



ANIMATED ADVENTURES

arowe park, benoni

competition guide



kon tiki 2026

competition guide

Table of Contents

One: Judging Guidelines	2
1.1 Note from the Chief Judge	2
1.2 Getting started	2
1.3 Recommendations	2
1.4 Judging & Evaluation Guidelines	3
1.4.1 Program and Timetable	3
1.4.2 Kon Tiki 2026 Judging Process	4
1.4.3 Score Sheets	4
1.4.4 Right of Admission Reserved	5
Two: Kon Tiki 2026 Competitions	5
2.1 General Competition	5
2.1.1 Preparation	5
2.1.2 Kon Tiki 2026 Theme	6
2.1.3 Extending The Scoring Strategy	6
2.1.4 Registration at Kon Tiki 2026	6
2.1.5 Spirit Trophy	7
2.2 Raft Competition	7
2.2.1 Raft Logbook	7
2.2.2 Equipment	7
2.2.3 Raft Design	8
2.2.4 Safety Awareness	9
2.2.5 Final Inspection	10
2.2.6 Model Raft	10
2.2.7 On-water Challenge	10
2.2.8 Raft launch and recovery	12
2.2.9 Raft Emergency	12
2.2.10 Foreshore Post Launch Clean-up	12
2.3 Supporters Competition	13
2.3.1 Supporters Logbook	13
2.3.2 Camp Site	13
2.3.3 Cooking / Supporters Meal	14
2.3.4 STA – Spare Time Activity	15
2.3.5 Camp Fire	16

One: Judging Guidelines

General information about Kon Tiki 2026 is contained within the Booklet – if in doubt, this should be your first reference point – in the unlikely situation that the information is not well presented, contact your Sub-camp Chief for further clarification.

This document is a guideline to competition components and what is expected from the competing teams.

The results of competition judging are captured via Scouts.Digital (<https://ssa.scouts.digital/>) by the relevant judges at the time of judging. The relevant team PL's should be able to track the teams progress i.t.o. completion of respective components. Scores will only be published after the event.

The PL's are responsible to get the necessary evaluation completed by a judge for each component. Please check the Kon Tiki 2026 Competition Timetable and Kon Tiki 2026 Program to ensure that you know what is being judged and when.

Judges can be identified by their Hi-Viz bibs. Senior Judges, Camp & Sub-camp Chiefs have high visibility jackets. The Senior Judges can usually be found in the Information Tent (white marquee) near the tuck-shop.

Your team needs to ensure that you are in the **correct place** at the **correct time** to score maximum points.

Kon Tiki 2026 Management Team are:

- Camp Chief: Reece van Buren
- Chief Judge: Jonathan Pienaar
- Registration: De Waal Fourie
- Security Officer: Allan Baudry
- Access Control: Megan Pillar
- Site Communications: Mark Pollock
- Administration: Lutcia Griesel
- Finance: Debbie Symons

1.1 Note from the Chief Judge

The purpose of the competition guidelines are to assist teams (particularly the PLs and APLs) in understanding the competitions and how to do well. Please note there may be repetition from the Kon Tiki Booklet. Should you note any conflicting information between the booklet and the competition guidelines, the information in the booklet will be taken as correct. Please also notify the Chief Judge via email: jonathan.pienaar@scouts.org.za.

1.2 Getting started

- ✓ Practice. Practice. Practice.
- ✓ Get there early.
- ✓ Start building ASAP.

Teams who practice their raft and camp site gadget builds repeatedly will inevitably perform far better than those who build their raft and/or gadgets for the first time at Kon Tiki 2026.

Not only will you have the opportunity to get your build process slick and efficient, you have the opportunity to evaluate what works and what does not; make sure your equipment is fit-for-purpose and focus on the Scout strengths and most importantly, passing these on.

1.3 Recommendations

- Teams may start arriving from midday on Friday (see booklet for exact time) so get to Arrowe Park as soon as you can! (You are permitted to drop of equipment early – see booklet)

- Know where your camp site is and plan how you are getting your equipment to and from the site. There are strict restrictions on where trucks & vehicles may be go – be aware of them.
- Make very sure you have ordered enough wristbands for **EVERYONE**, truck driver, parents dropping off inside, Scout's, Scouters & adults, visitors – basically anyone who wants to come through the Arrowe Park Gate. The Kon Tiki 2026 booklet is very detailed on which wristband is for which purpose. Any issues with your team members, parents, visitors, drivers etc. at the gate because they do not have wristbands will be referred to the TS & SGL for resolution and the team penalised. Aggressive behaviours or abuse will not be tolerated.
- It is recommended to take advantage of the online registration submission process beforehand to avoid queuing at the Kon Tiki event. Triple check all your paperwork and forms needed to complete registration – **REGISTRATION IS ONLY COMPLETE ONCE YOU HAVE CHECKED IN ON SITE!**
- Have an advance party arrive early and check in (see booklet for exact time). You cannot start building your raft until the inspection is complete which requires **REGISTRATION TO BE COMPLETE!**
- Start building your camp site and camp gadgets as soon as you can (see booklet for exact time) – **CAMP SITE SETUP AND GADGETS DO NOT NEED TO WAIT FOR REGISTRATION TO BE COMPLETE.**
- Consider pre-preparation of Friday supper, delivered ready-to-eat, or contact the Tuck Shop for similar options. This will give you time to setup camp, get yourself situated and build your gadgets without the impact of kitchen construction and food preparation.
- Grab a judge as soon as you can and get your first Raft inspection completed so you are ready to start building as soon as raft construction may begin (see Kon Tiki 2026 Booklet for exact time). Start building on time!
- Have you noticed how many times you have to refer to the Kon Tiki 2026 Booklet? Read it; Study it; Know it!
- Kon Tiki will continue even if it does not rain – dress appropriately!
- Have fun, & enjoy Kon Tiki 2026!

1.4 Judging & Evaluation Guidelines

Competition evaluations and judging takes place continuously during weekend as per the published timetable in the Kon Tiki 2026 Booklet. Keep a copy at hand.

1.4.1 Program and Timetable

1.4.1.1 Kon Tiki 2026 Competition Timetable

You should have the Competition Program on your notice board in Camp and at the Raft build site. It is published under section **4.4 Judging** in the Kon Tiki 2026 Booklet. Read it. Refer to it regularly and make sure you don't miss any Judging deadlines – we will not remind you of when competitions start.

Some Competitions can be evaluated at any time from start of Kon Tiki 2026 on Friday till 21h00 Saturday but *these are the exception!* Most Competitions have specific start and finish times so make sure you keep an eagle eye on the Competition Timetable and the times! Both the Raft Notice Board and Camp Notice Board should have a copy clearly displayed.

Pro-tip: Prior to calling a judge, go through the score sheets on Scouts.Digital with a critical eye to make sure you are ready for the judge to evaluate you. It is also a good time to mentor your successor for next year. These are usually only visible at the appointed time in the competition schedule.

1.4.1.2 Kon Tiki 2026 Program

The Kon Tiki 2026 Program lists the various milestones and activities during Kon Tiki 2026 such as meetings, gate times, generator and music times and other key events over the weekend but NOT the respective Competitions. You should have a copy of the Kon Tiki 2026 Camp Program, at minimum, on your Camp Notice Board and strongly recommended for Raft Notice Board.

1.4.2 Kon Tiki 2026 Judging Process

When ready for the relevant evaluation, a member of the team seeks out an available Judge. Evaluations are completed by judges in pairs or more.

1.4.2.1 Judging

The team will fall-in and greet the judges after which the PL (and APL) will accompany the judges for the respective competition evaluation.

This is an interactive discussion between the PL and Judge(s).

At every inspection the judging process and score must be discussed with the respective PL.

For the Raft Build Site, please ensure that judges are able to move freely around your raft.

The rest of the Patrol/Troop should remain in formation and are welcome to sing or chatter or whatever they prefer till the evaluation is completed. The Spirit of the Patrol/Troop is evaluated at the same time so showing some spirit will be in your favour.

At the **judges discretion:** (ie ask first)

- The Patrol/Troop members may make use of this opportunity to go to the bathroom , get refreshments or attend to chores or items that need attention etc.
- Where it will not interfere with the judges evaluation, the team may continue with the competition (Raft or Camp site).

Adults may observe silently but must remain clear of the build site or camp site during the evaluation.

1.4.2.2 Judging Queries & Review

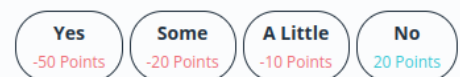
Should the raft PL or APL (not an adult!) feel a clarification or a second opinion is required, they are entitled to request a review from a Senior Judge. This evaluation is final.

1.4.2.3 Adult Interference

Should the TS of any team wish to escalate a query, they may do so via a Senior Judge. *Please do not abuse this courtesy.*

Any judge who feels they are experiencing undue adult pressure or interference is encouraged to refer to a Senior Judges.

Is there ANY adult involvement? (This question can be remarked by any Senior Judge at any point in time)



This is a true evaluation configuration.

1.4.3 Score Sheets

Score sheets are NOT released prior to Kon Tiki. The reasons for this are numerous but the primary ones are:

- Prevent teams from being so focused on the Score Sheets in preparation that they miss the point of Kon Tiki. The focus should be on learning and passing on of skills as part of their Kon Tiki 2026 preparation.
- Prevent individuals and Teams from "*Gaming of the System*".
- Everything you need to know is in the Kon Tiki 2026 Booklet aided by this Kon Tiki Competition Guide.

1.4.4 Right of Admission Reserved

Any person(s) found to be rude, abrasive, threatening, otherwise aggressive or exhibiting behaviour contrary to Scout Law & Promise towards the gate marshals, Judges, Sub-camp Chiefs and/or any staff may be denied access, escorted off the property or arrested by the SA Police on site.

The standard Scouts South Africa Admission Policy for any Scouts South Africa property, event or gathering applies.

Right of admission is reserved.

Two: Kon Tiki 2026 Competitions

2.1 General Competition

2.1.1 Preparation

- Read the Kon Tiki 2026 Booklet. Build your own checklists. Use your checklists.
- Make sure you have sufficient wristbands for all your Kon Tiki 2026 people and correct wristbands types/colours.
 - Remember to include truck drivers and any drop-off's that want to get through the Arrows Park gates.
 - Wristbands must be secured on the wrist PRIOR to arrival with **team number & emergency contact number** clearly written on the wristband.
Pro-tip: Pick which wrist your whole team will all wear their wristband on so you all follow the same theme.
 - Drop-off on the road outside and only the Scouts walking in is an option to save money (i.e. parents, drivers etc. remain outside).
- Any issues with your team members, parents, visitors, drivers etc. at the gate [because they do not have wristbands] will be referred to your TS for resolution.
- Plan your drop-off & pick-up locations.

If you have a camp site near the road, this is easy, however if your camp site is on the far end of Arrows Park, you will need to plan where your Scouts & Equipment will be dropped off and how you will get everything from the drop-off to your camp site (and back again on Sunday).

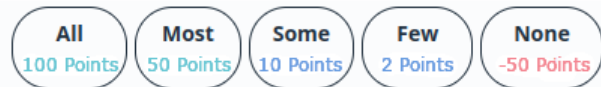
Pro-tip: Scout powered trailer (hand-pushed) are permitted in the camp site area - no vehicles are permitted in the camp site area nor foreshore (if they enter for adults to "camp in", they remain stationary on site for the duration of the camp).
- Get both your logbooks started early. You need a logbook for the Raft Team and a separate logbook for the Supporters Team.
- Have a notice board and plan what you want on it well in advance. Use it!
 - You need a notice board for your Camp site and a second notice board for the Raft build site is recommended.
 - Print the Kon Tiki 2026 map and be familiar with where your camp site is in relation to everything else.
 - Print the Kon Tiki 2026 Program (first few pages of the booklet)
 - Print the Kon Tiki 2026 Competition timetable (section 4.4 in the booklet)
 - Print your Supporters Team (camp site) equipment list and what each item is intended for the Camp Site Notice Board.
 - Print your Raft Team (raft build) equipment list and build instructions for the Raft Build Notice Board.
 - Print your duty roster (who does what when).
 - Anything else you need to keep track of.
- The Judges will be at the Information Tent and walking the foreshore until rafts launch.
- Join the Kon Tiki 2026 Notifications WhatsApp group.

Who should Join: PL & APL for Raft Team and PL & APL for Supporters' Team and TS.
- When in doubt, ask a Support Crew member or at the Information Tent.

2.1.2 Kon Tiki 2026 Theme

The Kon Tiki 2026 theme influences a number of the competition score sheets. Putting thought into your décor, themed dress and any other activities that can be influenced by the Kon Tiki 2026 theme, and may separate those who do well and those who do very well in the competition.

99. Has the theme influenced the design?
Supporters Competition - Johnny Verbeck



PS: This image is only a fictitious example – I am not going to make it that easy :)

2.1.3 Extending The Scoring Strategy

We will be extending our "Rewarding A Good Scout" scoring strategy. This strategy goes a little something like this:

- How prepared is the Team?
- Is the Team living the Law & Promise? (Sticking to the code)
- Is the Team doing their best?

Some of these elements will be present in the normal Scoring Sheets. These elements will be scored, by observation, mostly at a distance, by Senior Judges who may not introduce themselves to your team nor let you know you are being evaluated at the time.

2.1.4 Registration at Kon Tiki 2026

The Kon Tiki 2026 booklet details what you need to complete the registration process in detail. **This year we have introduced an online Pre-Registration to reduce the congestion during Friday arrival.** Please read through the submission times and requirements for the online registration in order to complete and be afforded a **priority check-in** at the information tent upon arrival. Make sure to:

- Read the registration instructions.
- Build yourself a registration checklist.
- Use your checklist.

Make sure you have ALL the documents and requirements to complete your registration as soon as possible. We recommend collecting your consent forms, Scout & Adult, at one of your regular Troop meetings a week or three before Kon Tiki 2026.

Only the Kon Tiki 2026 branded forms will be accepted

Get your documentation done as far in advance as possible!

2.1.4.1 Advance Party

Get two or three of your Scouts to Arrowe Park as close to Kon Tiki 2026 gates opening as possible if not before. Even if the rest are only arriving later. This is your advance party. They get your team registered or checked in and serve as coordinators to start organising your Scouts & equipment as they arrive and resolve any stress points.

2.1.4.2 Consent Forms & Summary

One of the biggest issues we have seen over the years is missing Consent Forms that delay registration. **You may NOT start your raft build until registration is complete and it is past 14h30 on Friday!**

The online pre-registration requires an in person check in at the registration table upon arrival.

Should you opt for the physical registration, make sure you have all your documents organised. Trying to get a missing form or document delivered on the day will delay your registration till it arrives. This delay may impact your chances at scoring well and will place unnecessary stress on the raft team!

For example; if you are missing Little Jane or Little John's consent form and your TS is bringing it, you cannot complete registration till the documents arrive.

Pro-tip: Get all the forms for all participants well in advance! Even if the Scout is unsure if they are attending or not, get their form! You can always take it out of the pack if the Scout is no longer attending but adding it in at #99 is far more difficult & risky.

2.1.4.3 Raft Construction Sites Allocation

Raft build sites will be allocated as per the campsite allocation process. Teams need to select their preferred raft construction site. This will be announced alongside campsites.

If you are new or inexperienced, not a strong raft team able to complete your raft build before launch at 11h00 Saturday or even simply not pushing to place in the Kon Tiki 2026 Raft Competition; please be courteous to your fellow Scouts and select a build site furthest from the water as to avoid being an obstruction at launch (5th Scout Law).

Equipment will be allowed to be placed in the Raft construction sites prior to the start of the build starting on the Thursday when gates open for drop off. We encourage teams to utilise this option as it will reduce stress on the Friday afternoon.

2.1.5 Spirit Trophy

Spirit is sometimes rather difficult to adequately evaluate.

One of the main ways to earn points toward the Spirit Trophy is putting the Scout Law & Promise into practice. The judges are always watching and over & above the Spirit related portions of the competition, the Camp Chief and Chief Judge have a **bag of "bonus" points** that can be allocated for behaviour and actions above and beyond. These bonus points can set you apart from the rest.

In the same vein, behaviour and spirit contrary to the Scout Law and Promise **will lose the respective team points!** This includes everyone associated with a team, parents, visitors, adults etc.

The discretionary points can be added too or deducted from ANY competition at the Camp Chief or Chief Judge's discretion.

2.2 Raft Competition

The raft competitions form the major elements of Kon Tiki 2026 and for many, the primary reason for coming to Kon Tiki.

2.2.1 Raft Logbook

The raft logbook should be considered a fundamental part of your preparation for building and floating your raft on Homestead Lake. The logbook is your source of truth and provides everything you need to build your raft; step-by-step.

The raft logbook should contain your build diagrams, instructions for the various stages and the equipment needed for each stage as well as anything else you may need

Pro-tip: Kon Tiki 2026 Competition Timetable is very useful – include one in your logbook.

2.2.2 Equipment

This is where practising your raft build bears fruit.

Make sure you have the equipment you need for your raft and it is documented (see logbook).

Check your equipment before packing for Kon Tiki 2026. Make sure the poles are not badly cracked, that ropes are still serviceable & whipped, that your drums are properly sealed and do not leak. Check your anchors and verify they are correct, the chains are still attached and the correct attachment knots are used and your life jackets are correct & fit properly.

Service your paddle wheel.

All your raft equipment will all be checked before you will be permitted to start building your raft and any equipment found to be deficient will be removed which will impact your raft build.

2.2.3 Raft Design

Make sure your deck area is **no bigger than 16m²**!

Your raft build site is roughly 8m X 6m and you may not exceed the boundary of your build site; INCLUDING your equipment; everything must be contained within the boundary of your build site. Bear in mind that you still need to be able to move safely & efficiently around the site during your build as does your judge so practice building in an area the size of your build site. Simple, do not exceed your build site.

Teams that construct their decks out of spars / poles / planks lashed together will score more points than those using wooden pallets.

Don't forget to incorporate the theme into your design.

2.2.3.1 Sectional Raft Build Process

Divide your raft design into build sections with applicable instructions based on when the various Competition Sections get evaluated. The key sections that will be evaluated are pre-build equipment inspection; base inspection (before decking); base, decking & super structure before décor and finally the Final Inspection.

The Final Inspection can only be done by Sea Worthiness Marshall's and MUST be completed before launching.

Launching without it will get you removed from the water and potentially disqualified.

2.2.3.1 Floatation Barrels

Make sure you have more than sufficient number of barrels for the weight of your raft and the number of Scouts who will be living on the raft for 24 hours. Err on the side of caution when doing you calculations.

Note: A 200-litre drum will float ±100kg at 50% depth. An average Scout with kit weighs about 100kg. Make sure that you calculate the approximate weight of your structure and the barrels needed to support this weight and that of the crew. [Use the provided calculator.](#)

2.2.3.2 Paddle Wheel

Paddle Wheels are strongly recommended and may be prefabricated / pre-constructed. Two wheels (port & starboard) will assist you in steering your raft. Pioneering type paddle wheels will score more than prefabricated ones. Paddle wheels should be turned by hand and not any mechanism. The Chief Judge's decision is final on what can or cannot be used, and can be contacted if you are in any doubt regarding the acceptability of your design.

2.2.3.3 Prohibited Building Materials

The following are prohibited:

- Anything welded, bolted or nailed together in the basic framework.
- Corrugated iron.
- Motorised engines of any form.
- Mechanical paddle wheels with any form or cogs / chains / crank handles are not permitted.
- The use of power tools at the raft construction site is not permitted unless written permission has been issued by the Chief Judge.
- **NO WELDING AT KON TIKI 2026 WILL BE PERMITTED.**

2.2.3.4 Raft Safety

Your raft must have the following:

- Your **team number** painted on a 1m x 1m board on BOTH sides on the raft. This must be a **WHITE** number on a **RED** background. The number must be legible at a distance.
- A **mast light** which must remain permanently lit during the night. Chemical light sticks (Cyalumes) are preferred and safer.

- Have a **RED light** on the masthead as a means of signalling emergency (nighttime equivalent to the red flag during the day).
This light should remain off, unless an emergency exists/help is required.
- One **life jacket** per team member which **MUST** fit properly. Every team member **MUST** wear their life jacket for the duration while your raft is on the water.
- **No** plastic life jackets or other unapproved floatation devices may be used.
- Once rafts are launched each raft team will be requested to parade with their life jackets on. Teams found with insufficient life jackets will be requested to go ashore and could be banned from future Kon Tiki events!
- At least **2 good anchors** which must be securely attached to your raft with a strong rope which is at least 30m in length. A diagram of how to build an anchor is attached in [appendix 5.1](#).
- A **chemical toilet** or any form of bucket with a fixed lid. The dam may not be used as a toilet in any way. The toilet must be shielded by a private curtain or screen.
- A **windproof / waterproof sleeping area** as it gets cold on the dam at night. A good quality tent is recommended. **Keep the relentless rain from previous years in mind when deciding on your sleeping area.** 🗨️ ❄️ 🚫
- 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.
- **First Aid Kit** applicable to the level of expertise of your raft team. The kit **MUST** be waterproof and **MUST** be able to float. A list of suggested items to be included in the First Aid Kit is provided in appendix 5.2 of the Kon Tiki 2026 Booklet.
Please note that First Aid Kits may be inspected for a second time whilst your raft is still on the water.
- Remember any **medication** your raft team members may need.
- **Drinking Water** – at least 3 litres per person. **DO NOT drink the water from the dam.**
- Your **food** and **personal kit**.
- **Your Team!** – If a member of the raft team is found to be in the water after your raft has been launched you will be heavily penalised and may be removed from the lake and disqualified!
- **Fire extinguisher** (1.5kg dry powder minimum) which you must know how to use in the event of a fire on board.
- **Refuse bags** to keep things dry.
- Bag to keep your waste & refuse in.

2.2.3.5 Pre-construction

Pre-construction will be checked on arrival at Kon Tiki 2026 and teams may be penalised for pre-constructed items.

Some pre-construction may be allowed, but permission needs to be obtained **PRIOR** to arriving at Kon Tiki 2026 from the Chief Judge. The pre-construction permission form will need to be presented at the gate and then at Registration and a copy should be included in your logbook.

Pre-construction of anchors and paddle wheels is permitted and prior permission does not need to be obtained. The same applies to commercial privacy tents for the porta-pottie or sleeping area.

2.2.3.5 Post launch clean-up

Once launched, your Raft Build site must be cleared of all equipment and clean within a few minutes. You can do this before launch (strongly recommended) or have the Supporters Team do so after launch but failure to do so will result in significant penalties!

2.2.4 Safety Awareness

This is essentially a safety briefing to make sure your raft crew has the correct first aid kit, fire extinguisher, equipment and is briefed and prepared to handle any emergencies on the water.

Double check the expire date on everything in your first aid box and that your fire extinguisher has been serviced.

2.2.5 Final Inspection

The final inspection or otherwise known as the sea worthiness certification can only be conducted by the pre-approved Sea Scouts with the skills to verify that you raft can go on the water.

Read the score sheets on Scouts.Digital for the Final Inspection, there are a few non-negotiable that are required to be on your raft or part of the design before you will be permitted on the water.

The key items are (this is not full list):

- **Properly fitting** life jacket for each crew member – the crew must be wearing the life jackets and they must fit properly and correctly sized
- Approved Fire extinguishers
- Approved first aid kit
- 1m x 1m Red flag for daytime emergencies
- Red light for nighttime emergencies
- Camp toilet (Porta-Pottie) with privacy shelter
- Approved anchors with chain & rope
- White mast light (electrical or glow-stick)

Rafts may only launch **AFTER they have been cleared by the Sea Worthiness Marshall's** (not anyone else) and passed the final inspections and judges evaluations. **There is a new launching process which will be controlled by the use of a physical launch permit card.** The details of this launch process are indicated in the booklet. Please read the booklet for details.

Launching without a valid Sea Worthiness certification and launch permit may result in the raft being removed from the water and team disqualified.

2.2.6 Model Raft

Easy – it is your raft build as a scaled down miniature and needs to be an accurate representation of what your team plans to build.

The scale for the model raft should be no smaller than 1:20 and no bigger than 1:10 and detailed on the raft. The level of detail needs to be at minimum sufficient to be a usable representation of the raft you are building. The more attention to detail you put into the Model Raft, the greater chance of scoring well during the evaluation.

When the Model Raft Competition opens, the raft needs to be presented to the Judges in the Information Tent and have sufficient knowledge of the model and the raft to be able to answer questions. It does not need to be the model raft builder but that is recommended.

Please also ensure that your model is present at your raft construction site during your final inspection. This is for final points for accuracy in comparing it to your actual raft.

2.2.7 On-water Challenge

The ability for your raft to handle being on the water and your team living on your raft for the 24 hours will also be evaluated; raft stability, crew hygiene, environmental impact and more will be evaluated.

You will also be expected to participate in the Raft STA, Mobility challenge and Raft Meal. The meal & STA evaluation will take place at the Arrowe Park jetty at the appropriate times.

2.2.7.1 Mobility Challenge

This is a compulsory competition for all rafts on the water and includes a mobility task. Therefore, your raft should be as mobile as possible so that you can get around the dam. This is especially important when the wind blows, the sides of the rafts make very good sails and your raft needs to be mobile enough to manage the wind.

On Saturday at 13h00 the mobility challenge will be released via the Kon Tiki 2026 WhatsApp group. This release will contain a map with 10 checkpoints spread out on the dam.

→ Objective

Each checkpoint will be worth one, two or three points. Your aim is to manoeuvre your raft to as many checkpoints as required to get a minimum of 15 points.

The best team will be determined by time it takes on the course. Once you have collected your 15 points you need to head back to the bay and drop off the completed score card at the drop off point which will be show on the map that gets released at 13h00.

If you are the fastest to complete the course you get the most points, second fastest team gets the second most points etc. 10 bonus points will be awarded to the team with the most points collected regardless of time.

→ Scoring

You will be handed a scorecard at the PL's meeting on Saturday morning. Keep this safe and take it with you on the raft as you will need it for the mobility challenge.

When you start the challenge at 13h00 you will need to make your way to as many points as necessary to collect 15 points. When you arrive at a point indicated on the map you should find a buoy with an orienteering punch strapped to it. You need to paddle right up to the buoy and retrieve the punch and punch your card in the allocated slot. Once punched return the buoy and punch to how you found it.

Ensure you punch the correct slot (accuracy counts)

→ FAQ

Q: Where must we be at 13h00 to start the challenge?

A: The points will be spread out on Homestead Lake. You could either predict where they would be and try get there by 13h00 or you can wait in the bay until you receive the map at 13h00.

Q: Our scorecard got wet?

A: Be careful, they are laminated cards and should not get damaged by water. But please do take care of them.

Q: We have STA's, Raft meal etc to prepare as well on Saturday afternoon how must we get this all done in time.

A: Multi task, multi task, multi task. You are many people on the raft and this should not be a problem if coordinated properly.

2.2.7.2 Raft STA – Spare Time Activity

There is also a **Spare Time Activity** that will be judged and the details will be provided at the Kon Tiki 2026 Team Leaders' meeting on Saturday morning and it is a good idea to have a well-equipped STA box. The requirements could take the form of a piece of paper or a QR Code or anything in between.

To complete your STA's you will require a well-equipped STA box.

The raft STA will be judged through an online submission.

Pro-tip: Speak to your Akela about what are great items for a STA box contents.

2.2.7.3 Raft Meal

While on the water you will be expected to **prepare a meal** based on mystery ingredients provided to you. You will need to provide your own herbs, spices, condiments and garnishing for the meal and crockery & cutlery. While the ingredients are a mystery, they are influenced by the theme so do a little research to improve your chances.

Be prepared to prepare a single plate of food.

How it works: Teams will be provided ingredients and instructions at the Team Leaders' meeting on Saturday morning. The culinary challenge will require you to put some basic cooking skills to the test and present the fruits of your labours to our panel of critics.

What will we be given? Well, that's the mystery, but you will receive all the ingredients that you require to complete the series of challenges we have lined up for you.

How to prepare: To complete this challenge, you will require some basic cooking equipment, a double cooker or couple of small hiking stoves together with small pot or billy and frying pan will be ideal. Typical kitchen utensils, and maybe a few herbs and spices to add some flavour.

You will also require some clean drinking water, so include a bit extra for the Raft Meal Competition.

When do we get marked: During the day and for the mobility exercise you will be out of the Arrowe Park bay. From the start time onwards you will need to start moving back into the bay for the evening. By closing all rafts are to be back in the bay. When coming back in the bay there will be a panel of judges waiting to sample your efforts on the foreshore.

You will need to stop there and present your meal to them to be marked.

2.2.8 Raft launch and recovery

In the years past we had a few close calls where Scouts were almost caught under the raft when trying to get the raft into the water; to address this risk, launching will be called and controlled by a trained official.

Please find an official to assist in getting your raft safely into the water on Saturday.

The same would apply to getting the raft safely out of the water on Sunday. We will train Scouters and Parents to be our "Launch" officials on Friday evening or Saturday morning before the parade. If you are available to assist, please put your name down at the main judging tent.

Children may not be at the foreshore, raft builds site not in the vicinity of any rafts that are launching or beaching to avoid unnecessary injuries. This includes but not limited to Meerkats, Cubs, youngsters **under 11 years old or shorter than 1.3m**.

If the Cubs or Meerkats want to watch the raft launch, they need to stand FAR back from the foreshore, roughly the same distance the info tent is away from the waters edge.

Rafts may only launch **AFTER they have been cleared by the Sea Worthiness Marshall's**, no one else may provide these clearances, and passed the final inspections and judges evaluations. **There is a new launching process which will be controlled by the use of a physical launch permit card.** The details of this launch process are indicated in the booklet. Please read the booklet for details.

Launching without the Sea Worthiness certification may result in the raft being removed from the water and team disqualified.

2.2.9 Raft Emergency

You may only leave your raft in an absolute emergency and with the permission of your team leader / Scouter. You may not swim ashore.

Should you need help please attract the attention of one of the rescue craft as follows:

- **During daylight:** wave your RED FLAG and blow your whistles.
- **During the night:** flash as many lights as possible and blow your whistles.
- You could also use your cell phones to call the shore for help.

As soon as the rescue craft has brought you ashore, you must report immediately to the Info Tent and the Camp Chief or Chief Judge.

2.2.10 Foreshore Post Launch Clean-up

All equipment and kit must be removed from the raft build site by the time your raft has launched. It is recommended that you start removing unused equipment and kit from the raft build site as soon as your raft is complete too avoid accruing penalties if not cleared.

No vehicles will be allowed into the camping area and foreshore. Equipment may be transported using Scout Powered trailers (i.e. hand pushed).

2.3 Supporters Competition

The Kon Tiki 2026 overall supporters' competition currently comprises of two main competitions, Camp Site and Meal. Sharing of common areas like kitchens, will result in split marks being allocated.

2.3.1 Supporters Logbook

The Supporters Logbook (Camp Logbook) should be considered a fundamental part of your preparation for your Kon Tiki 2026 camp site and building your camp gadgets. The Supporters Logbook is your source of truth and provides everything you need to setup up your camp, kitchen, dining area and camp gadgets; step-by-step.

The Supports Logbook should contain your camp layout diagrams, instructions for the camp gadgets and the equipment needed for each as well as anything else you may need.

Pro-tip: Kon Tiki 2026 competition timetable & Kon Tiki 2026 Program is indispensable.

2.3.2 Camp Site

2.3.2.1 Camp Site Safety Inspection

This is a compulsory competition to ensure an acceptable standard of health, welfare, shelter and hygiene is maintained. The safety and welfare of the Scouts, Scouters & adults is a non-negotiable. This inspection will be performed by your Sub-Camp Chief.

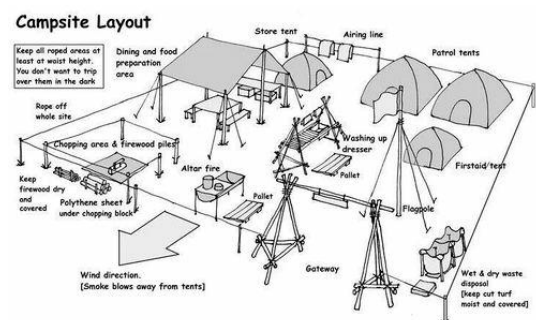
The focus is on:

- Ensuring there is decent shelter and sleeping arrangements for everyone in Camp, the Scouts, Scouters and Adults alike. The tents need to be water proof and provide shelter against the Highveld winter cold. There needs to be enough space for the Campers to sleep (i.e. not 6 Scouts cramming into a single 2-man tent).
- Each overnight camper needs an adequate sleeping bag (i.e. 0°C rated) or bedding & blankets for the Winter temperatures; a thin 15°C rated sleeping bag is NOT sufficient. A mattress or ground insulation is recommended.
- Does each camper have adequate warm and dry clothing.
- Does each camper have adequate wet-weather gear (raincoat & waterproof shoes/boots/gum boots)
- Is the kitchen and dining area sheltered against the elements
- Is there enough and nutritious food for all campers. E.g. a big bag of mealie meal or boxes of instant noodles is not adequate!
- Is waste, refuse and rubbish bagged and stored adequately for transport back to your hall (no rubbish is to be disposed of nor left at Arrowe Park, all of it must be taking back – Leave only footprints : Scout Outdoor Code)
- Remember the Raft Team will be catered for by the Supporters Team on Friday.

2.3.2.2 Camp Site Inspection

The level of camping standards and cleanliness we are aiming for is similar to that taught at PLTU and to a lesser degree, PLTC. Focus will be placed on camping standards; health, hygiene, safety, shelter, site layout, neatness, cleanliness, decorations, design, construction, state of equipment and evidence of preparation for Kon Tiki 2026.

- The entire Supporters Team should be present for the evaluation
- No Scouters, parents or adults may be inside the camp site during the inspection.
- The entire Troop camp site will be included in the competition site.



This includes the "adult" camp site area

- A camp site scale model is recommended however you require, at minimum, a scale diagram as an accurate representation of your camp site.
See [Appendix 5.2](#) for an example camp site layout diagram
- Each camp site must have the following as a minimum requirement:
 - **Sleeping area** – sufficient tents to accommodate **all Scouts**, separated by male and female Scouts.
 - **Kitchen area** – clean preparation, washing, waste management, safe & hygienic food storage.
 - **Dining area** – clean, hygienic and comfortable covered seating area for all the Scouts, Scouters and judge(s).
 - **Refuse area** - where all waste and rubbish is stored till it can be removed from Arrowe Park when you leave
 - **Cooking equipment** – gas stoves, fire-fighting station & fuel storage.
 - **Camp equipment** – storage of camp, pioneering, personal equipment etc.
 - **Camp Gadgets** – Example: gateway, flagpole, guest washstand, notice board, etc
 - **Notice board** – Team number, Kon tiki Program, Menu's, emergency contact numbers, and any other pertinent information.
 - **Camp site boundary** – definitive from of a boundary.
- Evidence of advancement activities taking place.
- No vehicles may be parked in camp sites.
- Adults should not be involved in the set-up and building of the camp site.
- Penalties will be incurred for bad hygiene, untidiness, non-punctuality, not abiding by the Scout Promise and Law.



2.3.3 Cooking / Supporters Meal

The team must cook at least a three-course meal consisting of a starter, cooked main course and a dessert in line with the theme. Offer a hot or cold drink to score top marks.

All preparation should take place at your camp site and it may be a lunch or dinner menu. Ideally this should be the same lunch or dinner that the rest of the Supporters Team Scouts will be eating (although the Troop does not need to eat at the same pace as the Judges and can take longer than your allotted 40 minutes).



The Cooking Team must have a budget, not exceeding the value stipulated in the Kon Tiki 2026 Booklet with the budget, list of ingredients, recipes and equipment available for review during evaluation. The cooking must be done by Scouts only.

NOTE: The meal should ideally be prepared as an advancement or practice meal for advancement such as a First Class.

2.3.3.1 Inviting your Judge(s)

The Kon Tiki 2026 Cooking Competition evaluation is broken into 5 x **40-minute** slots, 1 for lunch and 4 for dinner on a first come-first served basis. IE You need to go book your slot in advance. This will be done through a link which will be shared with the teams closer to the time.

You only have 40 minutes for:

1. The meal presentation and evaluation
2. Kitchen & Preparation area inspection and evaluation AND

ALL of this happens in the 40-minute slot so your time is very limited and you will likely need to practice to get your timing right. The evaluation slots are first-come-first-served, therefore be prepared to present your meal as either a Lunch or a Dinner based on the slot you are able to reserve.

- Slot 1 : 12h30 – 13h10 : Lunch
- Slot 2 : 16h00 – 16h40 : Dinner
- Slot 3 : 16h45 – 17h25 : Dinner
- Slot 4 : 17h30 – 18h10 : Dinner
- Slot 5 : 18h15 – 18h55 : Dinner

You need to "book" your slot using the link. A list of the assigned judges will be made available no less than 90 minutes before your slot to allow you to prepare your invitation. The invitation should have at minimum the Judge's name, your Team number, your Team name and the time (slot) you are inviting them for, your team number and be theme appropriate.

The objective is for the Judge to taste and appreciate the presentation of the meal, so **a small portion if sufficient. You will need to provide the cutlery and crockery for the judge to use.**

Note: In most cases the evaluation will be done by a pair of Judges so confirm with your Judge when you deliver the Lunch/Dinner Invitation and plan accordingly.

If your Judge has not arrived at the selected time slot for whatever reason, please check with the Senior Judges or Chief Judge ASAP to have someone replace them.

2.3.3.2 Cooking Competition Process:

A patrol of about 6 (or as close to 6 as possible if the Supporter Team is small) should sit with the judge during the meal and fulfil the role of host or hostess for your guests. You are entertaining a Lunch/Dinner guests after all.

It is perfectly acceptable for the whole Support Team to be present for the meal or you may opt to have only the six hosts & hostesses present; that is entirely at the prerogative of the person heading up the meal evaluation for advancement.

In addition to the food itself, you will be evaluated on your presentation, kitchen, preparation, cleanliness, hygiene, taste, theme and very importantly, timing.

The expected standard for the meal, meal preparation and presentation would be in-line with that of a First Class Banquet for advancement (see your "Scout Trail" First Class Cooking Clause 2).

This meal may be used as a practice meal for advancement or part of the advancement itself.

2.3.3.3 Competition Team:

- The entire Support Team fall in to greet the Judge(s) however,
- A host patrol of six (6) Scouts (or as close to 6 as possible if the Supporter Team is small) should facilitate the evaluation for the cooking competition. This is not compulsory but recommended.
- The host patrol act as hosts & hostesses. They are responsible for entertaining and looking after the judge for the duration of the meal & evaluation.
Pro tip: select your social butterflies for this role 🦋
- The host patrol should be dressed according to the theme during inspections and will be the ones evaluated however if you chose not to have a host patrol, everyone will be evaluated.
- **Pro tip:** The host patrol should preferably not include the person(s) preparing the meal in order to allow them to focus on the meal preparation and presentation.
- **Pro tip:** The person(s) preparing the meal should introduce themselves and ask how the Judge(s) found the meal.



References:

- https://scoutwiki.scouts.org.za/wiki/Serving_a_meal
- <https://scoutwiki.scouts.org.za/wiki/Category:Cooking>
- https://scoutwiki.scouts.org.za/wiki/Fires_%26_Cooking_Scoutcraft_Badge
- https://scoutwiki.scouts.org.za/wiki/Cook_Scout_Interest_Badge

2.3.4 STA – Spare Time Activity

You will be provided with an STA requirements sheet at the Kon Tiki 2026 Team Leaders' meeting on Saturday morning and it is a good idea to have a well-equipped STA box. The requirements could take the form of a piece of paper or a QR Code or anything in between.

Pro-tip: Speak to your / an Akela about great items for an STA box.

2.3.5 Camp Fire

While not an evaluated part of the Kon Tiki 2026 Competition, each Troop is requested to support the Camp Fire and where possible, to perform a skit and/or lead a song at the camp fire.

A form will be shared on the Event Notices WhatsApp group via which proposals can be submitted.