



Know the RULES

- The rules for the Raingutter Regatta are fairly simple! The Scouts build boats from standard BSA kits supplied by the Pack. Please follow the assembly directions on the package and allow the Scout to decorate in any manner they choose.
- The actual race will involve a set of two raingutters on tables.
- The Scouts blow air on the sails of the boat with a straw to move them through the water.
- Hands may only be used to upright a turned over boat and may not be used to advance the boat.
- Scouts may not use their faces, lips, hats, nose or other body parts to move the boat — just their lung power!
- Races will be run using a double-elimination bracket. We will try to start with Scouts of the same rank racing each other, but as the bracket advances, all ranks will be racing against one another.
- Trophies will be awarded for first and second place in the Pack, and there will one Best-In-Show award based on popular vote.

Construction Rules:

- The boat must be newly built for the current Cub Scouting year. 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 Boat Kit. All parts (2 outriggers, polymer hull, mast, sail and 4 screws) provided in the kit must be used in the boat construction. (NO substitutions are allowed!)
- Additional parts, decals, paint, and glue are permitted. Only boats with dried paint, decorations, glue (adhesives) will be allowed to compete.
- Outriggers/Hull: The Outriggers must be no longer than 7" or shorter than 6 ½". The finished boat must be 3-1/4" wide, which is the dimension of the molded hull. The outriggers must be solid and not split into multiple parts and must be evenly placed. The outriggers should be cut on the leading edge as shown in the enclosed instructions.
- The mast may not be higher than 7" from the deck, nor shorter than 6" from the deck.
- Basically, the Trimaran Boat should look like a Trimaran Boat displayed on the box. The boat requires no keel or rudder and none may be added.
- Sail: Must use the sail provided in the kit. It may be trimmed, but cannot be enlarged or added to, but 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 in contact with any part of the boat except the mast. No CUP or BOX sails will be accepted. It should look like the boat on the box.
- 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.
- 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!

Race Rules:

1. Two Scouts will race against each other at a time.
2. 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.
3. When the starter says go, the Scouts will propel the boats by blowing on the sail with the straw provided.
4. The Scouts may use his hand only to upright his boat or to remove an impediment (i.e. if the boat is stuck on the gutter).
5. THE SCOUT MAY NOT ADVANCE THE BOAT WITH THEIR HAND or STRAW AT ANY TIME. If a Scout does so, they will be given a warning and the race rerun if that Scout wins.
6. If a boat gets broken during a race, the results stand. The race may be rerun if the judges find a reason that merits it.