

Thunderbird District, Bay Area Council

TRIMARAN REGATTA RULES

General

1. The District Trimaran Regatta will not race by age or rank classification. All Cub Scouts will race in a single classification.
2. All boats must be checked in during the appointed check in time for all events.
3. All boats must comply with the rules and specifications set by the Race Committee which are listed below.
4. **Only the official BSA kit may be used in the Trimaran Regatta.**

Who can participate

- All Cub Scouts wishing to participate in the Regatta may race whether they placed in a pack race or not. Boats made from a previous year may not be used. All Regatta entries will be allowed to race as long as all boat specifications are met.

Boat Specifications

1. **All pieces of the kit must be used in the design.**
2. Weights may not be added to the boats in any fashion.
3. No sails may be used other than that supplied with the Official Scout kit.
4. The sail must be mounted on mast using holes provided in the sail. The sail may be glued to mast at the two points of contact with holes in the sail.
5. The sail can not be glued to any other point of the hull.
6. The maximum length is 6 3/4" long and the minimum length should be no less than the length of the hull provided in the kit.
7. The mast must not be shortened.

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8. No foreign substance with the exception of paint, decals and wax (ie: automotive type wax, no petroleum jelly on hulls) may be applied to surfaces of the boat.
9. The width of the boat should not be such that it touches the sides of the track when centered.

Ground Rules

1. The boat may only be powered by blowing into the sail. Hands may not be used to push the boat.
2. The "Finish Line Judge" will determine the winner of each heat. The two "Boat Spotters", one for each lane, are the only persons allowed to upright a boat which has tipped over. If a boy touches his boat, he will automatically lose the heat.
3. The boys will change lanes for the first two heats of each pairing. If a third heat is needed, the lanes will be determined by the flip of a coin.
4. A single elimination requires at least 2 heats. The Trimaran Regatta will be run as a "double elimination" event.
5. If a boat suffers a mechanical problem, the scout will be given ten minutes to repair his boat. If the boat is unable to race after this time limit, the scout must forfeit the heat. If the boat fails to race a second time in the same heat, no additional time will be given and the scout must forfeit the heat.

Inspection and Disputes

1. Each boat **must** pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those boats that do not meet these rules. Boat owners will be informed of the violations and given ten minutes to modify the boat to meet these rules.
2. Any participant (including the parent of the participant) has the right to appeal to the Race Committee for an interpretation of the rules. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson will be final.
3. **Un-sportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.**