

# 2010 Raingutter Regatta Rules

## Where/When

1. The 2010 Raingutter Regatta will open for **registration** 9:30 AM on Saturday, October 16, 2010. Racing will start at 9:45 AM.
2. Boys **MUST** be registered to race by 9:45 AM or they will not be eligible for awards.
3. The regatta will take place at Squaw Valley Park at one of the shelters.
4. There will be awards for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place by Den and Pack for the races. There will also be one design winner per age group of boys.

## Construction Rules

1. The boats will **ONLY** be constructed from the materials provided in the kit: rudder, keel, boat, sail, and mast. These materials may not be replaced except by other parts from the same type of kit.
2. **NO** part of the boat may extend past the stern (back) of the boat. This includes the keel.
3. **NO** part of the boat may extend past the bow (front) of the boat.
4. The sail may **ONLY** be attached to the mast. It may **NOT** be attached to the boat in any manner (string, direct gluing, etc.)
5. Boats may **NOT** have any means of propulsion (motors, chemical propulsion, etc.).
6. Boys are encouraged to decorate/paint their boats. **They may add figures or items as long the rules above are not violated.**

## Race Rules

1. Boys will race by age group: All Webelos 2s will race against each other, all Webelos 1s will race against each other and so on. Boys will race two at a time in a double elimination system.
2. Boats will only be propelled by blowing on the sail through a straw provided by the Pack.
3. At the beginning of the race, the stern (back) of the boat must touch the starting side of the gutter.
4. Once a race has begun, boys may **NOT** touch the boats in any way except to fix a capsized boat or redirect one that has gone of course. In doing this, a boy may **NOT** move the boat forward. The boat may **NOT** be pushed by the straw.
5. The first boat to reach the end of the gutter is the winner.
6. Judging will be by adults and den leaders. In a race where one of the leaders/adults is the parent/guardian of a racer, another judge should be used.
7. 1<sup>st</sup> place winners by den age group will advance to the Pack finals.
8. For design, adult leaders from the next age group up will judge the next age group down: Webelos 2 leaders will judge the Webelos 1, Webelos 1 leaders will judge the Bears, etc. The youngest group leaders will judge the Webelos 2.

## Hints

1. Do not follow the directions for the keel/rudder in the kit. Put the back of the keel at the edge of the stern and place the rudder immediately forward of the rudder (no space). Make sure the keel does not extend past the stern of the boat.
2. Secure your sail to your mast with glue and make sure the mast is glued in place. Otherwise, your sail will spin during the race.
3. Put your sail in the best spot on the mast. Too high and it will make your boat top heavy. It will rock and possibly capsize. Too low and it will drag in the water or on the gutter.
4. Paint your boat. Unpainted boats will absorb water, making them heavier.