CARDBOARD BOAT RACES

ACTIVITY
Build the best cardboard boat and race to victory. Teams of 4 (5 with an alternate) will get 1 hour to design and build a cardboard boat with the supplies provided. Heats of boats will race in the IMA Pool for the fastest time until we have a champion boat.

ENTRY FEE
$35.00 per team

ENTRY DEADLINE
Wednesday, April 13, 5:00pm

TOURNAMENT DATE
Wednesday, April 15, 2:00-5:00pm

FOR MORE INFORMATION
CONTACT THE PROGRAMS OFFICE 543-8558 BETWEEN 8:30AM AND 5:00PM MONDAY - FRIDAY
ima@uw.edu  washington.edu/ima  IMLeagues.com
To request disability accommodation contact the Disability Services Office at least ten days in advance at:
206-543-6452/TTY  206-685-7264 (FAX) or dso@u.washington.edu

ENTRY PROCEDURES
Team captains must submit $35 payment online at ima.rsp.washington.edu & register their team on IMLeagues.com/Washington/Registration prior to the deadline. Changes to the roster must be made prior to the tournament race date at IMLeagues.com. Entries will be taken online on a first come first serve basis beginning March 21. The programs office is open Monday through Friday between the hours of 8:30am and 5:00pm. Rosters are limited to 5 players per team. Entries will be accepted after this date if space is available. We will be using IMLeagues.com to manage the tournament.

ELIGIBILITY
All Spring 2016 UW Seattle, Bothell, and Tacoma students, faculty & staff IMA members.

AWARDS
Members of the winning team will receive Intramural Championship T-shirts. Other boats may receive honors based on judge voting.

RULES FOR ALL TEAMS
1. Teams consist of 4 people (5 with an alternate). Two people in the crew will start at one end of the pool and race to the other end where the remaining two teammates will be waiting. The two teammates in the boat will switch with the two teammates waiting on the pool deck (the original crew members may jump out of the boat upon reaching the checkpoint).
2. The boat will then be raced back to the original starting point for the end of the race. A race consists of 50 yards, 2 lengths of the pool.
3. The race must begin and end with the two person crew intact. Any use of lane lines, sides of the pool for pushing or pulling your boat will result in a disqualification.
4. All participants' arms and legs must be in the boat at all times. Body parts may not be used to propel the boat.

RULES AND SUPPLIES FOR ALL BOATS
1. The entire hull, superstructure and seating of all boats must be made entirely of only the cardboard provided.
2. Only cardboard provided is allowed.
3. Teams will be provided with a bag that contains a large plastic sheet, scissors, and 2 rolls of duct tape. Each team may bring one (1) roll (60 yards) of colored duct tape.
4. Only seams and joints may be taped, not the whole boat.
5. Only noodles may be used as oars.
6. Your boat must be free of sharp edges, pointy objects or anything else that could cause injuries.
7. The boat's passenger area must not be permanently enclosed above the occupants' shoulders. Each person must be visible while the boat is in the water.
8. Absolutely NO use of the following items: tar-based substances, two-part varnishes, fiberglass resin, epoxy glue, any other two-part substances, or corrugated cardboard that's bonged to any material. Only Duct tape, cardboard and plastic sheeting provided.
9. To qualify as a finisher in any heat, you must be IN your boat, not towing it in your teeth or between your legs.
10. Heats will consist of no more than 4 boats at a time. Fastest finisher in each heat will compete for the championship.