

# **Sandy Beaver District 2011 Raingutter Regatta Camp McKinley Saturday, November 12, 2011**

**Tigers will begin registration at 12:00 PM and racing at 1:00 PM  
Wolves will begin registration at 1:30 PM and racing at 2:30 PM  
Bears will begin registration at 3:00 PM and racing at 3:45 PM  
Webelos will begin registration at 4:00 PM and racing at 4:45 PM**

Please do not arrive before your scheduled time to register. We will not start the next group until the designated time.

The actual "race" will be divided into den categories and Scouts will race within their own ranks (Tigers, Wolves, Bears, and Webelos) to determine the three fastest boats in each rank - just like the Pinewood Derby. The race will involve three lanes of "rain gutters". The boys are to blow air on the boats in order to advance them through the water. Hands are held behind the Scout's back. In addition, boys should not use their faces, lips, hats, nose or other bodily parts to move the boat - just the air in their lungs! Only the Judges may upright a capsized ship, and will not advance the boat.

**Although the seas are only 10-foot lengths of raingutter filled with water, and the ships a mere 7 inches long, the actual race is a very exciting event. Each boy will build his own boat with supervision and help from parents and leaders before the day of the event. He also provides the wind for the sail with his own lung power. The boys may use a straw if they wish, but the straw may not touch the boat in any way.**

Raingutter Regatta boats will be judged at the competition for awards in the following categories. Scouts who cannot attend the Regatta but wish to enter their boats for just the design awards may send them with another Cub Scout who will be attending. There will be awards for each of these in each rank:

**Best Paint Job  
Best Cub Scout Theme  
Best Maritime Theme (looks most like a real boat)  
Most Patriotic  
Most Humorous Boat**

**NOTICE:** Unlike stated in the instruction sheet included with the kit, timing is the deciding factor for the race. See the Sandy Beaver District Official Rules and Regulations.

Packs should send the top 3 Scouts in each den from their local races to compete at the District Level.

The entry fee for each racer is \$5.00, due at the day of the event.  
Each Scout will receive a participation pin, and a ticket for a hot dog and beverage.

**SANDY BEAVER DISTRICT  
2011 RAINGUTTER REGATTA  
OFFICIAL RULES AND SPECIFICATIONS**

**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. Raingutter Regatta Kit parts only. Additional decals, paint, and glue are permitted.**
- 2. Boats will be inspected to the following specifications:**
  - a. Hull Length – Overall length from bow to stern (including keel and rudder) shall not exceed 7.00 inches, nor shorter than 6.50 inches**
  - b. Hull Width – No wider than 1.875 inches (1-7/8”)**
  - c. Weight – No weight restrictions**
  - d. Mast – The mast can be no taller than 6.50 inches as measured from the top of the deck**
  - e. Keel – As supplied in kit. May be decorated, but may not be altered in shape, size, or weight. Must be located on the bottom of the hull.**
  - f. Rudder – As supplied in kit. May be decorated. It may also be sanded, but only to flatten it so as to guide the boat on a straight course. It may not be reduced in overall size. Must be located on the bottom of the hull and can not extend past the end of the boat.**
  - g. Sail – The sail must be the one supplied with the B.S.A. Raingutter Regatta Kit. The sail may be trimmed and shaped, but may not be larger than the material supplied.**
- 3. The boat must have a single hull. (All catamarans INCLUDING THE BSA TRIMARAN KIT will be disqualified.)**
- 4. Only boats with dried paint, decorations, and glue (adhesives) will be allowed to compete – so get an early start!**
- 5. There is no restriction 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.**
- 6. 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.**
- 7. Once the race is started, the boat may not be touched, except by a judge. If the loser of a race touches his boat during the race, he will be a first warning. If he touches it again in another race, he will be disqualified from the competition. If the winner of a race touches his boat during the race, there will be a re-race and he will be warned. If he touches his boat again during the competition, he will be disqualified.**
- 8. Any unsportsmanlike conduct by the Scout (or parent) will be grounds for immediate disqualification.**
- 9. We will have an overall judge to observe the lane judges uprighting boats in a timely manner.**
- 10. All Decisions of the Judges are Final!**