The FMU Regatta! Cardboard Boat Race Official Rules

Boat design and construction Requirements

- 1. Only corrugated cardboard may be used. No Tubes, It can be of any thickness.
 - A) Groups may use cardboard and duct tape purchased and supplied by student life for their boat building sessions.
 - B) They can build and store their vessels in UC 218 starting Monday 4/3. UC 218 will be available to all groups from 4/3 to Race Day 4/21.
 - C) Please do not paint your boats inside the UC. Carry them out to the grass for painting or cutting.
 - D) All teams should report to the judging area near the starting line by 3:30 PM for judging and pre-race instructions on Friday 4/21.
- 2. No material such as Styrofoam or rubber inflation devices may be used to provide "buoyancy" or maintain flotation. Violators will be branded "Pirates" and stripped of any trophies.
- 3. The Boats may be painted. This is encouraged to be more creative.
- 4. For environmental reasons, hulls my not be coated in tar, oil-based paints, vinyl, plastic coating, shrink wrap, or fiberglass resin. **No Flex-Seal.**
- 5. Joints and seams may be glued and/or taped. Duct tape, contact cement, rubber cement, or construction adhesive may be used.
- 6. No nails or metal or wood fasteners or staples may be used in the construction of the boat. However, above the water line small amounts may be used for decoration only.
- 7. Boats may be of any width, length or height. Be creative!
- 8. Decorations may be made from any material, but may not be used to reinforce the actual structure of the boat. They also must not aid in the flotation or propulsion of the boat and must not create a fire or safety hazard.
- 9. All boats need to be able to be carried in the Parade of Boats prior to the race and from the judging area to the designated starting bank on Durant Pond. Keep it light or have many teammates to assist.
- Boat design is left to the builders. Let your imagination take over. Make your boat look like a race car, flying saucer, dragon, etc. Crew costumes are encouraged.
- 11. Paddle construction: Paddles must meet the same construction requirements as the boats (cardboard, glue, and duct tape only). Boats must be propelled by the use of a paddle and/or hands. No artificial paddles are allowed.

^{**}Note: Boats are subject to inspection and disqualification by Race Officials.

Crew Requirements

- Teams may be of any number. The more the merrier! All Teams must be officially registered by Friday, April 14, 2023. Race day is April 21st.
- 2. Only 1 chosen "Captain" can sail in the race. If the boat entry is large enough to hold 2 seafarers, 2 are permissible.
- 3. Teams are encouraged to vie for the Team Spirit Award, coming out in regalia to go along with the theme of their boat entry. *Think T-shirts, pirate costumes, etc.*
- 4. No boat will be allowed to leave the starting gate unless all persons on board are wearing a personal flotation device (PFD) as well as hard-soled, close-toed shoes.
- 5. Up to (2) **two** teammates who are not in the boat may help push the boat away from the starting line.
- 6. All teams must ensure that their area has been cleaned prior to departure on Regatta day. All boats and materials must be removed from the site or cut apart and placed in available trash containers.

The Race Course

- 1. The course will entail an "out and back" circuit from the marked starting bank, around the designated Buoy in Durant Pond, near LNB, and back to the starting bank.
- 2. Contestants may choose the path they wish to travel in their out-and-back heat.
- 3. Dependent upon the number of entries, there will be heats of (2) two boats completing the course circuit at any one time.
- 4. Boat Captains may not intentionally ram another boat, or cause harm or sinkage due to intentionally splashing another boat, throwing water balloons, etc.
- 5. All remaining boats (still capable after their heats) are invited to compete in the final race of the day: *The Pirate's Race!* There are no rules to this race. May the best ship win!

Contests/Awards

- 1. The Clipper Ship Award
 - a) Fastest Boat to run the course, based on your time from your heats
- 2. The Most Creative Award
 - a) Judges' choice on design and artistic elements
- 3. The Most Team Spirit Award
 - a) Judges' choice based on teams' support of their entry's' theme

- 4. The Titanic Award
 - a) Judges' choice given to the most spectacular sinking

NOTE All Boats need to be in Judging area at 3:30PM at the starting Line behind LNB

Any rule not specifically covered above will be left to the discretion of the judges.