

ARR YE BRAVE ENOUGH?



INFORMATION AND REGISTRATION
PACKET

Info: Admiral Jay Crayfish at: jaywcaldwell@gmail.com

EVENT INFORMATION AND SCHEDULE OF EVENTS

The event is located opposite Scorpion Bay Marina at the end of peninsula road at lake pleasant Regional Park

Spectator parking will be at Scorpion Bay Marina dirt parking lot

Please follow the directions of the parking attendants

The Boat Challenge event is outdoors with lots of sun. There are no stores close by so please plan ahead to have an enjoyable time. Entrance at the Lake Pleasant regional park costs \$6.00 per vehicle. Carpooling is recommended. Spectator tickets are \$2.00 at the event. Custom event patches are available for \$3.00. Patches are included for all registered participants. There will be a snack shack (cash only). A shaded area for handicapped spectators will be available.

Spectators should bring:

- · Sunscreen
- Sunglasses
- · Hat
- · Camp chair
- · Shade, umbrella, small easy up etc.
- Water
- · Lunch. Lunch break is from 12AM to 1AM
- · Cash for park entrance, snacks, drinks and event patches etc.

Event Schedule:

7:00-8:00 Boat and crew registration/

8:30-9:00 Opening ceremonies and boat parade

9:15-10:00 1st Race / beginning of rain gutter regatta, and cub activities

10:00-10:30 2nd Race

10:30-11:00 3rd Race

Extra race time as needed

11:00-11:30 Race for overall 1st through 4th place

12:00-1:00 Break for lunch and shore line cleanup service

project. (tally awards)

1:00-2:00 Awards and closing ceremony

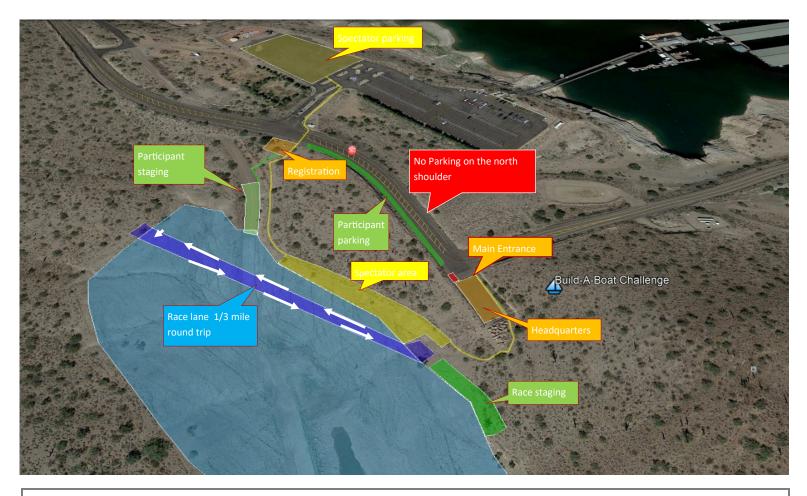
2:00- 3:30 Pickup registration packets ribbons and cleanup of the event

These times are estimates and will vary based on number of participants





BUILD-A-BOAT CHALLENGE EVENT MAP



Spectators can be dropped off at the event entrance to unload ice chests, easy ups, and chairs, etc.

Spectators cars must be parked in the yellow parking area on the map.

Please respect the rules of the park so we can continue to enjoy this great location.

The headquarters area is paved and has a great view of the race. This is a good area for handicapped persons.

Please walk in the areas marked on the map in yellow and do not blaze trails.

Please pay your \$2 Spectator ticket at the main entrance if you have not registered online.

There is no parking on the north shoulder of the road.

Thanks you and have a fun day!



BUILD-A-BOAT CHALLENGE RACE RULES

- Boats and crews must arrive on time. TIP: Boats are hand carried from the road 100 feet to the water.
- Entries will need to bring BSA medical forms for each crewmember, Safety afloat certificate, and the registration form from this packet.
- Each race will start at the sound of the cannon blast.
- Crews will row the length of the course and beach their boat on the other shore. A crewmember will grab a treasure chest
 and get back in the boat. The crew will shove off and make its way back to the starting point of the course and beach the
 boat. A crewmember will then place their treasure chest at the finish line post.
- The race is complete when the treasure chest gets placed at the finish line post.
- During the race crews will not ram other boats, put oars, or hands on other boats, or intentionally damage another crew's boat.
- The first boat that does not complete the course or sinks during the race will receive the Perpetual Barnacle Barge.
- The perpetual spirit award is a special award. It is awarded to the crew that shows teamwork, sportsmanship, and scout spirit throughout the day. Race officials will discuss what they have observed to determine which crew has the most spirit. The judging for the spirit award begins at the check in.
- At check in the crew captain will draw sticks for what race position they will be in.
- The amount of entries will determine the amount of races that will take place.
- Boats will be timed. Boats will have 2 chances to race and make their best time. Time will determine the overall winners for first through fourth place.

HERE ARE A FEW TIPS!

Come up with a good design. Test your design to make sure it will work and float.

Give yourself time to practice rowing as a group, and to make sure your boat will survive.

If you run into problems with your boat while practicing fix them and practice again.

You can win the nautical spirit trophy for your theme and teamwork, but to win first through fourth place you must be speedy.

Come to the race with a great attitude and scouting spirit and you will have a great time whether you sink or float.

Develop a good strategy for rowing and racing.



BUILD-A-BOAT CHALLENGE

ENTRY REGULATIONS

- All boats must be oar powered. (row with your arms)
- Boats must hold a min. of 3 crewmembers and a max. of 8 crewmembers.
- All participants must have passed the BSA swimmer test within 1 year of the race.
- All participants must wear approved personal floatation devices. PFD's
- Unit leaders must complete safety afloat training and have a certificate for registration.
- The boat crew must be made up of members from a scout patrol, varsity team, or venture crew.
- Boats must be 80% hand made by the crew. (Dads yes you can help but please don't take over)
- You do not have to make the oars. You can use oars you bought at a store.
- Do not use parts of manufactured boats. Example: a raft from a store
- Wood, plastic, Styrofoam, cardboard, tubs, barrels, Canvas, Rope, Twine, wood glue, liquid nails, caulking, latex paint, and rubber are all acceptable building materials.
- Screws, nails, tie wire or metal fasteners of any kind are not allowed in the construction of the boat. (No Metal)
- Two part epoxies or Fiberglass are not allowed.
- The main hull of the boat may not be wider than 5' and may not be longer than 20'
- The boat may in no way pollute the water or leave debris in the water.
- All boats must be free of sharp edges and easy to enter and exit in case of sinking.
- The boat must be retrievable in case of sinking. It may not sink completely. There should be a tie off point so the boat can be towed to shore.
- All participants must follow the scout law while participating in the race.
- Skully says "Have fun"!!! Tip: Carefully read the race rules page



BUILD-A-BOAT CHALLENGE REGISTRATION				
Unit type and NumberName of Unit Leader				
Contact info: Phone NumberEmail Address				
Number of crewmembers on boatName and theme of Crew				
Each crewmember must have passed the BSA swimmer test within 1 year of the race day. Unit leader Has completed the safety afloat training.				
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
Name	Swim Test Date	Has PFD	Notes	Leader Initial
				'
Make sure your craft has been tested by the crew and unit leader prior to race day. Bring this form to the "pre-race boat inspection" to be filled out by a Boat Challenge race official.				
Boat info: ler	ngthwidth	Mater	ials	
The boat mee	ts regulations, and is fit to	race. Official's S	ignature	
Bring your tour pe	ermit, safety afloat training cert	tificate, and have me	dical forms for all crewme	mbers.
Registration officer signatureDate				