

**Recycled Raingutter Regatta**

“A Scout is Thrifty”

**Date, Time, and Location**

Saturday, September 13, 2025

10:00 a.m. – Boat building activity

11:00 a.m. – Registration

11:30 a.m. until ? – Regatta

Location – Manassas Mall Parking Lot (near Entrance #1 to the left of Macy’s)

Cost – Free!

**What is Recycled Raingutter Regatta?**

The RECYCLED RAINGUTTER REGATTA is a parent-scout activity in which scouts build boats from previously-used materials and then race them against other Scouts n the District. Parents should feel free to give guidance and minimal assistance, appropriate to the age of your Scout, as they build their Recycled Regatta boat. The younger scouts may need more assistance, whereas, the older Scouts may not need any. This is a chance for you and your scout to work together building their boat and to enjoy the friendly competition with their peers.

**Who can participate?**

* The competition is open to any youth of Cub Scout age.
* All participants will race in a double elimination tournament within the following den/grade groups: Lion/Tiger (grades k-1), Wolf/Bear (grades 2-3), and Webelo/Arrow of Lights (grades 4-5).
* Each participant may enter one boat in the competition. The boat must have been built during the current scouting year.

**How and when are the boats built?**

There will be a boat building activity the day of the races. Scouts may skip the building activity and build their boats at home. See **Boat Building Guidelines** for suggestions and size requirements before starting your build.

**How does the competition work?**

* During the registration time participants will register their boat with the race officials. It will be measured and compared against the Ship Size Specs. The boat will also be submitted to a buoyancy test to see if it floats. (We HIGHLY recommend that you test your craft before attempting to register it.) Once registered, the boat will be impounded into the Race Marina. After that, only the race officials and the scout, with a race official’s permission, may touch their boats.
* Each heat begins once the 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 boats using a District-provided straw in order to advance the boats through the water
* The straw must NOT touch the boat or the sail. The boats can only be propelled by blowing into the sail. ***No Motors or any other propulsion method is allowed other than the air that the scout blows into the sail.***
* If a boat capsizes or becomes stuck a race official will correct the issue. The scout may not touch the boat unless instructed by the race official. A time penalty of five seconds may be assessed if the boat is touched. This time delay will be at the discretion of the race official. During the time delay the scout must wait before starting to blow into the sail again.
* The first boat to touch the end of the rain gutter will be considered the winner of the heat. The End Judge will have the final say in determining the winner of each heat. If the End Judge determines the race to have finished in a tie, that heat will be immediately re-run.
* If a boat becomes damaged the Scout may be allotted a short span of time to make reasonable repairs to the boat before the next heat. The amount of time will be determined by the race official after considering the extent of the damage to the boat.
* All decisions by race officials are final. Remember this is a friendly competition.

**Who are the Race Officials?**

1. Captain – Manages official tournament brackets, announces the racers before each heat, records the results following each heat. In the absence of a Bosun Mate, also serves as Starter.
2. First Mate - End Judge, determines the winner of each heat.
3. Second Mate – Corrects any capsized or stuck boats. May give permission for a scout to touch his/her boat. May grant a short span of time for a Scout to repair a damaged boat. Monitors each heat to ensure boats are not improperly touched and imposes time penalties as needed.
4. Bosun Mate - Starter, places the boats against the back end of the rain gutters. Gives the command to “Go!” as he/she releases the boats simultaneously.
5. Chief Engineer – Helps with in-race boat repairs as needed. May take over any of the other four duties as needed.

**Awards and Recognition**

Awards will be presented for the First, Second and Third place finishers in each den/grade group.

The Cub Scout Motto is “DO YOUR BEST.” If you “Do your best” designing, building, decorating, and racing your boat, you are already a winner! SPORTSMANSHIP and FUN are the main objectives for the Scouts and all to enjoy. The most important values in Recycle Raingutter Regatta competition are parent/scout participation, good sportsmanship and learning how to follow rules.

Good Luck & Have Fun!