**Tracks:**

* The lanes will be made with 5” aluminum guttering- two 10-foot pieces connected with the ends sealed and filled with water.
* 5” guttering has about 4.5” of width for a boat to travel. Given water level, 4” should be the maximum width of the boat.
* There will be multiple lanes set up to allow multiple boats to race in each heat.

**For wind powered boat regattas:**

* Each captain will be given a straw to blow through.
* Each captain will hold their boat until the race is signaled to start.
* Upon the start signal, each captain will place their sail boat so that the rear of the boat touches the end of the guttering.
* If a boat does not touch the back of the guttering, a judge will require that captain to back the boat up and start over while the rest of the boats may continue the regatta.
* The captain is to use the straw to blow the sails on their boat.
* The winner of the heat is the one that has their boat touch the far end of the track first. The rest of the boats are eliminated from the competition.
* The winners of each heat advance to the next round until all but one boat are eliminated.

**For rubber band powered boats:**

* Each captain will hold their boat and may tighten their rubber band until the race is signaled to start.
* Upon the start signal, each captain will place their rubber band powered boat so that the rear of the boat touches the end of the guttering.
* If a boat does not touch the back of the guttering, a judge will require that captain to back the boat up and start over while the rest of the boats may continue the regatta.
* The winner of the heat is the one that has their boat touch the far end of the track first. The rest of the boats are eliminated from the competition.
* In the event that no boat touches the end of the guttering track, the winner will be the one that advances the furthest.
* The winners of each heat advance to the next round until all but one boat are eliminated.

**For pop-pop powered boats:**

* Each captain will be provided a new tea light candle for the first heat. The captain will provide their boat (drained of water) and matches or lighter of their choosing, and a glass of water
* Each Captain will hold the boat, lighter, and candle until the start signal.
* Upon the start signal, each captain will charge the boat diaphragm with water, light the candle, and place their boat within the first foot of the guttering (does not need to touch the back).
* If a boat does not touch the back of the guttering, a judge will require that captain to back the boat up and start over while the rest of the boats may continue the regatta.
* The winner of the heat is the one that has their boat touch the far end of the track first. The rest of the boats are eliminated from the competition.
* In the event that no boat touches the end of the guttering track, the winner will be the one that advances the furthest.
* The winners of each heat advance to the next round until all but one boat are eliminated.