



TRAILMEN'S CUP OFFICIAL RULES

GENERAL RULES

- 1. **Qualification.** All registered Trailmen (youth) of Trail Life USA Troop FL-2327 who are registered through TroopTrack with Trail Life USA and who are in good standing with their respective troop (*e.g.,* current on all troop financial obligations) may design, build, and enter yachts in the TRAILMEN'S CUP race.
- 2. **Essential Materials.** All yachts entered shall be constructed from the basic wood hull, wood mast, metal keel, plastic rudder, and plastic sail provided by the troop from the PineCar® SR470 Sailboat Race Kit. Additional kits may be obtained from the troop. This means no prefabricated designs purchased from other kits.
- 3. **Competitor Categories.** The Trailmen of Troop FL-2327 will compete against each other. The first, second, and third place winners will be honored. In addition, a Best-in-Show award will be presented to the Trailman whose yacht is recognized for visual design. All Trailman will also be recognized for their participation.
- **Attendance.** A Trailman MUST enter his own yacht. This means that the Trailman must be present at inspection and registration to enter his yacht and must be present for each race in which his yacht participates.
- **New Work.** Projects may not be started until after the official introduction meeting. All entries must begin work no earlier than the first meeting where the project is presented.
- 6. **Single Entry per Person.** Only one yacht may be entered by any person in the TRAILMEN'S CUP.





- 7. **Inspection and Registration.** Each yacht must pass a technical inspection before it may compete. The race shall begin as soon as practicable after inspection and registration is closed. The Inspection Committee shall disqualify any yacht that does not follow these rules. If a yacht fails inspection, the owner will be informed of the reason his yacht did not pass. A yacht that fails an initial inspection shall be returned to the owner for modification and may then be resubmitted for final inspection and registration. Yachts MAY NOT be registered once his troop's first race has begun. No exceptions.
- 8. **Drydock.** No yacht may be altered in any way after it is registered. After a yacht passes registration, it will be stored by the TRAILMEN'S CUP Race Committee until completion of all races.
- 9. **Yacht Design Rules Interpretation.** Interpretation of the technical design requirements of these rules are at the sole discretion of the Inspection Committee.
- 10. **Race Rules Interpretation.** During the TRAILMEN'S CUP, a Trailman must submit all questions of rules interpretations and procedures to the TRAILMEN'S CUP Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the TRAILMEN'S CUP Chairman. All decisions of the TRAILMEN'S CUP Chairman are final. Decisions of Race Officials on questions of fact (*i.e.*, results of a specific race) may not be appealed beyond the TRAILMEN'S CUP Chairman or Finish Line Judges.

DESIGN STANDARDS

- **II. Materials.** Racing yachts shall be constructed for this event from the parts contained in the PineCar® SR470 Sailboat Racer Kit. Materials from the kit may be supplemented with accessories but may not be replaced. This means no prefabricated designs purchased from other kits. No substitutions allowed. BSA Raingutter Regatta® or Racing Trimaran kits may not be used.
- **Modifications.** Materials from the PineCar® SR470 Sailboat Racer Kit may be omitted or modified but may not be substituted. That is, another hull, mast, keel, rudder, or sail may not be substituted for the materials provided in the kit. Catamaran, pontoon, or hydroplane conversions are permitted, as long as modifications are made from original materials provided in the PineCar® SR470 Sailboat Racer Kit. "Cup" type sail modifications are also permitted, but the original plastic sail material must be used to make the cup sail. All parts, accessories, and decals must be attached securely to the yacht.
- **Size.** Racing yachts may be no longer than 7 inches (except that the plastic rudder provided in the kit may extend beyond that length). Yachts must be at least 6 inches long





(not including the plastic rudder). The mast may extend no higher than 7 inches from the deck. This rule applies to all yachts, including those racing for speed and those seeking recognition for visual design (Best-in-Show competition).

- **Weight.** There is no maximum or minimum weight limit; however, heavier is not better (opposite from Worthy Derby rules).
- **15. Wind Powered.** The racing yacht may be powered only by wind in the yacht's sail provided by the Trailman blowing through a straw provided by the Race Officials. During a race, the Trailman may not touch any part of the yacht or the water, except to right a capsized yacht.
- **I6. Hull Waxing.** Waxing of the bottom of the yacht hull is permitted.
- **Yacht Repair.** If, during the race, a yacht becomes damaged, the Trailman may, to the best of his ability perform repairs with the assistance of his parent, leader, or drydock crewmember. If a yacht is damaged due to course fault, or damage caused by another person, the TRAILMEN'S CUP Chairman, at his sole discretion, may allow additional repair assistance to the Trailman.

SPORTSMANSHIP

Learn as much as you can, play by the rules, and never cheat. A victory gained as a result of cheating is hollow:

Whatever you do, do from the heart, as for the Lord and not for others, knowing that you will receive from the Lord the due payment of the inheritance; be slaves of the Lord Christ. For the wrongdoer will receive recompense for the wrong he committed, and there is no partiality.

Colossians 3:23-25

Act courteously and treat others kindly. This includes the officials, spectators, and other Trailmen before, during, and after the race. Everyone deserves your respect:

Do nothing out of selfishness or out of vainglory; rather, humbly regard others as more important than yourselves. Philippians 2:3





Don't lose your cool. Even if other Trailmen lose their tempers, it doesn't mean you have to. It's difficult when the official makes a call you think is wrong or you lose the race:

For God did not give us a spirit of cowardice but rather of power and love and self-control.

2 Timothy I:7

Be a team player. Just like in the body of Christ, we each have different talents and strengths that, when used together, can accomplish great things. "Now you are Christ's body, and individually parts of it" (I Corinthians I2:27). No one person can win without the help and support of others:

Two are better than one: They get a good wage for their toil. If the one falls, the other will help the fallen one. But woe to the solitary person! If that one should fall, there is no other to help.

Ecclesiastes 4:9-I0

Encourage other Trailmen. Avoid trash-talking. Words are powerful, and you don't want to use them to harm others:

No foul language should come out of your mouths, but only such as is good for needed edification, that it may impart grace to those who hear. Ephesians 4:29

Acknowledge and applaud when another Trailman's yacht does well, even when it's your opponent. Whether you win or lose, congratulate others for a good race:

Therefore, encourage one another and build one another up, as indeed you do.

I Thessalonians 5:II

Listen to and follow the directions of your leaders and parents. If you have a disagreement with a leader or parent, discuss it privately:

Obey your leaders and defer to them, for they keep watch over you and will have to give an account, that they may fulfill their task with joy and not with sorrow, for that would be of no advantage to you.

Hebrews I3:17





Respect the officials. When they make a call you don't agree with, accept it gracefully. Remember that officials sometimes make mistakes, but they're doing their best to be fair:

Likewise, you younger members, be subject to the presbyters. And all of you, clothe yourselves with humility in your dealings with one another, for: "God opposes the proud but bestows favor on the humble."

I Peter 5:5

◆ WALK WORTHY

