

# Team Information Book





Friday 19 to Sunday 21 March 2010

Sea Scout Base, Sandvlei



Get ready to go back in time..... because this year Kon-Tiki is going to the Stone Age.

That's right! Back to a time of loin cloths, Sabre-Tooth Tigers, Woolly Mammoths and cunning cavemen (and women) who had to deal with all of it.

The Stone Age was a period when humanity really started to invent and make tools to help them with everyday life. It started roughly 2.5 million years ago and ended, in some parts of the world, only 5000 years ago.

Coming "Back to the Future", the book you have started reading is a comprehensive guide to Kon-Tiki 2010. There have been a number of changes - so read it carefully to avoid losing unnecessary points.

All the tests are laid out on the next page, so take note. STA's are going to count a bit more this year, just under 30%, so take your time with them - just not too long or your next instructions could come along! As always construction is the most important, counting around 50%. The meals will count just over 10%, so try get your food tasting and looking good. As with last year, the tender race and theme dress will count towards the overall trophy.

So dig out the history books and get yourselves absorbed in the past.

Good luck!

*Robbie*

Robbie Owen  
Chief Judge



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Visit Cape Western's Kon-Tiki web site at: <http://www.kontiki.za.org>

Or join our Facebook group: [Kontiki Western Cape](#)

## SCORING CRITERIA

TEST 1	<b>STEP 1 - RAFT FRAME</b> Suitable spars for raft base Lashings correct and tight Manila rope in good condition Rope ends finished Base sturdy Team number displayed on site	Sufficient thickness (min 25mm) Securely attached to sides of bow/front corners of raft
TEST 2	<b>STEP 2 - DRUMS</b> Quantity suitable for frame size Suitably positioned Rope ends finished Lashings ended off neatly Drums securely lashed Manila rope in good condition	<b>TEST 10 STEP 10 - SEAWORTHINESS – NAVIGATION</b> White navigation light in centre Red navigation light to port Green navigation light to starboard Power supply for lights Power supply in safe container 6 punting poles [1 mark per pole] 4 x 5m ropes [1 mark per rope]
TEST 3	<b>STEP 3 - DECKING</b> Suitable Material for all decking Appropriate method of attachment Decking secure Decking stable and rigid Decking pieces fitted neatly Deck size appropriate to frame	<b>TEST 11 STEP 11 - FLAGS</b> National flag present National flag topmost Troop/company flag present
TEST 4	<b>STEP 4 - CABIN</b> Sturdy frame of suitable material Frame secured to raft base Weatherproofing Frame pioneered Sturdy walls secured to frame Sturdy roof secured to frame	<b>TEST 12 STEP 12 - ADMINISTRATION</b> Handed in on time Correct order Signed by Scouter 6 indemnity forms signed Indemnity form correct Team lists neat and legible Cell registration in on time Cell registration complete Gender specified on registration
TEST 5	<b>STEP 5 - MAST &amp; SAIL</b> Mast secured to base Lashing correct and tight Kon-tiki mask accurately on sail Sail of appropriate size	<b>TEST 13 STEP CARD HANDED IN ON TIME</b> <b>TEST 14 PRE COMPETITION ITEM</b> <b>TEST 15 THEME DRESS</b> Appropriate to theme Team costumes complementary Creativity Effort Workmanship
TEST 6	<b>STEP 6 - ACCOMMODATION</b> Toilet - private and secure Toilet - bucket and chemicals Inside cooking area separated from sleeping area Cooking area fire-safe Adequate sleeping area	<b>TEST 16 THEME APPEARANCE</b> 4 Items: Present, Visible, Original, Creative, Workmanship
TEST 7	<b>STEP 7 - SAFETY EQUIPMENT</b> Lifejackets present Fire extinguisher present Fire extinguisher serviced Fire extinguisher suitably positioned and accessible First aid kit present and stocked Torch and spare batteries present Whistle present Red flag present Ready on jetty on time	<b>TEST 17 TENDER RACE</b> <b>TEST 18 DURABILITY CHECK NIGHT</b> Raft stable on water Night watch awake 3 navigation lights burning Both numbers on display Watch wearing life jacket Raft mooring secure
TEST 8	<b>STEP 8 - TEAM IDENTIFICATION</b> 2 Team numbers. Each 1m x 1m Each number black on white	<b>TEST 19 DURABILITY CHECK DAY</b> Raft stable on water Raft neat and tidy
TEST 9	<b>STEP 9 - SEAWORTHINESS – ANCHORS/TOW ROPE</b> 2 x 10 kg Danforth-type anchors 3-4m of 8-10mm chain per anchor 5-6m of rope per anchor Trip line with buoys 8-10 m tow rope present	<b>TEST 20-25 MEAL</b> <b>TEST 26-33 STA's</b> <b>TEST 34 HYGIENE</b> TOILET EMPTIED CORRECTLY

### Trophies

**DB McEWAN (Construction): 1-11, 13**

**THEME DRESS: 15**

**TENDER RACE: 17**

**J STRATTON (Meal): 20-25**

**SAFMARINE (STA's): 26-33**

**N COXON (Overall): 1-34**

**DOLPHIN LAWSON TROPHY - FRINGE**

# REQUIREMENTS

## Entry

- The entry forms will be available online, from the Sea Scout Base, Scout Headquarters and Guide Headquarters
- All forms, together with payment must reach the Sea Scout Base no later than 06 February 2010.

## The Team

- A Kon-tiki raft team consists of 6 people who will live aboard the raft for a full 24 hours
- A Kon-tiki fringe team consists of a minimum of 5 people
- All raft and fringe team members must be Scouts, Guides or Rangers who will not have turned 18 on the last day of the competition
- All raft team members must be in possession of their Scoutcraft swimming badge (or Guide equivalent)
- The following forms need to be filled in by the team and handed in on arrival at Sandvlei
  - An Indemnity/Parent Consent form signed by the parent or guardian of each member
    - A copy of the Scout form will be available in the entry pack
    - Guides to please complete the form as specified by Guide Headquarters
  - Raft Team Information Form
  - Fringe Team Information Form
  - Cell Phone Information Form
  - **Mixed Gender Scout teams also need to fill out the additional forms as specified by Provincial HQ**

# THE RAFT

## **CONSTRUCTION**

### What is NOT allowed

- ❖ Tents as cabins
- ❖ Ready made boats to form base
- ❖ Welded framework/drums
- ❖ Boat engines
- ❖ Inflated tubes or containers
- ❖ Nails, bolts, screws, staples or metal pins
- ❖ Metal sheets
- ❖ Plastic/Metal strapping wire or cable ties
- ❖ Sash Cord, Sisal or string for lashing raft frame and drums
- ❖ ANY pre-constructed items (except paddle wheels): Where pre-constructed or disallowed items are brought for construction, the judges note these items and the team will only be notified if it is a safety hazard. This will attract penalty points without it being necessary for a judge to enter into a discussion with the team.



**NB: 3-strand manila rope must be used for all your lashings on raft frame and drums**

### Size, Drums, Decking and Mobility

- Your raft should be large enough to accommodate your crew, but small enough to manoeuvre around the vlei. Raft crews must bear in mind that if their raft decks are larger than the recommended size of 6m x 4m you may very well have to move the raft on your own should you find yourselves at the north end of the vlei. The rescue boat is not able to move a large raft against a howling southeasterly wind.
- **Hint:** a 200-litre drum will float  $\pm 100\text{kg}$  at 50% depth. An average Scout with kit weighs about 100kg. How much will your structure weigh?
- **NB:** *Ensure that you have sealed all the caps on your drums and that your drums are watertight.*
- Your raft **MUST** be mobile to enable you to move around the competition area under your own power. Assume that there are NO towing services available because it will be difficult for the water safety crew to tow every raft to its position.

### Raft Cabin

- You must have a **dry windproof/waterproof shelter** with sleeping accommodation sufficient for the crew. The shelter must be able to protect the whole crew should it rain. ***For mixed gender teams there must be a clearly separated sleeping/changing facility for boys and girls. This can be achieved by making use of thick curtaining that can be moved aside to open the floor area when necessary.***
- Remember, Kon-Tiki is a test of pioneering skills.
- The framework of the hut must be lashed together and then lashed to the raft frame. The points for hut construction will be primarily for the pioneering effort that goes into the hut construction and securing.
- **The walls and roof of the cabin must ALL be rigid** – no canvas, plastic or other material will be accepted
- The cabin must be adequately ventilated - even if it is cold.
- The entrance to the cabin must be clearly defined.

## RAFT EQUIPMENT

### What is NOT allowed on the raft

- ❖ Any open flames – including fires of any sort or candles
- ❖ Paraffin stoves or lamps

### Accommodation

- 🛡 **Toilet:** The toilet must be constructed in such a way as to offer total privacy to anyone using it and it should have a door that can be secured. A chemical toilet is essential. The vlei may not be used as a toilet nor may the toilet be emptied into the vlei
- 🛡 **Sleeping:** There must be sufficient space for at least 4 team members to sleep at the same time
- 🛡 **Cooking:** Your food must be in a **designated kitchen area**, which is separate from the sleeping area and has sufficient fire safety precautions



All teams are reminded that gas bottles must be treated with great care, especially when they are being changed. DO NOT CHANGE GAS BOTTLES ANYWHERE NEAR A NAKED FLAME OR INSIDE THE RAFT CABIN.

**Safety** NB – All Safety items to be ready on Jetty at 11h00 on Saturday

- 🛡 **Lifejackets:** There MUST be a life jacket for each member of the team plus one spare. The jacket need not be worn but must be in a position where it could easily be found and put on should the need arise. However, should you be required to wear the jacket, you must do so as directed by one of the Water Safety team. NB: **Teams without life jackets will not be permitted to launch.** Life jackets must be worn when paddling/rowing in the tender. Members of the raft on safety watch MUST wear Life Jackets during the night.
- 🛡 **Fire Extinguisher:** A serviceable, all-purpose fire extinguisher. (Serviced within past 12 months).
- 🛡 **First Aid kit:** consisting of seasick tablets, emergency blanket plus basic crew first aid kit (plasters, bandages, mouthpiece, surgical gloves, antiseptics, tweezers and burnshield).
- 🛡 **Torch**, with fresh batteries, and **whistle**.
- 🛡 **Red Flag.** Each raft must carry a red flag, measuring no less than 1m x 1m, which will be used to attract the attention of rescue craft or lookout points if necessary. It is NOT to be used unless it is absolutely necessary.

**Suggestion:** Try to avoid the use of gas lights and rather use battery operated or re-chargeable lanterns

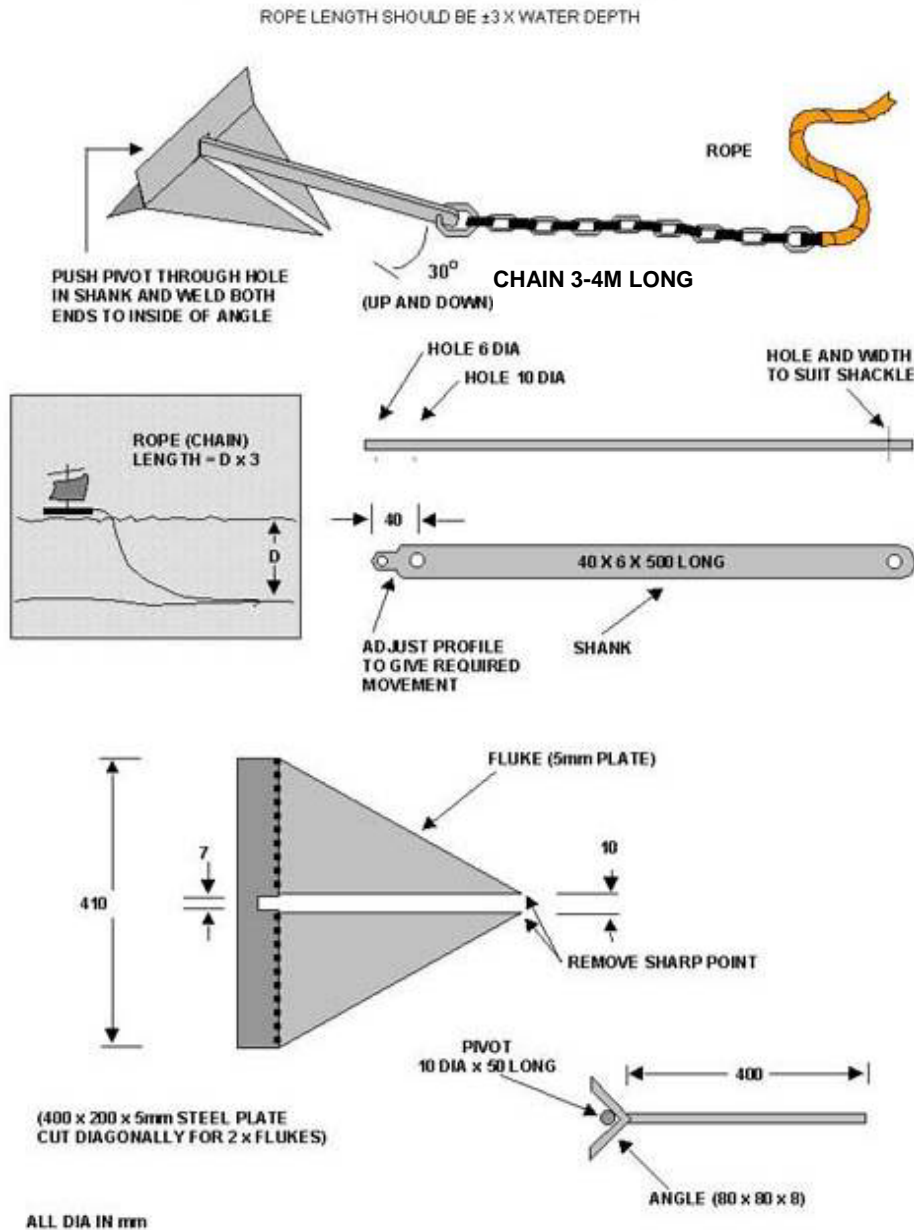
### Team Identification

- 🛡 **Two 1m x 1m Raft numbers** – Black number on a white background (displayed port and starboard)

### Seaworthy (Anchors, Tow Rope and Navigation)

- 🛡 **Anchors:** Two **10kg** Danforth-type anchors (see diagram on page 6)  
**PLUS** 3 to 4 meters of 8-10mm chain PER ANCHOR  
**PLUS** 6 meters of anchor rope PER ANCHOR  
**NB weight requirements:** Anchors of correct design but insufficient weight will NOT hold the raft
- 🛡 **Tow Rope:** The rope needs to be between 8 and 10m long and tied securely to both corners of the bow, forming a loop. The rope should be a thick (min 25mm) nylon or manila rope (see diagram on page 6)
- 🛡 **Spare Ropes:** 4 x 5m 3-strand manila rope.
- 🛡 **Navigation Lights:** The following lights must be put on at sunset and stay on until sunrise the next day.
  - An all round visible white light (on the highest point of the mast)
  - A red port side light
  - A green starboard light
- 🛡 **Punting Poles:** 6 STURDY poles. Make sure that they are long enough to punt your raft in the vlei (+/- 5m)
- 🍷 **Drinking Water** – at least 4 litres per person.
- 🍷 **Tenders** – The craft used for transporting meals and STAs to and from the raft must be the same as that used in the Tender Race. Only ONE tender per raft is permitted.
- 🍷 Any **other kit** you may need for the weekend. It is essential that kit taken aboard be kept to the **bare essentials**. Also make provision for drying kit that gets wet. Warm clothing should be taken, as it gets cold on the water at night. Rain gear is probably a good idea – just in case!
- 🍷 Portable radios or other music playing devices are allowed on board the rafts. All radios etc. must be switched off at 23h00 Friday and Saturday. PLEASE DO NOT USE TWO-WAY RADIOS, AS THEY WILL INTERFERE WITH THE RESCUE CREW'S RADIOS.

## Anchor Diagram and Details



Take particular note of the 10kg weight requirements

The 3-4m chain (8-10mm diameter) is essential, since it will enable your raft to hold fast in most conditions at Sandvlei.

It is most important to have a trip line on your anchor - this enables the water crew to release the anchor more easily on Sunday. If the water safety crew is unable to release the anchor, the rope will be cut and your anchor will become another fish haven at the bottom of Sandvlei.

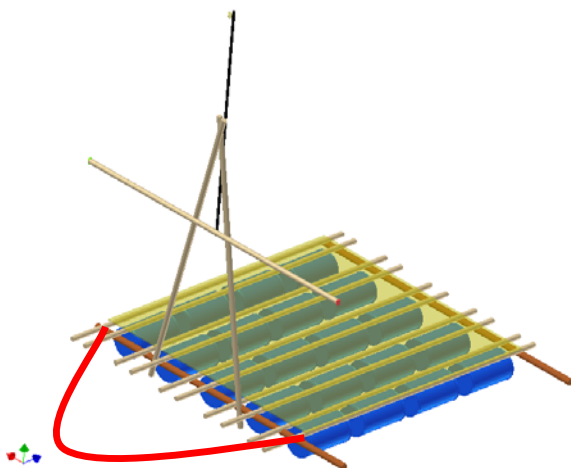
### Local Anchors are available from

Marine Equipment Supplies,  
57 Salt River Road, Salt River,

### Imported Danforth anchors from

Central Boating, 85 Bree Street, Cape Town.  
Tel 021 424 8026/7/8

## Tow Rope



The rope needs to be between 8 and 10m long and tied securely to both corners of the bow, forming a loop. The rope should be a thick (min 25mm) nylon or manilla rope.

When awaiting a tow a crew member should stand on the bow holding this rope and await instructions from the water safety crew. The water safety crew will attach a snap shackle to the loop which will be free to travel up and down the rope. This enables the rescue boat to turn the raft easily and results in a much safer tow.

***Rafts without such a tow rope will not be towed by the water safety crew. Furthermore this will affect points in the safety category and be a factor in the Seaworthy certificate.***

## RAFT APPEARANCE

### Flags

- 🛡️ **South African** National Flag (always the topmost flag)
- 🛡️ **Troop or Company** Flag

### Theme Appearance

- 🛡️ Your raft needs to be decorated with at least **4 theme items**.
- 🛡️ However, remember that this is primarily a pioneering competition, so don't focus on decoration to the exclusion of construction!

## THEME DRESS

The possibilities are endless – do some research and see what you come up with  
Theme dress will be judged according to theme, creativity, effort and workmanship.



## MEALS AND STA'S

### RESOURCES

Listed below is a comprehensive list of resources that you will require in order to successfully cook the meal and complete the STA's. Most, if not all, of the items should be found in your kitchens, so the purchase price should be less.

4 colours powder paint  
Apple - 1  
Brown onion soup powder – 1 packet  
Butternut – 1 medium  
Cardboard - A3  
Coconut – 100g  
Eggs - 3  
Fishing line  
Foil pie dish - small  
Hacksaw  
Hardboard - A4  
Honey – 1 table spoon  
Ice-cream tub - 2l  
Mince - 100g  
Needle and thread

Plaster of Paris – 500g  
Potato – 1 large  
Raisins – 100g  
Spaghetti - 150g uncooked  
String  
Thin stave  
Tinfoil  
Tuna - 1 tin  
Vaseline  
2 packs braai wood  
Strelitzia Nicolai leaf – 2 large  
Wooden dowel – 900mm x 5mm thick  
Wooden dowel – 1800mm x 6mm thick  
Yoghurt – plain, 1 small tub

**Anything else you think might be useful!**

### RAFT MEAL COMPETITION

- 🛡️ Each team will have to provide its own food requirements and cook on board for the weekend. Use your imagination and bring items such as oil, margarine, butter, condiments, etc. **Any pre-cooked items will immediately disqualify you from the Raft Meal competition.** Ingredients may be inspected.
- 🛡️ **NOTE: You will be told the details of the meal to be cooked some time after launching on Saturday and you will possibly be given additional ingredients**
- 🛡️ You will be advised about the time that the meals should come ashore along with your meal instructions.
- 🛡️ Where appropriate, items on the menu must be HOT.

### RAFT STA COMPETITION

- 🛡️ To help pass the time, teams will be given spare time activities (STAs) so please bring a STA kit.
- 🛡️ The STA instructions will give details regarding when and where the STAs will be judged.

# THE COMPETITION WEEKEND

## ARRIVAL AT SANDVLEI

### Vehicle Access (Promenade Rd entrance)

ONLY trucks or vehicles with heavy equipment will be allowed onto the construction site area. If you are arriving in a car with personal kit, do not even try and drive in, as it will create unnecessary congestion.

Trucks delivering raft building equipment must be removed as soon as they are offloaded. **Any trucks left at the construction site will result in the disqualification of the teams for all the weekend's activities.**

Vehicles are to be parked in areas designated by the Traffic Control team only. Parking will be available on the grass area to the right hand side of the road entrance. Vehicles parked on public roadways could be towed away by the local traffic authorities. Vehicles ARE NOT to be parked on private property, or obstruct access to private driveways.

All delivery and construction vehicles arriving at Kon-Tiki **MUST** display the team number that they belong to **IN BIG BLACK LETTERS ON A WHITE A4 SHEET** in the passenger side of the windscreen. **NO ACCESS WILL BE GIVEN TO ANY VEHICLES WITHOUT SUCH IDENTIFICATION.**

One of the biggest nightmares of Kon-Tiki has always been Traffic Control. We ask you to please cooperate with the persons on traffic control duty. Please remember that we are at the Base due to the courtesy of the local residents, we ask you to please respect their right to privacy.

Every year we have one or two people who totally ignore instructions to move vehicles and this ends up spoiling the weekend for everyone by causing unnecessary unpleasantness. **Vehicles left unattended on the jetties or not moved when requested could result in the disqualification of the teams involved.**

### Construction Site Allocation

When you arrive at the Traffic Control point WITH YOUR EQUIPMENT, you will be allocated a construction site and given a piece of card with the number on.

Sites are allocated in such a way to ensure that all sites are filled up so that teams do not obstruct each other's access

No pre-booking of construction sites will be permitted and sites will be allocated as deemed logistically practical by the logistics team at traffic control.

### Camping

Camping sites are to be booked through the Port Captain. Your site booking will not be confirmed until the Base receives payment for the site and a receipt is issued. If you require a larger than standard campsite then arrange the details with the Port Captain. An additional site fee will be payable according to the size of the site you require. **No Caravans are permitted in the camping area.**

Vehicles WILL NOT be allowed into the campsite area. They must be removed to the parking lot as soon as they have been offloaded. The vehicle gate to the camping area at the Sea Cadet Base will remain closed and locked throughout the weekend, from 23h00 on Friday evening until 13h00 Sunday.

Any generators used at the campsites must not be in use between the hours of 23h00 on Friday and 07h00 on Saturday and between 23h00 on Saturday and 07h00 on Sunday. This is as a courtesy to the residents, with whose permission we are there.

No fires are to be made in the camping areas, unless these are contained in your portable braai that you bring with you. The Base cannot supply braai drums.

**NOTE:** The campsites are not serviced, they do not have ablution facilities, and they do not have running water or electricity outlets. Electrical outlets at the Sea Scout Base and the Sea Cadet Base ARE NOT TO BE USED.

Campers are responsible for ensuring that the campsites, which are on loan to the Kon-Tiki organisers, are left in a pristine condition. **YOU MUST TAKE ALL YOUR RUBBISH WITH YOU WHEN YOU LEAVE!** The booking of campsites is an arrangement between yourself and the Sea Scout Base and the organizers have got no control over your campsite allocation. **ALSO:** See paragraph regarding "General Behaviour and Safety of Scouts/Guides"

## **Reporting in to Kon-tiki HQ**

Kon-tiki HQ and information desk will open at 14h30 on Friday afternoon for teams to commence their construction and for the handing in of team forms etc. **Team Leaders are to report to the Kon-Tiki Information Desk as soon as they have been allocated a Construction Site. They need to:**

- Hand in all team Parent Consent/Indemnity Forms, Raft and Fringe Activity Team Lists, Cell Phone Registration Form and your construction site number.
- Your team forms must be in the following order:
  - Construction site number
  - Cell phone registration form
  - Raft team list
  - Raft Parent Consent/Indemnity Forms (in the order they appear on team list)
  - Fringe team list
  - Fringe Parent Consent/Indemnity Forms (in the order they appear on team list)
- Collect a 'Construction Step Card'.

Team Information forms not handed in by 21h00 on Friday will attract penalty points.

## **THE CONSTRUCTION PROCESS AND JUDGING**

As space is limited, please do not spread your construction equipment all over the construction site. Spare a thought for your fellow competitors and show some consideration. Please do not move or remove construction site markers.

🛡️ Construction commences at 15h00. No construction prior to that time is permitted

🛡️ **IMPORTANT:** *During construction, ensure that your RAFT NUMBER is prominently displayed to enable judges to find you quickly and easily.*

The construction step card that you will be issued with has 4 construction steps and spaces for the Construction Judge's signature at each step. The 4 steps are as follows:

🛡️ Step 1: Frame = basic raft frame before drums are added [**hint** – should be finished by Fri 18h00]

🛡️ Step 2: Drums = once drums have been attached to the frame [**hint** – should be finished by Fri 20h00]  
**NB:** Your raft can only be launched AFTER Step 2 has been judged

🛡️ Step 3: Deck = once all decking has been secured [**hint** – should be finished by Sat 07h00]

🛡️ Step 4: Hut = basic weatherproofed structure [**hint** – should be finished by Sat 10h00]

**NB:** If a judge has not been called by 12h00 on Saturday for step 4, you will be marked regardless of how far your construction is.

As soon as a step is complete, report to HQ and request judge to check the construction and sign step card. If no judge has been after 20 minutes, report to HQ again in order to get permission to continue with construction, in order to ensure that everything is safe and ready for launch on time. It is often the case that a lot of rafts end a particular step at the same time - please be patient - the judges will get to you as soon as possible. The judges should sign your step card once they have completed judging that step.

🛡️ Your COMPLETED "Construction Step Cards" must be handed in at Kon-Tiki HQ by 11h00 on Saturday morning – this will earn your team immediate points.

When your raft is ready to be put into the water, ensure that you have enough assistance to lift the structure OVER the re-enforced jetties. Please assist other teams to put their rafts in the water.

## **Team Leaders' Briefing**

A Team Leaders' briefing will be held in the Sea Cadet Hall from 21h00 to 21h30 on Friday. This is for the Team Leaders of the Kon-Tiki Fringe as well. It is strongly suggested that Scouters and Guiders attend the Team Leaders' Briefing as well. This will be your final opportunity for asking questions and getting last minute instructions or changes to instructions.

**The packs of braai wood that are listed under *Resources* must be brought with you to the Team Leaders Briefing.**

## **Seaworthy Certificates**

As usual, each raft will be issued with a Seaworthy Certificate. Your raft could earn one of three certificates:

- A class 'A' certificate, which is an open water certificate and will enable you to moor your raft anywhere within the designated area, subject to further instructions from the Water Safety Officer
- A class 'B' certificate, which is a secured anchorage certificate and will restrict your raft to being tied to the hawser.
- A class 'C' certificate, which is a secured anchorage certificate and will restrict your raft to being tied to the bank.



In the event of strong wind, ALL rafts will be tied to the hawsers for their own protection. The class of certificate you receive is entirely up to you and will depend on the construction, safety and seaworthiness of your raft.

Depending on the weather, the Water Safety Crew may make the decision that the fleet or any individual raft moor to the hawser during the hours of darkness or at any other time deemed necessary.

## **LAUNCHING**

The Chief Water Safety Officer will be in charge of all activities related to raft launching and returning to shore. You are not to launch or bring your raft to shore without the permission of the Water Safety Crew.

In the event of difficult launching conditions, such as a strong wind, TWO adults will be permitted aboard the raft during the launching and landing phases. This will be to assist weaker crews in manoeuvring their rafts to their overnight positions and back to the bank on Sunday.

Details of the launch procedure will be explained in detail at the Team Leaders' Briefing on Friday night.

## **WATER SAFETY**

### **Rescue Services**

A 24-hour rescue service will be available for the duration of the competition.

### **Raft Emergency Procedure**

In the event of your requiring assistance, do not panic. Follow the emergency procedures as well as the instructions of the Water Safety Crew. Should you have an emergency on your raft DO NOT LEAVE it or try and swim ashore. You should attract the Water Safety or Overnight Safety team as follows:

- During the day: Wave your RED flag and blow your whistle.
- During the night: Flash as many flashlights as possible and blow your whistle.
- Mobile phone: In the event of no response, use your mobile phone to call Kon-Tiki HQ.

*It is essential that you follow these emergency procedures. Failure to do so could result in points being deducted or disqualification.*

### **Raft Sites on the Water**

Once your raft is in position, please stay within the boundaries as indicated by the Water Safety Team. Rafts are to anchor at least three meters apart. No rafts are permitted to move without the instructions of the Water Safety Crew.

### **Swimming and Boating**

Swimming and boating are not permitted during the weekend, unless it is a competition requirement,

### **Night Watch on the Rafts**

Each raft must have two people on night watch duty throughout the night. This is for the safety of the whole team. The people on watch MUST wear lifejackets. Follow the emergency procedures in the event of any incident. Persons on night watch should keep an eye on the rafts in their immediate vicinity as well. Watch out for each other and ensure that life jackets are worn. Remember the 4<sup>th</sup> Scout Law

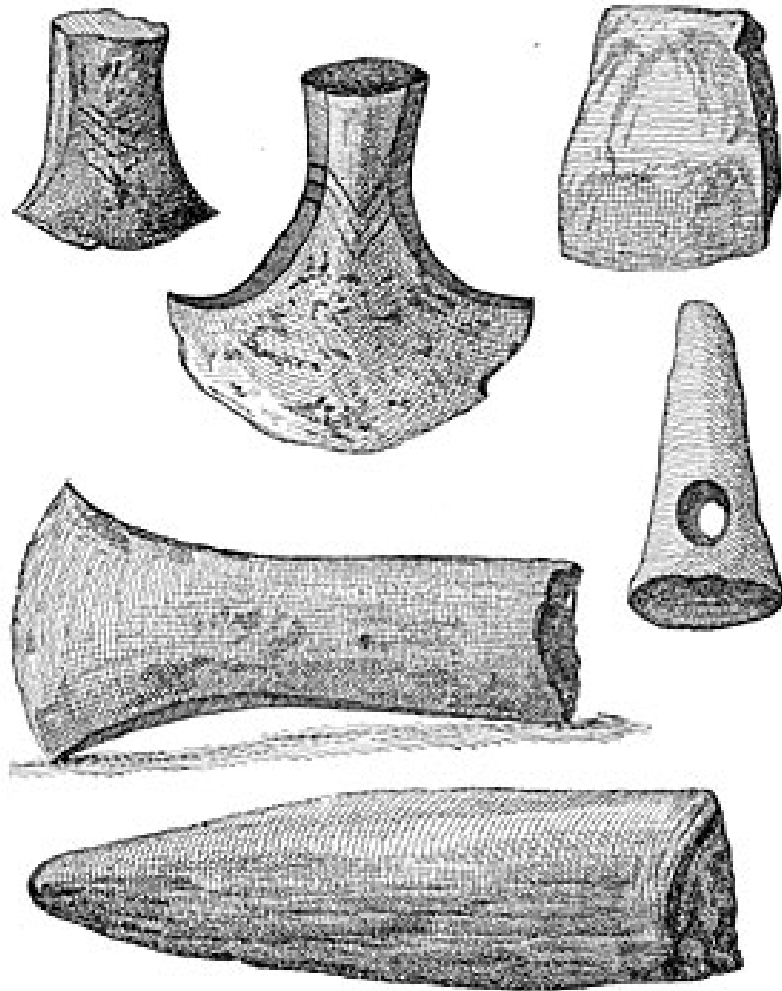
## **OTHER RAFT COMPETITION INFORMATION**

### **Tender Race**

All entrants for the tender race MUST wear shoes – teams arriving at the start of the race without shoes will not be allowed to enter.

### **Raiding Of Rafts**

Any form of raft raiding or throwing of missiles at rafts, or the use of any “weapons” against rafts is viewed in a very serious light and could result in the disqualification of your team.



# GENERAL INFORMATION

## Return of Trophies

Teams holding Kon-Tiki trophies are asked to ensure that these are returned to the Sea Scout Base, NO LATER THAN 06 FEBRUARY. Please ensure that these are handed back POLISHED AND IN GOOD REPAIR.

## Kon-Tiki Headquarters, Information and Communications Centre

Kon-Tiki headquarters and Communications Centre, will be located at the Scout Shop/ Sandvlei office, between the two containers. HQ will be open throughout the weekend, except between 23h00 and 07h00 on both nights. The following services will be provided:

1. Communications: There will be a communications officer on duty from 14h30 Friday until 18h00 Sunday. They will be in contact with Judges, Rescue Services and the Chief Judge.
2. General Information about the various activities can be obtained from the persons on duty.
3. Kon-tiki merchandise will be on sale
4. 'Safe deposit' – you may hand in valuables to be locked away AT YOUR OWN RISK

## First Aid Services

The First Aid room will be located in the Scouters' Den, in the boat compound. It is in your interest to familiarize yourself with the site layout and locate the First Aid Room. First-Aiders can also be summoned from the Communications Centre, which is at Kon-Tiki HQ.

## Security

Security is **your** responsibility, particularly when it comes to looking after your equipment and personal items. DO NOT leave anything of value unattended. Should you have problems related to security, please report to the Communications Centre.

## Accidents, Damage and Theft

It is unfortunate that in the last few years of Kon-Tiki there have been a number of cases of theft. We ask all participants and visitors to take every precaution to protect their personal and other belongings. Whereas the organisers try to arrange every precaution, we cannot be held responsible for any theft, damage or accidents that may take place during Kon-Tiki whether because of negligence or otherwise. Please report any damage, accident or theft to the Information Desk immediately, to facilitate action being taken regarding First Aid, recovery etc. The strongest possible disciplinary action will be taken against anyone guilty of theft or damage and possible legal action could follow.

## Electricity and Lighting

The use of generators will be allowed for raft construction on Friday night. These must be powered off when construction ends at 23h00. The connection of electrical cables to outlets at the Sea Scout Base or the Sea Cadet Base WILL NOT BE PERMITTED.

## General Behaviour and Safety of Scouts/Guides

It is the responsibility of Scouters and Guiders to ensure that their Scouts and Guides do not run amok during the night hours 23h00 and 07h00 on the Friday and Saturday night of Kon-Tiki. It is not permissible for Scouts or Guides to leave the Sea Scout Base area after dark, unless they are going home accompanied by a responsible adult. No Scouts or Guides will be permitted to camp overnight unless there is an adult-in-charge representing the Troop or Company. The adult-in-charge must ensure that he/she is contactable by mobile phone and that the organisers have this number.

**Teams will be held responsible for the behaviour of any non-participants associated with their team (adults, friends, visitors).**

## Ablution Facilities

Toilet facilities are extremely limited at the Sea Scout Base. Please treat these facilities with respect. Should any members be found abusing these facilities, the strongest action will be taken against the Group concerned. Please make sure that everyone in your group is aware of this.

Please keep drains free of obstructions when you are washing up.

## Kitchen and Tuck Shop

The Kon-Tiki Kitchen and Tuck shop will be open throughout the weekend of the event ensure that you do not go hungry during the event. Please support these ventures as they help to maintain the Sea Scout Base. Contact the Port Captain before the event to organize bulk orders for your Troop or Company.

## Public Address System

The public address system at Kon-Tiki is used to summon judges as well as provide information to raft teams. Please be aware that the generators make it difficult for persons to hear the announcements so if you do hear any important announcements, ensure that your whole team is aware of what it was.

## Kon-Tiki Badges, T-shirts etc.

There will be Kon-Tiki badges available for all Kon-Tiki crews and supporters. These can be bought at the Kon-Tiki Information Desk.

Teams can reserve badges by indicating on their team information sheets how many badges they require. Kon-Tiki T-shirts will also be available, payment must accompany order and sizes must be indicated.

## Weather

The competition will continue come rain or shine, so please make sure that you have got wet weather and warm gear in case of severe downpours and cold weather. In 1999 we had gale force wind and in 2004 we had rain on Friday and Saturday. 2005 provided us with strong wind and rain on the Sunday and in 2006 a torrential downpour at the opening parade ....So **"Be Prepared"**

## Disqualification (Raft and Fringe)

The Kon-Tiki organising committee reserves the right to disqualify any team for behaviour contrary to the spirit of Scouting, Kon-Tiki and normal social behaviour, by any team member or members of the supporting party.

No alcohol is to be consumed at the event by anyone, participants and non-participants included. Failure to adhere to this rule can lead to the disqualification of the relevant Raft/Fringe teams.

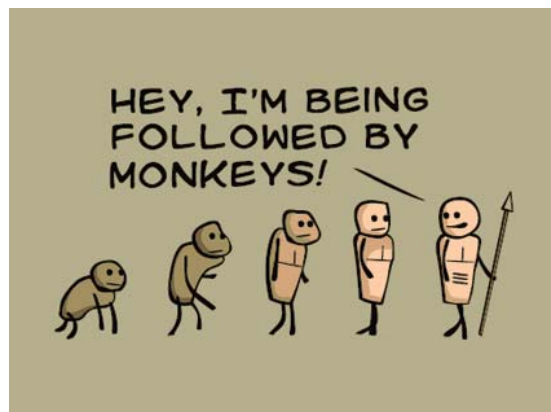
Decision of judges regarding disqualification will be final and no negotiation will be entered into.

## Protection For Your Feet

All people attending Kon-Tiki must wear shoes AT ALL TIMES, including those on the raft. This is for your safety.

## When You Leave

Leave nothing but your thanks. All equipment, refuse, raft debris etc. must be removed from Sandvlei by 18h00 on Sunday. Any cleanup after the event will be charged to the Sea Scout Base and we will have no hesitation in passing this cost on to the Groups/Companies. Note: Debris includes any reeds, grass matting etc. used for raft construction. DO NOT pile your debris alongside municipal bins – TAKE IT HOME! Construction sites must be left absolutely clean.



## Frequently Asked Questions about the Kon-Tiki Raft Competition

### What is the Kon-Tiki Adventure?

- The Cape Western Area's Kon-Tiki Adventure is a raft building competition for Scouts and Guides.
- The competitors live on their raft for 24 hours and carry out certain tasks, which form part of the overall competition.
- Because the raft teams rely on the rest of their Troop or Company to support them during the weekend, the organisers have created the Kon-Tiki Fringe, specifically for the raft support teams, to keep them active during the weekend.

### Who may enter the Competition?

- Scouts/Guides who have not yet turned 18 on the last day of the competition.
- Raft team members must have their Swimming Badge.
- Fringe team members in the kneeboard race must have their Swimming Badge.
- Teams of 6 per raft.
- Each raft team may enter a fringe team.
- First timers to Kon-Tiki may enter a fringe team to have a look at the competition. Second time around you will need to enter a Raft.

### Can we enter the Kon-Tiki Fringe?

#### You may only enter the Kon-Tiki fringe if:

- Your team has entered a raft
- You may not enter a fringe team if you have been to Kon-Tiki before and you are not entering a raft team.
- The fringe is also useful for teams who have never been to the event and want to have a look at what it is all about.

### Why is the Fringe limited to Raft support crews and Kon-Tiki First-Timers?

- Cape Western Area's Kon-Tiki competition is a raft building competition. The fringe is only there to keep the raft support teams busy during the course of the weekend.
- The organisation of the fringe takes more effort and manpower than the raft event once the rafts are on the water. There is only sufficient time, while the rafts are on the water, to accommodate a certain number of fringe games.
- This is to try and limit the entries to ensure that the fringe activities finish on time, before the rafts arrive back on shore.

### May non-Scouts/non-Guides enter the competition or be on one of the teams?

- No. Unfortunately non-Scouts/Guides are not covered by any of the policies, which govern the SA Scout and Guide Associations. BUT anyone can help in the construction of the rafts.

### May we camp at Kon-Tiki if we are not entering the Competition?

- No. Unfortunately the space at the Kon-Tiki event is limited, particularly with regards to camping, and entrants have to be given first choice of getting camping sites. A week after the closing date, you may phone the Sea Scout Base and if there are still sites available, these will be allocated on a first-come, first-served basis. Camping sites are for the raft support crews and fringe entrants.
- Visitors/non-competitors to Kon-Tiki, who wish to camp, may book campsites at the Sandvlei Caravan Park, which is a 20 minute, walk from the event and a five-minute drive by car.

### Our Group will never be able to enter Kon-Tiki because it is too expensive to get the equipment together to build a raft. So what options do we have?

- Combine with one or two other Groups within your District/Area and enter a District/Area team.
- Put out a general email to all and find out whether there are any Troops or Guide companies that want assistance with their raft building. In return ask whether they can accommodate one of your Scouts on their raft team.
- Find out from HQ whether there are any discontinued Groups that have Kon-Tiki raft building material available to borrow or for hire.
- Approach your local companies for building material, poles, rope that they are throwing away or that they no longer use.

## The Kon-Tiki Fringe

The Kon-Tiki Fringe is held for Troop/Company members who are part of the support team and who are unable to get on to the raft this year. This is intended to be a FUN event for participants and spectators. There is no recourse to appeal once your team's event is complete. There is no arguing with the judge of any particular event.

Teams will be divided into pools, depending on the number of teams entered. Teams will compete within their pools with the top two or four teams in each pool continuing to the next round.

Teams may swap members if they have more than one team entered but no event will be held up for members of a team if they have participants in other events.



**Andrew "Dolphin" Lawson Trophy Highest accumulated points in the Kon-Tiki Fringe.  
Not counted towards N. Coxon Overall Trophy**

### SLIP & SLIDE TUG-O-WAR

- Teams of five members take part in the event.
- Feet must remain in contact with the slip and slide mat at all times. If any team member's foot should go off of the mat twice, that team forfeits that pull to the other team.
- The winner of the event is the first team to win two pulls.

### VOLLEYBALL

- Teams of five members take part in the event.
- The first two rounds are played as a single game knockout. The first team to score 11 points goes through to the next round. Time permitting, the semi-final and final is played as the best of three to score 21.

### KNEEBOARD RELAY

- Teams of four members take part in the event.
- Participants MUST have their swimmer's badges to take part in this event.

### NEANDERTHAL KNOWLEDGE QUEST

- Entire fringe team may participate

### CROSS-COUNTRY RACE

- Enter as many participants as possible to earn the biggest number of points.
- Categories:
  - Junior Boys (Under 14)
  - Junior Girls (Under 14)
  - Senior Boys (Under 18)
  - Senior Girls (Under 18)
  - Veterans (All the OLD people 18 and over)

### FRINGE SCORING:

#### Tug-O-War, Volleyball and Kneeboard Relay:

Winners 10 points

2<sup>nd</sup> place 9 points

3<sup>rd</sup> place 8 points

4<sup>th</sup> place 7 points

5<sup>th</sup> place 6 points

6<sup>th</sup> place 5 points

7<sup>th</sup> place 4 points

8<sup>rd</sup> place 3 points

9<sup>th</sup> place 2 points

Other game winners: 1 point

#### Neanderthal Knowledge Quest

All answer sheets handed in on time will be marked

Top 4 sheets handed in of each team will earn points

All other entries handed in will receive 5 points

These points are then added and the teams with the most points are awarded fringe points as follows:

Highest points = 10

2<sup>nd</sup> = 9 etc.

#### Cross-Country

All runners who finish earn points as follows:

First 20 runners to finish = 10

Second 20 = 9 etc.

These points are then added and the teams with the most points are awarded fringe points as follows:

Highest points = 10

2<sup>nd</sup> = 9 etc.

The winners in each category earn certificates.

#### Night Activity

A night activity will be held. This will count for points for participation. Only fringe team members will be allowed to participate in the night activity.

More details will be announced at the team leaders briefing.

## KON-TIKI 2010 PROGRAMME

### Day One – Friday 19 March 2010

- 1430 Information Desk Opens
- 1500 Raft Building Starts
- 1530 Kitchen and Tuckshop open
- 2100 Team Leader's Briefing
- 2200 Kitchen Closes
- 2300 Tuckshop Closes
- 2300 Raft Building Ends (All Quiet)

### Day Two – Saturday 20 March 2010

- 0630 Information Desk Opens
- 0700 Raft Building Recommences
- 0730 Kitchen and Tuckshop Open
- 1000 Safety Judging commences
- 1200 All Rafts ready for inspection
- 1200 Final Judging Commences
- 1315 Fall in for the Opening Parade
- 1330 Opening Parade
- 1400 Raft Launching Commences
- 1500 Daytime Fringe Activities start
- 1730 Daytime Fringe Activities end
- 1900 Fringe Neanderthal Knowledge Quest starts
- 2000 Fringe Neanderthal Knowledge Quest finishes
- 2030 Kitchen Closes
- 2030 Fringe night activity briefing
- 2130 Fringe night activity ends
- 2200 Tuckshop Closes
- 2300 Information Desk closes
- 2300 Night Watch starts

### Day Three – Sunday 21 March 2010

- 0600 Night watch ends
- 0630 Information Desk Opens
- 0730 Kitchen and Tuckshop Open
- 1000 Cross-Country Starts
- 1045 Fringe Activities start
- 1230 Fringe Activities end
- 1300 Arrival of VIPs
- 1330 Raft Review by VIP Party
- 1400 Rafts to Shore
- 1600 Kitchen and Tuckshop close
- 1615 Fall in for Closing Parade & Prize Giving
- 1630 Closing Parade and Prize Giving
- 1800 Base Closes

Significant sponsorship by:

**Pick'n Play**  
We're on your side

2-Way radios sponsored by:

**LAZER**  
COMMUNICATIONS

The Kon-Tiki Adventure website hosted by :



Kitchen Point of Sale Equipment, loaned by:

Citizen JCM Gold

Kon-Tiki Clothing by

**Classmates**

[www.classmates.co.za](http://www.classmates.co.za)

Kon-Tiki Badges by

**S**  
**Donaldson**  
**Embroidery**

[joy@vanree.co.za](mailto:joy@vanree.co.za)

## Staff and Organisation for Kon-Tiki 2010

Event Host:	Western Cape Province Sea Scouts
APC: Water Activities	Robert Callanan
Event Organiser	Robert Callanan
Chief Judge:	Robbie Owen
Organising Committee:	Kelly & Robbie Owen, Charles Prince, Stiv Samuel
Chief Scorer:	Ashley Verhulp
Sea Scout Base Liaison:	Charles Prince
Sea Scout Chairperson:	Mrs. Gerrie Buckley
Water Safety Officer:	Robert Callanan
Base Port Captain:	Stef Terblanche
Catering Officer:	Julie Terblanche
Kon-Tiki Logistics/Campsites:	Stef and Julie Terblanche
Kon-tiki HQ Supervisor:	Kelly Owen
Information Desk:	Bridget Young and Kelly Owen
First Aid Officer:	Peter Niddrie
Sea Cadet Base OC:	Phillip Muller
2010 Logo and artwork:	Megan Smith and Charles Prince
Award Certificates	Megan Smith
Creative Consultant:	Stiv Samuel
Website Hosting:	Haydon Dawe, abITe Technologies

### 1. Organiser's Responsibility

The Organisers of Kon-Tiki 2010 will accept no responsibility for the loss and/or damage to persons and/or equipment. All possible precautions will, however, be taken throughout the weekend to avoid loss or damage.

*Our thanks to the Officers and personnel at TS Woltemade Sea Cadet Base for the kind use of their facility during Kon-Tiki.*

<http://www.kontiki.za.org>

<http://www.facebook.com/group.php?gid=6767251627>

Kontiki Western Cape





# Kontiki Site Layout

The Sea Scout Base, Promenade Road, Sandvlei, Lakeside – Site of The Kon-Tiki Adventure