

Cub Pack 115 Raingutter Regatta 2008 updated 11/1/2008

Overview

The Raingutter Regatta is an opportunity for cub scouts to learn about craftsmanship and sportsmanship through competition. The cub scouts build a wooden boat from a kit consisting of a block of balsa wood, mast, sail, keel, and rudder with some parental help. Building consists of shaping and cutting the wood block, attaching the keel, rudder, and sail, and painting/decorating.

The scouts take turns racing their boats in pairs. The track is a pair of 10 foot rain gutters, approximately 5 inches wide, filled with water, places on the edges of a table. Without touching their boats, the scouts blow on the sails to propel the boats to the finish line.

Rules

1. Each scout must have contributed to the making of his boat. The intent is to have the scout do most of the work on his boat. ***The boat must be assembled from the B.S.A. Raingutter Regatta Kit parts only.*** Additional decals, paint, and glue are permitted.
2. **Width:** Overall width shall not exceed 2.75 inches.
3. **Length:** Overall length from bow to stern (including rudder) shall not exceed 7.00 inches, nor shorter than 6.50 inches.
4. **Height:** The mast can be no taller than 6.50 inches from the deck surface.
5. The sail must be the one supplied with the B.S.A. Raingutter Regatta Kit. The sail may be trimmed and shaped, but may not be larger than the material supplied.
6. The keel and rudder may be glued anywhere on the bottom of the boat, but cannot exceed 7.00 inches in overall length.
7. Once the race is started, the boat may not be touched except by a judge. If a racer touches his boat before completion of that race, he will get a first warning and the race will continue. If he touches it again in the same race, he will forfeit that race. If the **winner** of a race has touched his boat during the race, there will be a re-race and he will be warned. If only the **non-winner** touches his boat, the race will count and the outcome stands. If any contestant touches his boat twice during the same race pairing, he will forfeit that race. If both contestants touch their boats twice there will be a re-race with the next infraction causing a forfeit of that race.
8. **Details:** Details such as decals and paint are permissible as long as these details are securely glued or fastened to the boat.
9. **Inspection:** Each boat must pass inspection by the Official Inspection Committee before it may compete. If a boat fails inspection, the owner will be informed of the reason for failure and will be given time within the official registration period to correct the problem. After final approval, boats will not be re-inspected unless the boat is damaged in handling or in a race. Boats cannot be modified after inspection, unless the boat is damaged in handling or in a race. Exceptions can be made for sails coming loose or damage due to dropping.
10. Adults will upright boats in a timely manner.

Building & Design Tips

Stability is the key. Metal keels and plastic rudders are provided with the kit to help stabilize boats. To test stability you can check the boat out in the bathtub or sink. Weights can be added to level the boat as it goes in the water, however, more weight will make your boat slower. It is best to design the boat so it is stable without adding weight.

Keep hull flat. Do not round the hull into a “V” as with a normal boat. Flat and wide hulls improve stability.

While the instructions in the kit build a sailboat, catamarans and hydroplanes are also acceptable. Do a Google search on “raingutter regatta catamaran” to find all kinds of information. Put the sail as low on mast as possible to promote stability. Tie back the sail by tying thread to each of the lower corners of the sail and then securing the "lines" to each side of the boat (tying to a straight pin and then pushing the pins into the hulls is an easy way to do this.) You can also glue the sail to the mast to keep the sail from twisting when wind is blowing. Attaching the sail to stay at a 90 degree angle to the hull allows it to "catch" the most air and go faster.

If you decide to use the metal keel, you may want to paint it, otherwise it will rust.

Decorating Tips

One of the best places to decorate is on the sail. The sail provided in the BSA kit has a glossy side and a dull side. The dull side can be lightly spray painted to compliment the color of the boat. Use caution when painting a sail, too much paint will just peel and crack when the sail is placed on the mast.

Flags - A small flag can be made with a straight pin mast and attached to the deck or even on top of the mast. The Jolly Roger or American flags are some ideas, or just a wildly colored one.

Crew - Small figures make excellent decorating ideas and can be glued to the deck of the boat.

Use glitter with, or instead of, paint.

Use decorations that will not come off in water.

Awards

Several races will determine the fastest three boats which will be awarded first, second, and third place trophies. The remaining boats will be judged on appearance by a panel of judges who will award a trophy in each of the categories:

Most Creative, Most Patriotic, Best Scout Theme, Best Sport Theme, Judge's Choice
The remaining boats will then be judged by the scouts who will award a “Scout's Choice” trophy.

Schedule

10/16/2008 6:30pm-8:00pm Hand out raingutter regatta kits at the October pack meeting

11/1/2008	1:00pm-4:00pm	Raingutter Regatta Woodworking Workshop – Scout House
11/20/2008	6:00pm-6:30pm	Boat inspection / Turn-In – Sanders Hall
11/20/2008	6:30pm-8:00pm	November Pack meeting and Raingutter Regatta race (Sanders Hall)

Woodworking Workshop

We are holding an optional woodworking workshop for any scouts who would like help cutting and shaping their boat. We will also have a completed sailboat, hydroplane, and catamaran for scouts to test to help decide which style they prefer to build. I will bring a scroll saw, drill, sand paper, glue, potato peelers, etc. Volunteers are encouraged to bring tools and help.

Pack Race Day Adult Volunteers

On race day, we will need some adult volunteers to fulfill the following roles:

- Announcer
This person will serve as a master of ceremonies and announce the race and coordinate the activities to keep things moving.
- Boat Handler / Starter
This person will carry the cars from the waiting area and place on the track in the correct lane before each race.
- Finish Judge (2)
These two judges will determine the finish order of the boats after each race, confirm they both agree, and inform the scorer to record the data.
- Scorer
This person inputs the results from each race into the computerized worksheets that will display the rank, heat, Cub Scout names, boat numbers, and running score. A video projector will display the screen for all to see the status.
- Design Judges (3-5)
After removing the 3 cars that have won 1st, 2nd, and 3rd place trophies, the remaining Cub Scout boats will be judged on appearance. The five categories are Most Patriotic, Most Creative, Best Sport Theme, Best Scout Theme and Judges Choice. The judges will consider the following 5 criteria: Original Idea, Detail, “Boy” Made, Creative, and Overall Appearance.

Race Day Schedule

- Tiger Cub Race (ribbons awarded for 1st, 2nd, and 3rd place)
- Wolf Cub Race (ribbons awarded for 1st, 2nd, and 3rd place)
- Bear Cub Race (ribbons awarded for 1st, 2nd, and 3rd place)
- Webelos I Race (ribbons awarded for 1st, 2nd, and 3rd place)
- Webelos II Race (ribbons awarded for 1st, 2nd, and 3rd place)
- Siblings Race
- Pack Race between 15 ribbon winners (trophies awarded for 1st, 2nd, and 3rd place)
- Appearance Award Judging for cub scouts who have not won a trophy.
- Cub Scout Judging for “Scouts Choice” trophy.
- Awards Ceremony

Boat Numbering

Each cub scout is assigned a boat number in the table below. The first digit indicates the cub scout rank. Please label your cars with your assigned number to reduce confusion during the races.

NUMBER	RANK	NAME	FULLNAME
11	Tiger	Brandon L.	Brandon Long
12	Tiger	Dominic	Dominic Garrett
14	Tiger	Julian	Julian Lee-Sursin
15	Tiger	Mack	Mack Winchester
16	Tiger	Adam N.	Adam Notbohm
17	Tiger	Adrian	Adrian Mercado
18	Tiger	Tyler	Tyler Biggins
21	Wolf	Alex	Alexander Curci
22	Wolf	Blu	Blu Chapman
23	Wolf	Charlie	Charles Martin
24	Wolf	Michael H.	Michael Henderson
25	Wolf	Robert	Robert Bessey
26	Wolf	Spin	Claude Sellers III
27	Wolf	William	William Bullen
28	Wolf	Uvon	Uvon Hayes
29	Wolf	Geoffrey	Geoffrey Jones
61	Wolf	Devin	Devin Doyle
62	Wolf	Brandon M.	Brandon McSwain
63	Wolf	Jamel	Jamel Gaston
31	Bear	Collin	Collin Combs
32	Bear	David	David Zody
33	Bear	Xander	Xander Pless
34	Bear	Kymani	Kymani Ottley
35	Bear	Tristan	Tristan Edmond
41	Webelos I	Hugh	Hugh Merryday
42	Webelos I	Jacob	Jacob Holleman
43	Webelos I	Seth	Seth Rapp
44	Webelos I	Darrell	Darrell Feagin
45	Webelos I	Michael M.	Michael McCullough
46	Webelos I	John	John Robinson
47	Webelos I	Lowell	Lowell Robinson
51	Webelos II	Adam R.	Adam Rusmisell
52	Webelos II	Joseph	Joseph Dewar
53	Webelos II	Max	Max Carter
54	Webelos II	Rick	Richard Bessey

Questions?

Contact Ray Curci <raycurci@yahoo.com>, Pack 115 Raingutter Regatta Coordinator.