



ANIMATED ADVENTURES

kon tiki 2026 booklet

**15 – 17 may
arowe park, benoni**



kon tiki 2026

competition & admin booklet

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Welcome

On behalf of the Organising Committee, I am delighted to welcome the entire delegation to Kon Tiki 2026. Gathering under the theme of **ANIMATED ADVENTURES**, this event is designed to be a vibrant gathering where scouts from all backgrounds can come together, share experiences, and learn from one another. It is our hope that everyone will embrace the spirit of friendly competition, teamwork, and adventure.

Above all, your safety and enjoyment are our top priorities. We encourage you to participate wholeheartedly, take on new challenges and craft lasting memories with your fellow scouts. Let's ensure that Kon Tiki 2026 is filled with laughter, learning, and camaraderie as we compete and celebrate together. Welcome and have a fantastic time!

Yours in Scouting

Reece van Buren



One: Kon Tiki 2026 Programs

1.1 Kon Tiki 2026 Official Programme

Monday

| Time | Event | Venue |
|-------|--|-------------|
| 08h00 | Pre-Registration – submission of Registration Documents opens. | Online, TBC |

Thursday

| Time | Event | Venue |
|-------|---|--------------------------|
| 08h00 | Marking out of raft construction sites. | Foreshore |
| 12h00 | Gates open for teams to drop equipment on their allocated build sites or camp sites. All equipment must be within the boundary of each campsite or build site. | Camp Sites & Build Sites |
| 19h00 | Pre-Registration closes. Any registrations not submitted by this time will need to be in person. | Online |
| 19h30 | Entry Gate close – No entry. | Gate |
| 20h00 | All Day Visitors to have left site. | Arrowe Park |

Friday

| Time | Event | Venue |
|-------|--|--------------------------|
| 08h00 | Gates open for teams and supporters to arrive | Arrowe Park |
| 12h00 | CAMP SITE construction may begin | Camp Sites |
| 12h30 | Raft and camp site in person <u>registration</u> & check in opens | Judging Tent |
| 14h30 | RAFT construction can begin only once Team has <u>successfully</u> completed registration | Build Sites |
| 14h30 | Judging of Friday's competitions begins | Judging Tent |
| 20h00 | All teams must be in camp Registration closed | Arrowe Park |
| 20h30 | Sub-Camp Chiefs meeting | Mess Hall |
| 21h30 | Meeting of ALL team Scouters with the Camp Chief | Info Tent |
| 22h00 | Generators & music off – battery lights only | Arrowe Park |
| 23h00 | Judging for Friday ends Construction ends for the night – vacate foreshore | Arrowe Park Foreshore |
| 23h00 | Gate Close – No entry or exit | Arrowe Park |
| 00h00 | Lights out | Arrowe Park |

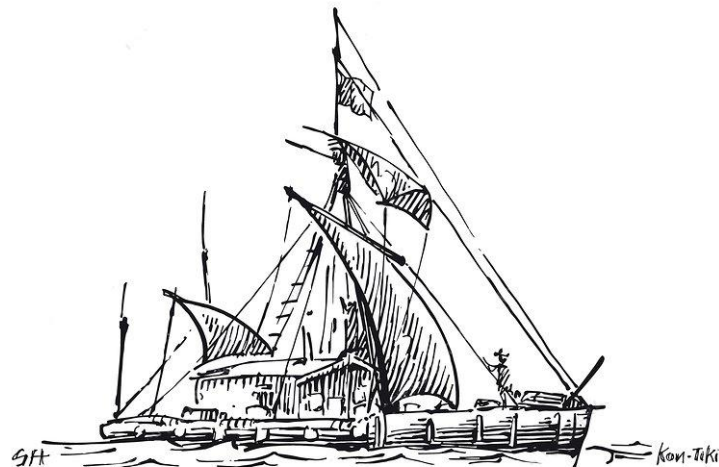


Saturday

| Time | Event | Venue |
|-------------|--|------------------|
| 05h30 | Rise & Shine | Arrowe Park |
| 06h00 | Gates open | Gates |
| 06h00 | Raft construction may recommence | Foreshore |
| 07h00 | No generators & music before 07h00 | Arrowe Park |
| 07h30 | Judging begins | Foreshore |
| 08h00 | Sub-Camp Chiefs meeting | Staff Mess Hall |
| 09h30 | Camp and Raft Team Leaders' meeting | Info Tent |
| 09h30-18h30 | Spare Time Activities | Parade Ground |
| 10h30 | Opening Parade | Parade Ground |
| 11h00 | Signal to set sail – Kon Tiki 2026 is underway | Foreshore |
| 12h00-18h00 | Supporter Team Wide Game | Parade Ground |
| 13h30-14h10 | Cooking Competition: Slot 1 - Lunch | Camp Site |
| 13h00-16h00 | Raft Mobility Competition | Homestead |
| 13h00-16h00 | Camp Site inspection | Camp Site |
| 15h30-17h30 | Raft Meal Judging | Foreshore Jetty |
| 16h00-19h00 | Cooking Competition: Slots 2-5 - Dinner | Camp Site |
| 20h00 | Camp Fire | Camp Fire Circle |
| 21h00 | Day Visitors leave Generators and Music off | Arrowe Park |
| 22h00 | Gates close – No exit or entry | Arrowe Park |
| 00h00 | Lights out – Raft & Land | Arrowe Park |

Sunday

| Time | Event | Venue |
|-------|------------------------------------|---------------|
| 05h30 | Rise & Shine | |
| 06h00 | Gates open | Arrowe Park |
| 07h00 | No generators & music before 07h00 | Campsites |
| 11h00 | Signal for teams to come ashore | Foreshore |
| 13h30 | Official closing and prize giving | Parade Ground |
| 18h00 | All teams to have left Arrowe Park | Arrowe Park |





1.2 Kon Tiki 2026 Competition Timetable

Competition Judging takes place continuously during weekend as per the timetable below:

Friday

| | | |
|---------------|--|------------------------|
| 14h30 – 20h00 | Raft Equipment Inspection | Raft construction site |
| 14h00 - 21h00 | Supporters Camp Site Safety Inspection | Supporters Camp |
| 16h00 - 20h00 | Base Inspection | Raft construction site |
| 18h00 - 23h00 | Raft before decorations | Raft construction site |
| 19h00 - 21h00 | Safety Interview & First Aid Kits | Medical Services area |
| 19h00 - 21h00 | Model Raft | Info Tent |

Saturday

| | | |
|---------------|-----------------------------------|------------------------|
| 08h00 | Pre-Launch | Raft construction site |
| 08h00 – 11h00 | Raft final inspection | Raft construction site |
| 13h30 - 14h10 | Supports Meal Judging – Slot 1 | Camp site |
| 13h00 - 15h00 | Raft Mobility | On water |
| 13h00 – 17h00 | Supporters Camp Site inspection | Supporters Camp Site |
| 15h30 - 17h30 | Raft Meal judging & Raft STA | The Bay / Foreshore |
| 16h00 - 19h00 | Supports Meal Judging – Slots 2-5 | Camp site |
| 09h30 - 19h00 | Spare Time Activities | Parade Ground |

- Judges can be identified by their bright yellow high visibility bibs.
- Senior Judges, Camp Site Chiefs and Staff have high visibility jackets.



1.3 Opening Parade

The Kon Tiki 2026 Opening Parade will be held on **Saturday** on the Parade Ground.

Dress code will be "*Camp Themed Uniform*" and everyone must attend.

1.4 Prize Giving & Closing Ceremony

In consideration of the 1st part of our Promise and of the 5th part of our law, Kon Tiki 2026 Closing Ceremony must be attended by all! Teams who ignore this aspect of Scouting and leave early may not be invited to future events and will forfeit any podium ranking.

1.5 Thank You

The Kon Tiki 2026 Committee would like to express sincere thanks to all the following who have assisted with this event:

- Gauteng Region Headquarters Staff
- Arrowe Park Committee and associated resident's committees
- Gauteng Region Sea Scouts
- Chiefs of Sub-camps & Judging Team
- The Judges
- Medical Staff
- The Scout Shop
- South African Police Services
- Support Staff at Kon Tiki
- And lastly, all the participants and supporters!

If we have omitted anyone, we do apologize, but please rest assured that your help is greatly appreciated.





Two: Participating in Kon Tiki 2026

2.1 General Information

Troops will compete in various competitions at Kon Tiki 2026 in two main competitions, Raft Team and Supports Team (Land Team) to gain points towards the overall competition trophies. Teams do not need to partake in all the competitions, however, the more competitions a Team partakes in, the better the chances of that Team winning competitions, trophies or even potentially the overall Kon Tiki 2026 1st Place Trophy.

It is compulsory for the Supporters Team to partake in the Camp Site competition. This is primarily to ensure that the Team and its members have adequate warm & dry shelter, clothing; sufficient food of acceptable nutrition and water.

The Scout Promise and Law are to be followed at all times throughout the competition.

The Kon Tiki website is <http://kontiki.scouting.co.za>. All information is shared through the website, and it should be visited regularly to check for updates.

The social media sites are:

- Facebook: <https://www.facebook.com/KontikiGauteng>
- Instagram: <http://instagram.com/gautengkontiki>
- WhatsApp Group: <https://chat.whatsapp.com/JOFx0f1rRnsEPVEW30J64U>

All forms are branded and identified by a **Kon Tiki 2026** heading and can be downloaded from the Kon Tiki website. Be sure that you use forms headed **Kon Tiki 2026** as only these are valid.

Other information that can be downloaded from the website includes:

- The Arrowe Park site map. Take time to familiarise yourself with the layout and especially the location of the Medical Hut, Parade Ground and Beaver Challenge area.
- Competition Guide
- Various forms and other information

2.1.1 General Rules:

- The Scout Promise and Law is the law of Kon Tiki
- Adhere to the Arrowe Park rules and regulations at all times: <https://arrowepark.org.za/>.
- Clean up ablution areas after use.
- Do not cross camp site boundaries, use gateways to enter and exit sites or walk around the camp site.
- No open fires allowed in camp sites that are on the ground. Do not damage the ground or flora. Approval required for all fires.
- Lost and found property is to be handed in at the Information Tent (White marquee).
- When in doubt, refer to your Sub-Camp Chief; the senior judges at the Information Tent, Chief Judge or Camp Chief.

2.1.2 Waste & Refuse Removal

All waste, refuse and rubbish is to be bagged must be removed from Arrowe Park and transported away with you when you leave. No wet or dry pits allowed.

No rubbish is to be left at your camp site nor at Arrowe Park.

2.2 Registering for Kon Tiki 2026

To participate in Kon Tiki 2026 and to obtain your team number, you will need to register online. Registration opens at **08h00 24 March 2026** and closes on **19 April 2026** as detailed at <http://kontiki.scouting.co.za>.



Follow the instructions on the website:

For registration you will need -

- To be a Group in Good Standing with Scouts South Africa and Gauteng Region
- To check the camp site layout map and select your first, second and third option for a camp site and raft construction site in order of preference.
- Decide on how many camp sites and additional wristbands you will need.
- Calculate the amount due and make your payment by EFT.
- Complete the online *Kon Tiki 2026 Registration Form*.

Team numbers will be allocated and communicated to teams by email by **22 April 2026** and will also be posted on the website.

All Troop entries submitted by the registration closing date will, once payment and fully completed registration form is received, be allocated their choice of campsite/s in the order that they are completed (Payment & forms).

Should the first-choice campsite/build site already be allocated, the committee will allocate the second choice or third choice, whichever is applicable. Should none of the selected campsites/build sites be available, the Registration Committee will allocated a site as close as possible to the selected campsite/build site choices.

The committee will make all possible efforts to allocate selected campsite(s)/build site(s), however the committee reserves the right to make allocations at the committee's discretion.

Please note that the Registration Committee's camp site allocations are final and no discussion will be entered into once published.

Should your team be sharing equipment with another team, please indicate this on the entry forms and the Registration Committee will attempt to place these teams as close to each other as possible.

Due to limitations of space, entries will be "First complete, first served"

NO ENTRIES WILL BE ACCEPTED AFTER SUNDAY, **19 April 2026!** once all the campsites have been allocated (are full), remaining teams will be placed on the waiting list and will be allocated on first come first served basis should any spaces be opened.

Send POP's to:

Debbie Symons (Registration Committee)
Email: debbie.symons@scouts.org.za

2.2.1 Pre-registration

Pre-registration requires the digital submission of all of the required Registration Documents before the cut-off time. Send your Team Leader/PL to the Information Tent to complete your "check-in", and to confirm your Team has arrived.

2.2.2 Kon Tiki 2026 Management Team

- 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



2.3 Kon Tiki 2026 Costs, Badges & Wristbands

| | |
|---|--|
| Team Entry Package | R2375.00: 1 camp site, raft entry, 20 badges, 20 purple wristbands and 3 yellow wristbands |
| Additional Campsite | R2050: Additional campsite, 20 badges, 20 purple wristbands and 3 yellow wristbands. |
| Badges & Wristbands Pre-order | <ul style="list-style-type: none"> • Purple wristbands: R35.00ea Participants & Campers. • Yellow wristbands: R35.00ea Day Pass : during online pre-order or at the Kon Tiki Gate. Does <u>not</u> include any Badge. • Green wristbands: R50.00ea during online pre-order or at the Kon Tiki 2026 Gate. Includes Beaver Challenge award badge per wristband after completing Beaver Challenge. Does <u>not</u> include Kon Tiki 2026 Badge. • Kon Tiki 2026 Badges: 20 Badges will be included per registered camp site. • Extra badges available at R35.00ea via online pre-order or inside Kon Tiki 2026 on the day of the event. |
| Wristbands At the gate | <ul style="list-style-type: none"> • Yellow wristbands: R35.00ea • Green wristbands: R50.00ea • No purple wristbands will be sold at the event. • No badges will be sold at the gate. |
| Day Pass | <p>Yellow Wristbands are used as a Day Pass and required by those entering Arrowe Park & Kon Tiki; (No camping or overnight stays).</p> <p>This includes drivers, parents dropping off, siblings, day visitors. Everyone who is <u>not</u> participating or camping.</p> <p style="text-align: center;">No wristband, no entry.</p> |
| Replacements | Broken wristbands can be exchanged at the Info Tent. |

2.4 Bank Details

Payment may be made directly into the Kon Tiki 2026 bank account, using the following details:

- **Account Name:** S.A. Scout Association (Kon Tiki)
- **Bank:** Nedbank Ltd.
- **Branch:** 198765 Braamfontein
- **Account No:** 1950 4764 64
- **Reference:** Your Group name
- **Proof of payment:** debbie.symons@scouts.org.za



2.5 Camp sites

Each camp site can accommodate up to a maximum of **20 people in total** (Scouts / Guides / Scouters / Rovers / Parents / Adults) i.e. the equivalent of roughly 8 to 10 cottage tents. If your team is larger, then an additional campsite may be requested, but no team may have more than two sites. Camp sites are approximately 200m² in size.

2.7 Access Control

Wristbands will be used to control entry into Arrowe Park & Kon Tiki 2026. These will result in less wastage and wristbands are far less likely to be lost than badges.

The wristbands ***must be secured to the wrist of each person entering Kon Tiki prior to arrival*** and remain on the wrist for the duration of the event.

The wristband requirement includes truck drivers, drivers, parents dropping off, siblings, cousins, au-pairs, friends, associates, the public; EVERYONE! If they do not have a wristband, ***they will remain outside*** or stand in the queue to buy a wristband at the Gate and if there is any kit and/or equipment to be carried, it will need to be carried in by hand by those with wristbands – all complaints & conflicts will be summarily redirected to the applicable Team Scouters.

NOTE: The **Team number and an emergency contact cell phone number** (a Scouter or Parent full time at Kon Tiki) **must be written on the wristband**. This is required to improve safety and security of those attending Kon Tiki

No wristbands, badges nor equipment will be kept for any person by the gate staff. There is NO refunds for lost wristbands. Broken wristbands can be exchanged at the Info Tent.

Teams may be subjected to **significant competition penalty points** should any of their affiliated parties be found to be passing wristbands to other people in an attempt to avoid paying the entry fee.

The abuse of Scouters & Staff manning the gates by the public, parents or any members of the movement will not be tolerated and referred to the applicable Troop Scouter, SGL or DC for resolution. See [Right of Admission Reserved](#)

2.7.1 Parking Etiquette

All vehicles passing through the Arrowe Park Gates require a "**Parking Etiquette**" clearly displayed in the windscreen containing the Team number and drivers cell phone number.

No vehicle will be permitted to enter into Arrowe Park & Kon Tiki 2026 without a correctly completed "Parking Etiquette" **clearly displayed** in the windscreen – this includes trucks, drop & go, drop-offs. I-just-need-too..., etc - tears, emotional out-bursts etc will be summarily redirected to the applicable Troop Scouters!

2.7.2 Unregistered Teams

Any Team or Group who wish to attend Kon Tiki 2026 but have **not registered, booked and paid** to camp and participate in Kon Tiki 2026 **in advance** may do so however will be attending as **Day Visitors** and required to vacate Kon Tiki 2026 and Arrowe Park per Day Visitors Timetable and Rules.



The unregistered Team and Day Visitors will **NOT be permitted** to Camp, occupy any camp site, pitch tents, nor build any structures. Unregistered Team members may **not** join a registered Team without prior agreement between the teams and appropriate documentation submitted at Registration.

This does not apply to Groups who have arranged to join and have completed their registration & payments as such. Key difference: prior agreed arrangement and prior registration.



2.7.3 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 irrespective of who they are.

Right of admission is reserved.

2.8 Uniform & Dress Code

As with all Scouting events, Scout Groups attending Kon Tiki 2026 must arrive and depart in the most appropriate form of the standard full uniform with scarf as adopted by their Scout Group (as per Scouts South Africa Policies & Regulations).

- **Opening Parade** is in neat Group Themed Camp Uniform with scarf
- **Closing Parade** is in Full Formal Parade Uniform
- **Competitions** is in Camp Uniform or themed dress for those participating in the specific competition item.



The Kon Tiki weekend is notorious for being very cold and usually wet; as the saying goes, "*Kon Tiki will continue even if it does not rain...*" Please ensure you have multiple sets of warm dry clothing, waterproof shoes and prepare for the wet weather!



Please avoid wearing any inappropriate or revealing clothing. No shirtless persons are permitted.

Please be respectful of those around you; 4th and 5th parts of the Scout Law.



2.9 Arrival & Departure

Drop off on Friday and pick-up on Sunday will take place at allocated areas OUTSIDE of the Kon Tiki camping areas.

All vehicles entering the grounds will require a "**Parking Etiquette**" clearly displayed in the windscreen, without it they will NOT be permitted to enter the property.

Any person entering through the gates will require a wristband secured to their wrist containing the Team Number and Emergency contact number in order to enter. Drivers, passengers & pedestrians alike

No cars, trucks or any form of powered vehicles are permitted outside of the demarcated vehicular roads and may not enter into the campsite, foreshore or construction sites & areas.

2.9.1 Getting Your Equipment to Arrowe Park early

Your equipment can be placed on your allocated Camp Site or Raft build site on the Thursday before Kon Tiki starts. Security will be on site from late Thursday afternoon.

Please make sure to understand and adhere to the Vehicle Access requirements for entering Arrowe Park. See the [Thursday Program](#) schedule for gate and access times. If you are transporting your equipment by truck, check with Kon Tiki Management which gate to use on Thursday.

If you want to drop off equipment the weekend before Kon Tiki, please arrange with the Arrowe Park Caretaker (<https://arrowepark.org.za/>) however you do so at your own risk!

2.9.2 Arriving at Arrowe Park (Offload)

The marshals and staff directing traffic are to be obeyed at all times - 7th Scout Law

Please make sure to read [2.7 Access Control](#) and Vehicle Access requirements under [2.9 Arrival & Departure](#) above well in advance of arriving at Arrowe Park. Especially the [Wristband](#) and [Parking Etiquette](#) requirements

No cars, trucks or any form of powered vehicles are permitted outside of the demarcated vehicular roads and may not enter into the campsite, foreshore or construction sites & areas.

You can start arriving at Arrowe Park and delivering equipment from gate opening on Friday. Refer to the [Friday Program](#) schedule for gate times. All equipment must be placed within the boundaries of your allocated site.

NOTE: Please have parents arriving with Scouts and *personal luggage* / equipment park outside the gates and carry their luggage to your camp site to reduce congestion with trucks trying to off-load.

Trucks carrying raft equipment will be directed at the gate where to stop and offload on Friday and again where to stop to load on Sunday.

Trucks and trailers with raft construction materials (poles and barrels) will have an allocated entrance near the Radio hut and exit. This is a **ONE-WAY thoroughfare** therefore NO deviation off this driveway/through route will be allowed!

Immediately after drop-off all vehicles will be **required to leave the grounds or move to the designated parking areas**. This has been an area of contention with drivers stopping vehicles wherever they see fit causing mayhem and often aggressive when requested to move their vehicle(s).

Unattended vehicles may be towed away or wheels clamped and will incur a fine and/or penalty for the Troop. Right of admission reserved.



2.9.3 Scout leaving Arrowe Park early

If you have a Scout that needs to leave Arrowe Park, before 11h00 on Sunday, please have their parent park outside and fetch the Scout from your Camp Site.

Should this Scout be on your raft, please arrange with the Camp Chief or Chief Judge in advance to have the Scout disembarked at the allocated disembarkation jetty, with their kit. Please avoid permitting Scouts on Raft from leaving early as it is disruptive.

2.9.4 Leaving Arrowe Park on Sunday (Loading)

The rules for collection and loading of equipment on Sunday is the same as arriving at Kon Tiki 2026 on Friday in reverse. Much more so due to significantly concentrated time frame.

No cars, trucks or any form of powered vehicles are permitted outside of the demarcated vehicular roads and may not enter into the campsite, foreshore or construction sites & areas.

Please instruct parents collecting Scouts and their *personal luggage* / equipment to park outside the gates. The loading of equipment on Sunday is organised chaos, and we need to reduce congestion to allow trucks and trailers to load equipment.

Trucks collecting raft equipment will be directed at the gate where to stop and to be loaded.

Trucks and trailers have an allocated entrance near the Radio hut. This is a **ONE-WAY thoroughfare** therefore NO deviation off this driveway/through route will be allowed!

2.9.5 Arrowe Park Parking

Please remember that there is **NO PARKING available within Arrowe Park** itself. Scout safety is paramount and fines will be issued to offending Troops with vehicles or Trucks parked in the Camp grounds.

Parking for participants is available only in the designated truck parking area.

Day Visitors parking will be on the open grassy area between Tassenberg and Atlas Roads. We will have security guards stationed at the Day Visitors car park 08h00 - 17h00 on Saturday. Any vehicles remaining in the day visitors parking after 17h00 do so without security.

Those who are bringing caravans to Kon Tiki 2026 requested to arrive early and position their caravan in advance and before 12h00 on Friday and vacate only after the majority of the Scouts have left on Sunday.

2.9.6 Foreshore (Raft Build Sites)

All equipment destined for the foreshore (raft construction sites) will need to be carried to the raft building area if not dropped on site on Thursday.

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

Children may not be at the foreshore; raft build sites nor 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.

2.9.7 Arrowe Park Water Table

The water table in Arrowe Park is very close to the surface and the ground is deceptively soft, especially when waterlogged and is not able to handle the weight of any vehicles. Equipment must be carried from the truck parking to the camp and raft construction sites.

Scout powered trailers (i.e. hand pushed by Scouts) may be used to ferry equipment from the offload area to the respective camp sites. The same applies on Sunday for packing up.



2.9.8 Camping Thursday evening

The Team may only camp from Thursday evening upon receipt of written permission and agree to comply with the following restrictions *inter alia*:

- Obtain prior written permission from Camp Chief, terms & conditions may apply.

2.9.9 Trailer and Vehicle Safety

When towing trailers to and from Arrowe Park, please take every precaution to ensure you are safe on the road and are legal.

This short video explains weight distribution on trailers and how to ensure your trailer is **positively** stable: https://youtu.be/6mW_gzdh6to

Code B license which restricts your **trailer GVM to 750Kg** (maximum total weight) and **vehicle GVM to 3500Kg**. To tow a trailer heavier than 750Kg you need a **Code EB** license or greater.

2.10 Registration

This year, in order to smooth the registration process, teams will be afforded the opportunity to complete their registration digitally beforehand. Completing this online registration will afford your team a "priority check-in" at the event, speeding up the process.

The online registration takes place between Monday 11 May 2026, 08h00 to Thursday 14 May 2026, 19h00. No online registrations will be accepted after this cutoff. Should you miss the cutoff or opt to not use it, your Raft and Land PLs will need to go and register at the information tent, between the allotted times.

Pre-registration:

- Pre-registration requires the **digital submission of all of the required Registration Documents before the cut-off time** (link will be shared to Teams).
 - Kon Tiki 2026 Mixed Gender Form
 - Kon Tiki 2026 Digital Consent Form Summary Sheet
 - Kon Tiki 2026 Consent Forms for ALL Scouts camping
 - Kon Tiki 2026 Adult Consent forms for ALL Scouters and Adults camping
 - Logbooks: Raft Logbook and Supporters Logbook
- Upon arrival at the event:
 - Go directly to your camp & build site and off load ALL equipment, including raft equipment as detailed in [2.9 Arrival & Departure](#) above.
 - Send your Team Leader/PL to the Information Tent to confirm your Team has arrived.

Physical Registration:

- Go directly to your camp & build site and off load ALL equipment, including raft equipment as detailed in [2.9 Arrival & Departure](#) above.
- Make sure you have all your Kon Tiki 2026 forms, the forms are correctly completed, and the pack is ready to be presented for registration at the info tent. Forms can be submitted in physical or digital forms, but digital is preferred.
- Send your team leader/PL to the Information Tent for registration with the following.
 - Kon Tiki 2026 Mixed Gender Form
 - Kon Tiki 2026 Consent Form Summary Sheet
 - Kon Tiki 2026 Consent Forms for ALL Scouts camping
 - Kon Tiki 2026 Adult Consent forms for ALL Scouters and Adults camping
 - Logbooks: Raft Logbook and Supporters Logbook

Only the Kon Tiki 2026 branded forms will be accepted

2.10.1 Mixed Gender Raft Teams

Scout Groups participating in Kon Tiki 2026 with a mixed gender raft team must complete the *Kon Tiki 2026 Mixed Gender Consent Form* as proof of agreement by Scouts, Scouters and Parents.



2.10.2 Cell Phones

For ease of communication each team must identify two contacts in the Supporters Team and two contacts in the Raft Team who will be available at all times throughout the duration of Kon Tiki 2026 to receive communication, updates and if required, emergency assistance.

Teams may receive reminders or instructions for activities via **WhatsApp Messages**. In addition, the raft cell phones will allow you to contact other rafts as well as the shore if assistance is needed.

The Kon Tiki 2026 *Cell Phone Registration Form* must be completed with required information and handed in at registration.

Kon Tiki 2026 WhatsApp Groups:

- Kon Tiki 2026 Event Messages : <https://chat.whatsapp.com/JOFx0f1rNsEPVEW30J64U>

2.10.3 Consent Forms and Health Certificates

ALL members of your team must complete the *Kon Tiki 2026 Consent Form*.

Scouters, adults and parents camping at Kon Tiki 2026 are required to complete the *Kon Tiki 2026 Adult Consent Form*. This is in case any person requires serious medical attention.

The team number and Group name should be clearly indicated.

Missing and incomplete forms will prevent team completing registration.

All team forms should be placed in a folder in alphabetical order using the first letter of the participant's surname. The Team Leader must then complete the Kon Tiki 2026 Consent Form Summary Sheet and place it at the front of the folder.

All Kon Tiki 2026 Consent Forms will be stored at the Emergency Medical Service facility for the duration of the event. Without a COMPLETE AND VALID FORM, the participant will not be allowed to take part in the event or associated activities.

The sole responsibility remains with the Troop Scouter to ensure that all Participants have a completed Consent Form.

2.10.4 Raft Construction Sites Allocation

Raft construction sites will be allocated by the registration committee in the same manner as the campsite allocation.

If you are a new/inexperienced raft team, not a strong team able to complete your raft build before launch at 11h00 Saturday or even not pushing to place in the competition; please be courteous to your fellow Scouts and select a build site furthest from the water (5th part of the Scout Law).



"Do you ever have the feeling
you forgot something?"



2.11 Camping

Please camp only in the designated camping areas and think of others when establishing your campsites. Everything must be contained within the boundaries of your allocated camp site.

All Groups and Companies are responsible for providing their own adequate warm & dry shelter, water, nutritious food and equipment for the duration of the event.

2.11.1 Generators

Any generators used in your campsite or construction area must be turned off between the hours of 21h00 and 07h00 out of respect for fellow campers and the residents of the area.

Raft build may continue on Friday till 23h00 however will require battery lights after 21h00.

2.11.2 Music

Playing of background music is acceptable however we ask that you be respectful of those around you and refrain from playing music with foul language, disrespectful, vulgar or encouraging behaviour contrary to the Scout Law & Promise. Any music, boom boxes, Bluetooth® speakers, sound systems etc should be played at a reasonable level as to not disturb your neighbouring campers. The volume may not exceed 60dB as measured with a small dB meter or phone-based dB Meter. Please be considerate and respectful of those around you; we are loath to ban music because of a few bad apples. Music should be turned off between the hours of 21h00 and 07h00 out of respect for your fellow campers and residents of the area.

2.12 Recommendations

The Emergency Medical Services recommend that you take note of the following Health and Safety Tips or requirements:

- Footwear (thick-soled) is mandatory while building or dismantling rafts and when launching or beaching rafts as there are sharp objects in the dam;
- Protective gloves should be worn when working on the rafts;
- Headgear should be worn – especially in the sun.
- Make use of suitable suntan/protective cream;
- Those wearing glasses should make use of safety straps; especially on or near the water.
- Hard hats should be worn at the raft construction sites at all times; especially when working underneath or within range of free moving equipment or pioneering. This is not mandatory and will not be judged.
- Enter / disembark the raft after launching or coming to shore on the shore side only;
- Life jackets (PFDs suffice) **MUST BE WORN AT ALL TIMES** when your raft is on the water;
- Life jackets **MUST FIT** and be sized correctly for the wearer.
- A fire extinguisher must be readily available at all camp sites, build sites and on all rafts.
- Fire extinguishers should have a valid SABS 1475 rating and must have been serviced in the last year;
- Team first aid kits must be readily available should the need arise;
- Ensure that all necessary medical information is noted on the indemnity form or medical questionnaire;
- Do not use out-dated / expired medicine;
- Do not move injured persons unless it is necessary to prevent further injury;
- Everyone should ensure that they drink plenty of fluid to prevent dehydration;
- Three balanced meals per day are recommended. These should be rich in carbohydrates and protein;
- Personal kit should be packed in a waterproof enclosure;
- Pack sufficient wet weather gear. This should include enough warm, dry clothing. It gets cold on the water at night;
- Pack hygienic toiletries and attempt to ensure hygienic kitchen facilities;
- Do not enter the Medical Services Area unless you require treatment;
- 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.



Three: Event Facilities

3.1 Information Centre & Event Headquarters

The Kon Tiki 2026 Information Tent, Event HQ and Communication Centres are located in the marquee in front of the Arrowe Park tuck shop.

The Communication Centre will be manned continuously from 12h00 on Friday to 15h00 on Sunday.

Communications will also be available at the Emergency Medical facility, on all rescue craft and on patrol with the security staff.

If you have any problems at the event and you need to contact the Medical Services or Senior Kon Tiki 2026 Staff etc., immediately go to the Communications centre.

3.2 Emergency Medical Services

The Emergency "Medical Facility" is located at the Cub Hut in the hall next to the Tuck Shop as per the site map.

There will also be foot patrols of medical staff throughout the weekend.

Remember, assistance may be guided by the information contained within your *Kon Tiki 2026 Consent Form*.

The Emergency Medical Services are there for medical emergencies only. Your camp's First Aider should attend to minor medical problems using your camp site first aid kit.

3.3 Ablution Blocks

All washing up of dishes and cooking utensils is to be done in your camp site. The ablution blocks may not be used for anything other than personal hygiene.

Please treat all these areas at Arrowe Park with respect.

You are advised to bring your own toilet paper (and not to leave it in the toilets), as well as a basin plug.

3.4 Electricity

There is NO electricity available at Arrowe Park. Please plan accordingly.

3.5 Security

Security staff and the South African Police Services will be at the event. The Kon Tiki 2026 Committee will have no hesitation in utilising them to their fullest extent should it become necessary.

For the safety of everyone at Kon Tiki 2026; everyone inside the Arrowe Park grounds and attending Kon Tiki 2026 must have a wristband on their wrist at all times. The wristband should contain at minimum the Team Number and an emergency contact number of an adult (Scouter, Rover, Parent, Adult) who is full time at Kon Tiki 2026 for the full duration of the event and able to accept phones and assist.

3.5.1 Gate Duty

Every group camping at Kon Tiki 2026 is required to provide at least 1 adult to staff the Arrowe Park and Kon Tiki entrances and gates. The duties are usually in 2-2½ hour shifts and will be arranged by your respective Sub-Camp Chief. Penalties for no-shows, late arrival or early departure may be enforced.



3.5.2 Wristband Identification

Anyone found at Arrowe Park and Kon Tiki 2026 **not** wearing a wristband may be considered a trespasser and having entered the premises under false pretences or illegally and escorted off the property. A new wristband will be required to be purchased.

Everyone **MUST** be wearing a wristband on their wrist at all times while on the Arrowe Park premises.

3.6 Complaints

No complaints about the facilities are to be directed to the Arrowe Park committee.

Any problems should be drawn to the attention of your Kon Tiki 2026 Sub-Camp Chief who will forward the same through the correct channels.

3.7 Departure

All equipment, etc. must be removed from Arrowe Park by 18h00 on Sunday at the latest.

All rubbish / refuse MUST be taken home. No rubbish is to be left at your campsite nor at Arrowe Park.

Removal of abandoned equipment will be for the account of SCOUTS South Africa, and we will have no hesitation in passing these costs on to the guilty parties.

LEAVE NOTHING BUT YOUR THANKS

3.8 Camp Prohibitions

The following are prohibited, and if not adhered to, could result in disqualification, penalties, and/or possible banning of the Group from future Kon Tiki 2026 and other scouting events.

- Any form of raiding of rafts or throwing of "missiles" etc.
- Fireworks or Smoke bombs in any form.
- The use or possession of Guns, Pellet Guns and BB Guns.
- **Any form of alcohol or prohibited / illegal substances.** These items are not allowed at the event. The use of alcohol at any Scout event is contrary to our Policy, Organization, and Rules. The Kon Tiki 2026 organisers reserve the right to search any person, car, campsite or raft.
Those found in the possession of, supplying or having consumed alcohol may requested to leave the Arrowe Park Grounds and/or arrested.
- Pets, Motorcycles and Quadbikes.
- [Loud music](#).
- Open fires that are on the ground are prohibited in the camp site.
- No LARGE open fires at all.
- Only fires approved in writing, with a physical permission slip signed by the Camp Chief are permitted – inspections may be undertaken and fires extinguished!
- Swimming in the dam.
- Fishing in the dam.
- Leaving of any vehicle in the camp. The vehicle park is to be used for ALL vehicles excluding decal'd & pre-approved emergency vehicles
- The use of trucks or 4x4 vehicles to remove your raft from the dam.
- Any type of two-way communication radio. Such communication is for emergency services and event staff only.
- Ready-made boats – the use of all forms of ready-made crafts is reserved for Water Rescue and the Judges.
- Poor behaviour, having poor standards of discipline, being disrespectful to a Kon Tiki organiser / staff member when given instructions.
- Failure to abide by the Scout Law & Promise

The Kon Tiki 2026 Committee reserves the right to disqualify any team for behaviour contrary to the spirit of Kon Tiki or Scouting and their decision is final.



3.9 "Unsavoury Elements"

Whilst effort is made to ensure that the event is fun and inclusive for all, it has been an unfortunate fact that during past events, the Kon Tiki Committee has had to deal with the expulsion, under police escort, of some unsavoury elements at Kon Tiki. Although members of the Movement have not been involved, these people have always claimed to be "invited" by some or other Kon Tiki team.

Whilst we will always encourage the general public to visit and support Kon Tiki, we appeal to all teams to exercise some caution when inviting "friends" to visit the event and also request that you ensure that they are made fully aware of the Movement's standpoint on, amongst other things, alcohol and standards of discipline and behaviour.

3.10 Listening Ear

The Scouts Listening Ear program is a vital part of Kon-Tiki 2026, offering a safe, supportive space where participants can talk, reflect, and be heard without judgment. Guided by trained peer listeners and adult leaders (identifiable by their SAFE FROM HARM vests), the program encourages open conversations around wellbeing, teamwork, and personal challenges that may arise during the event. Whether someone needs a quiet moment, a listening ear, or simply reassurance, the initiative reinforces the Scouting values of care, respect, and community—ensuring that every participant feels supported throughout their Kon-Tiki journey.





Four: Competitions

4.1 Kon Tiki 2026 Competitions

The following competitions are included in Kon Tiki 2026:

| | COMPETITION | Scoring | TROPHY |
|----|---------------------------------|-------------------------------|-----------------------------------|
| 1 | Kon Tiki 2026 Overall | Total of 2 and 3 | Trevor Pearson 'Gunga Din' Trophy |
| 2 | Best Raft Team | Total of 4, 5, 6, 7, 8, 9, 10 | John Honeyball Trophy |
| 3 | Best Supporters Team | Total of 11, 12, 13 | Chris Waterson Trophy |
| 4 | Best Raft Construction | See Competition Guide | Darryl B. McEwan Trophy |
| 5 | Best Model Raft | See Competition Guide | Richard Stuart Trophy |
| 6 | Best Raft Theme | See Competition Guide | Phoenix Rover Trophy |
| 7 | Safety Awareness | See Competition Guide | Ambulance Training College Trophy |
| 8 | Pioneering | See Competition Guide | Peter Hall Pioneering Trophy |
| 9 | Raft Meal Competition | See 4.5.9 below | |
| 10 | Raft Spare Time Activity | See 4.5.10 below | Keith Crossley Trophy |
| 11 | Camp Site Competition | See 4.6.1 below | |
| 12 | Supporters' Cooking Competition | See 4.6.2 below | Warren Crossley Trophy |
| 13 | Spare Time Activity | See 4.6.4 below | Keith Crossley Trophy |
| 14 | Beaver Challenge | See 4.7 below | Beaver Challenge Trophy |

The Kon Tiki 2026 Competition Guide can be downloaded from the website.

4.2 Trophies

Teams holding floating trophies are asked to ensure that these are handed back, in good repair, to your nominated Scout Shop by no later than **20 April 2026**.

Trophies received after the deadline or in poor condition may result in your team not being permitted to participate in Kon Tiki 2026.



4.3 Participation in Competitions

Teams are entered into the respective competitions at [online registration](#). The [online registration](#) will need to indicate if you are camping only, or rafting only, or both.

The competitions are scored by the Judging Team on Scouts.Digital (<https://ssa.scouts.digital/>) by the relevant judges. The relevant team PL's should be able to track the teams progress although scores will only be published after the event. The Dashboard is updated at regular intervals and may not reflect real-time status.

The team PL is then responsible to get the necessary evaluation completed by a judge for each event that the team enters. Please check the time to ensure that you know what is being marked and when.

4.4 Judging

Judging takes place continuously during weekend as per the timetable. Print it out and keep it at hand – it is your responsibility to make sure you are in time. You will not be told when competitions start.

Judges can be identified by their bright yellow **bibs**. Senior Judges, Camp Site Chiefs and Staff have high visibility **jackets**.

Judging Team can usually be found on the Foreshore or around 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.

Results will not be provided during the event – final results will be published on the Kon Tiki 2026 website. Please ensure that during judging on Friday evening / night and Saturday morning there is always at least one member of your raft team available at your raft (preferably your Raft Leader) to answer any of the judge's questions.

4.4.1 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.

The team will fall-in and greet the judges after which the PL (and APL) will accompany the judges for the evaluation. **This is an interactive discussion between the PL & Judge(s).**

At every inspection the judging score **MUST BE** discussed with the Land or Raft PL.

Please ensure that judges are able to move freely around your raft – if they are not able to do this, your marks may not be accurate.

The rest of the patrol is welcome to sing or chatter or whatever they prefer however should remain in formation till the evaluation is completed. At the judges' discretion, the patrol 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 this will not interfere with the judges evaluation, the team may continue with the competition (raft or Camp site) at the judge(s) discretion.

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

4.4.2 Judging Queries

Should the Raft or Land PL (not an adult!) feel a clarification or a second opinion is required, he or she needs to request a review at the main judging tent where upon a senior judge will be made available to discuss the matter and potentially re-evaluate the inspection. This evaluation is final.

Teams abusing this convenience may find themselves receiving a stricter evaluation.



4.4.3 Adult Interference

Any adults; albeit Scouter, Rover, Parent etc; who interferes with the judge(s) and their evaluation may result in that evaluation being penalised or receiving zero.

Any adult is welcome to have a civil discussion with a Senior Judge should they feel the evaluation is unfair, biased or incorrect. Please do not abuse this courtesy.

Any judge who feels they are experiencing undue adult pressure is encouraged to refer to a Senior Judge, who may choose to escalate to the Chief Judge Team.

4.5 Raft Competitions

As the raft competitions are the major elements of Kon Tiki 2026, the following information should be read carefully and adhered to and adhered to at all times.

4.5.1 Raft Size and Design

The maximum deck area may not be bigger than 16m² i.e. 4mx4m or 5mx3m. The maximum height of the main structure of your raft should be 2m from the deck. This excludes decoration, aerials etc. Super-structures DO NOT get you extra points and waste precious building time.

Your raft needs to be mobile, and you will be limited by the raft building site of 8m X 6m. Everything needs to be within the boundaries of your build site; your raft, equipment and kit.

IF YOUR RAFT CANNOT FIT INTO YOUR CONSTRUCTION SITE YOU WILL LOSE POINTS OR DISQUALIFIED. IT IS RECOMMENDED THAT YOU USE POLES 6m OR LESS IN LENGTH.

Walkways between build sites are to remain clear and unobstructed at all times. Be considerate of the other teams and people around you.

Note: A 200-litre drum will float $\pm 100\text{kg}$ 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.](#)

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

Remember the Kon Tiki 2026 theme and make sure that your raft fits the theme as much as possible.

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 fabricated ones.

Paddle wheels should be turned by hand or foot and not any other mechanism (See section below). The Chief Judge's decision is final on what can or cannot be used but can be contacted if you are in any doubt regarding the acceptability of your design.

4.5.2 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 of machine / cogs / chains / crank handles etc are not permitted.
- The use of power tools at the raft construction site is not permitted without written approval from the Chief Judge.
- NO WELDING AT KON TIKI WILL BE PERMITTED.



4.5.3 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. 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.

4.5.4 Raft Construction Areas

Raft construction sites located on the foreshore of Homestead Lake and are allocated by the registration committee. The raft construction and all equipment should be situated within the boundaries of the raft construction site. Anything not able to fit within the boundaries of the site should be move to the team camp site.

Prior to the official construction start time, equipment may be laid out for inspection, but not as a raft base – no poles and barrels may be perpendicular to one another.

Raft construction may only begin AFTER the equipment inspection has been completed by a Judge. Teams found building their raft before will be penalised and may face disqualification.

Please ensure that judges are able to move freely around your raft– if they are not able to do this, your marks may not be accurate.

Bring a large board / sign which shows your team number and Troop / Company Name for display at your construction site.

ALL EQUIPMENT MUST BE REMOVED FROM YOUR CONSTRUCTION AREA SHORTLY AFTER LAUNCH. TEAMS LEAVING EQUIPMENT OR LITTER ON THE FORESHORE WILL BE PENALISED.

4.5.5 Raft Teams

As this is a Scouting event, Scout rules and policies will apply:

- **Any Scout who holds a swimming badge (Scoutcraft) can participate as a raft team member. Teams may be asked to supply uniform shirts with badges.**
- The team leader must be between 15 to 18 years. If not, then prior consent needs to be obtained from the Chief Judge;
- The number of raft team members is limited to a minimum of **5** and a maximum of **8**;
- No person older than 18 will be allowed on the raft as a team member.

Note that Scouts are required to build the raft – the rest of your group (parents, supporters, etc.) are encouraged to assist in other ways. Additional points will be allocated to rafts that are built by Scouts only.

4.5.6 Raft Safety

Your raft must have the following:

- Your **Team No** painted on a 1m x 1m board on BOTH sides on the raft. This must be a **WHITE** number on a **RED** background.
- A **mast light** which must be permanently lit during the night. Chemical light sticks (Cyalumes) are preferred as they are safer.
- A **RED** flag as a means of signalling emergency during the day.
- Have a **RED light** on the masthead as a means of signalling emergency at night (i.e. an alternative to the red flag during the day).
This light to be 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 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 of the required type of anchors** which can be safely operated (decision rests with the Seaworthiness Judging Team) which must be securely attached to your raft with a strong rope which is at least 20m in length. A diagram of how to build the **required 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 last year 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](#). 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** – minimum 2 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**.
- **Refuse bags** to keep your **refuse** in.

4.5.7 Raft Launching and Raft Retrieval

Launching and landing of rafts has been identified as a high risk activity; to address this risk, launching will be called and controlled by a trained Marshall. Please find an official to assist in getting your raft safely into the water on Saturday. **This process will be controlled via the exchange of a physical permit card which will need to be returned as proof.** PLs will need to obtain this permit from the nominated Marshall prior to movement of the raft for the launch – avoiding this will result in points deductions.

The same would apply to getting the raft safely out of the water on Sunday. If you are willing to assist, please contact the organising committee prior to Kon Tiki.

Children may not be at the foreshore; raft builds site nor in the vicinity of any rafts that are launching or beaching. Raft launching and beaching & recovery is high energy rapidly moving environment and can be extremely hazardous for children who must remain far away to avoid unnecessary injuries. This includes but not limited to Meerkats, Cubs, youth under 11 years old or shorter than 1.3m.

Rafts may only launch **AFTER** they have been cleared by the Seaworthiness Marshall (not anyone else) and passed the final inspections and judges evaluations. Launching without the Seaworthiness certification may result in the raft being removed from the water and team disqualified.

4.5.8 Raft Mobility Competition

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.

No tug / towing services will be available.



4.5.9 Model Raft Competition

The scale for the model raft should be no smaller than 1:20 and no bigger than 1:10 which is detailed on the raft which needs to be an accurate representation of what your team plans to build.

Points are given to detail, raft design and theme-based décor. The model should be built in such a way as to aid in the construction of your actual raft.

Model rafts will be evaluated in the Information Tent. Please ensure that your model raft is available for judging at the set time.

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.

4.5.10 Raft Meal Competition

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.

4.5.11 Raft Spare Time Activity

The STA sheet for land and water will be handed out at the Team Leaders meeting on Saturday Morning.

4.5.12 Rescue Craft

Various forms of rescue craft will patrol the dam for the entire time that Kon Tiki 2026 rafts are on the water.

In the event of a rescue having to be undertaken, please allow the rescue craft plenty of room to work, do not panic and follow all instructions given to you by the rescuers.

The decision and instructions of the rescue crew are final and should be complied with at all times.

4.5.13 Leaving your Raft – Emergency Assistance

You may only leave your raft in an absolute emergency and with the permission of your team leader. You may not swim ashore. Should you need help please attract the attention of one of the rescue craft as follows:

- **Use your mobile phone to call shore.**
- **During daylight:** wave your RED FLAG and blow your whistles.
- **During the night:** flash as many lights as possible and blow your whistles.

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

4.6 Supporters' Competitions

The overall supporters' competition comprises the two competitions below and competitions are scored per team number. Should your group have more than one raft entry, you will need two separate camp sites and Team Numbers. Sharing of common areas like kitchens, will result in split marks being allocated.

4.6.1 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 non-negotiable.

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 waterproof and provide shelter against the Highveld winter cold. There needs to be enough space for the Campers to sleep (e.g. not 6 Scouts cramming into a single 2-man tent).
- Each overnight camper needs an adequate sleeping bag (e.g. 0°C rated) or bedding & blankets for the Winter temperatures; a thin 20°C rated sleeping bag is NOT sufficient. A mattress 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 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.





4.6.2 Best Camp Site Competition

Kon Tiki 2026 will have a "Best Camp Site" competition this year. We will be looking for PLTC/PLTU or warrant level camping standards and cleanliness as we will be in the public eye.

Focus will be placed on camping standards: health, hygiene, safety, shelter, site layout, neatness, cleanliness, decorations, design, construction, state of equipment.

- The entire Supporters Team should be present for the evaluation
- No Scouters or adults may be inside the camp site during the inspection.
- The entire Troop camp site will be included in the competition site.
- 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 5.3](#) 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 are 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.
- Vehicles may not be parked in camp sites. There are designated parking areas.
- Adults should not be involved in the setup and building of the camp site and penalties will be applied for any transgressions.
- Penalties will be incurred for bad hygiene, untidiness, non-punctuality, not abiding by the Scout Promise and Law.



Refer to the score sheet for more details.

4.6.2 Supporter's Cooking Competition



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. Include a hot or cold drink to score top marks.

All preparation should take place at your camp site, and you may select to prepare 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, though this is not compulsory.

The Cooking Team must have a budget, not exceeding R100.00pp. The budget, list of ingredients, recipes and equipment should be included in the supporters logbook and be available for review during evaluation.

The cooking must be done by Scouts only. Adult involvement will invoke penalties.

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

The 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. The meal presentation and evaluation need to be completed within this 40 minute so the judge can get to the next team. Your time is limited so you may need to practice to get your timing right.



The evaluation slots are first-come-first-served, so be prepared to present your meal as either a Lunch or a Dinner based on the slot you are able to reserve.

- **Slot 1** : 13h30 – 14h10 : Lunch
- **Slot 2** : 16h00 – 16h40 : Dinner
- **Slot 3** : 16h45 – 17h25 : Dinner
- **Slot 4** : 17h25 – 18h10 : Dinner
- **Slot 5** : 18h15 – 18h55 : Dinner

A link will be made available close to the time to book your preferred slots. Your slot will be assigned to you based on availability. Your assigned Judge will be made available at the information tent no less than 90 minutes before your slot. Make sure to present them with a written personalised invitation which can be left at the information tent. The invite should include your Team number, be theme appropriate and most importantly the exact time (slot) the meal will be ready for evaluation.

Plan ahead, you only have the chosen slot to impress and wow your judge(s). Please only plate a small sample portion for the judge. The objective is for the Judge to taste and appreciate the presentation of the meal, so a small portion is sufficient. You will need to provide the cutlery and crockery for the judge to use.

The meal itself should preferably be presented with 10 minutes of the judges arrival and consumed within 30 minutes to allow for sufficient time to evaluate the meal and the rest of the competition items and escort the judge back to the info tent **within** your 40-minute slot.

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.

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 guest(s). That said, 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 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 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.

If a judge does not arrive at the selected time slot, please check with the Senior Judges or Chief Judge to have someone replace them.

Competition Team:

- The entire Support Team fall in to greet the Judge(s) however,
- A host patrol of six (06) Scouts (or as close to 6 as possible if the Supporter Team is small) will facilitate the evaluation for the cooking competition.
- The host patrol act as hosts & hostesses. They are responsible for entertaining and looking after the judge for the duration of the meal & evaluation.

Hint: select your social butterflies for this role 🦋

- The host patrol should be dressed according to the theme during inspections.
- Tip1: 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.



"First time you ever cooked rice?"





- Tip2: The person(s) preparing the meal show introduce themselves and ask how the Judge(s) found the meal.

Refer to the score sheet for more details.

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

4.6.3 Campfire

Each team is encouraged to join the campfire, as either a lead for a song/skit or as a spectator. There are no points allocated to the attendance or level of participation in the campfire. There will be a notification that goes out 4 weeks before Kon Tiki on the Event Notices WhatsApp group regarding how to submit proposals for song/skit.

Key point of note: There will be a time slot on the Saturday (time unconfirmed but 1-2 hours) where all patrols leading a song/skit will be required to demo their song/skit. If the patrol does not come during the allocated time without contact to the organiser of the campfire the song/skit will not make it onto the campfire program.

4.7 Beaver Challenge

While Beaver Challenge is run at Kon Tiki, it does not form part of the Kon Tiki 2026 Competition. Please refer to the Beaver Challenge Rules and Regulations for more information.



4.8 Chairman's Challenge

The top 10 Teams in the Raft Building competition will be invited to enter the Chairman's Challenge. This prestigious event is typically for the top 10 Kon Tiki raft builders who want to challenge their raft building skills further. More information will be made available after Kon Tiki 2026.

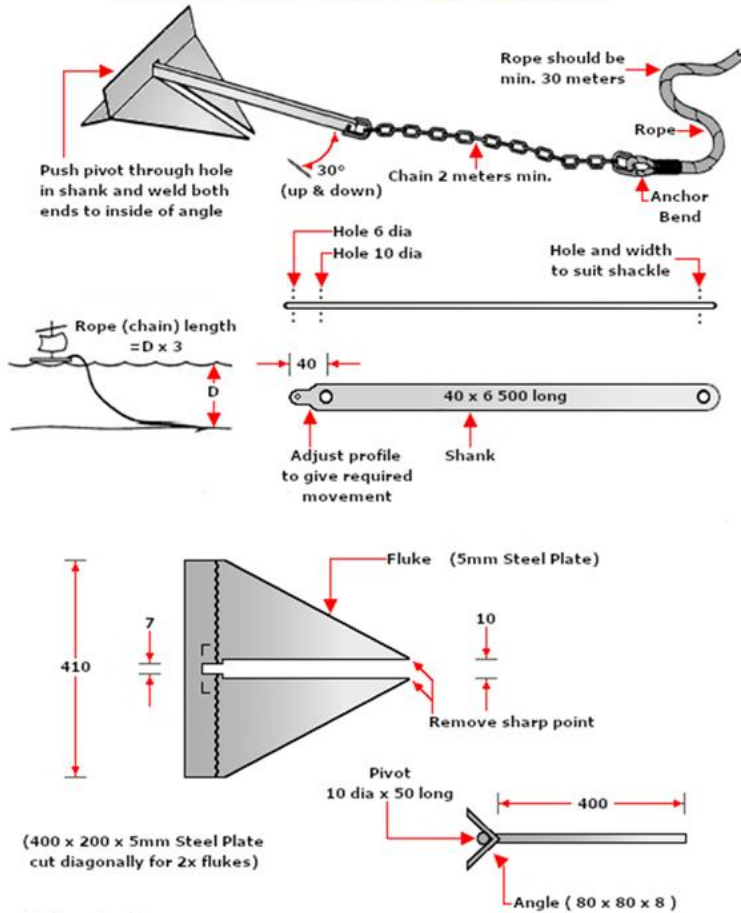


"If we were home, we'd have to be helping with housework, working in the yard, and stuff, eh, Jim?"



Five: Appendices

kon tiki raft anchor



5.1 Anchor Diagram

Diagram depicting the design and construction of an approved Anchor to be used at Kon Tiki 2026. Called a "Danforth Anchor", commercial or professionally made.

- Anchor** : >3 kg in weight
- Chain** : Min 2m long
- Rope** : Min 30m long
- Quantity** : Min 2 anchors

Attach the anchor rope to anchor chain with an Anchor Bend

Anchor Attachment

Anchors should be attached at raft corners^① with the mouth of your shelter/tent pointing away from these mount points.

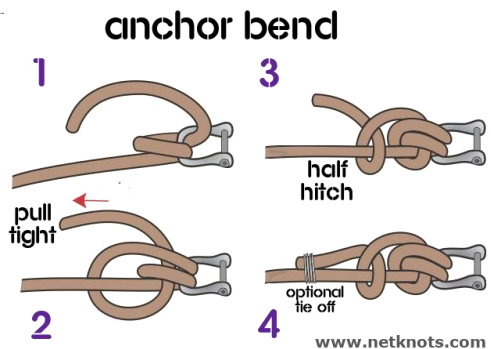
This is to prevent the shelter side, front or entrance being pulled directly in-line with the wind creating a weather funnel pulling the wind and rain through the shelter. This is bad and will result in very wet, cold and miserable Scouts, aka Smurfs.

① Adjust depending on shelter shape and design.

Anchor Bend

Anchor Bend Knot is essentially a modified round-turn-and-two-half-hitches

- 1) Make two turns around the shackle, leaving turns open.
- 2) Pass free end behind the standing line and feed the free end through the first turns and pull tight.
- 3) Now tie a half hitch around the standing line and pull tight.
- 4) Seize the free end and secure to the standing part with a Simple Whipping or French Whipping. While optional, this free-end tie off step is strongly recommended for the anchor chain to anchor rope attachment knot, anchors are expensive!





5.2 Suggested First Aid Kit

We suggest you have the following items in your first aid kit:

- Protective gloves (e.g. latex)
- A one-way ventilator device (valve for mouth-to-mouth)
- An assortment of plasters
- Sterile bandages / dressings
- Triangular bandages
- "Elastoplast" strapping
- Antiseptic solution
- Sterile gauze
- Antiseptic Cream
- Scissors
- Tweezers
- A pack of glucose sweets
- Suntan cream
- Sterile water
- A space blanket
- Local emergency telephone number list
- A complete list of the contents of your kit (including expiry dates)

Please note that First Aid kits are just that – for First Aid.

NOTE: Specialist / prescribed medication for team members should not be stored in a communal first aid kit. A copy of the prescription and dosage details should also be given to your team leader or Scouter so that he/she is aware that you are on special medication.

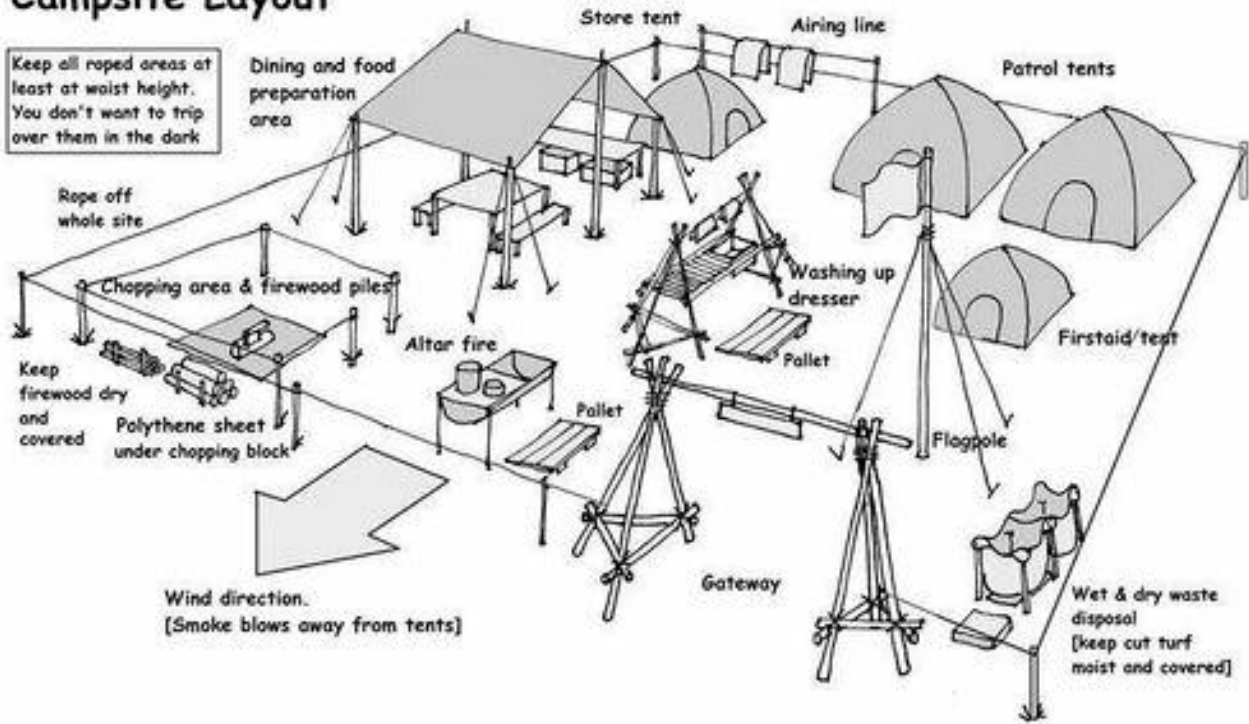
Each team member should store their prescription medication along with the prescription and dosage details in a safe waterproof place.

Items deemed too specialized (including medication) may be removed from your kit by the medical staff.



5.3 Example Camp Site Layout

Campsite Layout



Example of a camp site layout and diagram.

The Supports team will design their own camp site layout to suit their own requirements.



5.5 Baseline Risk Register

The following register is utilised in order to summarise risks and the associated parameters & controls / mitigations. This will be reviewed after publication of this booklet and may not be the final version utilised during the event.

| Risk / Hazard Identified | Likelihood (1-5) | Severity (1-5) | Mitigations Applied (Per Safety Plan & Operational Practice) | Residual Likelihood (1-5) | Original Risk (1-25) | Residual Risk (1-25) |
|--|------------------|----------------|--|---------------------------|----------------------|----------------------|
| Adverse weather / changing water conditions | 3 | 4 | Continuous weather monitoring; Safety Management Committee empowered to suspend/adapt activities; decisions coordinated via VOC | 1 | 12 | 4 |
| Currents and eddies | 1 | 4 | Enclosed man-made lake; negligible currents confirmed by inspection | 1 | 4 | 4 |
| Hypothermia (cold nights, water exposure in May) | 2 | 4 | Mandatory warm clothing & sleep systems; inspection checklist; ability to remove participants from water at any time | 1 | 8 | 4 |
| Insect bites and stings (incl. allergic reactions) | 3 | 3 | Personal medication carried; medical room stocked; ALS-trained staff available | 1 | 9 | 3 |
| Near drowning / drowning | 2 | 5 | Mandatory SABS-approved life jackets; size and serviceability checks; rescue patrols and motorised rescue craft on standby | 1 | 10 | 5 |
| Person in difficulty on the water | 3 | 4 | Defined distress signalling; continuous patrols; radio-linked rescue teams | 1 | 12 | 4 |
| Submerged objects in lake | 2 | 3 | Swimming restriction; PPE; pre-event inspection; defined water activity zone; ongoing monitoring by patrol craft | 1 | 6 | 3 |
| Raft structural failure / instability | 2 | 5 | Adult supervision during construction; formal safety inspections; unsafe rafts barred from launch | 1 | 10 | 5 |
| Fire at campsite or on raft | 2 | 4 | Fire extinguishers mandatory (SABS 1475); cooking rules enforced; paraffin lamps prohibited | 1 | 8 | 4 |
| Sharp objects / foot injuries during construction | 3 | 3 | Thick-soled footwear compulsory; gloves recommended; controlled launch/beaching | 2 | 9 | 6 |
| Head injury during construction activities | 2 | 4 | Hard hats recommended in construction areas; adult supervision | 1 | 8 | 4 |
| Dehydration / heat exposure | 3 | 3 | Minimum water quantities checked; hydration guidance; sun protection encouraged | 1 | 9 | 3 |
| Medical emergency exceeding on-site capability | 1 | 5 | ALS personnel on site; direct ambulance access; multiple hospitals nearby; helicopter evacuation option | 1 | 5 | 5 |
| Crowd or vehicle-related incident | 2 | 4 | Restricted vehicle access inside venue; SAPS presence; controlled drop-off and parking | 1 | 8 | 4 |
| Major incident / disaster scenario | 1 | 5 | Disaster Management Team; VOC coordination; PA & SMS systems; defined gathering and triage areas | 1 | 5 | 5 |
| Fatigue-related incidents (participants or leaders) | 3 | 3 | Enforced lights-out; programme pacing; adult supervision; ability to withdraw participants from activities | 1 | 9 | 3 |
| Psychological distress / panic (younger participants) | 2 | 3 | Close adult supervision; medical room access; controlled activity exposure; clear emergency procedures; Listening Ear staffing & Safe From Harm policies | 1 | 6 | 3 |
| Lost or unaccounted-for participant | 2 | 4 | Team structure; roll calls by leaders; radio & cell communication; fenced venue; SAPS on site | 1 | 8 | 4 |
| Night-time slips, trips and falls (land-based) | 3 | 3 | Lighting requirements; campsite layout control; medical staff on standby | 1 | 9 | 3 |
| Severe weather secondary effects (wind, debris, structural damage) | 2 | 4 | Weather monitoring; authority to halt activities; raft and camp inspections; controlled evacuation procedures | 1 | 8 | 4 |
| Cooking fuel / gas / stove incidents | 2 | 4 | Fire extinguishers at camps; cooking competitions supervised; clear rules on fuel usage | 1 | 8 | 4 |
| Hygiene-related illness / gastro outbreak | 2 | 3 | Hygiene guidance issued; medical monitoring; isolation and treatment capability | 1 | 6 | 3 |
| Safeguarding / child protection incident | 1 | 5 | Adult supervision ratios; controlled access; SASA policies enforced; senior leadership on site | 1 | 5 | 5 |
| Communication failure (radio or cellular) | 2 | 4 | Central radio VOC; multiple communication channels; in-person command structure | 1 | 8 | 4 |
| Environmental damage / pollution incident | 1 | 4 | Controlled fuel usage; waste management rules; inspections; rapid response capability | 1 | 4 | 4 |