



## *IN SEARCH OF ELDORADO* *KonTiki 2010*

### Information Booklet



## Chairman's Message

Our theme is "in search of El Dorado" and to give you a hint of what this is all about, read on.

El Dorado ([Spanish](#) for "the golden one") is a [legend](#) that began with the story of a [South American](#) tribal chief who covered himself with [gold](#) dust and would dive into a lake of pure mountain water.

Imagined as a place, El Dorado became a kingdom, an empire, the city of this legendary golden king.

The king or chief priest of the Muisca was said to be ritually covered with gold dust at a religious festival held in [Lake Guatavita](#), near present-day [Bogota Colombia](#).

The ceremony took place on the appointment of a new ruler. Before taking office, he spent some time secluded in a cave, without women, forbidden to eat salt, or to go out during daylight. The first journey he had to make was to go to the great lagoon of Guatavita, to make offerings and sacrifices to the demon which they worshipped as their god and lord.

During the ceremony which took place at the lagoon, they made a raft of [rushes](#), embellishing and decorating it with the most attractive things they had. They put on it four lighted braziers in which they burned much [moque](#), which is the incense of these natives, and also resin and many other perfumes. The lagoon was large and deep, so that a ship with high sides could sail on it, all loaded with an infinity of men and women dressed in fine plumes, golden plaques and crowns....

As soon as those on the raft began to burn incense, they also lit braziers on the shore, so that the smoke hid the light of day. At this time they stripped the heir to his skin, and anointed him with a sticky earth on which they placed gold dust so that he was completely covered with this metal. They placed him on the raft ... and at his feet they placed a great heap of gold and emeralds for him to offer to his god.

In the raft with him went four principal subject chiefs, decked in plumes, crowns, bracelets, pendants and ear rings all of gold. They, too, were naked, and each one carried his offering and when the raft reached the centre of the lagoon, they raised a banner as a signal for silence. The gilded Indian then ... [threw] out all the pile of gold into the middle of the lake, and the chiefs who had accompanied him did the same on their own accounts. ... After this they lowered the flag, which had remained up during the whole time of offering, and, as the raft moved towards the shore, the shouting began again, with pipes, flutes, and large teams of singers and dancers.

With this ceremony the new ruler was received, and was recognized as lord and king. It is search of these riches in the lake that we set sail in March 2010 at Murray Park.

Jan Schubart

Event Chairman

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## Section 1: Competitions and Judging

### 1.1. Official Program

#### DAY ONE - FRIDAY 5<sup>th</sup> March 2010

- 08h00: Marking out of construction sites.  
12h00: Official gate opening for teams and supporters.  
12h30: Raft and campsite construction registration opens (Judging Tent)  
Campsite construction can begin  
17h00: Raft construction can begin-**NO BUILDING OF RAFTS BEFORE 17H00**  
Equipment may be laid out for ease of use, but not as a raft base.  
No poles and barrels perpendicular to one another  
17h39: 23h00 Judging of Friday's competitions (see marking guidelines and Table 1 for details).  
20h00: All teams must be in camp (no more team registration will be done and you will not be able to compete)  
20h30: Sub-camp Chiefs meeting (Main Hall).  
21h30: Meeting of ALL Guiders and Scouters of your team with your sub-camp chief (at each sub-camp).  
24h00: Construction ends for the night (Gates close - generators off).

#### DAY TWO - SATURDAY 6<sup>th</sup> March 2010

- 07h00: Gates open  
08h00: 19h00 Judging of Saturdays competitions (see marking guidelines for details).  
08h00: Sub-camp Chiefs meeting (Main Hall).  
08h00: Beaver Challenge Briefing (next to Info Tent).  
08h10: 09h00 Raft Safety equipment inspection (at Raft Construction site).  
08h10: 10h00 Beaver Challenge registration (next to Info Tent).  
10h00: Beaver Challenge activities start.  
10h00: Team Leaders meeting: i.e. Camp PL & Raft PL (Main Hall).  
10h30: Opening Parade (Waterfront).  
11h00: Signal to set sail - KonTiki is under way.  
17h30: Sub-camp Chiefs meeting (Main Hall).  
20h00: KonTiki Campfire (Waterfront).  
22h00: Gates close.

#### DAY THREE - SUNDAY 7<sup>th</sup> March 2010

- 07h00: Gates open.  
10h00: Naval Review of Rafts on water.  
11h00: Signal for teams to come ashore.  
13h00: Scouts Own (Main Hall).  
13h30: Official closing and Prize giving (Main Hall).  
18h00: All teams to have left by this time.

## 1.2. Judging

Judging takes place continuously during the weekend and judges can be identified by a yellow bib and cap.

For the 2010 event, details of the judging guidelines are provided as a separate document in the information package. A summary of the judging times as extracted from judging guidelines document is as follows

**Table 1**

All Weekend	Team Spirit of Raft Teams	
Friday 17h00 - 20h00	Equipment Inspection	Raft Construction site
Friday 17h00 - 20h00	Base Inspection	Raft Construction site
Friday 19h00 - 22h00	Safety Interview & First Aid Kits	Medical Tent
Friday 19h00 - 22h00	Model Raft	Raft Construction site
Friday 20h00 - 21h00	Raft before decorations	Raft Construction site
Friday 20h00 - 23h00	Raft Safety	Raft Construction site
Saturday 07h30 -	Pre-Launch	Raft Construction site
Saturday 08h00 - 09h30	Raft Pioneering	Raft Construction site
Saturday 08h30 - 10h30	Dress Up / Play acting	Main Hall
Saturday 10h00 - 11h00	Raft Theme	Raft Construction site
Saturday 10h00 - 16h00	Beaver Challenge	
Saturday 12h00 - 15h00	Raft Mobility	On water
Saturday 13h00 - 15h00	Supporters Campsite	Team Camp Site
Saturday 15h00 - 16h00	Supporters Meal Preparation	Waterfront
Saturday 16h00 - 18h00	Supporters Meal	Waterfront
Saturday 18h00 - 19h00	Supporters Spare Time Activity	Waterfront Area

Note: During pre-launch judging of rafts on Friday and Saturday morning, we advise that you ensure that 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.

## 1.3. Arrival

On arrival, go directly to your construction and camping sites, **send your team leaders** to the judges' tent for the registration of your team.

**Note:** No inspection at the sites is required before building- just the registration.

At registration the Team Leader must hand in the teams Kon Tiki consent form folder, cell phone registration and mixed gender team permission form.

A campsite and raft building certificate will be issued once all registration requirements have been met  
Campsite setup may commence once your team has been registered.

Raft construction may only begin at 17h00

## 1.4. Pre-Construction

This will be checked on arrival and will influence points.

Teams will be allowed to pre-construct items however permission will need to be obtained prior to arriving at KonTiki.

If you need to pre-construct any item please contact Darren Robinson on cell number 082 337 2198. The pre-construction permission form will need to be presented at the gate and then on campsite registration.

Anchors and paddle wheels are excluded as being pre-constructed items.

Vehicles entering Murray Park will be checked for any pre-constructed items.

## 1.5. Raft Construction Areas

Rafts are to be constructed in the designated areas according to your raft number. You are to build between the two numbered plates demarcating your building site

You are to ensure that judges have free movement around the raft to allow them to mark all aspects correctly Anyone found to be guilty of moving markers will face the possibility of having their team disqualified

Please do not move markers to make your site bigger. Please show consideration for others and help one another with space and the launching of rafts.

### 1.6. Participation in Competitions

All teams when registering for Kon Tiki 2010 will be required to complete a Competition entry form. Competitions entered into can be checked on the Kon Tiki website once the team registration form has been loaded. A team wanting to change competitions needs to advise the judging team when registering at Kon Tiki.

If your team is not present or arrives late at any judging area / competition, it is considered that your team has NOT entered and no score will be recorded. Competitions run at different times and may be broken up into sections, please look at the times, for these different sections will not be marked later.

No scoring detail will be provided during the event.

### 1.7. Development Groups

Teams who encourage a development Group / Company (or another Group / Company who have not been to the KonTiki event before) to compete will earn additional points.

The Group/Company that is encouraged to compete will need to be **up-to-date with their Annual Subscriptions** and have complied with **2010 Annual Registration requirements**. They will need to register as a KonTiki 2010 event contestant and build a raft using donated or loaned equipment.

Additional points will be earned by any team that has provided support in the form of donated or loaned equipment and pioneering training.

The Bonus marks for assisting another group will be as follows: A group that has never had a raft before 100 points, a group that has not had a raft for the last three years 75 points, this bonus will be added to your raft total. Your raft will also get 5% of their rafts score added to your team, this would be for each individual raft competition.

### 1.8. Dress-up /Play Acting

The dress-up is a separate competition.

Judging will take place in the main hall starting at 08h00 Saturday morning. Teams will be called up in numerical order. **Each team must have a card with their team number and be formed up on the parade ground waiting to be called to enter.**

Teams will be judged according to the following timetable:

08h00 - 08h30	Teams 1 to 15
08h30 - 09h00	Teams 16 to 30
09h00 - 09h30	Teams 31 to 45
09h30 - 10h00	Teams 46 to 60
10h00 - 10h30	Teams 61 to 75

Please remember that we have many to judge so we ask that your team keep within the 2-minute time limit.

**Teams who are noisy whilst another team is being judged will be penalized.**

### 1.9. STA Competition

Supporters STA's will be given out at 13h00 at the judging tent. STA judging will take place at 18h00 on the Waterfront near the judging tent.

Your team should bring whatever they think they may need (material, sticks, paint, glue, crayons, etc.) so as to take part in this competition, which will count for points towards this competition.

Details may be issued at the Team Leaders meeting on Saturday or possibly sent via an SMS message service.

### 1.10. Raft Mobility Competition

Raft teams will be given a mobility task as part of the Raft Mobility competition. Your raft should be as mobile as possible so that you can get to the various bases around the dam.

**This competition may include a raft STA (Spare Time Activity) task so your raft team should bring whatever they think they may need (material, sticks, paint, glue, crayons, etc.)**

Details may be issued at the Team Leaders meeting on Saturday or possibly sent via an SMS message service.

Paddle Wheels are strongly encouraged 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 types. Cogs, gears, chains, etc. are dangerous, and are not permitted. **There will be no tug / towing services available.**

### 1.11. Model Raft Competition

As judging starts on Friday at 21h00 till 22h00, your model raft must be at your raft construction site on the foreshore before this time.

Your model raft should be a scaled version of the KonTiki raft that your team plans to build. Points are given to detail and raft design.

The scale to be used for the model raft is 1: 10 therefore your model raft should not be larger than 60cm \* 40cm (the equivalent of a raft 6m \* 4m).

### 1.12. Supporters Campsite Competition

Judging will be done between 13h00 - 15h00 on Saturday, please be ready for the judges who will be accompanied by your sub-camp chief. Please ensure that one member of your campsite team is available at your campsite (preferably your Campsite PL) to answer any questions that the judges may have.

Your team number - big and bold - (1m x 1m) must be visible at the entrance to your campsite. This must be a **White** number on a **Red** background.

Every team will earn points simply for being at the event with additional points being given for campsites meeting with Scout camping standards.

Your campsite must include a First Aid Kit - this should be a basic kit, applicable to your level of expertise. No extra points will be allocated for paramedic type kits. Your "kit" must be waterproof and must be accessible at all times. A list of suggested items to be included in your First Aid Kit has been included in the booklet. Remember any medication you or your team members may need.

Your campsite should also include a Fire extinguisher (1.5kg dry powder minimum) - Your team, in the event of a fire, must be able to extinguish the fire. This should be separate from the fire extinguisher needed for the raft as this would not be available for the twenty four hours that the raft is on the water.

The team judged to have the most practical campsite; incorporating the theme and using the highest camping standards will be given the award for best campsite that is lived in.

### 1.13. Supporters Cooking Competition

Preparation of the meal will take place on the waterfront in front of the white tent by participating scouts/guides.

Preparation will take place from 14h00 - 16h00 and judging of the meal from 16h00 to 18h00 at the same place (If there is heavy rain this competition will move to the hall). There will be only one category "Scouts / Guides". There will be **no** time slots for the judging of the cooking compo. If groups see the queue at the judges is short, they can take their food through for judging. Meals will not be judged on whether they are hot or cold, as it is known that it is difficult to keep it warm when standing in the queue.

**Participants will be required to submit their budget and food list that must not exceed R75.00. This is to be done with the preparation inspection.**

The meal should consist of a starter, main course and dessert. Please tell the judges your team number to avoid any confusion.



### 1.14. Beaver Challenge

Each team is encouraged to offer one "Beaver Challenge" activity that should fit the theme of KonTiki 2010.

It should allow active participation by visiting Cubs and Scouts / Guides who remain on land whilst their fellow members are on the raft.

There are 3 challenges for participants to consider:

- Cub and Brownie Challenge: only open to Cubs and Brownies.  
Complete 15 different Beaver Challenge Activity Bases.
- Scout and Guide Challenge: only open to Scouts, Guides and Ranger Guides.  
Complete 30 different Beaver Challenge Activity Bases.
- Super Beaver Challenge: open to all age groups. Complete all registered Beaver.  
Challenge Activity Bases. This challenge will only take place if more than 50 Beaver Teams are registered

The KonTiki committee has agreed that the Beaver Challenge organisers can charge an entry fee of R2.00 per Beaver Challenge participant card obtained at the Beaver stand at the Information Centre. This charge is to cover the cost of the Special Beaver Challenge badges that will be issued.

All participants who submit a correctly completed participation card will be issued a Beaver Challenge badge and are allowed to vote for your best bases.

**Awarded points for votes will go towards the "Beaver Challenge", "Best Supporters Team" and "Overall Winners" trophies.**

There will be a 10-minute briefing for the Beaver Challenge team leader or responsible person from your base at 08h00 at the Beaver Challenge Desk at the Main Tent.

Each team is required to complete a Beaver Challenge registration form and this form is to be handed in by the Beaver Challenge team leader who needs to register the activity / obtain approval at the Beaver Challenge Desk at the Main Tent on Saturday morning between 08h10 and 10h00. Each team is to supply an A5 size advert of your base activity for display at the main tent.

Note: Forms left at the Information Tent or Communication centre prior to the above time (i.e. without approval of the organiser) will not be registered.

Approved / registered teams will be given a Beaver 2010 Pennant indicating that their activity is approved and that their team is registered. This pennant will need to be on display at the entrance to your Beaver Challenge activity.

Your base must open at 10h00 and should only close at 16h00. This is to give everyone a fair chance to get to all bases, especially the "Super Beaver" participants.

Additional points will be given to Teams who comply with the following detail in respect of the Beaver Challenge event.

- |                                    |                              |
|------------------------------------|------------------------------|
| 1. Attending 08h00 meeting         | 8. Appropriate staff         |
| 2. Timing of activity              | 9. Activity linked to theme  |
| 3. Registering                     | 10. Organization of activity |
| 4. Creativity of base              | 11. Safety                   |
| 5. A5 Advert                       | 12. Visibility of base       |
| 6. Appropriate for both age groups |                              |
| 7. Rubber stamp correct size       |                              |



## Section 2: Participant Information

### 2.1. Costs

The KonTiki committee has again made every effort to reduce costs as far as possible but the number of scouts in the Province is on the decline and costs increase. The running of the event involves an outlay in the order of R 100,000.00 therefore the fees / charges have been increased.

The camping fee is 100.00 per team for the 1<sup>st</sup> site and is based on a camping site accommodating 30 or fewer Guides / Scouts or the equivalent of 8 to 10 cottage tents or 6 caravans for the first two stands only.

Should your team be larger or require more space, then an additional campsite (or more) will need to be booked. Additional campsites are at the following rates: R150.00 PER SITE. A third and fourth site will only be allocated if the Groups/Companies can justify the number of people camping. In the past Groups/ Companies were booking 3 and 4 sites to park vehicles. **Third and fourth stands are only available on approval of the Camp Chief.**

Entrance to the weekend event is R35.00 per person / supporter.

Access to the event will be granted on payment of the entry fee or on presentation of an event badge.

Cost of event badges is R35.00 and these can be purchased prior to the event from our Gauteng Province Scout Shops until 2<sup>nd</sup> March 2010, otherwise at the gate during the event while stocks last.

In the event that all event badges are sold, then a paper slip will be issued at a cost of R20.00/day/paper slip. No additional event badges to replace any paper slips will be manufactured during or after the KonTiki event.

There is an additional entry fee per Caravan of R80.00. The caravan entry slip must be on display on the caravan window closest to the caravan tow-hitch. **Note:** There is no guarantee of the availability of electricity on your allocated camp site.

Visitors to KonTiki can purchase (per person) an event badge or a "day-pass". Cost of event badge is R35.00 per person and will allow entrance that whole weekend. Cost of a "day pass" is R20.00 per person and is valid for the specific day. Entry is free to visiting children under 3 years. Visitors need to know your team number before arriving on site.

**Due to problems of non-payment of an entry fee by some participants / supporters at previous events, NO ENTRY will be granted to persons without badges or a day pass.**

**It is therefore advised that should parents wish to drop off or collect children inside the grounds, and not at the main gate, they will be required to purchase an event badge at R35.00 or purchase an appropriate "day-pass" for R20.00**

Anyone found to be passing badges to other people so as to gain entry on badges already used will be charged for entry and the team that they represent will receive penalty points.

## 2.2. Bank Details

For teams wishing to use direct banking facilities the following detail is applicable for KonTiki 2009.

Bank	Nedbank Ltd, Braamfontein Branch
Account Name	S.A.Scout Association (KonTiki)
Account No	1950 476464
Information line	<your group name>

Please remember to bring your copy of your direct deposit slip when you pre-register your entry to participate in the KonTiki competition (see the following section).

## 2.3. Team Numbers

Pre-registration and allocation of team numbers has changed this year.

To pre-register, and to obtain your team number, you will be required to pre-register at one of the following days at the indicated venue on the following days.

Saturday, 23rd January 2010. Venue: Bramley Scout Shop between 08h30 and 11h30.

Saturday, 30th January 2010. Venue: Tshwane Scout Shop between 08h30 and 11h30 Saturday.

For pre-registration you will require a completed KonTiki 2010 entry form, your payment and a competition entry form. If a direct deposit has been made, remember to bring a copy of direct deposit slip.

Badges will also be available for purchase.

**Raft team numbers and campsite numbers will be notified to all registered Troops/companies by the 10<sup>th</sup> February 2010 via email.**

Pre-registration for KonTiki will close on the 30 Th January 2010. Entries received after this date will be penalized with an additional charge of R100.00

Scout Groups who are up-to-date with their Annual Subscriptions and have complied with 2010 Annual Registration requirements are permitted to participate in the KonTiki 2010 competition as contestants. Should your team be sharing equipment with another team then the entry forms of both teams and payments must be handed in at the same time so that your team numbers are allocated in the same sub-camp as no spaces will be kept for teams that may enter later.

Should groups wish to camp as a District then all entries of the District must be handed in at the same time and payments so that the team number allocations are all in same sub-camp.

Scout Groups or Companies who are not up-to-date with their Annual Subscriptions but have complied with 2010 Annual Registration requirements would be permitted to camp at the KonTiki event; however this is subject to availability of space. For registration you will require a completed KonTiki 2010 entry form and your payment for the event.

## 2.4. Uniform

Scout Groups attending KonTiki are expected to arrive and depart in the most appropriate form of the standard uniform as adopted by their Scout Group.

The following guidelines in respect of uniform as indicated in PO & R Section 7 shall apply. The requirement for uniformity will apply to Group level, and all items of uniform should be identical within each branch of the Group - i.e. Pack, Troop, or Crew.

For Guide Companies, guidelines in respect of uniform as indicated in South African Guide Policy shall apply

## 2.5. Consent & Health Form

Please ensure that the KonTiki 2010 C&H form is used for attendance to KonTiki 2010.

Participants submitting other forms such as "Admission to Scouting", non-KonTiki "Consent Forms" and forms bearing the name "Transvaal Area" as a consent form to this event will not be permitted to participate and will be asked to leave the event as these forms are considered to be "not legal" for this event.

The legal guardian of the Scout or Guide participant and not a fellow Scout or another person should complete the C&H form prior to their coming to the event. Special health conditions and/or medication and medical aid details must be specified in the Health section so that persons requiring serious medical attention can be taken to a private hospital. Persons who have not completed medical aid details would be taken to a government hospital.

The organizers of the KonTiki 2010 event would like to encourage parents who camp at KonTiki to also complete a consent form. This is in case any parent requires serious medical attention.

It is a requirement that Scouters / Guiders assisting at KonTiki 2010 complete the "Adults Consent & Health" form. This is in case any Scouter / Guider requires serious medical attention.

The C&H forms must be filled in block letters so as to be readable. It should clearly indicate in the allocated space the team number and Group/Company name.

All Scout or Guide C&H forms are to be checked for completeness / correctness by the legal guardian, the Scouter and the Team Leader. Incomplete forms may stall registration of teams.

The Team Leader must then complete the summary sheet (as provided in the information package) in respect of the requested detail as obtained from the collected KonTiki consent forms.

All C&H forms should be placed in a plastic folder with the summary sheet being the cover page.

The folder should be handed in when registering your Raft and Campsite Construction. Teams who complete this task correctly will receive additional points towards KonTiki competition. Deductions in respect of points will be made for every incomplete or incorrect form that is received.

Note :

For ease of administration, the C&H forms FOR YOUR TEAM must already be sorted in alphabetical order, by the Team Leader, using the first letter of the surname of the Scout / Guide / Parent / Scouter.

The Troop Scouter / team leader is to ensure that C&H forms are also collected from latecomers and that these are also handed in as soon as possible.

All received C&H forms will be stored at the Emergency Medical Service facility for the duration of the event. Without a combined C&H form (or an incomplete or incorrect form), the participant will not be allowed to take part in the event or associated activities as we are unable to render any medical assistance in the event of their being injured.

Participants who arrive at KonTiki without their combined C&H form who are accompanied by their legal guardian will be able to obtain a copy of the C&H form from the information tent where it can be completed by their legal guardian for inclusion in their team folder.

## 2.6. Mixed Gender Raft Teams

Scout Groups attending KonTiki who have a mixed gender raft team must provide the KonTiki organisers with a signed document indicating agreement from all the participants (Scouts, Court of Honour, Scouters and parents).

The form "KonTiki Mixed Gender Consent" must be used (included in the information package) and should be handed in when registering.

## **2.7. Badges**

Access to the event will be granted on payment of the entry fee or on presentation of an event badge.

Badges can be purchased prior to the event from our Gauteng Province Scout Shops until 2<sup>nd</sup> March 2010 otherwise at the gate during the event while stocks last.

We regret that there will be no refunds for lost badges or “passes”.

Regrettably, due to various past problems as experienced at the gate, NO pre-paid badges will be kept for any person by the gate staff.

## **2.8. Cell Phones**

Cell phones will be allowed on your raft as this will allow you to contact other rafts, as well as the shore. In addition, it will assist us in contacting you if it is necessary.

Teams may receive some instructions for some activities via an SMS message service.

Each team (land and raft) is required to complete a “Cell Phone registration form” which is included in the information package.

The completed form is to be handed in at the same time when registering your raft and campsite construction and this should be by no later than 19h00 on Friday (5<sup>th</sup> March 2010).

NB : The contact persons / cell phone numbers must be that of two persons who are on the raft and/or at the supporters camp for the duration of the event and therefore in camp.

Due to the extensive use of cell phones, CB radios will not be necessary at this event.

## **2.9. Camping**

Please camp only in the designated camping areas, and think of others when establishing your campsites. Any generators used in your campsite or construction area must be turned off between the hours of 24h00 and 06h00 in consideration of others.

## **2.10. Feeding Teams**

All Groups and Companies are responsible for their own food requirements.

# **Section 3: Camp Facilities**

## **3.1. Information Centre**

This is located at the large tent / marquee on the foreshore (see site map as included in information package).

## **3.2. Event Headquarters**

This is located at the large tent / marquee on the foreshore (see site map as included in information package).

## **3.3. Communications Centre**

The centre is located at the large tent / marquee on the foreshore (see site map as included in information package). The centre will be manned continuously from 12h00 on Friday 5th March 2010 to 15h00 on Sunday 7<sup>th</sup> March 2010.

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

If you have any problems at the event, and you need to contact the Medical Services, Senior Staff, etc., please ask any of the communications staff, or go to the Communications Centre.

### 3.4. Emergency Medical Services

The Emergency Medical Service Hospital is located at the large tent / marquee on the foreshore (see site map as included in information package).

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

Remember assistance can only be given to you if your combined Consent & Health form has been handed in on registration of your raft and campsite construction.

Familiarize yourself with the location of the Emergency Medical Services facility. They are there for **medical emergencies only**. Your Camp First Aider should attend to minor ailments using their campsite first aid kit.

The Emergency Medical Services suggests that you take note of the following Health and Safety Hints:

- Footwear is mandatory while building or dismantling rafts, and should consist of thick-soled shoes. Shoes should also be worn when launching or beaching rafts as there are sharp objects in the dam. This caused harm to people at previous events.
- 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.
- Enter / disembark the raft after launching or coming to shore on the shore side only.
- Life jackets should be worn at all times when your raft is on the water.
- A fire extinguisher should be readily available at all sites, and on all rafts.  
**NB: fire extinguishers should have a valid SABS 1475 rating and it is a requirement that these are serviced every year to comply with SABS 1475 rating.**
- Troop / 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 outdated medicine, or abuse any substances under any conditions.
- Do not move injured persons unless it is necessary to prevent further injury.
- All those present at the event 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. This area has been fenced off to allow easy access by injured persons.
- Easy access for EMS personnel and Emergency Services vehicles.

### 3.5. Rescue Craft

Various forms of rescue craft will patrol the dam for the entire time that KonTiki 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. Please do not panic, and follow all instructions given to you by the people on board the rescue craft.

### **3.6. Waterfront**

This is the area situated between the dam and the front of the large tent / marquee on the foreshore (see site map as included in information package).

### **3.7. Murray Park**

No complaints are to be directed to the staff at Murray Park. These should be drawn to the attention of your sub-Camp Chief who will forward the complaint through the correct channels.

### **3.8. Roads**

Keep the access routes on the foreshore and lower road open, as Emergency Medical Services may need to get to you.

All the roads in Murray Park are one way, and the speed limit is 10km/h.

We have made arrangements for any vehicle blocking the roadways to be towed away. Please use common sense, as we may need to get an emergency vehicle to your campsite.

**The lower road will be closed to everyone except emergency vehicles**

### **3.9. Toilets**

Please treat all toilet and washing up facilities at Murray Park with respect.

In the past, drains in the washing up facilities have been blocked because of waste food, etc. Please throw waste food into the rubbish bins. Please keep the drains free of obstructions when you are washing up. Problems should be reported to your sub-camp chief who will in turn contact the communications centre to obtain the assistance of Murray Park maintenance staff.

Should members of any group be found abusing these facilities the strongest possible action will be taken. Please make sure that everyone in your group is aware of this.

You are advised to bring your own roll of toilet paper, (rolls should not be left in the toilets), as well as a basin plug (a circular disk cut from a piece of inner tube works well).

Due to overloaded facilities, it is strongly recommended that groups bring their own portable toilets. It is our intention to employ a number of full time staff this year to keep the facilities in order.

Suggestions: Rent-a-Loo (011 626 1957), Super Bowl (011 626 2994), Sanitech (011 452 7144)

### **3.10. Electricity**

While some areas at Murray Park **may** have electrical outlets, there are a number of areas that are not serviced. As there is no guarantee that your campsite within your sub-camp will have an electrical outlet, please be prepared to camp without electrical power.

### **3.11. Security**

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

### **3.12. Swimming**

The use of the swimming pool at Murray Park will be under the control of the Murray Park staff. The use of this and other facilities will be as per their tariff of charges.

**Use of the swimming pool and other entertainment facilities of Murray Park are not covered by the permit as issued to organisers of the KonTiki event.** The completed Consent & Health form as completed for each participant therefore does not cover use of these facilities.

### **3.13. Leaving The Facilities**

Leave nothing but your thanks.

All equipment, etc. must be removed from Murray Park by 18h00 on Sunday.

All rubbish / refuse should be placed in the skips as allocated throughout Murray Park and not left at your campsite. Removal of abandoned equipment will be for the account of the Scout Association, and we will have no hesitation in passing these costs on to the guilty parties.

## Section 4: Raft Rules

### 4.1. Raft Teams

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

- *Any Scout / Ranger or Guide who holds a swimming badge (Scoutcraft or Guide equivalent) and can swim 100m fully dressed 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.
- The number of raft team members is limited to a minimum of 6 and a maximum of 12 (unless special permission is obtained from the Chief Judge).
- No person older than 18 or an adult or Scouter is allowed on the raft as a team member.

### 4.2. Prohibited building materials

Anything welded together in the basic framework. No corrugated iron. No motor engines of any form. NO WELDING AT KONTIKI WILL BE PERMITTED

There have been ongoing arguments about the use of wooden palettes as decks for the rafts. Teams that construct their decks out of spars / poles / planks lashed together will score more points for their efforts. Remember - KonTiki is a test of pioneering skills!

### 4.3. Raft size

Your raft should be large enough to accommodate your crew, but small enough to manoeuvre around the dam. Mobility will be very important in 2010!

The maximum height of the main structure of your raft should be 2m from the deck. This excludes decoration, aerals, etc.

The maximum deck area should be 6m x 5m as larger structures are usually not safe, and certainly not mobile!

Hint: 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.

### 4.4. Raft Builders

This is a Scout competition, therefore Scouts and Guides are required to build the raft however, the rest of your group, parents, supporters, etc., are encouraged to assist. Additional points will be allocated to rafts that are built by Scouts/Guides only.

Build as much as you can on Friday night, remember that different sections of the raft are marked at *different times* and if you have not done that section you will get **no marks** for that section.

### 4.5. The Raft's Appearance

Remember the KonTiki theme and make sure that your raft meets with the theme requirements as much as possible.

### 4.6. Raft Build Sites

On site, at your allocated site number. Bring a large board/sign, which shows your team number, and the name of your Troop/Company.

### 4.7. Launching / Beaching of your raft

In the past there have been incidents of children wishing to assist in the launching / beaching of your raft being injured. We strongly recommend that children stay well clear of the rafts / water edge during the launching / beaching of rafts.



#### 4.8. What must be on the raft

- Your team number - big and bold - (1m x 1m) on both sides on the raft. This must be a **WHITE** number on a **RED** background.
- Lights - a mast light must be permanently lit during the night. Chemical light sticks (Cyalumes) are preferred as they are safer and you can get them in all the colours required (Blue could pass for white). That way the battery can stay at home.
- Life Jackets - each person on the raft must have a life jacket that fits them. Life jackets **must** be worn whilst your team is on the water. **Raft members need to use common sense at all times.** Once rafts are launched each raft team will at sometime whilst on the water be requested to parade with their life jackets. Teams found with insufficient life jackets will be requested to go ashore immediately and could be banned from future KonTiki events! **No plastic life jackets may be used. Normally these are yellow or orange and have soft plastic buttons.**
- Anchors - your team must have at least one good anchor on board. This must be securely attached to your raft with a strong rope, which is at least 30m in length (3x the depth of the dam, which is  $\pm 10\text{m}$ ). A diagram of how to build an anchor is included in the booklet. Be prepared ... Does your team have a spare anchor?
- A chemical toilet - your team must have a chemical toilet or any form of bucket with a fixed lid. The dam may not be used as a toilet in any way.
- A windproof / waterproof sleeping area - it gets cold on the dam at night, so each team should have a good windproof / waterproof sleeping area. A good quality tent is recommended. Remember - we run the event even if it doesn't rain! It will also be a good idea to make sure that clothes are in a water proof container or are packed in individual packets.
- A Red Flag - each raft must carry a red flag measuring no less than 1m x 1m, which will be used to attract the attention of rescue craft or lookout points if necessary.
- First Aid Kit - this should be a basic kit, applicable to the level of expertise of your raft team. No extra points will be allocated for paramedic type kits. The "kit" must be waterproof and must be able to float. A list of suggested items to be included in the First Aid Kit has been provided by the Academy of Emergency and Critical Care and is included in the booklet. Remember any medication your raft team members may need. Your raft first aid kit needs to be checked by the Emergency Medical Service Hospital as located on the foreshore on **Friday from 19h00-22h00.**
- Please note that depending on available time, First Aid Kits may be inspected for a second time whilst your raft is still on the water.
- Drinking Water - at least 4 litres per person must be made available on the raft. Do not drink the water from the dam.
- Your Food and Kit.
- Your Team - If a member of the raft team is found to be in the water after your raft has been launched they will be heavily penalized!
- Fire extinguisher (1.5kg dry powder minimum) - Your team, in the event of a fire, must be able to extinguish the fire.
- Black refuse bags - to keep anything dry from the rain.

#### 4.9. Leaving your Raft / Need help

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:

During daylight, wave your RED FLAG and blow your whistle. During the night, flash as many lights as possible, and blow your whistle. You could also use your cell phone to call the shore for help.

As soon as the rescue craft has brought you ashore, you must report immediately to the Communications Centre or the Camp Chief/Chairman or Vice Chairman

## Section 5: Camp Prohibitions

### 5.1. General Prohibited Practices

The following practices may result in punishment and/or disqualification:

- No complaints are to be directed to Ekurhuleni Eastern Service Delivery Region: Springs Authority. These should be drawn to the attention of your sub-Camp Chief who will forward the complaint through the correct channels.
- Swimming in the dam is strictly prohibited.
- Fishing in the dam is prohibited. Any fish that may "jump" onto a raft should be returned to the water.
- The leaving of any truck or car at the foreshore or in the foreshore access road / lower road (as these are a major cause of obstruction to the Emergency Services and competitors alike) is prohibited.
- The use of trucks or 4x4 vehicles to remove your raft from the dam is prohibited. This will result in the banning of your group or company from any future KonTiki event.
- Any form of raiding of rafts / throwing of "missiles" is viewed in a very serious light. This will result in the banning of your Group or Company from any future KonTiki event.
- Fireworks or Smoke bombs in any form are strictly prohibited.
- It is prohibited to use Air Guns, Pellet Guns, BB Guns, catapults or be in possession of any items of this nature. This will result in the banning of your Group or Company from any future KonTiki event.
- Being of poor behaviour, having poor standards of discipline, being disrespectful to a KonTiki organiser / staff member when instructions are given will result in the disqualification and subsequent banning of your Group / Company from future events.
- **Any forms of alcohol or prohibited/illegal substances are not allowed within your campsite or on your raft.** The use of alcohol at any Scout event is contrary to our Policy, Organization, and Rules, and is viewed in a very serious light so Groups will be banned from future KonTiki events if found. The KonTiki organisers reserve the right to search any person, property, campsite or raft.
- No "transmitting" type of two-way communication radio may be used at KonTiki without the prior consent of the Communication Support Services.
- No ready-made boats. All forms of ready-made boating / sailing / canoeing by anyone involved with KonTiki are prohibited, with the exception of the Water Rescue and the Judges.
- Pets / Motorcycle / Quad bikes are not permitted in terms of the Murray Park regulations.
- As Murray Park is stretched to its limits, no loud music is permitted.
- Vuvuzelas are strictly prohibited.

The Planning Committee reserves the right to disqualify any team for behaviour contrary to the spirit of KonTiki and their decision is final.

### 5.2. "Unsavoury Elements"

It has been an unfortunate fact that, during past events, the Planning Committee has had to deal with the expulsion, under police escort, of some unsavoury elements at Murray Park.

Although members of the Movement have not been involved, these people have always claimed to be "invited" by some or other KonTiki team.

Whilst we will always encourage the general public to visit and support KonTiki, 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.

## **Section 6: Ceremonies**

### **6.1. Opening Parade**

Opening Parade will be held on Saturday at 10h30 on the waterfront in front of the Information Tent. Dress code will be "Camp Uniform" or costume as used for dress-up competition.

### **6.2. Campfire**

KonTiki will be holding a "KonTiki Campfire". This will take place at the waterfront in front of the information tent. Starting time will be 20h00 Saturday evening.

### **6.3. Scout's Own / Closing Ceremony**

In consideration of the 1<sup>st</sup> part of our Promise and of the 5<sup>th</sup> part of our law, the Scouts Own / Closing Ceremony must be attended by all.

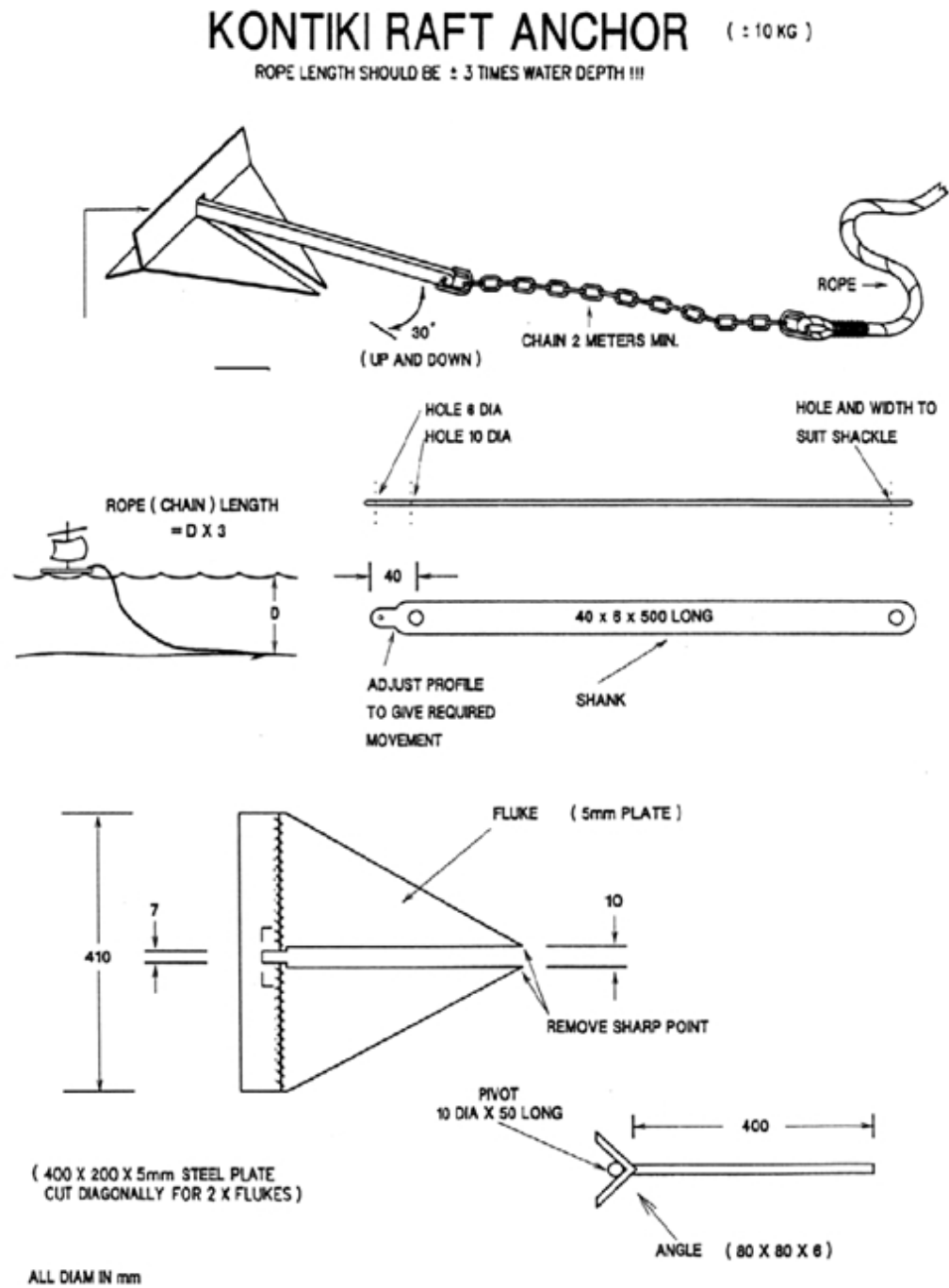
**Teams who ignore and leave early are not giving consideration to the 1<sup>st</sup> part of our Promise and of the 5<sup>th</sup> part of our law and therefore may not be invited to future events**

Scout Groups attending KonTiki shall arrive and depart in the most appropriate form of the standard uniform as adopted by their Scout Group.

For Guide Companies, guidelines in respect of uniform as indicated in South African Guide Policy shall apply.

## Section 7: Useful Information

### 7.1. Kontiki Raft Anchor Design



## 7.2. Suggested First Aid Kit Checklist

Please make a tick next to the items you have **included** in your first aid kit. Do not tick it until it is physically added to your kit.

- Protective gloves (surgical latex type)
- A one-way ventilator device / valve for mouth to mouth ventilation
- An assortment of plasters
- Sterile bandages / dressings
- Triangular bandages
- "Elastoplast" strapping
- "Savlon" or alternative antiseptic solution
- Sterile gauze
- Antiseptic Cream
- Scissors
- Tweezers
- A pack of glucose sweets
- Active fruit salts (ENO)
- Eye drops
- Suntan cream
- Sterile water
- A space blanket
- Local emergency telephone number list
- A complete list of the contents of your kit, including expiry dates
- Panado
- Medicine for diarrhoea

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

Specialist / prescribed medication for team members should not be stored in a communal first aid kit. Each team member should store these in a safe waterproof place with the prescription and dosage details. A copy of the prescription and dosage details should also be given to your team leader so that he/she is aware that you are on special medication.

### 7.3. Mandatory Raft Safety Checklist

Please tick these items when they are present next to your raft on Saturday morning. This should be handed to the judge, already checked by the raft leader before 08:10. This is to make raft safety quicker to mark which should leave everyone more time to finish their rafts. Without these items, a team will not be allowed on the water.

- Your team number - big and bold - (1m x 1m) on both sides on the raft. This must be WHITE number on a RED background.
- Lights - a mast light must be permanently lit during the night.
- Life jackets - each person on the raft must have a life jacket that fits them. No plastic life jackets may be used. These are normally yellow or orange or orange in colour and they have soft practice buttons.
- Anchors - your team must have at least one good anchor on board. This must be securely attached to your raft with a strong rope, which is at least 30m in length (3x the depth of the dam, which is  $\pm 10\text{m}$ ).
- A chemical toilet - your team must have a chemical toilet or any form of bucket with a fixed lid.
- A windproof / waterproof sleeping area
- A red flag - each raft must carry a red flag measuring no less than 1m x 1m.
- First Aid Kit
- Drinking water - at least 4 litres per person must be made available on the raft. Do not drink the water from the dam.
- Your food and kit.
- Fire extinguisher (1.5kg dry powder minimum). Please check expiration dates and pressures as your judges will not accept an extinguisher that will not work.
- Black refuse bags.
- A list of the crew's names and ranks of those who will be on the water for the period of 24 hours.

## 7.4 Trophies

### Raft Competition Trophies

- The Darryl B. McEwan Trophy for the best raft construction.
- The Richard Stuart Trophy for the best model raft.
- The Phoenix Rover Trophy for the raft that best fits the theme.
- The Murray Park Yacht Club Trophy for the raft with the most team spirit.
- The Transvaal Ambulance Training College Trophy for safety awareness.
- The Peter Hall Pioneering Trophy for pioneering.

### Supporter's Competition Trophies

- The Warren Crossley Trophy for the best supporter's meal.
- The Beaver Challenge inter-team competition.
- The Girl Guide Association of SA Gauteng Region Trophy for the dress-up competition.
- The British Consul Trophy for the best supporter's campsite.
- The Keith Crossley Trophy for the Spare Time Activity competition.
- The Pam Schubart Trophy for Dress-up / Playacting

### Overall Competition Trophies

- The John Hunneyball Trophy for the best raft team.
- The Chris Waterson Trophy for the best supporter's team.
- The Trevor Pearson "Gunga Din" Trophy for the overall winner

Teams holding floating trophies are asked to ensure that these are handed back to Jenny Duncan at our Bramley office (as located in Johannesburg) by no later than Monday 1<sup>st</sup> February 2010.

Holders of these trophies are asked to ensure that these are handed back in good repair.

Trophies received after 1<sup>st</sup> February or not in good repair will result in non-entry to KonTiki 2010.



## Section 8: Thank You

It is always an unenviable task to produce a “Thank-you” list.

In case anyone is left out or if we have omitted anyone, we do apologize, but please be rest assured that your help is greatly appreciated.

The KonTiki Committee would like to place on record our sincere thanks to all the following who have assisted with this event.

- Sub-camp Chiefs
- Medical Staff
- Gauteng Province Headquarters Staff
- Gauteng Province Sea Scouts
- Girl Guides Association
- Judges at the event
- Mr. John Law and staff of Murray Park
- “Beginning 2 End Technologies” for the website hosting
- HAMNET and Quellerenia Radio
- Scout & Guide Shops
- South African Police Services
- Ekurhuleni Eastern Service Delivery Region : Springs Fire Department
- Ekurhuleni Eastern Service Delivery Region : Springs Local Authority
- Ekurhuleni Eastern Service Delivery Region : Springs Traffic Department
- Support Staff at Kontiki

.....and lastly all the participants and supporters.

## Section 9: Map and Directions

From N12, take the R51 Springs / Daveyton off-ramp and travel South in the direction of Springs.  
Travel through 4 robot intersections and then take the first road to left.  
This road will take you into Murray Park.  
Note: A road to left there is a signboard indicating Murray Park on left.

