BEER CAN REGATTA RULES

If you decide to build a boat and enter one of our events, there are a few rules to be aware of. These rules are in place to ensure the events to run smoothly and fairly.

GENERAL RULES – ALL ENTRIES MUST COMPLY

1. All craft must comply with the rules for the specific event in which it is entered: these rules will be outlined on the day of the event.
2. Any design will be permitted if, in the opinion of the Committee, the craft is safe.
3. Craft may be converted to enter more than one event provided they comply with the rules for each event entered.
4. The Committee reserves the right to reject any craft displaying written or other material, which might be offensive to the public.
5. The Committee reserves the right to refuse entry in any event or events to any person or persons without giving any reasons for such refusal.
6. A tow rope no longer than the length of the craft shall be attached to the bow of each craft.
7. All crew members shall wear a suitable flotation jacket.
8. The operator and crew of a boat shall be responsible for all damage caused by the boat.
9. All craft shall assemble in the marshalling area at least 15 minutes before the announced starting time of the event.
10. No protest regarding eligibility of a craft will be considered once the race has started.
11. No protest regarding the result or running of a race will be considered unless lodged with the protest committee within 15 minutes of completion of the event.
12. At the conclusion of the Regatta, the crew and supporters shall remove all boats or parts of boats.
13. ENTRANTS ARE REMINDED THAT THERE ARE HEAVY PENALTIES FOR LITTERING.
14. All craft should appear to be made substantially from drink cans, milk bottles or other things as deemed suitable by the Committee.

To ensure participants understand the spirt of the event we also suggest you read and follow:

THE TEN CAN-MANDMENTS

1. Thou shalt enter the event in the right spirit.
2. The craft shall float by cans, bottles etc. alone and not by excessive use of polystyrene or large inflated objects.
3. Thou shalt not drown.
4. Thou shalt not take the name of the craft in vain: any craft bearing signs or lettering that may be offensive will be barred.
5. Thou shalt not drift from the straight and narrow and end up at Palm Island.
6. Thou shalt not protest too much.
7. Thou shall honor thy Committee.
8. Thou shalt not commit adultery – nothing really to do with the Regatta, but it gives us an air of responsibility and respect.
9. Thou shalt not interfere with other craft other than baulking them with flour bombs, water pistols etc.
10. Thou shalt go back and read the first can-mandment again.

For more information and entry details visit: magneticislandrotary.org