

Sink or Float Regatta

Boat Construction: Corrugated brown cardboard only. No waxed, treated or coated cardboard. No fasteners, glue or coatings of any kind. At least half the surface area of the bottom must be visible cardboard. Maximum thickness of each piece of cardboard ½". A boat may be a maximum of 2 thicknesses of cardboard, for a maximum of 1" overall thickness. Nothing may be placed between the layers of cardboard. Boats must be full bottom (no leg holes). Half the surface area of the bottom must be visible cardboard.

Boat Inspection: Boats will be inspected prior to the race. Winning boats may be dismantled at the discretion of the judges.

Entry Categories: A boat may only be used in one category by one set of riders. The same boat may not be reused by a second set of riders or in a second category. A rider may only race in one category.

Single Rider - Adult/Youth

Double Rider 2 + people – Adult/Youth

Regatta Rules

1. Boats will be placed in the water and the riders will board the boat in the shallow end of the pool.
2. At the whistle, riders must paddle to the right of the mushroom, continue down the pool, touch the opposite end, turn around and return to their original position (passing to the right of the mushroom).
3. Riders should avoid the outside edge of the pool.
4. Riders may not run over other boats or intentionally hit into other boats.
5. The number of times a boat must race will be dependent on the number of entries in each category.
6. Riders must be clearly visible while the boat is in the water.
7. Riders must sit or kneel in the boat. No laying down in the boat is allowed.
8. Boats may be propelled using hands, feet or by using oars made solely of cardboard & duct tape. The full surface of the oar can be covered in duct tape.
9. Arms and legs may be in the water to assist with mobility and propulsion. Riders cannot use feet to walk or run across the pool or push off from the side of the pool.
10. Boats may not be carried, towed, pulled and/or ride on top of the rider.
11. Riders that fall out of the boat after they pass the mushroom area will be disqualified.
12. Riders that fall out before the mushroom may return to their starting block and begin again.
13. Boats that sink or tip over after passing the mushroom will be disqualified.
14. Decision of the Judges is final.

Riders should remove their boat and any extra parts or decorations from the water. Boats that do not need to race again should be thrown in the dump cart.