

# Raingutter Regatta Official Rules



## Official Rules:

1. Boats must be made from the official BSA Raingutter Regatta Trimaran 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!)
2. Outriggers / Hull: The Outriggers must be no longer than 7" or shorter than 6 1/2". 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. One may not be placed ahead of the other. 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.
3. 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, no mechanical fasteners will be allowed and the sail may not be in contact with any part of the boat except the mast.
4. 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.
5. No other form of propulsion besides the sail and the straw provided is allowed.
6. Decorations may not be placed in such a manner as to change the boat dimensions as listed above. It is **HIGHLY** recommended that the boat be painted or at the very least seal the outriggers to prevent them from retaining water.

## Inspection and Registration:

1. Each boat must pass a technical inspection and be registered before it may compete
2. You must check in your boat upon arrival to Pack meeting. All boats must be checked in once the Pack meeting flag ceremony begins.
3. Please allow yourself time to pass inspection and make any small adjustments as needed before registration cut-off

## **Race Format:**

- 1. Races will be conducted in two rain gutters of equal length filled with water.**
- 2. Participants will race with other Scouts from their same rank.**
- 3. The race winner is chosen by which boat finished the length of water the fastest**
- 4. The tournament will be a double elimination tournament per den.**
- 5. Each den winner will advance to the Pack competition.**
- 6. The Den and Pack competition will be a double elimination tournament.**

## **Competition:**

- 1. 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!"**
- 2. On the starter's command, the Scouts will blow into the sail of their boat in order to advance them through the water with their hands behind their back. The boat can only be propelled by blowing, no touching of the boat is allowed.**
- 3. If a boat capsizes or becomes stuck, the participant will be allowed to right the vessel, but must be careful not to advance the boat in the process.**
- 4. Once the race is started, the boat may not be touched, unless the boat capsizes or becomes stuck.**
- 5. If, in the judgment of the race official, the outcome of the race was affected by a participant inappropriately advancing his boat by contact, the official will issue a warning and re-run the heat. Subsequent violations may result in disqualification from the event.**
- 6. If, in the judgment of the race official, the outcome of the race was affected by outside interference, the official may call for the heat to be re-run.**
- 7. If a boat becomes damaged, and upon the officials permission, the Scout maybe allotted a short span of time to make (reasonable) repair to the boat before the next race. Time will be determined by the race official ONLY.**