



2017 Dare Day Anything That Floats But a Boat Race Rules

1. The first rule is to be safe and have fun.
2. The race is free to enter.
3. The race begins at 5:00 pm on June 3, 2017 on the boardwalk behind the Roanoke Island Maritime Museum.
4. Check in for registration begins at 4:00 pm. All participants must be at least 16 years of age. The entire crew must sign the attached waiver of responsibility. Signed waivers must accompany completed entry form.
5. US Coast Guard approved “personal floatation devices” (PFD’s life jackets or vests) must be worn at all times during the race. The life jackets must be in good condition and be of the proper size. No safety equipment will be provided by the race organizers.
6. All vessels must float on their own, without external support.
7. Teams can consist of a minimum of 1 and maximum of 10 participants. All participants must be contained within their vessel. No participants can swim alongside their vessel.
8. Each group must be capable of handling all liability for losing or sinking.
9. The purpose of this event is to showcase your ability to design and build a water craft to travel straight out from the boardwalk floating dock behind the Roanoke Island Maritime Museum parallel to the Net Shed, around a race marker buoy and back to the floating dock at the boardwalk.
10. All boats must be homemade vessels of materials that you could find around your house. Materials allowed: cardboard, wood, pvc, duct tape, milk jugs, saran wrap, old t-shirts, outdoor furniture, old bikes, and pool noodles. Oars, paddles and sails are allowed and pedal power is OK. No motors of any kind. No foam, inflatable rafts, or pool toys allowed.
11. Your craft **MUST NOT** be designed or built to travel on the water any further than the length of the race course. **EXAMPLES:** Powerboats, canoes, kayaks, skiffs or other commercially designed craft will not qualify. The decision of the judges is final. The vessel must be powered by human energy. Your vessel must not be commercial in design or built to travel on water.
12. As a safety precaution, please be sure your vessel has an easy exit in case of emergency.
13. All teams must be able to carry or otherwise transport their vessels to and from the launch area.

14. All vessels must remain inside the designated race course. Any vessel straying outside the course is subject to US Coast Guard restrictions.
15. Each boat must have a 12' towline attached to the vessel and an empty milk jug or similar type float to identify the remains of the vessel if it sinks.
16. ALCOHOL IS NOT TO BE CONSUMED BEFORE OR DURING THE RACE. The presence of alcohol on your vessel and/or consumption of alcohol during or prior to the race will result in immediate disqualification.
17. In the event a vessel self-destructs anytime during the race, the Boat captains are responsible for properly salvage and disposal of your craft remains during and after the race. No vessels may remain after the event is finished in the water or on land.
18. All vessels and entries will be inspected to assure design; costumes, etc. are in "good taste" and that the design or identification does not violate standards. Entries not deemed appropriate may be disqualified.
19. The race organizers reserve the right to amend these rules at any time and will notify you of any changes.
20. Pre-registration forms can be dropped off before Dare Day at the Roanoke Island Maritime Museum on Fernando Street on the Manteo waterfront. Registration is available the day of the race starting at 4:00 pm at the check in tent located behind the museum.
21. It is recommended that all participants wear tie on or lace up shoes for your safety. Flip flops and sandals are discouraged.
22. Awards will be given to 1st, 2nd, and 3rd place finishers as well as "Best Decorated" and "Fastest Sinker"