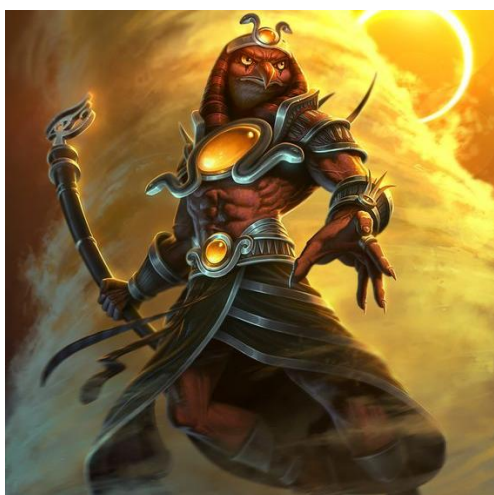




KON-TIKI 2026: HEROES OF MYTHOLOGY

Raft Information Booklet

17 – 19 April 2026



PROGRAMME

Day One - Friday 17 April 2026

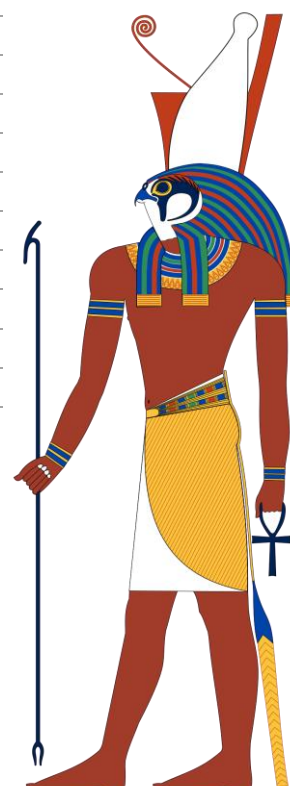
11:00	Parking and Site Allocation Opens
14:30	Raft Registration
15:00	Raft Building Starts
15:30	Kitchen and Tuckshop Open
21:00	Raft Leader Briefing
22:00	Kitchen Closes
23:00	Tuckshop Closes / Raft Building Ends
23:30	Lights Out / All Quiet

Day Two - Saturday 18 April 2026

7:00	Raft Building Recommences
7:30	Kitchen and Tuckshop Open
8:00	Fringe Registration
10:00	Fringe Leader Briefing
11:30	Raft Judging Complete / Step cards handed in
12:00	Opening Parade
12:30	Raft Launching Commences
13:30	Daytime Fringe Activities Start
19:00	Daytime Fringe Activities End
20:30	Fringe Night Activity Starts
20:30	Kitchen Closes
22:00	Fringe Night Activity Ends
22:00	Tuckshop Closes
23:30	Lights Out / All Quiet

Day Three - Sunday 19 April 2026

7:30	Kitchen and Tuckshop Open
8:00	Fringe Activities Start
9:00	Cross-Country Registration
9:45	Cross-Country Starts
10:45	Tender Race
11:30	Fringe Finals
12:30	Rafts come to shore
15:00	Construction Sites Inspected
15:30	Rafts disassembled / Equipment packed
15:30	Kitchen and Tuckshop Close
16:00	Closing Parade and Prize Giving
17:30	Base Closes



ADMIN

Kon-Tiki HQ

The Kon-Tiki HQ will be located at the Nutec Structure by the main lawn. Please note, HQ is only for official competition admin, or for emergencies. Additional queries and general information should be handled by raft and fringe leaders.

Judges

Points will be awarded to troops who contribute towards the judging of the competition.

A troop, who contributes the following will receive 10 total points towards their overall score:

- 6 Judge Man hours between Friday 16:00 and Saturday 12:00
- 6 Judge Man hours between Saturday 13:00 and Sunday 16:00

Judges will be requested to volunteer via a separate form. They will need to report in for their volunteered/allocated slots and contribute as per the activity leader's instructions. Man hours can be made up of any number and combination of scouters.

Parking

Parking will work the same as last year. A form will be sent out 1 week before the competition commences. Each troop will put down the driver and vehicle details of 1 car and driver.

This driver and vehicle will be allowed on the base between the hours:

- Friday 8:00-14:00
- Sunday 12:00 - (Ongoing)

Other than those on the list, no other vehicle will be allowed in or on the SSB *without prior* arrangement for the duration of the competition. Should vehicles be parked at the Sea Scout base, passing their allotted time will lead to the deduction of points.

Registration

Consent Form Hand-in

Consent form hand in will happen at Kon-Tiki HQ between 14:30 and 15:00 on Friday. Any responsible scout representative may submit this on behalf of the raft team. This pack should consist of:

- A completed cover page (received via email)
- 6 fully signed consent forms (water activities ticked)
- Consent forms must be in the order the names appear on the cover page

Once submitted, this scout will receive the Step Card for the construction process.

Cell Phone on the raft

The cell phone number registered on the cover page must belong to a raft member (ideally the raft leader) and be taken onto the raft with them. Ensure that this number has mobile data. There will be a QR code at Registration to join a WhatsApp group for additional competition instructions and communications.



First Aid

The First Aid Room will be at the Scouters' Den in the boat compound. It is in your interest to familiarise yourself with the site layout and locate the First Aid Room. First-Aiders can also be requested from the HQ.

N.B. Minor first aid issues should be resolved by teams themselves.



General Information

General Behaviour

The Scout Laws and the Sea Scout Base rules should be followed throughout the weekend. Scouts should always be under responsible leadership from within their troop. This is especially important during the night when all should be quiet. Raft and Fringe leaders are responsible for the behaviour of their scouts, and Troop Scouters are accountable for supporting their Raft and Fringe leaders in their responsibility.

Reporting Behavioural Issues

The Kon-Tiki organising committee is not there to resolve behavioural issues within or between troops. If you are experiencing issues, please attempt to resolve it by using the patrol system: contact the scout who is in charge (be it the fringe or raft leader, or a senior scout). If the problem is still not resolved, or you cannot find who to contact, then find out who the Troop Scouter or ATS is and escalate the issue. Do not involve Kon-Tiki staff if you have not already tried these measures.

Traffic Control

Parking areas can be viewed on the Kon-Tiki Layout Plan. Parking staff will designate these areas clearly and help guide traffic. Please stick to these areas, as vehicles parked on public roadways or private property could be towed away by the local traffic authorities.

Kitchen & Tuck Shop

The Kitchen and Tuck Shop might have card facilities this year, but cash will always be accepted and will be open throughout the weekend. Please support these ventures as they help to maintain the Sea Scout Base. Do not litter: adequate rubbish and recycling bins will be provided.

Safety & Security

Professional security will be present throughout the weekend and can be called in an emergency through any judge with a radio, or at HQ. Besides general security, please take every precaution against theft and protection of your belongings. It is your responsibility to ensure your valuables are secure and not left unattended.

Electricity and Lighting

Electrical outlets at the Sea Scout Base and the Sea Cadet Base are not to be used. Due to the limited power supply at the base, no cooking or electrical appliances (including kettles) will be permitted in the garages. Cooking will only be allowed on gas, but we do urge all teams to support the Sea Scout Base kitchen and tuckshop during the competition weekend. Generators are only allowed to be used in construction sites between 07:00 and 23:00.

Braais and Fires

Fires are allowed but may only be made in portable braais brought from home. The Sea Scout Base does not supply braai drums, and the base braai area (Cyril's Corner) may not be used during the weekend. Please ensure that you adhere to proper fire and gas safety requirements.

Camping

Camping areas are booked and managed by the Port Captain. No vehicles or trailers will be permitted in the camping areas unless they are being offloaded. The campsites do not have their own ablution facilities, running water, or electricity outlets. Campsites must be left completely empty and clean.

Ablution Facilities

Toilet facilities are extremely limited at the Sea Scout Base so please treat these facilities with respect. It is important to note that the washing of cutlery etc is not permitted in the bathrooms. Please make sure that everyone in your group is aware of this. Should you find the bathrooms devoid of toilet paper etc. please report it to HQ.

A REMINDER: ALCOHOL IS NOT PERMITTED AT THE EVENT



SCORING CRITERIA

RAFT FRAME	ADMINISTRATION
Suitable spars for Raft base (8cm or larger) Square lashings tied correctly, neatly and tightly Manila rope (8mm or larger) in good condition Rope ends whipped Team number displayed on building site	Entry received and paid before deadline Friday registration completed on time Cover page present and complete Forms neat and legible Consent forms signed and correct
DRUMS	ANCHORS/TOW ROPES
Quantity suitable for frame size Suitably positioned Drum plugs parallel to water Rope ends whipped Lashings tight, correct and neat Drums individually secured Manila rope (8mm or larger) in good condition	2 x 10 kg Danforth-type anchors 3-4m of 8-10mm thick chain per anchor 5-6m of rope per anchor (10mm thick) Trip line with buoys (10mm thick) Trip line 3 metres long Raft number on buoy 8-10 m tow rope present Tow rope of sufficient thickness (min 20mm) Tow rope securely attached to corners of Raft 2 x 4m Securing ropes for the hawser line (8-10m)
DECK	APPEARANCE & NAVIGATION
Suitable rope used to attach deck Decking secure Decking stable and rigid under foot Decking pieces fitted neatly Deck size appropriate to frame	2 Team numbers present on sides of cabin Each number 1m x 1m Each number black on white White navigation light visible from all sides of the raft Power supply for lights Power supply stored in safe container
CABIN	DURABILITY CHECK - NIGHT
Lashings neat Hut secured to base Walls and roof of suitable sturdy material Hut rainproof Hut lashed securely together Sturdy roof secured to hut Cabin decorated according to theme Tents are secure and pitched correctly (Tents are only allowed by prior arrangement)	Raft stable on water Night watch both awake Night Watch in life jackets Navigation light burning Both numbers on display Raft mooring secure
	DURABILITY CHECK - DAY
Toilet - private, stable, hygienic (bucket and chemicals) Defined cooking area Fire blanket in kitchen Adequate ventilation Sufficient shelter from the elements Separated gendered sleeping areas (not for marks) Toilet emptied at end	Extinguisher on front door 6 x 5m safety ropes readily available Raft stable on water Raft neat and tidy
SAFETY EQUIPMENT	TENDER RACE
Safety equipment present as per construction guidelines Tender present as per construction guidelines Registered Cell phone present (on WhatsApp group) Ready on the jetty on time	Results Based Points for taking part Points for completing
STEP CARD	
Card handed in on-time	



CONSTRUCTION

Construction Guidelines

Base (Frame, Drums & Decking)

- No metal may be used in the construction of the base (fully pioneered)
- Frame built using pioneering poles (8cm+) and rope only
- Drums and decking securely attached to the frame
- Only 3-strand manilla/hemptex rope for frame and drums
- Frame rope must be at least 8mm thick

Cabin

- Capable of housing six scouts
- Walls and roof built out of sturdy materials
- Must be assembled on-site, using pioneering techniques
- Securely attached to the raft
- Must provide adequate shelter from the elements
- Tents are allowed by prior arrangement

Flagpole

- Can be built out of any pioneering materials (staves, pioneering poles, etc.)
- Can be either free standing or attached to the cabin (but it must be sturdy).
- Must be a minimum of 1 meter above the highest point of your cabin.
- Your navigation light will be placed on the very top.
- Must be able to fly 3 flags: the Kon-Tiki flag, your troop flag, and either the Scouts SA flag or the South African flag.
- This will be judged at the same time as the cabin (STEP 4).

Appearance & Navigation

- Two team numbers on opposite sides of the cabin (black on white, 1m x 1m)
- A single white navigation light visible from all sides of the raft (on top of your flagpole).
- Cabin should be decorated according to the theme
 - To acknowledge the effort put into decorating your rafts, there will be a new Raft Design trophy that will be awarded, and the overall points allocated to design will be increased compared to past years.
 - Decoration will be marked based on creativity and uniqueness, with generous marking given to teams that go beyond simply painting the walls of their hut.

Accommodation

- Sleeping space for four scouts
- Separated gendered sleeping areas if applicable
- Adequate safe cooking space (well-ventilated, fire-safe, etc.)
- Functional toilet that provides adequate privacy (Designated toilets ashore for teams without)
- Troops may come ashore (must be prearranged) if they don't have the resources for a toilet (less marks for toilet)
- Tent Cabins need an outside cooking space

(Tents are only allowed by prior arrangement. This includes if you used a tent in a previous year you will need rearrange use for the new competition)

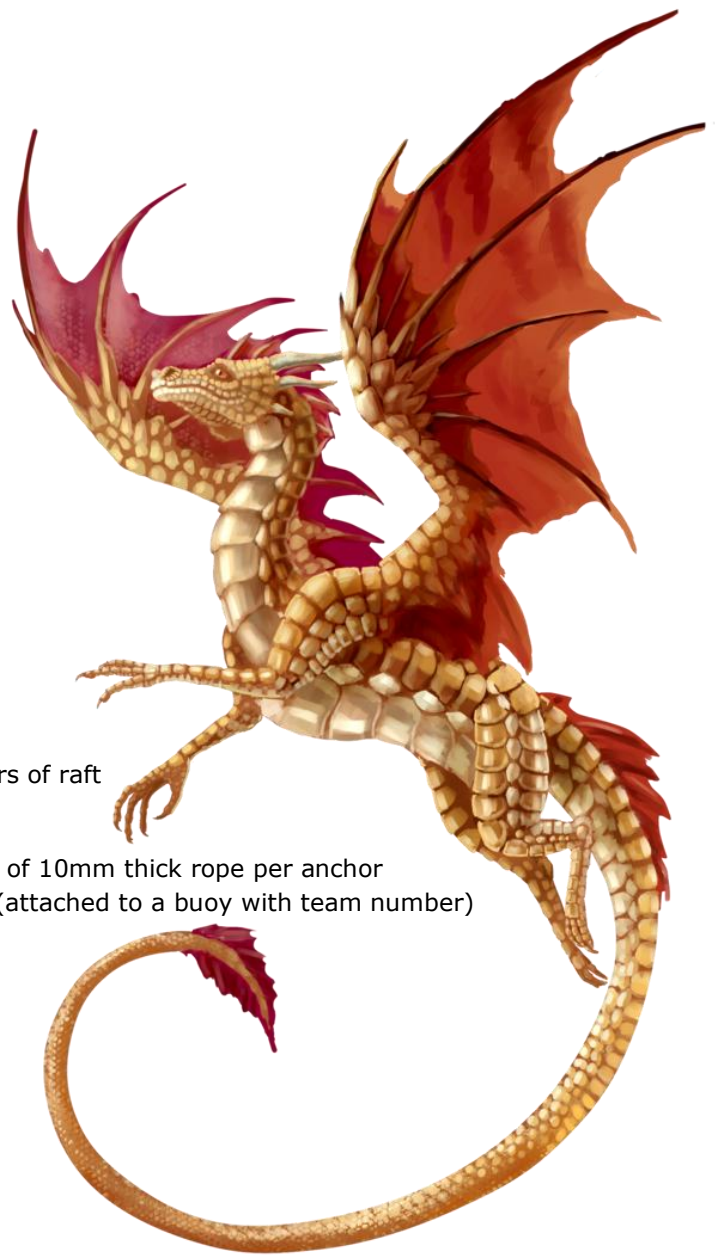
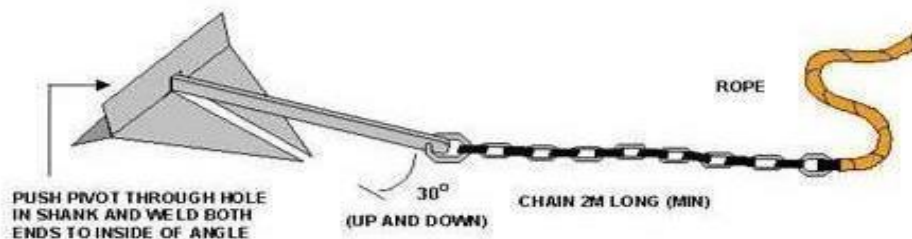
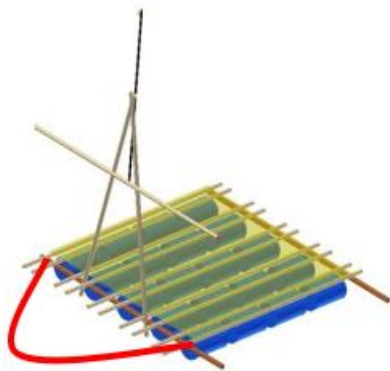


Safety Equipment

- Fire blanket
- Life jackets (1 per person)
- Fire extinguisher (1.5kg)
- Torch with fresh batteries
- Whistle
- Red flag (1m x 1m)
- 6 punting poles (4m x 40mm)
- 6 x 5m spare ropes
- First Aid Kit
 - emergency blanket
 - plasters
 - bandages
 - mouthpiece
 - surgical gloves
 - antiseptic
 - tweezers
 - Burnshield

Tow-ropes & Anchors

- 8-10m tow rope 20mm thick attached to corners of raft
- 2 x 4m Securing ropes for the hawser line (8-10m)
- 2 x 10kg+ Danforth type anchors
 - 3-4m of 8-10mm thick chain and 5-6m of 10mm thick rope per anchor
 - 3m of 10mm thick trip line per anchor (attached to a buoy with team number)



Tender

- Stable canoe with 2 paddles only (only one canoe per raft)
- Two 3m painters (bow and stern)
- Team number (laminated A4 sheet, black on white)

Construction Process

Construction Sites

Construction sites have been pre-allocated. Please check the Team and Site Numbers PDF for your construction site number. This has been randomised to improve fairness and reduce the stress on the day.

Vehicles and Logistics

Only trucks or vehicles with heavy equipment will be allowed onto the construction site area. These vehicles must display their team number in big black letters on an A4 sheet, inside the passenger side of the windscreen. Equipment vehicles must be removed as soon as they are offloaded. Trailers are allowed to be stored at the base over the weekend, but only in the designated zone viewable on the Kon-Tiki Layout Plan. Vehicles that do not co-operate with parking staff may result in team penalties.

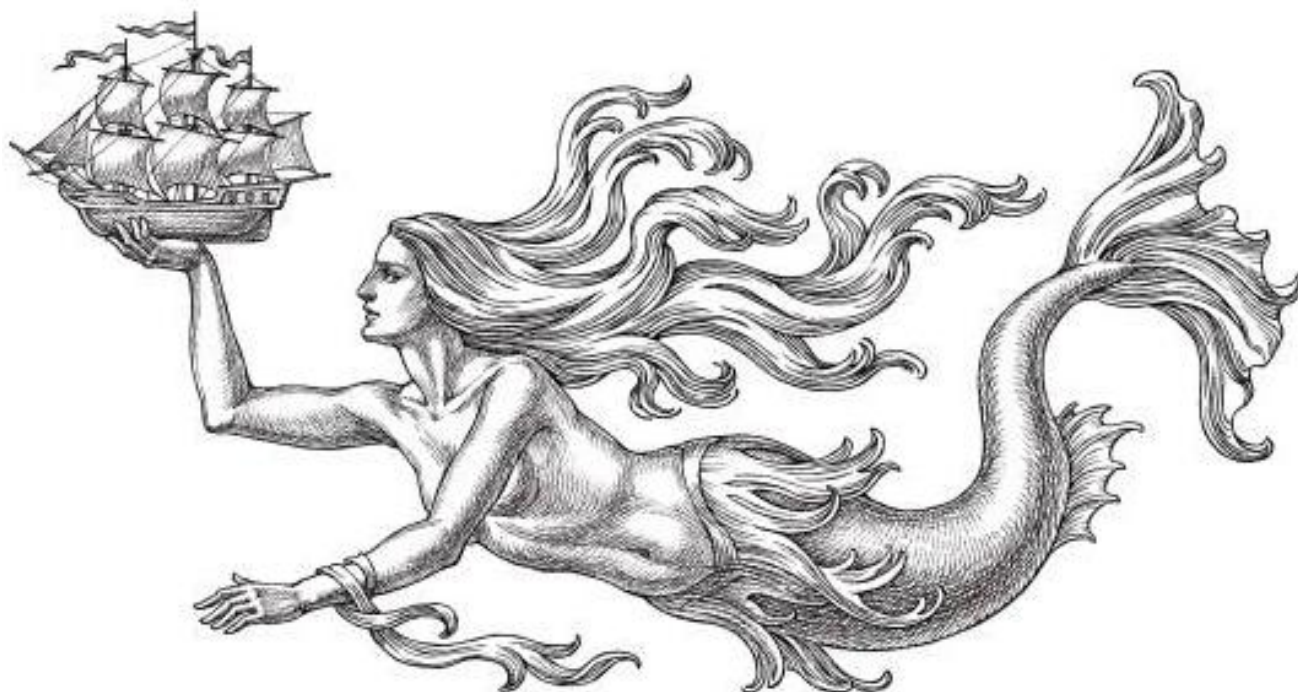
Raft Construction

Construction commences at 15:00 on Friday. Prior to this, equipment may be laid out for ease of use, but not as a raft base (no poles and barrels may be perpendicular to one another). During construction, ensure that your raft number is prominently displayed for judges.

Step Card

You will receive your step card on Friday afternoon once you have completed Raft Team Registration. The step card contains the **six** main construction steps. Each step must be marked off, completed, and signed by a judge before you can move on to the next. All steps will be marked by the specified cut off time, regardless of if you have fully completed it or not. If you are ready for a step to be judged before the cut off time, a judge must be called from HQ. This could take up to 20 minutes or more, as there are a finite number of judges. So please don't leave it to the last minute to call a judge. If you were judged at the cut off time and before you were fully completed, you must call a judge to inspect and fully sign off that step once you have completed that phase. You may not begin on the next step until the previous step has been fully signed off or you have permission from HQ. Once your step card is complete, it must be handed in to HQ for points (Before Saturday 11:30).

FIVE STEPS OF CONSTRUCTION			Judging Time Cut Off
STEP 1	Frame	Basic raft frame before drums are added	Fri 18:00
STEP 2	*Drums	Once drums have been attached to the frame	Fri 20:30
*Your raft must be suspended off the ground (not resting on barrels affixed to the frame) for Step 2 to be judged.			
STEP 3	Deck	Once all the decking has been secured	Sat 07:00
STEP 4	Cabin	Basic weatherproofed structure	Sat 10:30
STEP 5	Accommodation	Furnished living and cooking quarters complete	Sat 11:00
STEP 6	Safety	Safety equipment, tender, registered cellphone	Sat 11:00
We would like to discourage the wetting of lashings for marking purpose.			



LAUNCHING AND WATER SAFETY

Seaworthy Certificates

As usual, each Raft will be issued with a Seaworthy Certificate. Your Raft could earn one of three certificates:

Class A: Which is an open water certificate and will enable you to moor your Raft anywhere within the designated area

Class B: Which is a secured anchorage certificate and will restrict your Raft to being tied to the hawser

Class C: Which is a secured anchorage certificate and will restrict your Raft to being tied to the bank

In the event of strong wind all rafts will be tied to the hawsers for their own protection. The class of certificate you receive is entirely up to you and will depend on the construction, safety, and seaworthiness of your raft. The Water Safety Crew may make the decision that the fleet or any individual raft moor to the hawser during the hours of darkness or at any other time deemed necessary.

Team Leaders Briefing

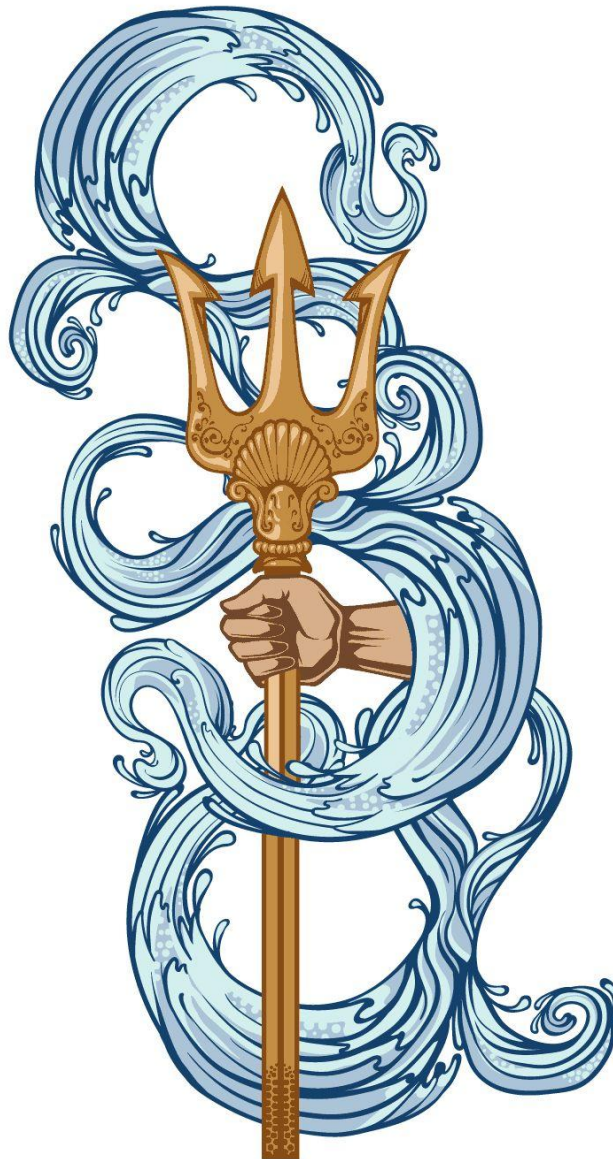
A compulsory briefing for all raft leader's will be held in the Sea Cadet Hall from 21:00 to 21:30 on Friday. This will go over safety on the water, and the launching procedure. If the raft leader is unable to attend, they may send a responsible representative. It is recommended that your Scouter attends the Team Leader's briefing as well.

Raft Launching

Your raft can only be placed in the water after Step 3 (Deck) has been judged. The Water Safety Officer will oversee all activities related to rafts launching and returning to shore and you are not to launch or bring your raft to shore without the permission of the Water Safety Crew. The Water Safety Officer reserves the right to make any decision that will allow your raft to be launched or brought back to shore safely. Details of the launch procedure will be explained in detail at the Team Leaders' Briefing on Friday night.

Night Watch on the Rafts

There must always be two people per shift awake on night watch duty. They must be wearing lifejackets and be outside the hut. If help is needed, they must follow the emergency procedure from the team leaders briefing.



SPARE TIME ACTIVITIES

Raft STA Competition

While being on the raft is an exciting experience, without anything to do, the time may seem to drag on. To help with this, teams will be provided with Spare Time Activities (STAs), so please bring an STA kit. The items you will need are in the table below. The STA instructions, which will be provided closer to the time, will give details regarding when, where and how the STAs will be judged.

Resources

The below list shows all the equipment that is mandatory for you to bring in order to complete your STAs, however you are strongly advised to bring any additional resources or materials you might think necessary:

STA KIT MANDATORY ITEMS		
Basic stationery (pens, pencils, ruler, scissors, kokis, coloured pencils, paint brushes etc.)		
Basic STA kit (glitter, craft glue, white and coloured paper, sequins etc.)		
Cardboard (corrugated)	1x Doll head	Assorted Felt
Decorative paper	2 x Big Sunlight Soap Block	Craft Paints
Protractor	Wood glue	Cork
Newspaper	2 x Packs of Plasticine	Phone with 500Mb Data
Sewing kit with thread	Candle	2 x A4 Sheets of real/fake Leather
Pack of large split pins	Sosatie Sticks	String
3x 30cm Wooden Dowel	Toilet and Kitchen Roll tubes	Wood Carving tools
Tinfoil	Flour	Ice cream sticks
Elastics	Embroidery thread	Butternut
Small wood cutoffs	Leather chord	Wood block for whittling (roughly 15cm in length)



Raft Meal Competition

- Each team will be required to make a meal or meals for the judges at some stage during the weekend.
- You will be told the details of the meal to be cooked at some point after launching on Saturday and you will possibly be given additional ingredients.
- Any pre-cooked items will immediately disqualify you from the Raft Meal competition.
- Where appropriate, items on the menu must be HOT.
- Ingredients provided will only be sufficient for the judge. Food for the raft team must be supplied by the team.
- Presentation is key, so be sure to prepare a themed table setting for when you present your meal to the judges.

Resources

Listed below are the mandatory items needed for the Raft Meal. You are encouraged to bring additional kitchen equipment and ingredients as you think necessary.

RAFT MEAL EQUIPMENT		
Basic kitchen trommel (to include general equipment e.g. spoons, ladle, grater, chopping board, cleaning equipment etc.)		
Ladle	1 Large Pot	Tinfoil
Water for cooking	1 Sieve	Gas cooker
Insulated box/bag with ice		
RAFT MEAL INGREDIENTS*		
450g Chicken Thighs	1 x Garlic clove	250g unsalted butter
Oil	1kg All Purpose Flour	2 x Chicken Stock cube
1 x Medium Onion	Thyme	1L Milk
2 x Carrots	Bay leaf	1 x Small Bag of Sugar
1-2 x Stalks of celery	Salt and Pepper	1x small packet of active dry yeast
2 x Potatoes	Honey	Cinnamon
Small Pack of Brown Sugar	2 x Apples	Cornstarch

*Where quantities are not specified, ingredients leftover from your kitchens at home will suffice



CONTACT DETAILS

NB: Further instruction and rules will be given to teams on the day. If you have any questions, please send them to thekontikiadventure@gmail.com.

The most important thing you need to remember is to have fun!
We look forward to seeing you all there!

YiS

**Kon-Tiki Raft
Judging team**

