

Kon-Tiki
Fringe Information



8 - 10 APRIL 2016

Scouts SA – Western Cape

Kon-Tiki 2016

Kon-Tiki Fringe Organisers' Message

A long time ago, on a Kon-Tiki far, far away....

“You can't win, Darth. Strike me down, and I will become more powerful than you could possibly imagine.” – Famous words of the Jedi Knight, Obi Wan Kenobi. Like Obi Wan, Scouts face plenty of challenges, but we persevere! And this year's chance to rise stronger than ever will be at – *Kon-Tiki, Star Wars!*

The 2016 Kon-Tiki Fringe event promises to once again be a fiercely contested as teams from all over the Western Cape strive to take home the Dolphin Lawson and Bob Bell Trophies. Hopefully, this information booklet will provide you and your team all that is needed to be prepared for the Fringe challenges they will be taking part in.

Also make sure you take note of the new entry procedure (see page 8). The entry form must be faxed/emailed as usual, but this year there will be a pre-registration weekend to hand in various forms. This will take place at **2nd Plumstead Scout Hall (33 Mellville Road, Plumstead) on Saturday 2nd April from 13h00 – 17h00**. Only 1 representative needs to hand the forms in. This is so we can verify all the indemnity forms before the competition and not after the competition has started.

Grab your light-sabers, reach for the Force and prepare to battle the Dark Side, Kon-Tiki 2016 is here!

May the force be with you.

Devon

Devon Bowen
Kon-Tiki Fringe Organiser



Join our Facebook page: Kontiki Western Cape



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1. Kon-Tiki Programme

Day One – Friday 8th April 2016

- 1100 Parking and Site Allocation Opens
- 1430 Information Desk Opens
- 1500 Raft Building Starts
- 1530 Kitchen and Tuckshop open
- 1900 Fringe registration starts
- 2000 Fringe registration ends
- 2100 Team Leader's Briefing
- 2200 Kitchen Closes
- 2300 Tuckshop Closes
- 2300 Raft Building Ends (All Quiet)

Day Two – Saturday 9th April 2016

- 0630 Information Desk Opens
- 0700 Raft Building Recommences
- 0730 Kitchen and Tuckshop Open
- 1000 Safety Judging commences
- 1100 Fringe registration starts
- 1200 Fringe registration ends
- 1200 All Rafts ready for inspection
- 1200 Final Judging Commences
- 1315 Fall in for the Opening Parade
- 1330 Opening Parade
- 1400 Raft Launching Commences
- 1500 Daytime Fringe Activities start
- 1500 Star Wars Competition starts
- 1800 Daytime Fringe Activities end
- 1800 Tender Race
- 1900 Star Wars Competition judging
- 2000 Fringe night activity starts
- 2030 Kitchen Closes
- 2200 Tuckshop Closes
- 2230 Fringe night activity ends
- 2300 Information Desk closes
- 2300 Night Watch starts

Day Three – Sunday 10th April 2016

- 0600 Night watch ends
- 0630 Information Desk Opens
- 0730 Kitchen and Tuckshop Open
- 0830 Live STA display
- 1000 Cross-Country Starts
- 1045 Fringe Activities start
- 1130 Cub/Brownie activity starts

Significant sponsorship by:

The logo for Pick n Play, featuring the word 'Pick' in blue, 'n' in red, and 'Play' in red, all in a bold, sans-serif font.

2-Way radios sponsored by:

The logo for LAZER COMMUNICATIONS, with 'LAZER' in a large, red, italicized font and 'COMMUNICATIONS' in a smaller, red, sans-serif font below it, all within a red trapezoidal border.

The Kon-Tiki Adventure website hosted by :



Kon-Tiki Clothing by

Classmates

www.classmates.co.za

Kon-Tiki Caps by

S Donaldson Embroidery

joy@vanree.co.za

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- 1300 Fringe Activities end
- 1300 Cub/Brownie activity ends
- 1300 Arrival of VIPs
- 1330 Raft Review by VIP Party
- 1400 Rafts to Shore
- 1600 Kitchen and Tuckshop close
- 1615 Fall in for Closing Parade & Prize Giving
- 1630 Closing Parade and Prize Giving
- 1800 Base Closes



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2. Kon-Tiki Fringe Overview

The Kon-Tiki Fringe is held for Troop / Company members who are part of the raft support team and who are keen to participate in the fun and spirit of the Kon-Tiki weekend, in support of fellow team members on the rafts. This is intended to be a FUN event for participants and spectators.

Some aspects of the Fringe are structured around a competition theme, but the idea is to participate, and enjoy the activities. Kon-Tiki judges will supervise activities and determine winning teams; there is no recourse to appeal once your team's event is complete. There is no arguing with the judge of any particular event.

Teams will be divided into pools, depending on the number of teams entered. Teams will compete within their pools with the top two or four teams in each pool continuing to the next round.

At the culmination of the competition part of the Fringe, the winning Fringe Troop / Company will be awarded the **Andrew "Dolphin" Lawson Trophy** for **highest accumulated points in the Kon-Tiki Fringe**.

The award of this trophy is NOT counted towards N. Coxon Overall Trophy.

Teams are restricted to a **minimum of 5 and a maximum of 10** per Fringe team. Each Fringe team member must take part in at least one full activity. Groups may enter as many Fringe teams as they want.

Each Fringe team member will be issued a coloured band to identify themselves as part of the Fringe competition. Fringe team members are required to confirm their registration (**see new pre-registration information**) on Friday night or Saturday morning to collect their bands. Additional Fringe team / member entries will be considered on Kon-Tiki weekend during event registration, but only on submission of completed and signed registration documentation. Bands will only be issued to those members that have submitted correct indemnity forms. These bands are required to be worn throughout the weekend. No participation without bands, no exceptions.

Fringe preregistration times are:

- Saturday 2nd April: 13:00 - 17:00 at 2nd Plumstead Scout Hall (33 Mellville Road, Plumstead)
- Forms that must be handed in are listed under *Entry Procedure* on page 8

Fringe registration at the competition:

- The times for Fringe registration at the competition are:
 - Friday 8th April at 19h00 – 20h00
 - Saturday 9th April at 11h00 – 12h00
 - Look for the Fringe Registration sign near HQ
- Every member of the Fringe team needs to report to the registration desk to collect their coloured band to participate.

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3. Kon-Tiki Fringe Competition Trophies

Description	Trophy name
Overall winner	Dolphin Lawson Trophy
Fringe cooking trophy	Bob Bell Trophy

4. Entries

Entry Procedure

- The entry forms will be available online on the Facebook page and Western Cape Scout page.
- A Fringe team can only enter if their troop/group has entered a raft team. If a troop/group has never entered the competition before, they are allowed to enter only a fringe team (without a raft team) for 1 year if they so wish. Thereafter they must enter a raft team to be allowed to enter the Fringe competition.
- Only the entry form needs to be emailed to thekontikiadventure@gmail.com or faxed to 086 538 9527 before 18h00 on Saturday 27th February.
- There will be a pre-registration weekend for all teams to register for the competition.
 - The pre-registration will be at 2nd Plumstead Scout Hall (33 Mellville Road, Plumstead)
 - 13:00 – 17:00 on Saturday 2nd April
 - First come first served
 - Only 1 representative per team need hand the forms in.
 - Please bear in mind that checking will take approximately 30 minutes per team. Please be patient.
- The following forms need to be handed in at pre-registration to be checked by the organisers:
 - Raft team list (including reserves if necessary)
 - Raft Parent Consent / Indemnity Forms (in the order they appear on team list) (including reserves)
 - **Fringe team list (including reserves if necessary) (only if entering Fringe competition)**
 - **Fringe Parent Consent/Indemnity Forms (in the order they appear on team list) (including reserves)**
 - Scouter and parent mixed gender forms (if applicable)
- If any forms are incorrect points will be lost and incorrect forms will be sent back to be rectified before the competition.

Penalty points will apply to late entries and late indemnity forms (and those not correctly filled in)

5. Notable changes for 2016

These are important changes that have been made for 2016. There may be other minor changes so please read the rest of the booklet carefully.

- Take note of the new entry procedure.
 - The entry form must be received by 18h00 on Saturday 14th February
 - Team lists, mixed gender forms and team indemnity forms to be handed in at preregistration on 2nd April 2016 from 13h00 – 17h00 at the 2nd Plumstead Scout Hall (33 Mellville Road, Plumstead). Incorrect forms will be returned to be rectified.

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- The Catapult fringe event has been removed and replaced by the Obstacle Course.
- The Night Event and Fringe STA, and items needed, have changed.
- The Fringe cooking competition is a mixture of fire cooked items, as opposed to last years braai pie.
- The scoring method for the Andrew Dolphin Lawson trophy has been updated.

6. Fringe Events

SLIP & SLIDE TUG-O-WAR



- Teams of five members take part in the event.
- Feet must remain in contact with the slip and slide mat at all times. If any team member's foot should go off of the mat twice, that team forfeits that pull to the other team.
- The winner of the event is the first team to win two pulls.

OBSTACLE COURSE

- Teams of five members will attempt to do an obstacle course as quickly as possible.
- Completion of the obstacles will require teamwork.
- Participants will likely get wet and dirty, and should be prepared with a complete change of clothes. It is recommended that a spare pair of shoes, or water shoes, that can get wet is worn. Teams will have to begin and end the course wearing closed shoes.
- Points will be awarded based on your teams time compared to that of other teams.

VOLLEYBALL

- Teams of five members take part in the event.
- The first two rounds are played as a single game knockout. The first team to score 11 points goes through to the next round. Time permitting, the semi-final and final is played as the best of three to score 21.
- All other rules are standard.

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KNEEBOARD RELAY

- Teams of four members take part in the event.
- Participants MUST have their swimmer's scoutcraft badge to take part in this event.
- Participants must wear closed shoes (no flip flops)

CROSS-COUNTRY RACE

- Participants will run a designated route in closed shoes.
- Categories:
 - Cubs/Brownies/Guides (Ages 7,8,9, & 10)
 - Junior Boys (Ages 11, 12, 13 & 14)
 - Junior Girls (Ages 11, 12, 13 & 14)
 - Senior Boys (Ages 15, 16 & 17)
 - Senior Girls (Ages 15, 16 & 17)
 - Veterans (All the OLD people 18 and over)
- Boys and Girls compete together in the Junior and Senior events, so as not to give mixed-gender teams an unfair advantage (refer to the scoring rules). Individual winners in each category will still receive independent certificates.
- In cases where groups enter more than one Fringe Team, Scouts/Guides running in the junior and senior divisions will have their points counted towards their team. Cubs/Brownies/Guides (Ages 7, 8, 9 & 10) and Veterans will have their points counted for all teams associated with their group – please make sure they know the relevant team numbers.



7. Night activity

A night activity will be held. This will count for points towards the Dolphin Lawson Trophy. Only Fringe team members will be allowed to participate in the night activity.

Teams will need flashlights, a clipboard, writing materials and some creative problem solving ability!

Be prepared to find the path of the Padawan....

More details will be announced at the team leaders briefing.

8. Fringe STA's

Fringe teams will have to complete some Spare Time Activities during the competition weekend. To complete the STA's you will need to have an assortment of recyclable items and stationary at your disposal. **The more extras you bring, the more choice you will have when completing your STA's.** You will need the following items in addition to your normal STA's kits:

- A3 sheets of transparency paper – 4 pieces
- Roll of transparent coloured plastic wrap
- Small flashlights x2 with batteries – see image for example
- Cellotape
- Card and cardboard
- Recyclable materials (various)



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You may bring any other STA items you feel will help you make a craft project. (see “Resources”)

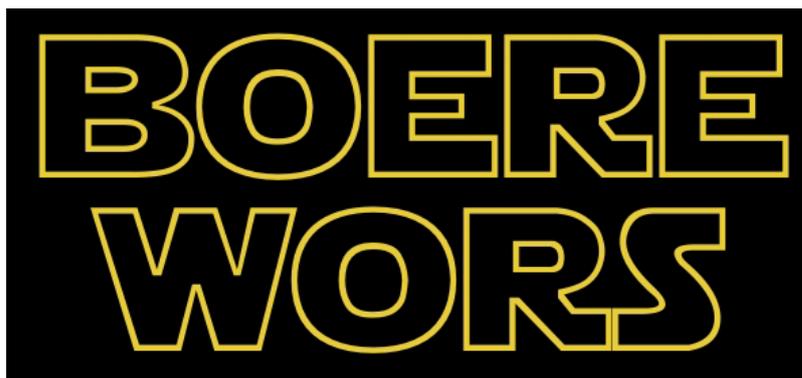
9. Dolphin Lawson Trophy Scoring

- Scoring for the ‘tournament’ style events (tug-o-war, volleyball & knee-board relay) will depend on the number of entries, as this will influence the style of the tournament. Overall winners receive 10 points, 2nd place – 9 points, 3rd place – 8 points, etc. In the event that the structure of the tournament is such that multiple teams qualify for a position, those teams will receive the higher number of points.
- For the ‘time trial’ of the obstacle course, teams will be ranked based on the time it took them to complete the course. Points will be assigned in the same distribution as used for the above tournament (i.e. if the tournament structure means 4 teams come 5th, then the 5th-8th fastest teams on the obstacle course gain 6 points).
- For the Cross Country, the first 20 runners in each category earn 10 points for 1st place, 9 points for 2nd place, 8 points for positions 3-6, 6 points for positions 7-10, 4 points for positions 11-15 and 2 points for positions 16-20. All other runners completing the race earn 1 participation point for their team (limited to a maximum of 10 participation points per category). Boys and girls compete together in the junior and senior categories, and their overall scores and participation points are not counted separately. Individual winners in each category will receive a certificate. Teams will be assigned an overall score out of 10, based on their total point rank as with the obstacle course.
- The Night Activity and the Fringe STA's will each count 20% of the total Fringe Score. They will be marked according to a rubric, and not based on rank as with the above events.
- The Cub Activity and the Star Wars Competition do not count towards the Dolphin Lawson Trophy.

10. Star Wors Competition

This year, your fringe teams adult spectators are invited to take part in a 'Star Wors' themed cooking competition.

Do you know how to make some classic South African braai recipes, with a twist?



You will need to bring sufficient ingredients to make 10 boerewors twists/stokbroods. You will also need to prepare over the fire a single traditional South African side dish from the list – umngqusho, pap n' sous, or malva pudding. Each team will be provided with some surprise ingredients for one additional dish that can be prepared on a fire.

- All braais, briquettes, ingredients, etc. must be supplied by the team.
- No pre-cooked ingredients may be used (although pre-mixing of dry ingredients is acceptable).
- No braais are allowed to touch the ground, nor are fires allowed to be made on the ground.
- All braais should be set up within the designated area in the car park in front of the entrance gate.
- Braais may only be set up after launch on Saturday.
- Each team must have a clearly displayed Fringe team number at your braai site.
- You need to present 1 portion size to the judges.
- Judging will take place in the hall. You should present your meal to the judges between 19:00 – 19:30.
- Points will be awarded for taste, creativity, presentation and team spirit at your braai site.
- Additional instructions will be provided at the team leaders briefing.

Please be reminded that no alcohol is allowed to be consumed at Kon-Tiki

Points for the Star Wors competition will NOT count towards Andrew "Dolphin" Lawson Trophy, but winners will be presented the Bob Bell Trophy.

11. Cub/Brownie activity

There will be an activity for all cub / brownie packs whose troops have entered the raft competition. All cubs / brownies are also encouraged to enter the cross country race and earn points for their troops. This event does not count toward the Dolphin Lawson Trophy.

ONLY TROOPS THAT HAVE ENTERED THE RAFT COMPETITION MAY ENTER CUB / BROWNIE PACKS INTO THIS ACTIVITY.

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12. Resources

- No Scouting event is possible without that most valuable of resources: **ADULTS WITH VEHICLES**. If you have some at your disposal, remember to thank them for their help, participation, and enthusiasm.
- Common sense and forethought. **Read all instructions carefully, and plan ahead!**
- **SHOES**. No one - including casual spectators - is allowed on the Sea Scout Base without shoes on. This is for your own safety, and is a base-wide rule.
- Spare clothes, in case team members get wet and/or dirty.
- Braais that enable your team to make a fire that is **NOT ON THE GROUND**.

- **You will need various recyclable items to complete your STAs**. Examples of items that you will need are:
 - Toilet roll inners
 - Roller towel inners
 - Empty match boxes
 - Corrugated cardboard
 - Boxes and cartons of various sizes (e.g. Cereal boxes, etc.)
 - Bottle tops
 - Tins
 - Milk bottles
 - Juice cartons
 - Magazines
 - Newspapers

The more items you bring, the more choices you will have for your STAs.

- A good sense of humour never hurt anyone. So bring that along too.

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13. The Competition Weekend

Vehicle Access

(Promenade Rd entrance)

ONLY trucks or vehicles with heavy equipment will be allowed onto the construction site area. If you are arriving in a car with personal kit, do not even try and drive in, as it will create unnecessary congestion.

Trucks delivering raft building equipment must be removed as soon as they are offloaded. **Any trucks left at the construction site may result in the disqualification of the teams for all the weekend's activities.**

Vehicles are to be parked in areas designated by the Traffic Control team only. Parking will be available on the grass area to the right hand side of the road entrance. Vehicles parked on public roadways could be towed away by the local traffic authorities. Vehicles ARE NOT to be parked on private property, or obstruct access to private driveways.

All delivery and construction vehicles arriving at Kon-Tiki **MUST** display the team number that they belong to in big black letters on an A4 sheet in the passenger side of the windscreen. NO ACCESS WILL BE GIVEN TO ANY VEHICLES WITHOUT SUCH IDENTIFICATION.

One of the biggest nightmares of Kon-Tiki has always been Traffic Control. We ask you to please co-operate with the persons on traffic control duty. Please remember that we are at the Base due to the courtesy of the local residents, we ask you to please respect their right to privacy.

Every year we have one or two people who totally ignore instructions to move vehicles and this ends up spoiling the weekend for everyone by causing unnecessary unpleasantness. **Vehicles left unattended on the jetties or not moved when requested could result in penalties or the disqualification of the teams involved.**

Construction Site Allocation

When you arrive at the Traffic Control point WITH YOUR EQUIPMENT, you will be allocated a construction site and given a piece of card with the number on.

Construction sites will only be allocated from 11h00 on Friday. Any teams offloading their equipment before this time are not guaranteed the construction site they offload on.

Sites are allocated in such a way to ensure that all sites are filled up so that teams do not obstruct each other's access

No pre-booking of construction sites will be permitted and sites will be allocated as deemed logistically practical by the logistics team at traffic control.

Camping

- Camping sites are to be booked through the Port Captain. Your site booking will not be confirmed until the Base receives payment for the site and a receipt is issued. If you require a larger than standard campsite then arrange the details with the Port Captain. An additional site fee will be payable according to the size of the site you require. **No Caravans are permitted in the camping area.**

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- Vehicles WILL NOT be allowed into the campsite area. They must be removed to the parking lot as soon as they have been offloaded. The vehicle gate to the camping area at the Sea Cadet Base will remain closed and locked throughout the weekend, from 22h00 on Friday evening until 13h00 Sunday.
- Any generators used at the campsites must not be in use between the hours of 22h00 and 07h00 each night. This is as a courtesy to the residents, with whose permission we are there.
- No fires are to be made in the camping areas, unless these are contained in your portable braai that you bring with you. The Base cannot supply braai drums.

NOTE: The campsites are not serviced, they do not have ablution facilities, and they do not have running water or electricity outlets. Electrical outlets at the Sea Scout Base and the Sea Cadet Base ARE NOT TO BE USED.

Campers are responsible for ensuring that the campsites, which are on loan to the Kon-Tiki organisers, are left in a pristine condition. **YOU MUST TAKE ALL YOUR RUBBISH WITH YOU WHEN YOU LEAVE!** The booking of campsites is an arrangement between yourself and the Sea Scout Base and the organizers have got no control over your campsite allocation. **ALSO:** See paragraph regarding “General Behaviour and Safety of Scouts/Guides”

Reporting in to Kon-tiki HQ

Kon-tiki HQ and information desk will open at 14h30 on Friday afternoon for teams to commence their construction and for the handing in of team forms etc. **Team Leaders are to report to the Kon-Tiki Information Desk as soon as they have been allocated a Construction Site.**

Handing in your site card collected from Traffic Control control when you arrived will get you a step card. This is what the judges will sign each time you complete a construction step.

Your raft team list, fringe team list, team indemnity forms and mixed gender forms must be emailed to the chief judge before the competition (refer to Entry Procedure). Changes to teams will be permitted with the chief judge's permission.

The following documentation needs to be handed in to Kon-tiki HQ before 17h00 on Friday. Penalty points will apply to late documentation.

- Cell phone registration form
- Rectified forms from preregistration
- Additional raft team indemnity forms
- Additional fringe team indemnity forms

Construction Step Cards (for raft teams) will not be handed out until all correct forms have been handed in.

Team Leaders' Briefing

A Team Leaders' briefing will be held in the Sea Cadet Hall from 21h00 to 21h30 on Friday. This is compulsory for the Team Leaders of the Kon-Tiki raft **and fringe** teams. If the team leader cannot be there they are allowed to send a representative. It is strongly suggested that Scouters and Guiders attend the Team Leaders' Briefing as well. This will be your final opportunity for asking questions and getting last minute instructions or changes to instructions.

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Swimming and Boating

- Swimming and boating are not permitted during the weekend, unless it is a competition requirement.
- Raft teams are not allowed to swim unless instructed to do so by the water safety team.
- Raft teams canoeing must be competent and must wear shoes and life jackets at all times.

14. General Information

Kon-Tiki Headquarters, Information and Communications Centre

Kon-Tiki headquarters and Communications Centre, will be located at the Scout Shop/ Sandvlei office, between the two containers. HQ will be open throughout the weekend, except between 23h00 and 07h00 on all nights. The following services will be provided:

- Communications: There will be a communications officer on duty from 14h30 Friday until 15h00 Sunday. They will be in contact with Judges, Rescue Services and the Chief Judge.
- General Information about the various activities can be obtained from the persons on duty.
- Kon-Tiki merchandise will be on sale

First Aid Services

The First Aid room will be located in the Scouters' Den, in the boat compound. It is in your interest to familiarize yourself with the site layout and locate the First Aid Room. First-Aiders can also be summoned from the Communications Centre, which is at Kon-Tiki HQ.

Security

Security is **your** responsibility, particularly when it comes to looking after your equipment and personal items. DO NOT leave anything of value unattended. Should you have problems related to security, please report to the Communications Centre.

Accidents, Damage and Theft

It is unfortunate that in the last few years of Kon-Tiki there have been a number of cases of theft. We ask all participants and visitors to take every precaution to protect their personal and other belongings. Whereas the organisers try to arrange every precaution, we cannot be held responsible for any theft, damage or accidents that may take place during Kon-Tiki whether because of negligence or otherwise. Please report any damage, accident or theft to the Information Desk immediately, to facilitate action being taken regarding First Aid, recovery etc. The strongest possible disciplinary action will be taken against anyone guilty of theft or damage and possible legal action could follow.

Electricity and Lighting

The use of generators will be allowed for raft construction on Friday night. These must be turned off when construction ends at 23h00. The connection of electrical cables to outlets at the Sea Scout Base or the Sea Cadet Base WILL NOT BE PERMITTED.

NOTE: Due to the limited power supply at the Base no cooking off electrical appliances will be permitted in the garages. Cooking will only be allowed on gas. This includes kettles. We urge all teams to support the kitchen during the competition weekend.

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General Behaviour and Safety of Scouts/Guides

It is the responsibility of Scouters and Guiders to ensure that their Scouts and Guides do not run amok during the night hours 23h00 and 07h00 on the Friday and Saturday night of Kon-Tiki. It is not permissible for Scouts or Guides to leave the Sea Scout Base area after dark, unless they are going home accompanied by a responsible adult. No Scouts or Guides will be permitted to camp overnight unless there is an adult-in-charge representing the Troop or Company. The adult-in-charge must ensure that he/she is contactable by mobile phone and that the organisers have this number.

Teams will be held responsible for the behaviour of any non-participants associated with their team (adults, friends, visitors).

Ablution Facilities

Toilet facilities are extremely limited at the Sea Scout Base. Please treat these facilities with respect. Should any members be found abusing these facilities, the strongest action will be taken against the Group concerned. Please make sure that everyone in your group is aware of this.

Please keep drains free of obstructions when you are washing up.

Washing of dishes is not permitted in the bathrooms.

Kitchen and Tuck Shop

The Kon-Tiki Kitchen and Tuck shop will be open throughout the weekend, ensure that you do not go hungry during the event. Please support these ventures as they help to maintain the Sea Scout Base. Contact the Port Captain before the event to organize bulk orders for your Troop or Company.

Public Address System

The public address system at Kon-Tiki is used to summon judges as well as provide information to raft teams. Please be aware that the generators make it difficult for persons to hear the announcements so if you do hear any important announcements, ensure that your whole team is aware of what it was.

Kon-Tiki Badges, T-shirts etc.

There will be Kon-Tiki badges available for all Kon-Tiki crews and supporters. These can be bought at the Kon-Tiki Merchandise Desk.

Teams can reserve badges by indicating on their team information sheets how many badges they require.

Kon-Tiki T-shirts will also be available, payment must accompany order and sizes must be indicated.

Weather

The competition will continue come rain or shine, so please make sure that you have got wet weather and warm gear in case of severe downpours and cold weather. In 1999 we had gale force wind and in 2004 we had rain on Friday and Saturday. 2005 provided us with strong wind and rain on the Sunday and in 2006 a torrential downpour at the opening paradeSo **“Be Prepared”**

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Disqualification (Raft and Fringe)

The Kon-Tiki organising committee reserves the right to disqualify any team for behaviour contrary to the spirit of Scouting, Kon-Tiki and normal social behaviour, by any team member or members of the supporting party.

No alcohol is to be consumed at the event by anyone, participants and non-participants included. Failure to adhere to this rule can lead to the disqualification of the relevant Raft/Fringe teams.

Decision of judges regarding disqualification will be final and no negotiation will be entered into.

Protection For Your Feet

All people attending Kon-Tiki must wear shoes AT ALL TIMES, including those on the raft. This is for your safety.

When You Leave

Leave nothing but your thanks. All equipment, refuse, raft debris etc. must be removed from Sandvlei by 18h00 on Sunday. Any cleanup after the event will be charged to the Sea Scout Base and we will have no hesitation in passing this cost on to the Groups/Companies. Note: Debris includes any reeds, grass matting etc. used for raft construction. **DO NOT** pile your debris alongside municipal bins – TAKE IT HOME! Construction sites must be left absolutely clean.

Event Host	Western Cape Province Sea Scouts
APC: Water Activities	Dave Roux
Event Organiser	SCOUTS South Africa
Chief Judge	Robbie Owen
Organising Committee	Robbie Owen, Stuart Buckley, Alistair Raine, sTiv Samuel, James Magner
Fringe Committee	Devon Bowen
Sea Scout Chairperson	Mrs Gerrie Buckley
Base Port Captain	Stef Terblache
Catering Officer	Julie Terblanche
Kon-Tiki Logistics & Campsites	Stef & Julie Terblanche
Sea Cadet Base OC	Paul Jacobs
2016 Logo & Artwork	sTiv Samuel
Award Certificates	Megan Grauso

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15. Staff & Organisation for Kon-Tiki 2016

16. Organisers' Responsibility

The Organisers of Kon-Tiki 2016 will accept no responsibility for the loss and/or damage to persons and/or equipment. All possible precautions will, however, be taken throughout the weekend to avoid loss or damage.

Our thanks to the Officers and personnel at TS Woltemade Sea Cadet Base for the kind use of their facility during Kon-Tiki.