

## **Raingutter Regatta Rules and Specifications**

1. The boat must be newly built for the current Cub Scouting year. The scout should substantially build the boat. Parental supervision in the construction of the boat is encouraged.
2. The boat should be assembled from the B.S.A. Raingutter Regatta Kit parts only. Additional decals, paint and glue are permitted.
3. Overall length from bow to stern (including rudder) shall not exceed 7.00 inches, nor shorter than 6.50 inches.
4. The mast can be not taller than 6.50 inches from the deck surface.
5. The boat must have a single hull. (All catamarans or mutli-hulls will be disqualified.)
6. 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.
7. The sail may not be shaped into a cup or any form of receptacle.
8. The sail may be glued to the mast or held in place in some other fashion.
9. The keel and rudder must be used without modification.
10. No extra weights are allowed.
11. There is no restriction on color or designs. 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.
12. Boys, when called to race, place boat in gutter and place on hand in front of their sail holding the boat back against the end of the gutter. They hold the straw in their mouths with the other hand and get ready to blow on the word "GO" from the judges.
13. All boys will use a straw provided by the pack at the race to blow his sailboat down the track. No hands may touch the boat during the race. When racing, if a boat capsizes they will be set "upright" by the adult volunteers.
14. In the event that a Scout cannot attend the Pack Raingutter Regatta, another scout of the same rank may race the boat for him.
15. The first boat to the opposite end is the winner in each heat.
16. Racing will be double elimination. You must lose twice to be eliminated from further competition.
17. Judges will have the final say, remember this is not life or death, and they are just volunteers. Have fun and do it with grace!
18. Any un-sportsman like conduct by the scout (or parent) will be grounds for immediate disqualification.

**All Decisions of the Judges are Final.**

## Tips

- The lighter the boat, the faster it will go. However, it can be less stable.
- Blowing is typically not a matter of how hard, but how straight.
- Consistent blowing is better than large puffs.
- Ensure your sail is at least ½" off the deck of the boat and clip or round the bottom corners of the sail. These measures ensure that the sail does not rub against the side of the gutter, which can cause the boat to drag or get hung.
- The flatter the hull the more stable the boat will be. Stability is a key to winning the race. Try to keep the bottom as flat as possible; that is, as close to the original flat bottom as possible.
- Den leaders are wise to talk about good sportsmanship prior to the event, as it is a good lesson in the joy of winning and the "agony of defeat" similar to the Pinewood Derby.
- Boats sail better if they are balanced with more weight to the rear. This elevated the bow of the boat, and when they were blown, they ran almost even.
- Blow evenly with the straw at a point about 1 inch from the bottom of the sail. Blowing the boat down one edge of the gutter rather than letting it "tack" back and forth is the fastest.
- Use "Krylon" spray paint – it dries in about one minute on the balsa wood hulls.
- Make sure the paints & glue are waterproof!