

# Raingutter Regatta Rules

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## Assembling and Decorating the Boat

- Use the boat as-is out of the kit. No shortening or lengthening of the boat is allowed because then the race is not on a level playing field due to the nature of the starting position in the raingutter. Sanding is allowed as long as the length of the top of the boat remains as is from the box.
- The boat can be decorated in any manner the scout chooses. Keep in mind that if you add too much weight, the boat may not float so testing it would be wise. (This has happened in the past.) Putting items on the side of the boat may make it too wide and then drag along the side of the raingutter which will cause the boat not to race well.
- The sail can also be decorated. Do not add width to the sail because it will then be too wide. You may trim it down, but do not trim too much because the scout needs a good size target for blowing. Tip: Glue the sail to the mast or pull in the bottom tips of the sail and glue them to the side of the boat. A sail that is not glued in place will spin on the mast when the scout blows on it. This too makes it challenging for the scout to blow the boat down the gutter.

## Racing Rules

- Each scout will be given a straw so as to blow their boat down the raingutter track.
- An adult judge will place a finger at the tip of each boat, the judges will give a "Ready, Set, Go" to start the race and then lift up their fingers.
- Each scout cannot touch their boat with a hand or the straw. NO pushing the boat down the track is allowed. Tip: have the scouts outside arm tucked behind their back and use their inside arm to hold the straw as they race.
- If a boat tips over, only the adult judge may touch the boat to upright it. The scout may not touch their boat during races.
- The boat that wins 2 out of 3 races in that heat is declared the winner of that race. The 3<sup>rd</sup> race will only be run in the case of a tie in the first two races.
- The pack uses a double elimination process for the races. That means that a scout is not out of the races until they lose 2 heats. So each scout gets the chance to run their boat a minimum of 4 races.
- The races are done by rank only. Tigers will only compete against Tigers and so on.
- All scouts are to cheer on others during the race.
- It is good sportsmanship for the winner of a heat/ race to cheer on their opponent to encourage that scout to continue to finish the race even though the other scout has finished. It is about finishing by doing your best, not just about winning.