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6th MELBOURNE CUB SCOUT PACK

Official Raingutter Regatta Rules

(with thanks to Cub Scout Pack 70, New Canaan, Connecticut and Pack 957 in St. Peters, Missouri for their internet postings)

Overview – "Just what is a Raingutter Regatta?"

The Raingutter Regatta is a boat race that is designed to be a project for Cubs to complete together with a parent. Please feel free to give guidance and assistance to your Cub as they build their Raingutter Regatta boat, appropriate to their age. You will be part of a team with your Cub, helping to learn new skills and to enjoy the spirit of friendly competition with peers.

These "Official Raingutter Regatta Rules" are written to help you keep it fair, simple and fun for your child, and to know what to expect when it comes time to race your boat.

A special note to all parents and Cubs: Please read the following section together on being a good sport.

1. Sporting Behaviour – "How should I act?"

While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, "Do Your Best".

The Raingutter Regatta requires each participant to learn the craft skills necessary to build a boat and that the rules must be followed. Even more important, though, is how we act and behave while participating in the Raingutter Regatta or any other group activity.

The first thing to remember about being a good sport is that everyone's skills are a little different. Your craft skills may be just developing, while someone else may be more experienced. Parents have different

skill levels, too. Whether or not you feel that you have good boat-building or racing skills, remember, you and your friends are individuals first and racers second. This is all about having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Raingutter Regatta. You will never know if you are really good at doing something unless you follow the rules. This is about being honest.

The third thing to remember about being a good sport is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sport, you must be able to say, "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat boat.

2. Ground Rules for Participation – "Who can race?"

a. The race is open to all Cubs registered in the Group and any prospective Cubs or linking Joeys who are participating at the time of the competition.

b. Each Cub may enter only one boat in the competition. They should have a significant level of participation in building their boat (designing, sanding, gluing, painting, decorating, etc.).

c. The boat must have been built during the current program year (the school year in which the Regatta is held). Boats that have competed in a previous regatta are not permitted (This rule is to prevent Sam's boat from being re-used from when he was a Cub in the US!!).

3. Boat Specifications – "Are there boat building rules?"

All boats must be made from the BSA Raingutter Regatta kit that is being supplied by the Group. Assembly instructions are included in the box. However, the materials supplied in the kit can be modified or added to somewhat. Therefore, the following rules are provided to ensure that the racing is as fair as possible.

a. On every boat, the hull, mast, keel, rudder and sail provided in the kit must be used in the boat construction.
    i. Decorations/Additions: Objects such as sailors, cannons, etc. may be added. All such decorations must be firmly fastened to the boat, and may not be placed in such a manner as to exceed the boat dimensions as listed below. Bowsprits (large spars projecting forward from the stem) are discouraged, as they extend the overall length of the boat, providing an unfair advantage. Numbering is not required.

b. No other form of propulsion besides the sail is allowed.

c. Here are some additional boat construction details to be aware of:
    i. Hull: Length between 16cm and 17.5cm (maximum).
    ii. The boat body CANNOT be wider than 6.5cm.

iii. The boat must remain a single hull boat using the supplied hull wood. Multi-hull catamarans and boats with stabilizing out-riggers are not allowed.
iv. Hull should be painted, stained, or otherwise finished to minimize water-logging during the race.
v. Mast: Height limit is 15cm to 17.5cm (maximum) from deck to top. Masts may not be extended, but may be decorated.
vi. Sail: Supplied in kit, may be trimmed but not enlarged or added to (except for decorations).
vii. Rudder and Keel: The provided keel and rudder must be securely attached to the bottom of the boat. The rudder may extend beyond the stern (rear) of the hull. The mast hole, keel and rudder layout specifications given in the BSA kit are for informational purposes only and alternative placements are allowed.

4. Boat Assembly Guidance – "How can I build a 'winning' boat?"

The following assembly guidelines (tips) are provided to help you get the best performance from your boat. They are not meant to be restrictive. (See 2. Boat Specifications above for requirements.)

a. Shaping the boat: Do not round the sides of the hull too much. (A less rounded hull is more stable than a more rounded hull.) Any gouges can be repaired with spakfilla or caulk (sandable).
b. Keel & Rudder: Sand the bottom front corner of these with sandpaper. Use epoxy or hot glue to install the rudder into the slot at the back of the boat body. Likewise, install the keel centerline on the hull bottom behind the mast position, with the shortest flat side down (not with a point down). The mast hole, keel and rudder layout specifications given in the BSA kit are intended to provide the best boat stability. It is highly recommended that the guidance be followed, especially regarding centerline placement of all three components.
c. Mast: Point one end of mast using sand paper. Install the mast by twisting the point into the boat body approximately 5 to 6.5cm from bow (front of boat) in the center side to side. Remove and then glue back into place. Be sure to check mast height (see Section 3.c.v above).
d. Sail: Position the sail on the mast. About 2cm from the top of the mast, either glue the sail to it, or attach securely with tape. Attach bottom of sail in a similar manner. The bottom edge of the sail needs to be about 1.5cm inch above the deck of the boat. If the sail is too low, the corners rub against the gutter or dip in the water. If the sail is too high, the boat is top heavy and tends to tip over. A well secured sail makes the boat easier to handle in the water.
e. Painting/Decorations: Sailboat body should be painted at least 24 hours before racing to allow sufficient time to dry. ***DO NOT USE WATER SOLUBLE PAINTS***
   Stickers, decals, and other objects may also be added to customize your boat. Use your imagination and create the best boat you can. There are rewards for appearance (See Section 7.)

5. Inspection and Registration – "What must I do to enter my boat?"

Before the race begins, all participating "Captains" must check-in with their boats. Here are the pre-race check-in details:

a. Before a boat may compete in the regatta, it is subject to a technical inspection, to verify that it meets the prescribed specifications (see 3. Boat Specifications above for details). If a problem is noted, the Captain may be asked to correct it before the boat is registered.

b. When the boat passes inspection, it is then registered along with the boat Captain's name.
c. Registration will open from 6:00pm. Registration cutoff will be no later than 6:45 p.m. for all participants. Boats that have not registered by the cutoff deadline will not race, so plan to arrive early enough to get your boat registered.

6. Competition – "How will the race be run?"

Every race has to have rules, and ours is no exception. Here's what to expect:

a. Once all boats are registered, the competition brackets will be seeded.
b. The race will be run as a double elimination format allowing each Cub Scout to compete at least twice. Winners of each heat advance in the Championship pool to compete for first and second place. Losers of the heat competes in the Repechage pool to have a chance to compete for third place.
c. Each boat will compete in one of two equal lengths of rain gutter (approximately 4 metres long) filled with water.
d. The race heat begins once the official starter has placed the competing boats against the back wall of the gutter and commands the Cub Scouts to "GO!"
e. On the starter's command, the Cub Scouts will blow into the sail of their boat in order to advance them through the water. The boat can only be propelled by blowing into the sail.
f. Once the race has started, the Cub Scout CANNOT touch his boat with his hands, except to right a capsized boat.
g. Pushing the boat forward is NOT allowed while righting a capsized or stuck boat by hand, nor is pushing by a Cub Scout's face, lips, hat, nose or other body part that touches the boat. Pushing may disqualify the Cub Scout during that race heat. Any disputed heat may be re-run at the discretion of the judges.
h. The first boat to reach the finish line (the opposite end of the gutter) is the winner of that heat. The finish line official(s) will have the final and only say in determining the winner. In the unlikely event of a tie, the racers will be given a chance to catch their breath, then that heat will be re-run.
i. If a boat is damaged during a race (boat loses its rudder, keel or mast/sail) and can be repaired in a reasonable amount of time (a few minutes), the race may be run again at the discretion of the judges. Any non-functional decorations that fall off during competition will NOT be reattached during racing.
j. Remember the Cub Scout Law – "Cub Scouts do not give into themselves". Unsporting conduct by any participant or spectator may result in the Cub Scout being eliminated or being asked to leave the competition and/or the race area.

7. Rewards and Recognition – "What can I take home?"

The most important values in the Raingutter Regatta competition are effort in preparation, good sporting behaviour and learning how to follow rules. The Leaders plan to recognise and encourage these qualities in addition to the racing awards. Here are the tangible awards that Cub Scouts may receive:

All boats are eligible to be selected for appearance (static) awards. Judges will reward creativity and workmanship. Award categories include:

- Most Colorful

- Really Radical
- Most Realistic
- Most Original
- Most Scout-Oriented
- “Captain's” Choice (as voted by all the Cub Scouts).

Prizes will be awarded to the first, second and third-place finishers.

8. Questions

These event rules were compiled by Hathi (Grant Randle - Group Leader). Any questions about the event can be directed to him by e-mail.