



Cub Scout Pack 54

Worcester, MA

Raingutter Regatta Rules

1. The race will be double-elimination. Each racer will run at least two 'heats'.
2. Each racer will race in each lane at least once per heat.
3. The winner of each heat will be the racer who wins first in both lanes.
4. Late arrivals will be added to the bracket until the first round is completed.
5. The winner of the heat will advance to the next 'bracket' within the 'primary bracket' and continue to do so as long as he/she continues to win their individual heats.
6. The racer who does not win in the heat will advance to the 'second chance bracket'. There they will get a second chance to win in a heat. Failing to win in two heats will eliminate that racer from the competition.
7. Racers cannot touch their boats in any way (except as noted below) once the race has begun. If a racer does so, that race will be re-run. A repeated offense will be an automatic win for the other racer.
NOTE: Racers may use their hands to right a boat that has turned over but may not advance the boat down the raingutter in doing so.
8. Racers need to make sure that they do not touch or have anything touching the water while racing. This includes but is not limited to: hair, ears, neckerchiefs, and necklaces.
9. Racers cannot interfere with one another in any way. Doing so will be considered un-sportsman-like conduct and will cause the other racer to be declared winner of that race. A repeated offense will cause the offender to be disqualified from racing.
10. All propulsion for the boats will be from the Cub Scout blowing (no straws). No other form of propulsion for the boats will be allowed. Straws will be provided.
11. Boats are to be built using the current Scoutstuff Raingutter Trimaran kit.
12. Only boats with dried paint, decorations and glue (adhesives) will be allowed to compete – so get an early start!
13. Only boats built during the current Scouting year are allowed to race.
14. Any needed repairs must be made within 2 minutes. One repair per heat is permitted.
Repositioning a sail does not count as a repair.
15. All non-Cub Scouts will only compete against each other using the same rules format as the Cub Scouts. They may use a boat that they helped a Cub Scout build to do so or build one of their own.