggers** may be sanded to any shape desired, but only the original 2 outriggers provided can be used.

3. Inspection:

Each boat must pass inspection by the Official Inspection Committee before it may compete. The inspectors have the right to disqualify any boat that does not meet these specifications. If, at registration, a boat does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official registration period to correct the problem. After final approval, boats will not be re-inspected unless the boat is damaged in handling or in a race. Boats cannot be modified after inspection, unless the boat is damaged in handling or in a race.

Construction Tips:

Make sure the sail is firmly fixed (glued) to the mast or plastic hull so that it cannot spin/rotate when blown on.

Sand the outer edges of each outrigger either into a slight curved or angled shape. Leaving the outer edges of the outriggers completely flat will cause too much friction between the boat and the side of the gutter during the race and could cause the boat to "stick" to the side.

Race Rules:

Each den will race to determine the first, second, and third place winners in each den. Webelos I and II will each have their own race and 1st, 2nd, & 3rd place winner. HOWEVER, for district, they will combine Webelos' dens and thus only the top 3 times overall from our combined Webelos dens will advance to district race. Awards will also be given for Best Paint Job, Best Cub Scout Theme, Best Maritime Theme, and Most Unusual, as voted on by their fellow scouts.

- a. Straws- We were waiting for district rules to be published but cannot wait any longer, therefore, for our pack race, straws or any other wind generating device, other than by the mouth, are prohibited. District race may allow for use of other methods but for our race this is prohibited.

This year, we are making changes to provide a better experience for all scouts, parents, and other spectators:

- The double-elimination format will be replaced with a timed format similar to the pinewood derby
- The final “pack” race where the top racers in each den compete, will be eliminated (we will have times from each den race to determine 1st, 2nd, & 3rd place in the pack).
- There will be time given during registration for the scouts to test their boats and conduct one (1) practice run in each gutter.

New format:

The new race format will be a timed race with stopwatches. Each scout will get a chance to race two (2) times in the left gutter and right gutter for a total of four races per scout. The worst time for all 4 races will be thrown out and the average of the best three races for each scout will determine his final time.

As in the past, scouts are only allowed to use their own breath to propel their boats forward. They need to keep their hands behind their backs to make sure they don't touch the boat or the gutter, and they cannot “push” the boat with any part of their face/head/hat. If the boat becomes stuck or tips over during the race, an adult volunteer will quickly right the ship or re-position it so it can move forward. Time will continue to run if this happens.

Races will be timed by volunteers with stopwatches at the finish line of each gutter. If any error is made with the timing of a race, the scout will be allowed to race again to get an accurate time.

Practice Period:

Starting at 1:15 (beginning of registration), scouts whose boats have passed inspection will be allowed to run one practice race in each gutter to get a feel for how they should blow into the sail and to make sure there are no problems with the boat that would make it difficult for the scout to complete the race.

The practice rounds will be observed by adult leaders and volunteers. Scouts will be given coaching to make sure they can get their boats to the finish line and so that they are following all the race rules.

If problems are found with the construction of the boat (gets stuck on the sides of the gutter, keeps tipping over, sail spins on the mast), the scout may take the boat to the repair dock to have the necessary modifications made. The boat will then be tested again to make sure the problem has been fixed.

Determination of Winners:

Times for each race will be recorded and displayed. Once all scouts in a den have raced four times, the worst time for each scout will be thrown out and the top three times will be averaged to get a final time. The three scouts with the lowest average times will win 1st, 2nd, & 3rd place.

At the end of all five den races, the three scouts with the lowest average times from all dens will be awarded 1st, 2nd, & 3rd place ribbons for the pack. The Awards for Best Paint Job, Best Cub Scout Theme, Best Maritime Theme, and Most Unusual, as voted on by their fellow scouts will also be presented at this time.

Good luck and “Do Your Best”