

2005 Pack 320 Raingutter Regatta Rules

1. The Cub Scout must make his own boat(s), however parental help is welcome.
2. All boats must be constructed only from the materials provided in the Raingutter Regatta kit, with no substitutions or additions other than decorations (i.e. you can't trade the plastic sail for one made of cloth, but could add tiny cannons, rigging, or other decorative materials, if desired). You don't have to use all of the materials provided.
3. The materials in the kit can be cut, trimmed, shaped, sanded, sawed and/or otherwise modified, so long as the final boat is does not exceed the following dimensions:
 - Maximum length: 8 inches
 - Maximum width: 3.5 inches (including sail)
4. Each boy will use a straw provided by the pack at the race to blow his sailboat down the track. No (hands or straws) may touch the boat during the race, except to right a sunken or tipped boat, and nothing but the boat can touch the water.
5. If the sailboat tips over, the boy may right the boat and place it in exactly the same spot it tipped over, not ahead. If this rule is not followed, out of fairness to the rest of the boats, the boat will be disqualified. Judges have the right to rerun questionable races. If a boat is pushed a second time, it will be disqualified, and the other boat declared the winner.
6. Judges will have the final say, remember this is not life or death, have fun and do your best!
7. The first boat to the opposite end is the winner in each race. Races will continue by double elimination until a final winner is declared.
8. Trophies will be awarded for the top four finishers of the regatta.
9. Boats will also be judged and trophies awarded for four special design categories shown below.

Crowd Favorite	Most Realistic
Best Scout Theme	Best Paint Job

10. The First Place trophy winner and winner of the Crowd Favorite trophy will not be eligible for additional trophies. The remaining scouts will be limited to a maximum of 2 trophies (a 2nd, 3rd, or 4th place trophy and/or 1 special category trophy).
11. Medals will be awarded to the top 3 finishers.
12. Certificates will be awarded to each scout for their participation in the 2005 Raingutter Regatta. In addition, certificates will be awarded to the 1st, 2nd, and 3rd place winners in each den, as well as the Most Realistic, Best Scout Theme, and Best Paint Job in each den.
13. Contestants must check in their boats no later than the posted check-in time. Late arrivals may be unable to race, or be judged according to the design categories.
14. No one may enter the Dock unless authorized by the regatta staff.
15. Contestants are not to touch any boat except their own. Boats in need of minor repairs may be given permission to go into the “Dry Dock” for repair.

Some great resources:

<http://www.p457.co.bsatroops.org/RainGutter%20Regatta.htm>

<http://www.pack773.org/raingutter1.htm>

<http://www.wf.net/~priddis/pack155/raingutter.htm>

<http://www.powwow-online.net/tips/regatta.htm>

<http://www.uky.edu/~bahugh0/raingutter.htm>

<http://www.raingutter-regatta.com/>

<http://members.tripod.com/pack485/raingutter.htm>

<http://cubscout-pack220.8m.com/rain.html>

<http://webpages.charter.net/cschott/boat/supercat.html>

Do your best and have fun!