



Dare Day Raingutter Regatta



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Entry Form Rules and Sailing Instructions

1. Overview – “Just what is a Raingutter Regatta?”

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

2. Ground Rules for Participation – “Who can race?”

Here are our participation guidelines:

- a. The race is open to all youth ages 4 to 11.
- b. Each child may enter only one boat in the competition. They should have a significant level of participation in building their boat (designing, sanding, gluing, painting, decorating, etc.).
- c. The boat must have been built during the current year (the school year in which the Regatta is held). Boats that have competed in a previous regatta are not permitted.
- d. The Town of Manteo provides a new, free, kit to every registered child each year to make this easier.
- e. Boat kits can be picked up at the Roanoke Island Maritime Museum.

3. Boat Specifications – “Are there boat building rules?”

To ensure that the race is as fair as possible, all boats must be made from the official Raingutter Regatta kits. On every boat, the hull, mast, and sail provided in the kit must be used in the boat construction. Also, no other form of propulsion besides the sail is allowed. Here are some additional boat construction details to be aware of:

- a. Sail: Supplied in kit, may be trimmed but not enlarged or added to (except for decorations).
- b. Decorations/Additions: Objects such as sailors, cannons, etc. may be added. All such decorations must be firmly fastened to the boat, and may not be placed in such a manner as to exceed the boat dimensions as listed above. Bowsprits (large spars projecting forward from the stem) are discouraged, as they extend the overall length of the boat, providing an unfair advantage. Numbering is not required.

4. Boat Assembly Guidance – “How can I build a ‘winning’ boat?”

The following assembly guidelines (tips) are provided to help you get the best performance from your boat. They are not meant to be restrictive. (See 3 Boat Specifications above for requirements.)

- a. Shaping the boat: Do not round the sides of the hull to much. (A less rounded hull is more stable than a more rounded hull.) Any gouges can be repaired with spackle or latex caulk (sandable).
- b. Sail: Position the sail on the mast. Either glue the sail to it, or attach securely with tape. Attach bottom of sail in a similar manner. The bottom edge of the sail needs to be about 1/2 inch above the deck of the boat. If the sail is too low, the corners rub against the gutter or dip in the water. If the sail is too high, the boat is top heavy and tends to tip over. A well secured sail makes the boat easier to handle in the water.
- c. Painting/Decorations: Sailboat body should be painted at least 24 hours before racing to allow sufficient time to dry. You may want to use Krylon spray paint -- it dries to a sandable finish in about one minute on the balsa wood hulls. Do not use water soluble paints. Stickers, decals, and other objects may also be added to customize your boat.
 - A Best in Show award will be given in each age group.



Sailing Instructions

1. Inspection and Registration – “What must I do to enter my boat?”

Before the race begins, all participating “Sailors” must check-in with their boats. Here are the pre-race check-in details:

- a. Before a boat may compete in the regatta, it is subject to a technical inspection, to verify that it meets the prescribed specifications (see 3. Boat Specifications above for details). If a problem is noted, the Sailor may be asked to correct it before the boat is registered.
- b. When the boat passes inspection, it is then registered along with the boat Sailor’s name.
- c. Registration will begin at 8:30AM cutoff will be 9:30AM for all participants. Boats that have not registered by the cutoff deadline will not race, so plan to arrive early enough to get your boat registered.

2. How the Race be Run

Every race has to have rules, and ours is no exception. Here’s what to expect:

- a. Once all boats are registered, the competition brackets will be seeded. Sailors will start by racing with other sailors of the same age. Winners from each age group will compete for overall awards.
- b. Each race heat will involve two equal lengths of raingutter filled with water.
- c. The race heat begins once the official starter has placed the competing boats against the back wall of the gutter and commands the Sailors to "GO!"
- d. On the starter's command, the sailors will blow into the sail of their boat in order to advance them through the water. The boat can only be propelled by blowing into the sail. Once the race has started, the sailor CANNOT touch his/her boat with his/her hands, except to right a capsized boat.
- e. Pushing the boat forward is NOT allowed while righting a capsized or stuck boat by hand, nor is pushing by a sailor’s face, lips, hat, nose or other body part that touches the boat. Pushing may disqualify the scout during that race heat. Any disputed heat may be rerun at the discretion of the judges.
- f. The first boat to reach the finish line (the opposite end of the gutter) is the winner of that heat. The finish line official(s) will have the final and only say in determining the winner. In the unlikely event of a tie, the racers will be given a chance to catch their breath, then that heat will be rerun.
- g. If a boat is damaged during a race (boat loses its mast/sail) and can be repaired in a reasonable amount of time (a few minutes), the race may be run again at the discretion of the judges. Any non-functional decorations that fall off during competition will NOT be reattached during racing.
- h. The race will be run as a double elimination format, with the winners of each heat advancing until the third, second, and first place winners are determined for each age group.
- i. Unsportsmanlike conduct by any participant or spectator may be grounds for expulsion from the competition and/or the race area.

Good Luck!





Town of Manteo
Dare Day
Raingutter Regatta
Entry Form



Sailors Name: _____

Sailors Age: _____ Grade: _____

Parents Name: _____

Address: _____

Email: _____