

## Pack 1220

### Raingutter Regatta Rules



- Boats must be built using the kit from either the scout shop or the one distributed by the pack. Boats should be "Scout-built", parents may assist. This is a Scout project, not a parent project.
- Follow the directions in the boat kit.
- Boats must be lung powered.
- **Lions, Tigers, Wolves and Bears** must use the entire plastic piece as intended by the kit.
- **Lions, Tigers, Wolves and Bears** must use the entire mast for their sail as intended by the kit.
- **Webelos and Arrow of Light** may use their own design from the pieces in the boat kit instead of following the directions in the kit. The various pieces of the kit may be cut, glued, sanded, filed and even completely omitted based on the scout's design.
- Boat length can be no longer than the piece of wood supplied in the boat kit. The boat must be no shorter than 6 1/2" and no longer than 7". *The only exception is the Webelos and Arrow of Light design, as per the instructions above, their design may be shorter.*
- Boats may be no wider than the plastic piece in the boat kit or they will not fit in the gutters. Be careful as you attach the wood pieces that they do not extend past the plastic.
- You may fold, bend or cut the sail.
- Only materials in the kit may be used. Only the following items may be added: Paint, varnish, glue, stickers, glitter, decals, string, staples, small nails, screws, screw eyes, small paper or cloth flags, small people figures. Coins may be added to the ends of the boats as ballast.
- Wax or oil may be applied to the "wet" surfaces of the boat prior to race time, re-application is not allowed after the boat has begun racing.
- No additional wood is allowed.
- No part substitutions are allowed.
- Each scout will place their boat in the water at the starting point. The adult volunteer at the starting point will place their finger on the front of the boat and release the boats once the race begins.
- Each scout must stand to the side of the gutters prior to beginning the race. *(not behind the end of the gutter)*
- Scouts CANNOT touch the boat once it has been placed in the water.
- If the boat tips over, the scout may right the boat, but CANNOT push the boat forward once it has been righted.
- Winners will be tracked via the bracket system and will compete for 1st, 2nd, and 3rd places within their rank.
- Race results announced by the Pack Committee Chair or Cubmaster shall be considered final.