

Pack 256

Raingutter Regatta

WHAT IS IT?

A boat race. Each scout/sibling races several times down inflatable lanes, in actual water. Each scout/sibling will be using air pumps to propel the boats.

DATE & TIME:

Saturday, October 12 at 12:00 PM
Check-in will begin at 11:30 AM.

11:30 – Webelos & AOLs
11:40 – Wolves & Bears
11:50 – Lions & Tigers

NUMBERS:

Boats need to be numbered as an identifier. Please use the stickers that came with you boat to put your number from the attached schedule on your boat. A file listing each scout/sibling assigned number will be emailed to you.

AWARDS:

Awards will be presented to each den winner, best scout spirit (as selected by the judges) and sibling winner.

QUESTIONS:

For those of you that are new to scouting, this is an event that scouts and families really enjoy! Have fun putting the finishing touches on your boats. If you have any questions, please let us know.

PACK 256

Raingutter Regatta Rules

Boat Specifications:

- Boats must be made from the official BSA Raingutter Regatta Trimaran Boat Kit. All parts (2 outriggers, polymer hull, mast, sail and 4 screws) provided in the kit must be used in the boat construction. (NO substitutions are allowed!)
- Outriggers/Hull: The Outriggers must be no longer than 7" or shorter than 6 ½". The finished boat must be 3-1/4" wide, which is the dimension of the molded hull.
- The outriggers must be solid and not split into multiple parts and must be evenly

placed. The outriggers should be cut on the leading edge as shown in the enclosed instructions.

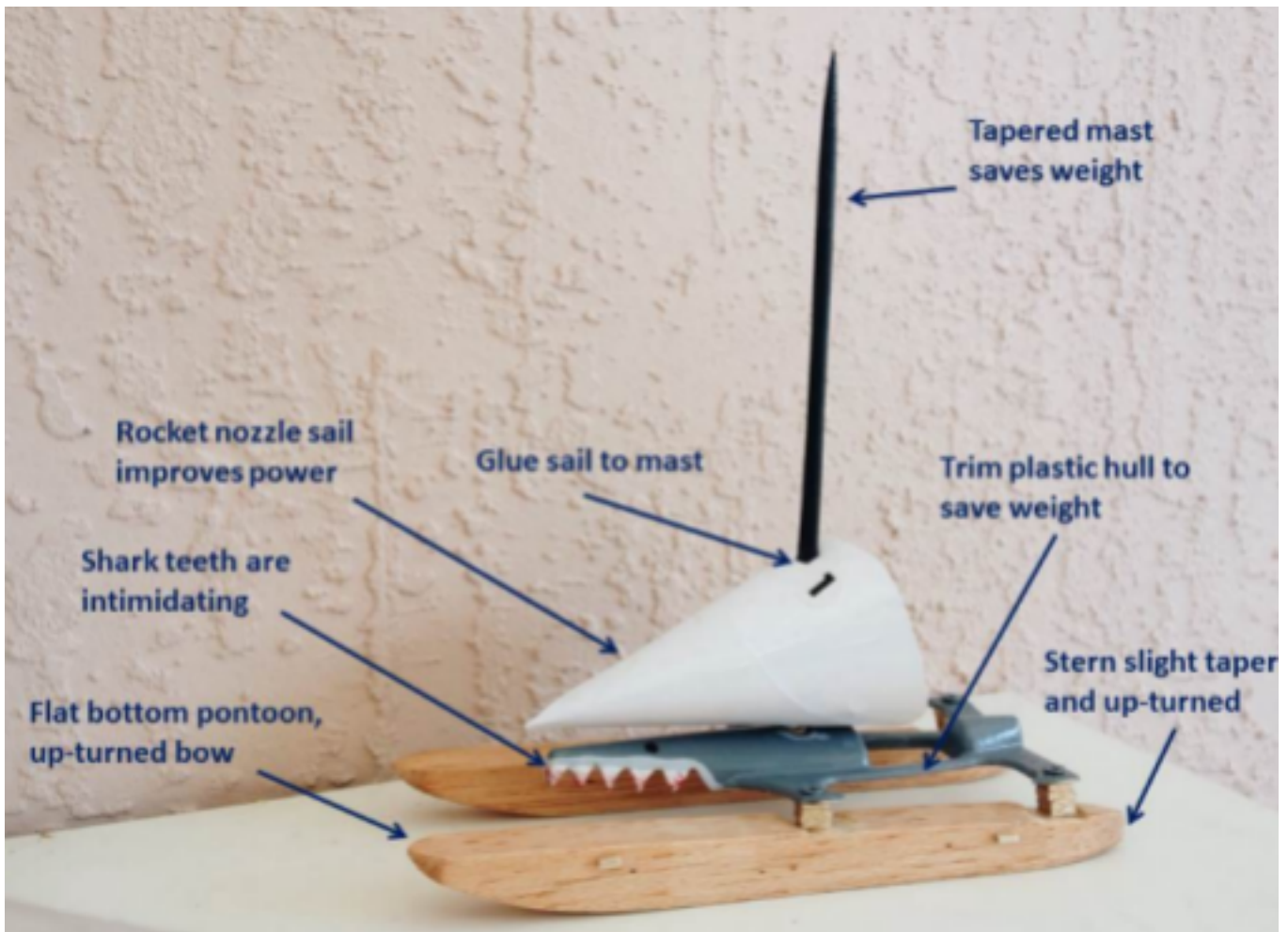
- One may not be placed ahead of the other. The mast may not be higher than 7" from the deck, nor shorter than 6" from the deck.
- Basically, the Trimaran Boat should look like a Trimaran Boat displayed on the box. The boat requires no keel or rudder and none may be added.
- Sail: Must use the sail provided in the kit. It may be trimmed, but cannot be enlarged or added to, but may be decorated. The sail may only be attached to the mast by glue (this is highly recommended), no mechanical fasteners will be allowed and the sail may not be in contact with any part of the boat except the mast. "Coning" of the sail is NOT permitted (see attached picture).
- The mast hole is molded into the top of the plastic hull and is the only placement allowed for the mast. No deviations will be allowed and no modifications to the hole are allowed. The mast MUST BE perpendicular (90 degrees) to the hull, angling the mast in any direction is not allowed.
- Decorations may not be placed in such a manner as to change the boat dimensions as listed above. It is HIGHLY recommended that the boat be painted or at the very least seal the outriggers to prevent them from retaining water.
- Once the race begins, the boat may not be altered, including applying any materials to the bottom of the boat.

COMPETITION:

- The race begins once the official starter has placed the competing boats against the back wall of the gutter and commands the Scouts to "GO!"
- On the starter's command, the Scouts will blow into the sail of their boat in order to advance them through the water. The boat can only be propel by blowing into the sail.
- If a boat capsizes or becomes stuck, the lane judges may assist in course correction (participants cannot touch the boat unless instructed by the race official).
- Once the race is started, the boat may not be touched, unless instructed by the race official.
- The first boat to impact the end of the Raingutter with its nose will be considered the winner of that heat. The finish line official will have the final and ONLY say in determining the winner of that heat. If the finish line official determines the race to have finished in a tie that heat will be immediately re-run.

- If a boat becomes damaged, and upon the official's permission, the Scout may be allotted a short span of time to make (reasonable) repair to the boat before the next race. Time will be determined by the race official ONLY.
- Unsportsmanlike conduct WILL NOT be tolerated from any participant or SPECTATOR.
- All decisions by race officials are FINAL. Remember this is a friendly sporting competition

EXAMPLE OF ILLEGAL CONE SAIL:



Raingutter Regatta Rules and Tips/Hints Sheet

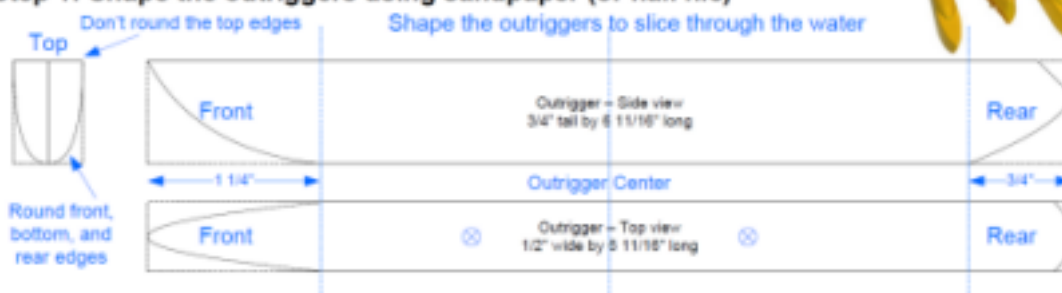
Raingutter Regatta Rules

- Nothing may extend past front point or rear point of outriggers, so maximum total boat length is 6 3/4 inches
- Maximum boat hull width (not counting sail) is 3 3/8 inches – if you have parts sticking out from sides you will hit the gutter and go slow
- Must use all parts from kit
- No motors (runs on Scout wind power only)
- Mast must not be shortened and sail size must not be altered
- Otherwise no restrictions on weight, embellishments, or decorations

New Rule: NO water-based paints allowed !!



Step 1: Shape the outriggers using sandpaper (or nail file)



Step 2: Assemble boat per instructions



Step 3: Paint your boat (with sail removed)

Spray paint looks the best and is easiest to do, but you can also paint with a brush if you don't have spray paint. The trick to a smooth finish is to use a SANDABLE primer first - I get mine from Home Depot - Rustoleum Painter's Touch Ultra Cover Primer (white) for about \$3 or even drywall primer paint like Kilz. You can lightly sand the 1st coat before applying the 2nd coat of primer and then lightly sand it again before the color coat of spray paint. My favorite finish spray paint is Krylon gloss spray paint which is cheapest at Walmart (around \$3).

If you apply more than one finish color or a clear gloss coat, sometimes it will wrinkle the paint. I usually stay away from the clear gloss coats for this reason, and when you apply colors make sure they hit primer and not an underlying color. You can use masking tape to mask off the areas for the different finish colors (e.g. like a stripe down the middle, etc.).

Here are the recommended steps for painting your boat:

1. Wipe off any sanding dust from your boat with a tack cloth.
2. Using tape, attach an old stick to the bottom of your boat which you can hold while painting.
3. Apply two coats of primer paint, allow to dry 30 minutes between coats and 2 hours after the 2nd coat.
4. Sand lightly with 320 grit sandpaper, then vacuum and/or wipe off dust with a tack cloth.
5. Apply two or more light coats of spray paint of your choice.

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Stick to hold on to while painting

Step 4: Decorate your sail and add a super cool captain

