

Kon-Tiki Raft Information



27 – 29 March 2015

1. Chief Judges Message

Welcome to the theatre of Kon-Tiki,

From *Chicago* to *Cats*, from *High School Musical* to *Grease*... there's a musical for everyone! And now introducing – *Kon-Tiki the Musical*!

After the very successful extended Kon-Tiki last year we are back to the 3 day competition – and it's going to be jam packed so make sure you are ready.

We have revamped the booklet this year to try make it more user friendly. Kon-Tiki is not a “spot the difference” competition so we've tried to make all rule changes clear to returning teams (see page 9). But make sure you read the whole booklet as these are only the most important changes – there may be other minor changes in the booklet.

Also make sure you take note of the new entry procedure (see page 9). The entry form must be faxed/emailed as usual, but this year there will be a preregistration weekend to hand in various forms. This will take place at the **2nd Plumstead Scout Hall (33 Mellville Road, Plumstead) on Saturday 21st March from 12h00 – 17h00**. Only 1 representative needs to hand the forms in. This is so we can verify all the indemnity forms before the competition and not after the competition has started.

Grab your tap shoes and guitars and get ready for a great Kon-Tiki 2015!

Break a leg...

Robbie

Robbie Owen
Chief Judge

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



Or join our Facebook group: Kontiki Western Cape



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3. Kon-Tiki Programme

Day One – Friday 27 March 2015

- 1100 Parking and Site Allocation Opens
- 1430 Information Desk Opens
- 1500 Raft Building Starts
- 1530 Kitchen and Tuckshop open
- 1900 Fringe registration starts
- 2000 Fringe registration ends
- 2100 Team Leader's Briefing
- 2200 Kitchen Closes
- 2300 Tuckshop Closes
- 2300 Raft Building Ends (All Quiet)

Day Two – Saturday 28 March 2015

- 0630 Information Desk Opens
- 0700 Raft Building Recommences
- 0730 Kitchen and Tuckshop Open
- 1000 Safety Judging commences
- 1100 Fringe registration starts
- 1200 Fringe registration ends
- 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
- 1500 Fringe Cooking Competition starts
- 1730 Daytime Fringe Activities end
- 1800 Tender Race
- 1900 Fringe Cooking competition judging
- 2000 Fringe night activity starts
- 2030 Kitchen Closes
- 2200 Fringe night activity ends
- 2200 Tuckshop Closes
- 2300 Information Desk closes
- 2300 Night Watch starts

Day Three – Sunday 29 March 2015

- 0600 Night watch ends
- 0630 Information Desk Opens
- 0730 Kitchen and Tuckshop Open
- 0830 Live STA display
- 1000 Cross-Country Starts
- 1045 Fringe Activities start

Significant sponsorship by:

Pick n Play

2-Way radios sponsored by:

LAZER
COMMUNICATIONS

The Kon-Tiki Adventure website hosted by :



Kon-Tiki Clothing by

Classmates

www.classmates.co.za

Kon-Tiki Caps by

S Donaldson Embroidery

joy@vanree.co.za

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- 1130 Cub/Brownie activity starts
- 1230 Fringe Activities end
- 1300 Cub/Brownie activity ends
- 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



4. Scoring Criteria

STEP 1 - RAFT FRAME

- Suitable spars for raft base
- Lashings correct and tight
- Manila rope in good condition
- Rope ends finished
- Base sturdy
- Team number displayed on site

STEP 2 - DRUMS

- Quantity suitable for frame size
- Suitably positioned
- Rope ends finished
- Lashings ended off neatly
- Drums securely lashed
- Manila rope in good condition

STEP 3 - DECKING

- Suitable Material for all decking
- Appropriate method of attachment
- Decking secure
- Decking stable and rigid
- Decking pieces fitted neatly
- Deck size appropriate to frame

STEP 4 - CABIN

- Sturdy frame of suitable material
- Frame secured to raft base
- Weatherproofing
- Frame pioneered
- Sturdy walls secured to frame
- Sturdy roof secured to frame

STEP 5 - MAST & SAIL

- Mast firmly secured
- Lashing correct and tight
- Kon-tiki mask accurately on sail
- Sail of appropriate size

STEP 6 - ACCOMMODATION

- Toilet - private and secure
- Toilet - bucket and chemicals
- Inside cooking area separated
from sleeping area
- Cooking area fire-safe
- Adequate sleeping area

STEP 7 - SAFETY EQUIPMENT

- Lifejackets present
- Fire extinguisher present

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- Fire extinguisher serviced
- First aid kit present and stocked
- Torch and spare batteries present
- Whistle present
- Red flag present
- Tender present
- Paddles present
- Cell phone present
- 6 punting poles [1 mark per pole]
- 4 x 5m ropes [1 mark per rope]
- Ready on jetty on time

STEP 8 - TEAM IDENTIFICATION

- 2 Team numbers. Each 1m x 1m
- Each number black on red

STEP 9 - SEAWORTHINESS –

- ANCHORS/TOW ROPE
- 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
- Sufficient thickness (min 20mm)
- Securely attached to sides of
bow/front corners of raft

STEP 10 - SEAWORTHINESS –

NAVIGATION

- White navigation light in centre
- Red navigation light to port
- Green navigation light to starboard
- Power supply for lights
- Power supply in safe container

STEP 11 - FLAGS

- National flag present
- National flag topmost
- Troop/company flag present
- Team flag – swallow tail shape
- Team flag - represents theme
- Team flag - design clearly visible
- Team flag - creativity
- Team flag - workmanship

STEP 12 - ADMINISTRATION

- Handed in on time – at competition
- 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

STEP CARD HANDED IN ON TIME

THEME DRESS

- Appropriate to theme
- Team costumes complementary
- Creativity
- Effort
- Workmanship

THEME APPEARANCE

- 4 Items: Present, Visible, Original, Creative, Workmanship

TENDER RACE

DURABILITY CHECK NIGHT

- Raft stable on water

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Night watch awake
 3 navigation lights burning
 Both numbers on display
 Night watch wearing life jacket
 Emergency rope readily available
 Fire extinguisher readily available
 Raft mooring secure

DURABILITY CHECK DAY

Raft stable on water
 Raft neat and tidy

PENALTY POINTS

ENTRY

Entry in on time
 Indemnities in on time

MEAL – various tests during weekend

STA's – various tests during weekend

HYGIENE

5. Trophies

Raft competition		
	Description	Trophy name
1	Overall winner (combination of all below)	Neville Coxon Trophy
2	Construction	DB McEwan Trophy
3	Meals	John Stratton Trophy
4	STAs	Safmarine Trophy
5	Tender Race	Tender Race Trophy
6	Theme dress	Theme Dress Trophy
7	Scout Spirit STA	John Delpport Trophy

Fringe competition	
Description	Trophy name
Overall winner	Dolphin Lawson Trophy
Fringe cooking trophy	Bob Bell Trophy

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6. Entries

Entry Procedure

- The entry forms will be available online on the Facebook page and Western Cape Scout page.
- Only the entry form needs to be emailed to thekontikiadventure@gmail.com or faxed to 086 538 9527 before 18h00 on Saturday 14th February.
- There will be a preregistration weekend for all teams to register for the competition.
 - The preregistration will be at the 2nd Plumstead Scout Hall (33 Mellville Road, Plumstead) 12h00 – 17h00 on Saturday 21st March
 - First come first served
 - Only 1 representative per team need hand the forms in.
 - Please bear in mind that form checking will take approximately 30 minutes per team. Please be patient.
- The following forms need to be handed in at preregistration to be checked by the organisers:
 - Raft team list (including reserves if necessary)
 - Raft Parent Consent/Indemnity Forms (in the order they appear on team list) (including reserves)
 - Fringe team list (including reserves if necessary) (*only if entering Fringe competition*)
 - Fringe Parent Consent/Indemnity Forms (in the order they appear on team list) (including reserves)
 - Scouter and parent mixed gender forms (if applicable)
- If any forms are incorrect points will be lost and incorrect forms will be sent back to be rectified before the competition.

Penalty points will apply to late entries and late indemnity forms (and those not correctly filled in)

The Raft/Fringe Team

- A Kon-tiki raft team consists of 6 people who will live aboard the raft for a full 24 hours
 - The Raft Team Leader must be between 15 to 18 years old. If not then prior consent must be obtained from the chief judge with written motivation from the Troop Leader or Guider.
- 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)

7. Notable changes for 2015

These are important changes that have been made for 2015. There may be other minor changes so please read the rest of the booklet carefully.

- Take note of the new entry procedure.
 - The entry form must be received by 18h00 on Saturday 14th February

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- Team lists, mixed gender forms and team indemnity forms to be handed in at preregistration on 21st March 2015 from 12h00 – 17h00 at the 2nd Plumstead Scout Hall (33 Mellville Road, Plumstead). Incorrect forms will be returned to be rectified.
- Cellphone list, replacement/additional team member indemnity forms and rectified forms from preregistration to be handed in at competition before 17h00 on Friday.
- Construction Step Cards will not be handed out until correct forms have been received.
- Tow rope required on stern of raft as well as bow.
- Tender can only be a canoe – no saldanhas allowed as tender.
- Tender must have a 3m tow rope attached.
- Team number required on bouy trip line and bow of tender.
- Raft numbers must be black on red background.

8. 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
 - 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.
 - Pre-constructed paddle wheels will be allowed.
 - Individual hut sides may be pre-constructed.
 - Individual roof sheets may be pre-constructed, however an entire pre-constructed roof is not allowed.

NB: 3-strand manila rope must be used for all your lashings on raft frame and drums. Hemp rope will also be allowed for raft frame and drums

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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?
- Drum caps should be horizontal when tied on, i.e. parallel with water line.
- *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.

Mast and Sail

- The raft must have a mast that is at least 1.5 times the height of the cabin at its highest point.
- The mast must be securely attached.
- You must also make a sail that is at least as wide as the cabin and it must have the Kon-Tiki mask painted on it.
- The sail must be able to be stowed when not in use.
- You must be able to hoist and lower your flags as described in Flags on page - 14 -.

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 clear separate 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. No sisal is allowed for the frame of the hut.
- The walls and roof of the cabin must ALL be rigid – no canvas, plastic or other material will be accepted as part of the rigid structure. Canvas or plastic can be used for waterproofing on roof and walls.
- 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
- Gas lights - rather use battery operated or re-chargeable lanterns

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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.

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.
 - Life jackets must be worn when paddling/rowing in the tender and when outside raft cabin at night.
 - All lifejackets must have a working zip and whistle.
 - Ensure lifejackets fit all team members properly.

NB: Teams without life jackets will not be permitted to launch.

- **Fire Extinguisher:**
 - A serviceable, all-purpose fire extinguisher
 - Fire extinguisher must have been serviced within past 12 months
 - Must be 1.5kg dry powder or larger
 - Must be easily accessible when on the raft
- **First Aid kit:** consisting of emergency blanket plus basic crew first aid kit (plasters, bandages, mouthpiece, surgical gloves, antiseptics, tweezers and burnshield).
- **Torch**, with fresh batteries
- **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.
- **Canoe**
 - Only 1 or 2 man canoes are allowed as a tender.
 - 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 canoe per raft is permitted.

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- Your canoe must have a laminated A4 sheet with your team number on the front.
- Canoes must have a 3m tow rope attached to the bow.
- For safety reasons, canoes will be graded as 1 or 2 person and will be limited to that many for the weekend.
- **Spare Ropes:** 4 x 5m of 8mm 3-strand manila rope.
- **Punting Poles:** 6 STURDY poles. Make sure that they are long enough to punt your raft in the vlei (+/- 5m)
- **Cell Phone.** You are required to bring a cellular phone with you on board your raft.
 - This will only be used as a safety device and will not be needed for any STA or meal.
 - This must be the phone with the cell phone number as listed for the Raft Team Leader on the Cell Phone Registration form. This number will be added to a Whatsapp group for all raft team leaders. This group will be used by HQ to convey any critical information to the teams. It is not to be used as a chat group.
 - Please conserve battery power to ensure it will last the entire time you are on the water. Bring 2 cellular phones if you are unsure and keep one off in case the first one runs out of battery.

Team Identification

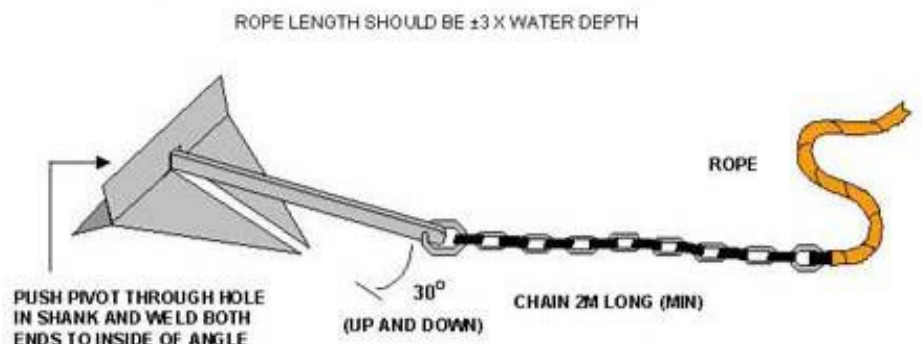
- **Two 1m x 1m Raft numbers**
 - Black number on a red background (displayed port and starboard)
 - These must be displayed in the centre of the walls on both sides of the raft.

Seaworthy

- **Anchors:**
 - Two **10kg** Danforth-type anchors
 - PLUS** 4 meters of 8-10mm chain PER ANCHOR
 - PLUS** 6 meters of 10mm anchor rope PER ANCHOR
 - If your team has more than 2 anchors you are encouraged to bring them to ensure your raft and those around you do not move in the event of high winds.
 - 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.
 - Your team number must be clearly displayed on your trip line bouy.

NB weight requirements:

Anchors of correct design but insufficient weight will NOT hold the raft

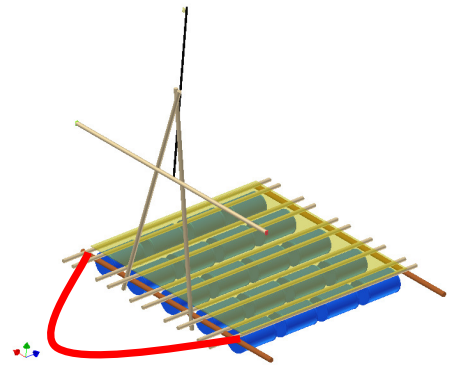


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• **Tow Rope:**

- Your raft must be fitted with a tow rope at the bow and the stern. The stern tow rope is a precautionary measure in case the raft cannot be towed from the bow.
- The rope needs to be between 8 and 10m long and tied securely to both corners of the bow (and stern), forming a loop. The rope should be a thick (min 20mm) nylon or manila 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.



• **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 (visible 180 degrees)
- A green starboard light (visible 180 degrees)

• **Drinking Water** – at least 6 litres per person.

- 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. PLEASE DO NOT USE TWO-WAY RADIOS, AS THEY WILL INTERFERE WITH THE RESCUE CREW'S RADIOS.

Raft Appearance

Flags

- **South African** National Flag (always the topmost flag)
- **Troop or Company** Flag
- **Theme Flag:** A swallow tail shaped flag representing the theme. This must be made before the competition.

Theme Appearance

- Your raft needs to be decorated with at least **4 theme items**.
- Painting your raft hut counts as one theme item.
- Theme items cannot be part of your theme dress and must stay on the raft during the parade.
- 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.

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Theme dress will be judged according to theme, creativity, effort and workmanship.

Please remember that only the raft crew will be on the parade ground and therefore no theme dress is needed for fringe crews.

Raft crews are expected to fall in at opening and closing parade in full theme dress.

Meals and STA's

Raft STA Competition

- To help pass the time, teams will be given Spare Time Activities (STAs) so please bring a STA kit. The items you will need are listed below.
- The STA instructions will give details regarding when and where the STAs will be judged.

Resources

Listed below is a comprehensive list of resources that you will require in order to successfully complete the STA's.

Black bags	Hacksaw - sharp	Screw driver - flat, small
Bostick glue - clear	Hammer - small	Shoe box - sturdy, large
Cellotape	Koki's	Sisal - small ball
Cotton - any colour	Match sticks	Staves - 4 x 1.8m long
Craft knife - heave duty, retractable	Paper - white, A4, 6 sheets	String
Dowel - 1 x 900mm long, 5mm thick	Pencil crayons	Tape - packaging tape
Dowel - 8 x 900mm long, 6mm thick	Pliers - long nose	Tape Measure
Dowel stick - 2 x 900mm long, 12mm thick	Pritt	
Fishing line	Scissors	

You will need various recyclable items to complete your STAs. Examples of items that you will need are:

- Toilet roll inners
- Bottle tops
- Roller towel inners
- Tins
- Empty match boxes
- Milk bottles
- Corrugated cardboard
- Juice cartons
- Boxes and cartons of various sizes (e.g. Cereal boxes, etc.)
- Magazines
- Newspapers

The more items you bring, the more choices you will have for your STAs.

Raft Meal Competition

- Each team will be required to make a meal for the judges at some stage during the weekend.
- 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.
- Everything you need to cook the meal is on the list or will be provided.

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- Any pre-cooked items will immediately disqualify you from the Raft Meal competition. Ingredients may be inspected.
- 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.
- Competition food will only be for the judge. Food for the raft team must be supplied by the team.
- You must bring the following items in a locked trommel to the Team Leaders Briefing on Friday at 21h00.
 - This trommel will be kept in a safe place by the Kon-Tiki Organisers for use by the raft teams at some stage during the weekend.
 - These items will not be available for the raft teams to cook with on board the raft and any items needed to cook food for the raft teams must be taken on board the raft.

Equipment

Basin - washing up	Matches	Scourer
Bowl - small	Measuring jug - 1 liter	Serving plate - x2
Cutlery - to serve	Measuring spoons	Slotted spoon
Cutting boards – 2	Mixing bowls - x 2	Tea spoons - x 2
Dishcloth	Plastic bag	Washing up liquid
Egg lifter	Potato peeler	Whisk
Fork	Pots - 2 x small, with lids	Wooden spoon
Frying pan	Roller Towel	
Knives - 2 x sharp	Scissors	

Ingredients

Butter - 250g	Onion - 1 large
Cake flour - 500g	Pepper
Eggs - 6	Salt
Garlic - crushed	Sugar - 250g
Oil - cooking, 500ml	Tomato and onion mix – 1 tin

9. 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 may 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

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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 an 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 co-operate 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 penalties or 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.

Construction sites will only be allocated from 11h00 on Friday. Any teams offloading their equipment before this time are not guaranteed the construction site they offload 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 22h00 on Friday evening until 13h00 Sunday.
- Any generators used at the campsites must not be in use between the hours of 22h00 and 07h00 each night. 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" on page - 21 -.

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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.**

Handing in your site card collected from Traffic Control control when you arrived will get you a step card. This is what the judges will sign each time you complete a construction step.

Your raft team list, fringe team list, team indemnity forms and mixed gender forms must be emailed to the chief judge before the competition (refer to Entry Procedure). Changes to teams will be permitted with the chief judge's permission.

The following documentation needs to be handed in to Kon-tiki HQ before 17h00 on Friday. Penalty points will apply to late documentation.

- Cell phone registration form
- Rectified forms from preregistration
- Additional raft team indemnity forms
- Additional fringe team indemnity forms

Construction Step Cards will not be handed out until all correct forms have been handed in.

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. An announcement will be made at 15h00 that construction may begin.
- Prior to 15h00 equipment may be laid out for ease of use, but not as a raft base – no poles and barrels may be perpendicular to one another.
- **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
 - When judging step 2 your raft must be suspended off the ground, i.e. your raft cannot be resting on your attached barrels. This is so the judges can test the barrel lashings.
- 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]

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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 compulsory for the Team Leaders of the Kon-Tiki raft and fringe teams. If the team leader cannot be there they are allowed to send a representative. 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.

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 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.

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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:

- Mobile phone: Use your mobile phone to call Kon-Tiki HQ.
- During the day: Wave your RED flag and blow your whistle.
- During the night: Flash as many flashlights as possible and blow your whistle.

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.
- Raft teams are not allowed to swim unless instructed to do so by the water safety team.
- Raft teams canoeing must be competent and must wear shoes and life jackets at all times.

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. This includes all raft members sitting outside the hut. 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 4th 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.

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10. General Information

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 all nights. The following services will be provided:

1. Communications: There will be a communications officer on duty from 14h30 Friday until 15h00 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

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 turned 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.

NOTE: Due to the limited power supply at the Base no cooking off electrical appliances will be permitted in the garages. Cooking will only be allowed on gas. This includes kettles. We urge all teams to support the kitchen during the competition weekend.

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.

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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.

Washing of dishes is not permitted in the bathrooms.

Kitchen and Tuck Shop

The Kon-Tiki Kitchen and Tuck shop will be open throughout the weekend, 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 Merchandise 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 paradeSo ***“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.

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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.

11. Staff and Organisation for Kon-Tiki 2015

Event Host:	Western Cape Province Sea Scouts
APC: Water Activities	Dave Roux
Event Organiser	SCOUTS South Africa
Chief Judge:	Robbie Owen
Organising Committee:	Kelly & Robbie Owen, Stuart Buckley, Tracy-Lee Heath and Alister Raine
Fringe Committee:	sTiv Samuel and Ross McDonald
Sea Scout Chairperson:	Mrs. Gerrie Buckley
Base Port Captain:	Stef Terrblanche
Catering Officer:	Julie Terblanche
Kon-Tiki Logistics/Campsites:	Stef and Julie Terblanche
Information Desk:	Kelly Owen, Tracy-Lee Heath
Sea Cadet Base OC:	Paul Jacobs
2015 Logo and artwork:	Kathy Douglas
Award Certificates	Megan Grauso
Website Hosting:	Haydon Dawe

12. Organiser's Responsibility

The Organisers of Kon-Tiki 2015 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.