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Northshore Service Area
South Louisiana Council



The Raingutter Regatta is a boat race that is designed to be a parent-scout project. Please feel free to give guidance and minimal assistance to your scout as he/she builds his/her Raingutter Regatta boat, appropriate to his/her age. This is a chance for your scout to be part of a team (he/she and you), and to enjoy the spirit of friendly competition with his/her peers. These "Official Raingutter Regatta Rules" are written to help you keep it simple and fun for your scout, and to know what to expect when it comes time to race your boat.

Northshore Service Area

Official Raingutter Regatta Open 2026

Lake Harbor Middle School
December 5, 2026

Rules and Regulations

The Raingutter Regatta is the **sailing equivalent** of the Pinewood Derby. The competition brings scouts and parents together through the building of boats. The event provides a good clean form of competition that the whole family can enjoy! This year's edition will use an Open format. All interested Cub Scouts are welcome to submit a regulation sailboat for either Competition or Show & Shine.

- The Regatta is a double elimination race, which literally takes place by the Scouts blowing their own homemade sailboats down a course of ten-foot-long rain gutters.

- It involves skill in the design and building of the boat as well as the skill of the Scout blowing the boat down the course.

- The boats are made from the official SA Raingutter Regatta Trimaran Boat Kit. Kit includes exclusive SA trimaran polymer hull, two balsa wood outriggers, sail, mast, screws, sanding stick, and instructions.

- There is also a Show & Shine competition for judging the best design.

- Prizes are awarded for 1st, 2nd, and 3rd places in Show & Shine and in the Race division.

- An internet search will reveal many websites with design information and ideas for Raingutter Regatta boats, however all boats must comply with the specifications on the next page.

Registration:

Registration will open at **8:00AM** and close approximately **sixty minutes later** at **9:00AM.** Scouts may enter boats during the designated check-in time only. Once the brackets have been formed no other boats will be allowed to enter. Once a boat is impounded (after being measured and inspected) it **cannot** be handled by anyone other than race officials. Show & Shine judging will begin immediately after registration closes. After judging, families will have an opportunity to view all the boats. Racing will begin as soon as judging, the race brackets, and family viewing of the boats are complete. Races will continue until champions are selected.

Each regatta boat will be issued a regatta number. The regatta number will be the pack number followed by a letter. This will help spectators follow the progress of fellow pack members during the race. Show & Shine participants will be issued an anonymous number. Boats participating in both the Regatta and Show & Shine will have two numbers with the regatta number concealed during Show & Shine judging.

Rule Clarifications:

Please read the **Construction Specifications** listed below **very carefully**.
(From instruction book provided with each kit)

1. Boats must be made from the official SA 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!)

2. Hull: Boat no longer than 7" nor shorter than 6.5". 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. Mast: 6.5" from deck top

4. Sail: No larger than material supplied

5. No other form of propulsion besides the sail allowed.

6. Scouts must race their own boats.

Show & Shine:

The Show & Shine part of the competition will be voted on by the Scouts. Each Scout that enters a boat in the Regatta or Show & Shine may cast two votes in the Show & Shine part of the competition. A Scout can vote for his/her own boat but cannot vote for the same boat twice. Each Scout will write the numbers of his/her two top picks on the ballot and draw a circle around his/her favorite. The circled votes will be used to break a tie. A ballot must include votes for two different boats to count. **Show & Shine display is "Open Class", as long as boat is sea-worthy and within the rule specification, scouts may use their creativity.**

The Regatta:



We will ONLY have ONE (multihull) Regatta Race Division. Scout Shop Item: 612513 - **$6.99**

The Regatta is double elimination. This ensures that each Scout gets to race at least twice and that he/she must lose twice in order to be eliminated. The track consists of two ten-foot sections of rain gutter, running side by side, filled near the top with water.

When the Scout's name is called, he/she is to pick up his/his boat in the impound area and line up to place it in the rain gutter at the starting line when instructed by a starting line official. The starting line race official will hold the boats at the starting line. The Scouts must remove their caps and hold their hands behind their backs. The race officials will then give the command: "ready, set, -- blow" to begin the race. A sideline race judge will follow each Scout down the lane. If a boat capsizes or gets stuck during the race, only the sideline race judge can settle it. There is no limit on the number of times a capsized or stuck boat can be settled. Scouts will handle their boats only when placing them in or taking them out of the gutter. Once a race begins, Scouts cannot touch their boats until the race is completed. Scouts can only propel their boats by blowing the sails. A finish line race judge along with the two side judges will declare a winner. If the race is too close to call the race will be rerun in the same lanes. Each pairing will be best of three. Scouts will be assigned to lanes by the starting judge for the first race. The Scouts will then swap lanes for the second race. If a third (tiebreaker) race is necessary, a coin flip will determine lane assignments.

Entry Fees:

Cost for the event is covered under the Adventure Pass. For those who don't have a Pass, the cost will be $10.00 per entry to defray regatta expenses.

Registration Contact:

Register before November 24, 2026 at https://www.scoutingevent.com/211-RainGutterRegatta_Mandeville. This information will greatly help us plan a smoother race day. In addition, please feel free to email any questions to either our Northshore Service Area Regatta Coordinator Jacques Walker at walker0416@aol.com or 985-630-4612.

Uniform:

All Scouts and leaders are encouraged to wear their Field Uniforms, commonly referred to as the "Class A" uniform.

Code of Conduct:

In order to maintain a safe, positive experience for our Cub Scouts the following Code of Conduct will be enforced during this District event:

1. Parents, guests, siblings and Scouts are to demonstrate appropriate control and personal responsibility while attending this and all Scouting activities.

2. Northshore Service Area has a “Zero Tolerance” for unsafe or dangerous acts, including unsportsmanlike conduct, fighting, hitting, tripping, shoving, throwing objects, hazing, etc.

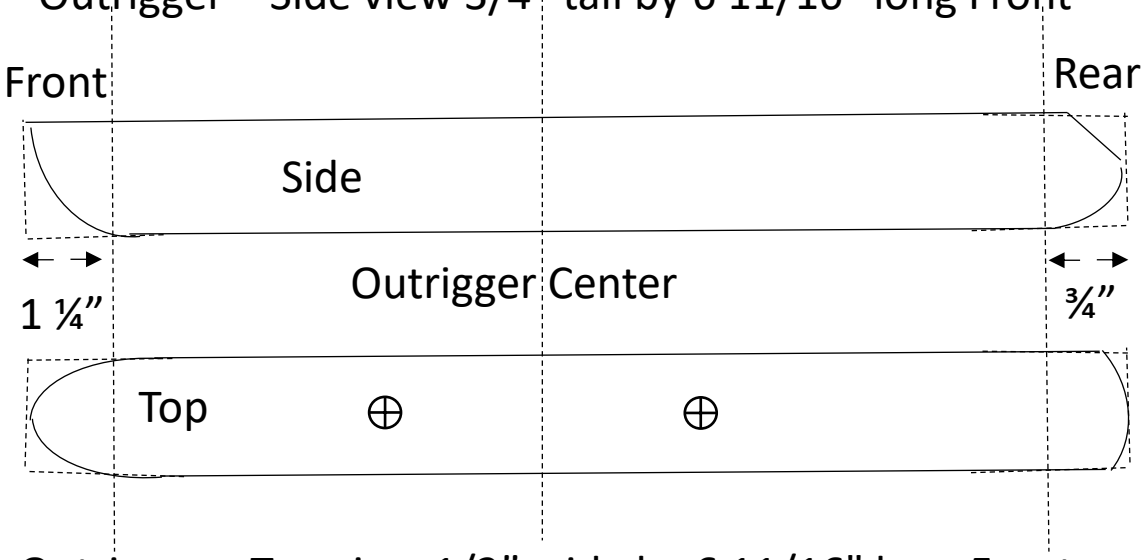
3. Use or possession of any alcoholic beverages, or illegal drugs is strictly prohibited. If found the police will be notified immediately.

4. The use of profanity or any harmful insults will not be tolerated.

Violation of the above by parents, guests, siblings and scouts will result in immediate disqualification of the racer and the group will be escorted from the premises.

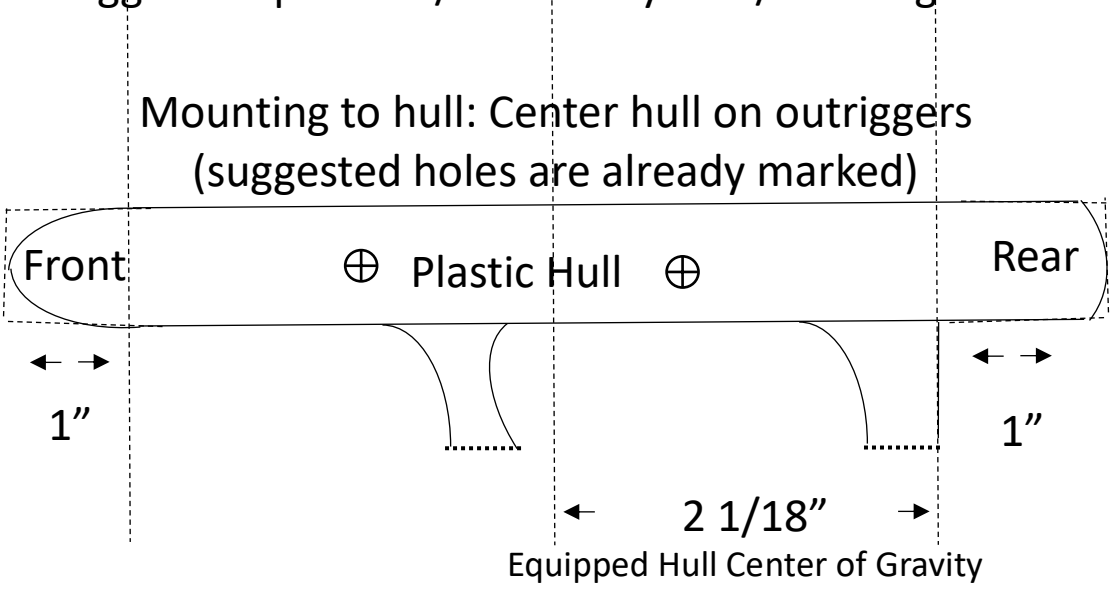
Remember….the <u>most</u> important rule is for the Scout to have FUN building <u>and</u> racing his boat!

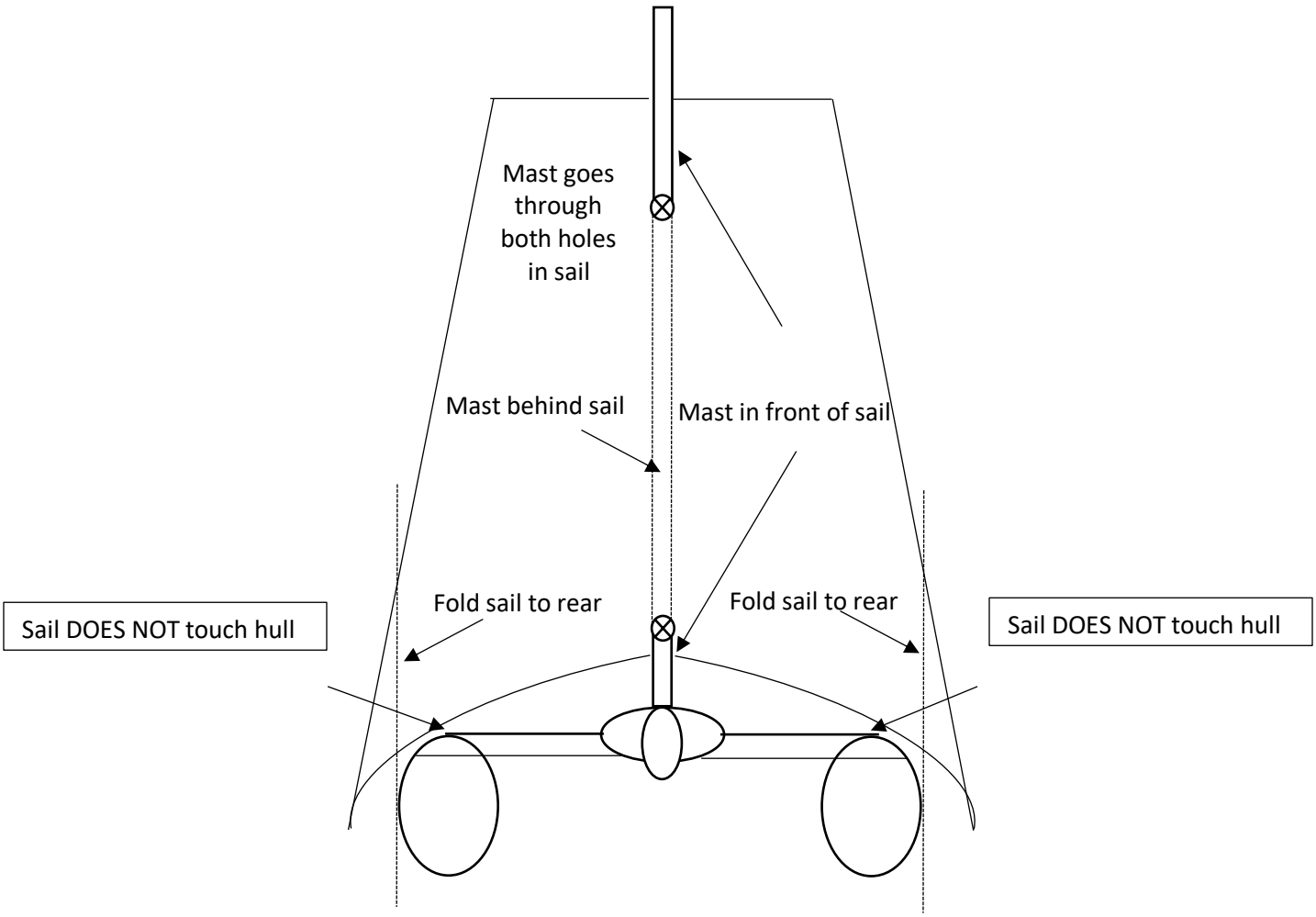
Outrigger – Side view 3/4” tall by 6 11/16" long Front



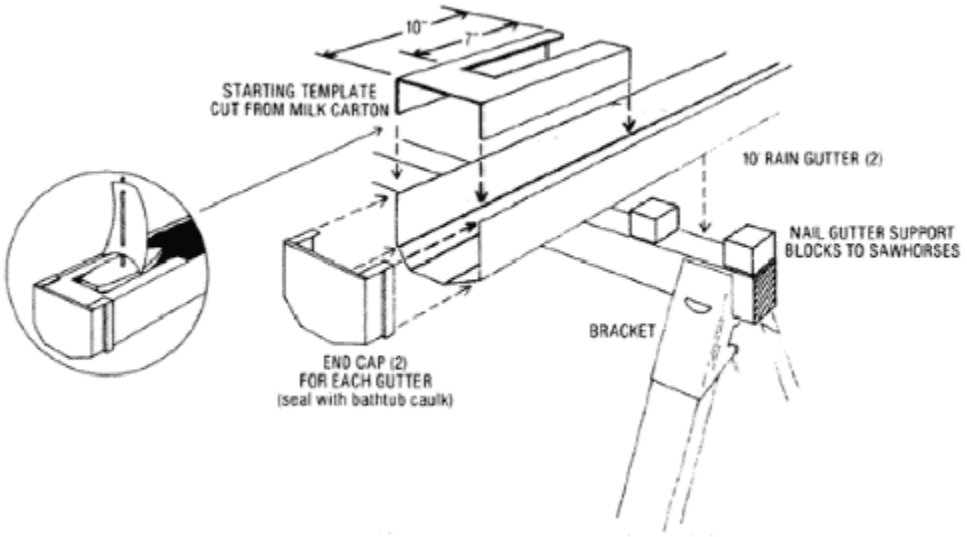
Outrigger – Top view 1/2” wide by 6 11/16" long Front

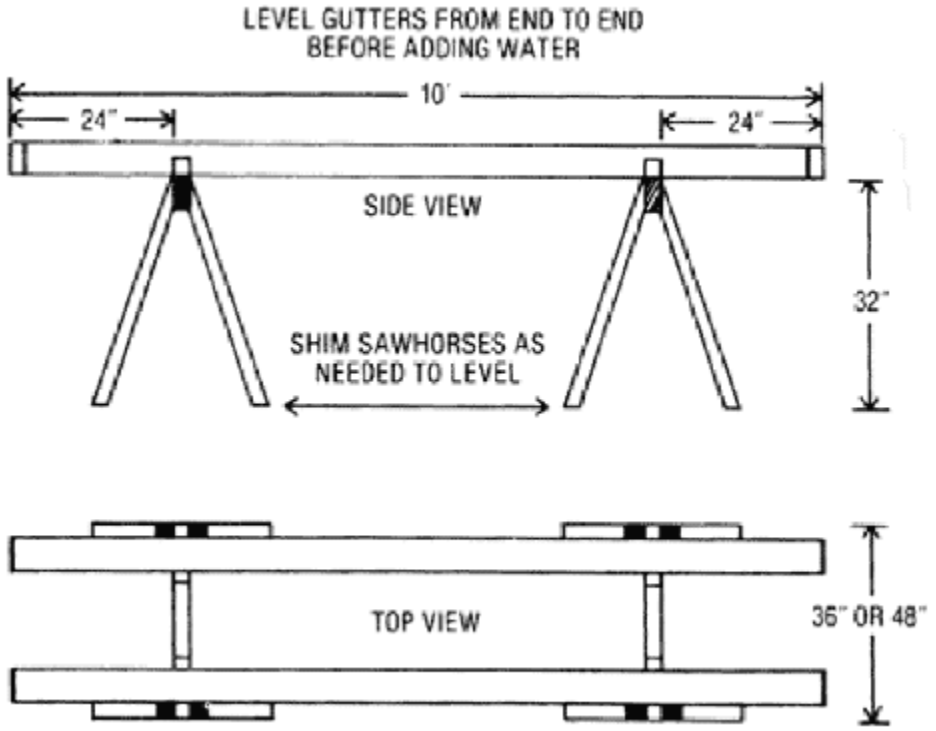
Mounting to hull: Center hull on outriggers
(suggested holes are already marked)




Mast goes through both holes in sail
Mast behind sail
Mast in front of sail
Fold sail to rear
Fold sail to rear
Sail DOES NOT touch hull
Sail DOES NOT touch hull

Instructions for Building a Raingutter Course and Mounting Stand





The most popular course is simply a standard raingutter 10 feet long set in grooves on two sawhorses. (As above) You can also build a simply custom frame that can be broken down for storage. Two ten foot gutters should hold about 8 gallons of water.

With the gutters and sawhorses in place put a small amount of water in each gutter to make sure it is level. Even on the most level floors or ground, some adjustments may be necessary. Once the gutters are full it is difficult to move them without causing a minor flood. After making any adjustments, fill the gutters to within 1/2 inch from the top.

Raingutter Tips:

- Have a spare raingutter on hand.
- Pretest all raingutters for leaks. Have some crimping tools on-hand (such as vice grips) to seal last-minute leaks.
- Keep caulk on hand. Do not use 100% silicone on wet surface since it dissolves in water.
- Clamp the ends of the raingutters down so that they do not get knocked over!

Inflatable Gutters- The Scout shop (www.scoutshop.org) has inflatable gutters for sale- $38.99 + tax and shipping (SKU 612687). Your Pack may purchase one or two (owning two is advisable). **Our Service Area has four available gutters for use (please contact Jacques Walker for coordination - gutters only**). Each inflatable gutter set up requires two 10 ft conference sized tables (adjustable), manual/electric air pump, 5-gallon bucket, and towels.













Northshore Service Area
Raingutter Regatta Planning Guide

PRE-EVENT ACTIVITIES:

1. Plan logistics for the event
   - Identify Raingutter Regatta coordinator (Commodore)
   - Determine Date
     - Consider the following: Holidays, other events, school activities, sporting events
     - Service Area Regatta Date is set by Sea Scouts during annual planning, each Pack Regatta Date is set by the Pack Committees
   - Determine and reserve location
     - District – As determined by District Regatta Chair
     - Get with pack treasurer for putting down a deposit on location, if needed
     - The sooner the better on reserving a location
   - Review Regatta official rules and tips. Update if necessary
   - Determine/Select judging categories.
   - Determine overall awards, judging awards and outlaw awards (trophies/medals/ribbons/certificates)
   - Send emails to pack with Regatta information (rules, tips, flyer…).

2. Recruit volunteers
   - Raingutter Repairman (1-2 people)
     - Determine condition of raingutter
     - Check for leaks and make any other necessary repairs for a safe event
     - Consult pack treasurer and cub committee on repair costs prior to repair
   - Event Setup (~5 people)
     - Construct race and practice raingutters & fill with water (check for leaks)
     - Setup Canopies/tarps/tents for shade
     - Setup registration table
     - Setup boat storage table (Marina)
   - Registration/HarborMaster (2 people)
     - Help at check-in
     - At least 2 people at registration
   - Assistant HarborMaster
     - Monitor activity at Marina and practice raingutters
   - Computer operator/Score keeper (1-2 people)
     - Determine race brackets (PC or paper)
     - Keep score throughout race
   - Race Emcee (1 person)
     - Starts each race (“On you mark, get set, BLOW!”)
     - Ensures a fair start (holds boats behind race line)

    - Calls racers names for next race
- Race Judges (2 people)
    - Determine final results of each race. One for each lane.
    - Race judges watch finish line
    - Pass on results to Score keeper
- Show and shine (1 adult and 1 Exploring Scout)
    - Scouts line-up
    - Exploring Scout hands out a slip of paper to each scout
    - Each Scout may select their top 3 choices
    - Head judge collects and tallies votes
    - Handover judging results to Commodore
- Regatta Activities and Decorations Personnel (1-3 people)
    - Have music during race
    - Have songs and other activities
    - Determine and setup any nautical decoration for event
    - Keep kids entertained throughout event
    - Consult treasurer and committee on decoration costs prior to purchase
- Awards Personnel (1 person)
    - Purchase awards (trophies/medals/ribbons/certificates) and participation patches
    - Label any awards if necessary (i.e. sticker on back of medals)
    - Consult pack awards coordinator for assistance
    - Consult treasurer and committee on cost prior to purchase
    - In the past awards have been purchased online
- Clean-up Crew (as many people as possible)
    - Tear down raingutters and find storage location for them
    - Get kids to help police the area for trash
    - Take down canopies/tarps/tents and find storage location
    - Take down tables

3. Identify/purchase supplies needed
    - Trophies/Medals/Ribbons/Certificates
    - Raingutter and sawhorses
    - Tables (registration, awards, boat storage/marina)
    - Canopy/Tarp/Tent
    - Judging sheets and pens
    - Water cooler and cups
    - Colored dots for registration numbers on boats

4. Convey information to leaders/scouts/parents
    - Event date/time and location
    - Official rules and tips
    - Other items to bring (food/drinks…)
    - Class B (Activity T-shirt) is ok to wear for Regatta

5. Identify food/drinks needed and have volunteers bring water and cups

DAY OF EVENT:

1. Assemble raingutters
2. Setup registration and Harbor tables
3. Test Computer
4. Determine Race Brackets (Lane Rotation Schedule)
5. Judge boats
6. Race boats (Lions/Tiger then Wolf/Bear/Webelos I/Webelos II, then Open)
7. Determine if any runoffs are necessary
8. Race Runoffs
9. Determine top winner of each rank. This will be the Final Four.
10. Run Final Four race
11. Confirm race and judging scores
12. Handout awards
13. Cleanup

POST EVENT:

1. Return raingutter to storage
2. Submit receipts to treasurer for reimbursement
4. Write article for Newsletter
5. Update rules and tip sheet if necessary
6. Update this outline and any other information in Raingutter Regatta packet, if necessary
7. Return Raingutter Regatta packet to Committee Chairman

Pack Rain Gutter Regatta

RACERS

Registration Form

PACK	Boat # + letter	BOAT NAME	SCOUT NAME	Rank
	A			
	B			
	C			
	D			
	E			
	F			
	G			
	H			
	I			

PACK	Boat # + letter	BOAT NAME	SCOUT NAME	Rank
	A			
	B			
	C			
	D			
	E			
	F			
	G			
	H			
	I			

PACK	Boat # + letter	BOAT NAME	SCOUT NAME	Rank

Pack Rain Gutter Regatta

SHOW & SHINE

Registration Form

Boat #		BOAT NAME	SCOUT NAME	RANK
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

Boat #		BOAT NAME	SCOUT NAME	RANK
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				
29				
30				
31				
32				

Boat #		BOAT NAME	SCOUT NAME	RANK
33				
34				
35				
36				
37				
38				
39				
40				