

**Raft Race 2017
Pine Island District
Event Chief
Stephen Zanetti
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Pine Island Raft Race rules.

The Raft Race promotes a safe and fun event. Participants are encouraged to act responsibly, show good sportsmanship, assist other participants if necessary, show respect for Camp Elmore and the landowners along Camp Elmore, and of course, have fun! Captains are responsible for knowing the race rules and ensuring that their crew follows them for their own safety, the safety of other participants, and to ensure that we will be able to hold this event in the future.

Race day announcements take precedence over these rules! Changes will only be made if conditions dictate, or at the suggestion or order of law enforcement. If any changes are made, they will be announced at registration or inspection.

Date and location;

The race will be held Saturday September 23rd, 2017 at Camp Elmore. Schedule is as follows:

Registration:

Registration will begin at 8 AM at Camp Elmore's swimming area headquarters.

Assembly of your vessel:

The assembly of your vessels will begin at 9 AM to 12 PM all rafts must be done by 12 PM no exceptions so make sure to be on time.

Raft race:

Upon completion of your scout built raft with no adult assistance, you will be able to start the race.

The Course;

The race will begin in the swimming area on the dock, row across the lake to different stations, the last leg will go around the island and back to the dock.

Race duration can vary widely dependent upon how fast you build your vessels. Average raft speeds vary greatly depending on raft design and crew, but most rafts will average 1 to 2 miles per hour. Rafts found to be floundering mid-race or in danger of failure to finish will be required to accept a tow, and will not be able to finish the race.

Raft Construction;

Rafts must be constructed using only natural materials, except for a floatation means as in inner tubes under the raft or a float of some kind. We want you all to finish and without the float, most will be sinking. You may use any kind of tree spars and natural Cecil rope. Rafts should be constructed using a sturdy main frame. Any kind of oars, paddles may be used homemade will be preferred (rafts will be judged on originality and how primitive it is) Also, you may NOT use any wind or mechanical means or of propulsion such as paddle-wheels, wind, motors of any kind propellers, rafts will be propelled by scout operated hand oar only..

Rafts should be designed so they are easy to exit regardless of their orientation in the water. When designing your raft, consider how the crew would escape if it were to capsize!

The following equipment is required on all rafts:

A US Coast Guard approved personal flotation device on each member of the crew, which will be worn at all times. If you are caught, without your PFD on, time will be deducted.

A 5/16" (or larger) towline at least 25' long securely attached to the main frame of the raft for towing

Flag Holder for a flag on a small spar if you wish to fly your flag. Flag to be no larger than 2'x2'.

Two members of your crew and your captain at a time able to balance and operate without falling off and do not forget your water bottle.

The following is prohibited:

Sharp edges and protruding bolts, nails, or screws.

Glass containers

Engines or motors of any kind

Rafts must be inspected prior to start of race and may be subject to modification for safety at race officials' discretion.

Other requirements:

All participants riding on the rafts must wear water shoes, no open toe shoes (flip flops, or sandals)

There will be a maximum of three on your Raft at a time. One captain and two Scouts. You may have up to eight participants per raft. They will be able to switch at each Scout skill station.

Troops may enter as many rafts as they wish providing to previous raft has 9 members. All raft material must be removed from the water and campsite after the race

Each raft will be judged at the start for:

Vessel safety

Compliance with the construction rules

Participants' safety apparel

The following can be used:

Inner-tubes:

Natural decking material (saplings, bamboo, pine etc.)

The following cannot be used:

Barrels, row boats, canoes, surfboards, Plywood, fiberglass, etc.

Raft must have a deck construction using lashing skills only. No nails, bolts, wire, etc. will be allowed.

Rafts can be powered by:

Hand Paddles only

Rafts cannot be powered by electric or gas motors, wind sails, foot pedals exc. (hand oars only).

Event Stations;

Will be based on scout skills. Scouts will either need to demonstrate *or answer questions before trading raft racers moving on to the next station.*

Last but not least the last two boys will need to oar their raft around the island and back to the finish line, time will stop once the entire raft has past the finish line, then deductions will be added if any.

Judging;

Winners will be determined by the time it takes the raft to cover the course.

The race will start upon completion of building and time will start when the raft leaves the dock. Time will be deducted for any infractions at any stations throughout the course.

Rafts may add flags; however, they must be securely lashed in place and not subject to littering the lake.

Once the rafts are removed from the lake, Scouts cannot go back into the water. If your raft has to be rescued during the race it will be disqualified.

Awards will be given

All racers are expected to be examples of good sportsmanship. Racers must treat fellow racers & race staff with courtesy and respect.

Teams must assist fellow teams in need of medical attention

Racers must follow all rules and all safety rules. Disqualification will be immediate if disobeying any rules.

Mandatory gear(PDF and water bottle) must be carried at all times and will be checked on the course

NO LITTERING! Leave no trace!

Use of cellular phone is for emergencies only. No other use is allowed.

Race officials reserve the right to remove a team from the course for health, safety or other reasons, at the discretion of the race officials and medical personnel. Any team withdrawing from the race must notify a "live" person by checking in with a race official.

Any protest must be filed in writing within one hour of the team's finish and will be reviewed by the Race Committee.

If you have not taken the BSA swim test you will be required to do so. There will be lifeguards to test you if swim test if needed. If you have already taken swim test prior to Raft Race, your Scoutmaster may vouch for you. Remember a Scout is trustworthy.

Event Chief will determine any discrepancy in the rules.

Guidelines

- Each raft must have a captain with a minimum of two scouts and a maximum of eight. It is in your best interest to have eight Scouts plus your team captain.
- Two scouts will row the raft to the first station. They will complete the scout skill, and tag their other teammates who will be waiting for them.
- Those Two scouts will row the raft to the second station. They will complete the scout skill ,and tag their other teammates who will be waiting for them.
- The next two scouts will row the raft to the third station. They will complete the scout skill ,and tag their other teammates who will be waiting for them.
- Finally the last two Scouts will board the raft, row around the island and back to the dock. The fastest time wins.

There will be judges at each station. If there is a raft occupying the station the judge will stop your time and start it again at the appropriate time.

A team captain will not be participating in any events. His role is to communicate with headquarters and to guide his crewmembers.