



South African Scout Association - Gauteng Province

# Kontiki 2010



## Beaver Challenge 2010

### Rules for the Challenger

Only registered KonTiki Teams can organise a Beaver Challenge Activity Base.

One responsible representative from each Base must report to the Beaver Challenge Desk at the Main Tent for a 10-minute briefing at 08h00 on Saturday. Any changes to the challenge will be conveyed to you at this meeting

The Base must be registered at the Beaver Challenge Desk at the Main Tent between 08h10 and 10h00 on Saturday for approval. Penalties will apply to late registrations. Beaver Challenge points will go towards points for the "Beaver Challenge Trophy", "Best Supporters Team Trophy" and the "Overall Winners Trophy".

The registration form should provide:

1. The name given to your challenge activity and a written description of how your Beaver Challenge base will run. Remember that you can expect up to 1000 participants to visit your base.
2. A copy of the RUBBER Stamp no bigger than 20x20 mm that will be used to indicate that a contestant has visited your base (MUST be a rubber stamp). The same stamp must be used throughout the day so "Be Prepared", i.e. Please ensure you have a backup stamp and enough ink for the full day's use. NO freehand drawings will be accepted due to problems experienced at previous events.
3. The name and contact number of someone who will be at the Activity Base for the day.

Only one challenge activity can be run at a base. The activity should be appropriate for all age groups [Cubs, Brownies, Scouts and Guides]. A contestant's time at the base should not take longer than 5 minutes and it is recommended that you allow for simultaneous participation of the activity to avoid long queues.

Once a contestant has completed the base then you will stamp the next empty block on the Challenge Card and send the contestant off to find another base. They may only present one card and you may only stamp the card ONCE.

The base is required to be open on Saturday from 10h00. All Beaver Challenge bases must remain open till 16h00 after which you may close. Early closure must be reported to the organisers as this impact heavily on the Super Beaver Challenge

The Challengers are to advertise their activity by submitting an A6 advertisement for display on a "Beaver Challenge Classifieds" board at the Main Tent. You may advertise with flyers too, but penalties will be awarded for each flyer found after 16h00 on Saturday.

**NO PRIZES MAY BE GIVEN!** This is to give each base equal opportunity in attracting participants.

Activity Base Ideas: Anything goes, from Crab Soccer to a Monkey Bridge, a Scavenger Hunt to an Obstacle Course, Silk Screen Printing to Tug-of-War. No activities with mud will be permitted. No dangerous activities; including aerial runways, pellet guns, any projectiles or fireworks, will be permitted.

This year we will be judging the bases as well as counting votes, so look out for our colorful judges

The judges and Beaver Challenge organisers' decision in respect of the Beaver Challenge votes / points system and any disqualification will be final and no discussion will be entered into.



# *Kontiki 2010*



## Beaver Challenge 2010

### Rules for the Contestants

Any member of the Scout and Guide movement is allowed to participate.

There are 3 challenges for participants to consider:

- o Cub and Brownie Challenge - only open to Cubs and Brownies
  - \_ Complete 15 different Beaver Challenge Activity Bases
- o Scout and Guide Challenge - only open to Scouts, Guides and Ranger Guides
  - \_ Complete 30 different Beaver Challenge Activity Bases
- o Super Beaver Challenge - open to all age groups
  - \_ Complete every registered Beaver Challenge Activity Bases. The number of registered bases will be made available at the start of the Challenge.

Participant should purchase the correct Challenge Card from the Beaver Challenge Desk at the Main Tent on Saturday morning from 10h00 onwards.

There is a charge of R5.00 per Challenge Card. This is to subsidise the cost of production of the Special Kontiki Beaver Badges

Visit as many bases as possible. A map of all registered bases will be on display at the Beaver Challenge Desk at the Main Tent. A5 maps will be available for participants to take with them.

Once you have completed a Beaver Challenge base, the base will stamp your card only once at the next open block. You may only present one card for stamping at the base.

Go to another Beaver Challenge base.

Once your Challenge Card has been correctly completed return the card to the Beaver Challenge Desk at the Main Tent where you will be asked for your choice of the 5 best bases.

Participants who submit their Challenge Cards completed as per the rules will receive a Special KonTiki Beaver Badge and Super Beaver participants will receive a Special Super Beaver Award. We will not hand out badges for incorrectly completed cards.

Should you wish to visit some more Beaver Challenge bases then you can purchase another card at the Beaver Challenge Desk at the Main Tent.

Closing time on Saturday for handing in your completed card is 16h15

Only correctly completed contestant cards submitted before closing time of 16h15 will be counted in respect of votes.

The judges and Beaver Challenge organisers' decision in respect of the Beaver Challenge votes / points system and any disqualification will be final and no discussion will be entered into.