

Official Raingutter Regatta Rules – Trimaran Series

The Raingutter Regatta is a parent-son project. Please feel free to give guidance and minimal assistance, appropriate to the age of your Scout, as he builds his Raingutter Regatta boat. This is a chance for your son to accomplish something hand-made and to enjoy the spirit of friendly competition with his peers. Since this is a scout powered event, the object is to have the boats as equal as possible and have the race rely on the Scout himself. Please adhere to the rules as best as possible.

Boat Specifications:

1. Boats must be made from the official BSA Raingutter Regatta Trimaran Boat Kit NO. 612513. 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!)
2. 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 kit 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.
3. 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; use no mechanical fasteners and the sail may not be in contact with any part of the boat except the mast.
4. 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.
5. No other form of propulsion besides the sail and the straw provided is allowed.
6. Decoration such as sailors, cannons, Lego figures, etc. may be added as long as they are firmly fastened to the boat. The 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.
7. Each boat must pass a simple technical inspection to ensure adherence to the above.

Competition:

1. Participants will race with other Scouts from their same rank.
2. The race will involve four courses side by side, filled with water.
3. 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!"
4. On the starter's command, the Scouts will blow through the straw 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. Once the race has begun, the Scout CANNOT touch his boat.
5. If a boat capsizes or becomes stuck it will be righted by a race official only.
6. If a boat is touched by any part of the Scout's body or their straw, then the Scout's boat will be returned to the starting position to continue racing.
7. The first boat to impact the end of the Raingutter with its bow (front) 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.
8. The race winner is chosen by the best average time of all 4 heats in their rank.