

# FIELD DAY 2024



GOING TO THE CARNIVAL

9 – 11 AUGUST 2024

DITSONG WILLEM PRINSLOO AGRICULTURAL MUSEUM



# field day 2024 competition & admin pack

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## Competitions' Overview:

Troops will be able to compete in various competitions at Field Day to gain points towards the overall competition trophy. Winners will be announced for each competition, with the summation of the points from these competitions determining the overall Field Day winner. Troops do not need to partake in all the competitions, however, the more competitions a Troop partakes in, the better the chances of that Troop winning the overall Field Day Trophy. A Troop may only enter one team per competition. Refer to each of the competition sections for details and rules pertaining to that competition.

It is compulsory for a Troop to run an activity as part of the Akela (Red Nose) Challenge as well as partake in the Troop HQ Competition if that troop wishes to compete for the overall Field Day trophy. Troops not running an activity as part of the Akela (Red Nose) Challenge, will not be in contention for the overall Field Day trophy.

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

Competitions which will be taking place throughout the weekend are:

- Akela (Red Nose) Challenge
- Camping
- Cooking
- First Aid
- Jolomk'u
- Orienteering
- Pioneering
- Scoutcraft
- Staving
- Stalking
- Sports
- Troop HQ

Points will be awarded to Troops who ensure that all their administration is handed in timeously, completed, and correct. This will be checked during the registration at Field Day 2024.



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## General Rules:

- The Scout Promise and Law is the law of Field Day 2024
- Adhere to the [Ditsong Willem Prinsloo Agricultural Museum](#) rules and regulations at all times.
- Ablutions are specifically designated and split between youth and adult.
- Clean up abluion areas after use.
- Showers, consider others by keeping your shower short and not using up all the hot water.
- All waste is to be bagged and transported away by each Troop. No wet or dry pits allowed.
- Do not cross campsite boundaries, use gateways to enter and exit sites.
- Always keep fire safety in mind.
- Lost and found property is to be handed in at the Field Day HQ.
- Scouts are not allowed in the Field Day HQ, staff sleeping quarters, adult campsite, or adult ablutions.

## Registration Procedure:

Once your Troop has arrived at Field Day 2024, the following needs to take place:

- Scouter and Senior PL to report to Field Day HQ.
- Hand in consent forms and consent form summary sheet if it has not been sent prior to Field Day.
- Confirm your Troops competition entries.
- Obtain site allocations for various competitions.

Troops may not begin with any construction or competitions before that Troop's registration has been completed.



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## Akela (Red Nose) Challenge:

### Competition Team:

- Scouts of any age

### Competition Site:

- Activities take place within the Troop campsite, unless approved in writing by the Field Day organising team.

### Theme; Going to the Carnival:

- All activities and decorations need to depict this theme.

### Equipment Requirements:

- Troops determine and supply their own equipment required for the competition.

### Specific Rules:

- The Akela (Red Nose) Challenge is compulsory to qualify for the overall Field Day trophy. Troops that do not partake in this challenge, will not be considered.
- The activity must be run by Scouts for the Meerkats and Cubs. This is not a Scouter run activity. Troops will be penalized should there be adult involvement.

### Evaluation:

- Does the activity contribute towards Meerkat and Cub advancements and/or interest badge?
- Was the activity well-structured and had it kept the Meerkats and Cubs busy throughout the challenge?
- Was the activity run well by the Scouts?
- Did the Meerkats and Cubs enjoy themselves throughout the activity?

### The Challenge:

- Roughly 200 Meerkats and Cubs are expected to attend, in groups of 15 to 20 at a time. Numbers will be confirmed once registration has closed.
- Each group of Meerkats and Cubs will rotate between all the Troops and have an opportunity to visit each Troop.
- The Challenge runs from 13:00 to 17:00 on Saturday 10 August 2024.
- Keep the cost of the activity to a minimum.

### Activities:

- Troops are to submit a description of the activity which they would like to run to avoid duplication of activities. Ideas will be approved on a first come first served basis.
- Activity ideas are to be submitted together with the Troop registration.
- Meerkats and Cubs should have fun, learn, pass an advancement and/or badge requirement, and go away with a memory of a great time at Field Day.





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## Camping Competition:

### Competition Team:

- A patrol of six (06) Scouts will be judged for the competition. However, the entire Troops sets up camp and falls in for inspection.
- The patrol is to be dressed according to the theme during inspections.

### Specific Rules:

- Once registration has closed, Troops will be given the opportunity to select their campsite, in order of registration.
- Campsites cater for twenty (20) persons with a maximum of thirty (30), before a second campsite becomes mandatory.
- Extra campsites will only be allocated on receipt of full payment.
- Campsites will be 25m x 25m (or the equivalent ground area in shape).
- Troops may start off-loading equipment as from 10:00 on Friday 9 August 2024. Construction of campsites may begin at 10:00 on Friday 9 August 2024. Disregard of this will result in penalties.
- Scouters and/or adults may assist with off-loading of equipment but must vacate the campsite before construction of the campsite begins.
- Scouters will be allowed to camp within the Troop campsite, should they choose. Scouters will need to vacate the campsite once breakfast has concluded and may return to camp at the start of supper. Scouters who are seen assisting within camp at any time, will incur penalties for their Troop.
- There will be a separate campsite for Scouters and adults should you prefer to camp there.
- Scouters will be allowed to enjoy the marked meals with their Troops within the Troop campsite.
- All other meals may be prepared for Scouters by Scouts; however the Scouts must take these meals to the Scouters outside of the campsite.
- Scouters will be allowed back into the campsite after the final campsite inspection on Sunday 11 August 2024 to assist with dismantling of camp and loading of equipment.
- Lights and generators are to be switched off by 22:00 each night. Disregard of this will result in penalties.
- Scouts are to be in bed by 22:30 each night. Disregard of this will result in penalties.
- Rise and shine is at 05:30 each morning. Troops found to be making a disturbance and outside of their campsite prior to this time will be penalised.
- All waste (rubbish / food scraps / fire ash) is to be bagged and removed as directed.
- Decorations and costumes pertaining to the theme may be prepared prior to the commencement of the competition.
- Scouts observed crossing over campsite boundaries and not making use of gateways, will incur penalties.
- Penalties will be incurred for bad hygiene, untidiness, non-punctuality, not abiding by the Scout Promise and Law.



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## Competition Site:

- Selection of campsites will take place once entries have closed. Troops will make their selection in order of entries being received.
- The entire Troop campsite will be the competition site.
- Each campsite must have the following as a minimum requirement:
  - Sleeping area – sufficient tents to accommodate all Scouts, separated by male and female Scouts.
  - Kitchen area – preparation, washing, waste management, food storage.
  - Cooking – fireplace or gas stoves, fire-fighting station, fuel storage.
  - Equipment – storage of camp equipment, personal kit.
  - Dining – covered seating area for the number of Scouts registered on the entry form, Scouters and a judge.
  - Gadgets – gateway, flagpole, guest washstand, notice board.
  - Campsite boundary – definitive from of a boundary. Hazard tape and any form of string or twine is not acceptable.
  - Vehicles may not be parked in campsites. There will be designated parking areas.

## Marked Meals:

Troops decide on their own menus for the Field Day weekend. Meals will be evaluated on preparation requirements, taste, presentation, nutritional value, keeping with the theme, complexity, punctuality, and whether it was served at the required temperature.

The following meals will be marked at the times indicated:

- |                                       |   |       |
|---------------------------------------|---|-------|
| • Supper (Friday 9 August 2024)       | - | 19:30 |
| • Breakfast (Saturday 10 August 2024) | - | 06:30 |
| • Supper (Saturday 10 August 2024)    | - | 19:30 |
| • Breakfast (Sunday 11 August 2024)   | - | 06:30 |

Breakfasts – these should be a two (02) course meal consisting of two (02) hot items not including a hot drink. E.g., the Troop may serve a hot milk item as one course and an egg / savoury / meat / or any other item that requires preparation as the second course. A breakfast of a single cereal with cold milk will not score well.

Suppers – these should be a three (03) course meal, with at least one of the courses being served hot. E.g., the main course could be served hot while the starter and dessert are served cold. Courses are to be served according to the intended temperature of that course. A single course supper will not score well.

## Cooking equipment:

- Troops are to determine and supply their own equipment and meal requirements.
- Troops are to bring their own firewood. No wood is to be used from the campgrounds.

## Rules pertaining to marked meals:

- Judge's invitations are to be delivered to Field Day HQ fifteen (15) minutes prior to the start time of the meal.
- Judge's mess kit is to be collected when delivering the invitation.
- Judge's mess kit is to be used when serving the judge.
- Judges are to be met by at least two (02) Scouts, dressed according to the theme, at Field Day HQ and escorted to the Troop campsite.
- Cooking may be done using gas or fire.



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- Meals are to be served and concluded within thirty (30) minutes.
- The entire Troop must be served the same meal as what is served to the judge.
- Judge's mess kit is to be washed and returned within fifteen (15) minutes after concluding the meal.

## Campsite Inspection:

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

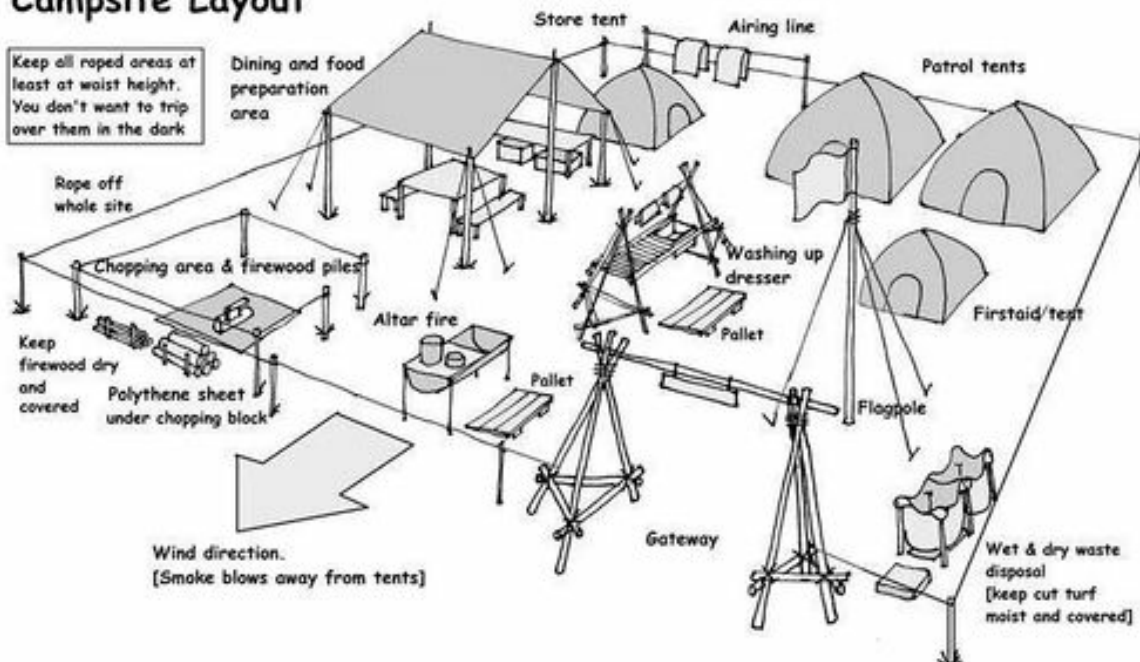
Full campsite inspections will take place on the following days and times:

- Saturday (10 August 2024) - 07:45
- Sunday (11 August 2024) - 07:45
- Sunday (11 August 2024) - 10:00

Rules pertaining to campsite inspection:

- Judges will not wait for Troops to "be ready for inspection". Inspections will commence at the times indicated above.
- The entire Troop is to fall in for inspection at the indicated times above.
- The selected patrol of six (06) Scouts will be inspected for being dressed according to the theme, with the PL and APL clearly indicated. The entire Troop will be inspected for hygiene.
- Unsafe behaviour and behaviour that goes against the Scout Promise and Law will be penalised.
- Campsites are to be returned to a similar condition as it was at the start of the competition for the final inspection.

## Campsite Layout



This is a suggested campsite layout. Troops may design their own layout.





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### **Campfire:**

Troops will be marked on their participation in the Field Day Campfire as part of the Camping Competition. Campfire will be held at 20:45 on Saturday 10 August 2024.

Each Troop will be required to perform a skit and lead a song at the campfire. Troops are to submit their choice of 3 songs and a brief description of the skit when registering for Field Day so that duplication is avoided. Skits and songs will be assigned on a first come first served basis. Enthusiasm and execution of skits and songs will be key to scoring well.



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## Cooking Competition:

### Competition Team:

- A maximum of four (04) Scouts
- Team to be dressed according to the theme throughout the competition with the PL clearly indicated.

### Menu:

- Teams will be sent a recipe for the meal prior to the commencement of Field Day.
- All teams will receive the same recipe and be cooking the same meal.
- Teams are to obtain the required ingredients prior to the commencement of Field Day.
- Cost of the ingredients needs to be kept under R250.

### Competition Site:

- Each team will cook within the designated area away from the Troop campsite.
- Decorations, notice boards, etc may be prepared prior to the commencement of the competition.
- No holes (wet / ash / rubbish pits) are allowed. All waste is to be bagged and removed from the site.

### Equipment Requirements:

- Teams are to supply their own equipment for preparation, cooking, presentation, serving, washing up, utensils, pots, pans, etc.
- Gazebo / shade to work under. (Very important!)
- Firewood / charcoal / braai stand / gas stoves
- All equipment must be safe and serviceable.

### Specific Rules:

- Marks are awarded for preparation, neatness, presentation and decoration, taste, cleanliness of equipment and safety.
- Prepared meals that are presented according to the Field Day theme will score highly.
- Cooking may be done via fire, gas, paraffin, solar or electric (own supply). Safety must be considered.
- An inspection of equipment and ingredients will be conducted between 08:15 and 08:45 on Saturday 10 August 2024.
- No part of the meal may be prepared beforehand.
- Competition starts at 09:00 on Saturday 10 August 2024.
- All ingredients listed within the recipes are to be used.
- Cell phones, two-way radios, and other communication devices are not allowed in the cooking competition area. Teams will be disqualified if found guilty.
- The main course must be served at 13:00 and dessert to be served by 13:30 on Saturday 10 August 2024.
- Final equipment inspection will be conducted at 14:30 on Saturday 10 August 2024.



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## **Evaluation:**

- Judges will evaluate the designated place setting and decorations, equipment cleanliness (before & after), preparation, meal presentation and taste.
- Judges will not sit at a table, a panel will judge all entries at the judges' table.
- The menu must be served in portions as follows:
  - 13:00 – serve the main course.
  - 13:30 – serve the dessert.
  - A single full place setting must be done at the judging table.

## **Competition Format:**

- Teams will receive the recipes beforehand.
- Teams are to obtain the required ingredients beforehand.
- All ingredients listed on the recipe are to be used, unless stated otherwise.
- The cost of the ingredients is to be kept under R250.
- Teams may start cooking from 09:00 on Saturday 10 August 2024. (Fires may only be lit from this time).

## **Cooking Equipment:**

All cooking equipment to be used must be laid out at the cooking site by 08:15 on Saturday 10 August 2024. An equipment list, provided by the team, must be available at the inspection. If equipment has not been inspected, then the team will not be allowed to proceed with the competition.

Final equipment inspection will take place at 14:30 on Saturday 10 August 2024. Teams must have laid out their equipment by 14:30. Teams that are late or have missing items against the list provided in the morning, will be penalised.

Dirty and unsafe equipment will be penalised.

## **Scouter and Adult assistance:**

The competition is done by the team of Scouts without any intervention or assistance from Scouter, other adults, or Scouts not part of the team. Anyone not part of the team that is found to be within the designated cooking area during the competition, will incur a penalty per incident.

The Chief Judge reserves the right to disqualify teams should there be evidence of assistance by those who are not part of the team.



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## First Aid Competition:

### Competition Team:

- A maximum of four (04) Scouts.
- Troop Camp uniform to be worn with an indication of the PL.

### Tasks:

The team will deal with various scenarios which cover the principals of First Aid as laid out in the First Aid sections of the Advancement, Scoutcraft, and Interest badges.

### Competition Site:

- The First Aid Competition will take place at the designated site.
- Teams will report for the competition according to a roster which will be made available.
- Teams will be penalized for being late for their scheduled time.

### Equipment Requirements:

- Teams must provide their own equipment (use the various first aid requirements in the Theme, Scoutcraft, and Interest badges as a guideline).
- It is suggested that a selection of roller bandages, triangular bandages, and other items to deal with incidents as required in the badges referred to in the previous paragraph be brought along to the competition.
- Bandages and dressings can be made from material. It need not be proper sterilized bandages.
- Complete "Troop First Aid Kit" is not required.

### Evaluation:

- Evaluation is based on correct first aid procedure including bandaging and dressing, wound treatment, splinting, evacuation, trauma assessment, patient interaction, etc.
- Team leadership will be assessed.
- Uniformity will be assessed.
- A team of judges will evaluate the scenarios.



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## Jolomk'u Competition:

### Competition Team:

- Troops may use any number of adults, Scouters, former Scouts, parents. No Scouts.
- Teams to be dressed uniformly and easily identifiable.

### Tasks:

- There is one task to be completed, indicated on the next page.

### Competition Site:

- Construction will take place within the designated competition area.
- Models and notice boards may be constructed beforehand.

### Equipment Requirements:

- Teams are to determine their own equipment requirements, but the dimensions as noted in the task must be adhered to.
- Teams are to supply and transport their own equipment.
- Any type of rope is acceptable, manila, sisal, cotton, polypropylene, or nylon.

### Specific Rules:

- Competition starts at 12:00 on Friday 9 August 2024.
- No part of the project may be constructed prior to the start of the competition.
- Pre-Inspection needs to take place before construction begins.
- Construction is to stop, and competition sites vacated at 19:00 on Friday 9 August 2024.
- Construction may restart at 07:00 on Saturday 10 August 2024.
- Competition ends at 13:00 on Saturday 10 August 2024. All teams to cease all construction activity regardless of the state of completion.

### Evaluation:

- Evaluation covers construction, accuracy, stability, neatness, functionality, and safety.
- Demonstration in use.
- Correct use of lashings, knots, whipping, proportionality, accuracy, stability, ratios, neatness, functionality, and safety.
- A scale model will be evaluated as well.
- A team of judges will evaluate each of the entries.





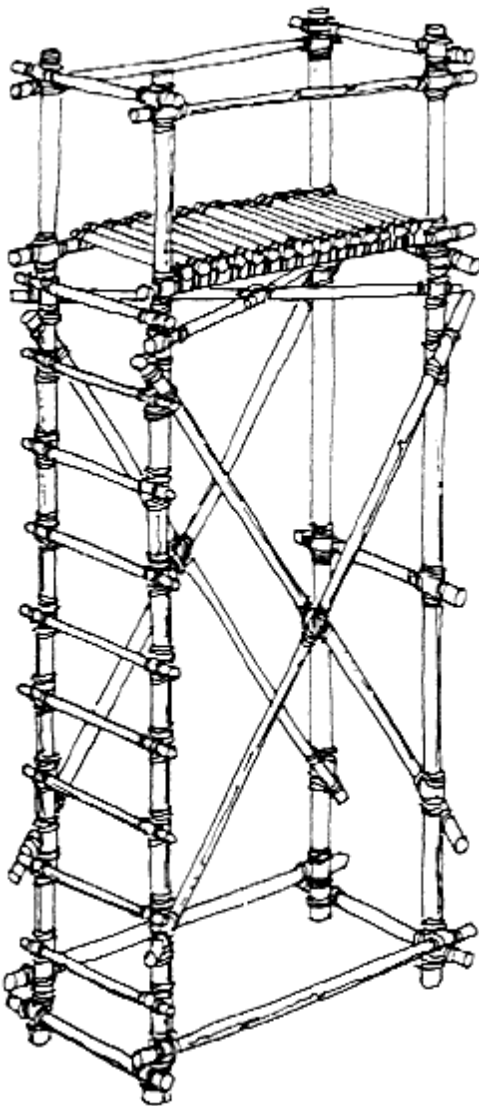
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## Task: Signal Tower

The following requirements must be met:

- The tower floor needs to be a minimum of three and a half (3.5) meters high
- Hand railings need to be a minimum of one point two (1.2) meters above the tower floor
- The tower should have a minimum width of one (1) meter
- The tower should have a minimum length of one point six (1.6) meters
- Staves of an appropriate thickness can be used for the tower floor and ladder steps. Staves may not be used anywhere else on the project
- Pickets and guidelines to be used to secure the tower

Safety: Chief Judge reserves the right to declare the project unsafe for use.





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## Orienteering Competition:

### Competition Teams:

- Junior team of two (02) Scouts (11, 12, and 13 years old)
- Middle team of two (02) Scouts (14 and 15 years old)
- Senior team of two (02) Scouts (16 and 17 years old)
- Troop camp uniform to be worn with an indication of the PL.

### Tasks:

- Junior: Plotting points on a map, general map work.
- Middle: Line orienteering, following a compass trail.
- Senior: Point scoring, getting to points from a central location.

### Competition Site:

- Teams are to report to the designated competition sites.
- Competition start and end times as per the program.

### Equipment Requirements:

- Teams to supply their own equipment.
- Junior: Mapping compass, 360° protractor, 30cm ruler, calculator (base).
- Middle: Mapping compass, water bottles, first aid kit.
- Senior: GPS device, mountain bicycles, high visibility vests, helmets, water bottles, first aid kit.

### Specific Rules:

- Evaluation requires correct codes / sequence / completion of tasks.
- Members of the middle and senior teams may not split up.
- Teams may not assist each other, e.g., the senior team assisting the junior team.
- Teams may not remove markers, codes, or pointers.

### Evaluation:

- A team of judges will evaluate each of the entries.
- The three age groups will earn their own trophies, but the results will be collated for the Overall Trophy.
- Answer sheets will not be accepted after the competition end time.



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## Pioneering Competition:

### Competition Team:

- A maximum of six (06) Scouts.
- Troop camp uniform must be worn with an indication of the PL.

### Task:

- There is one (01) task to be completed, indicated on the next page.

### Competition Site:

- Construction will take place within the designated competition area.
- Models and notice boards may be constructed beforehand.

### Equipment Requirements:

- Teams are to determine their own equipment requirements, but the dimensions as noted in the task must be adhered to.
- Teams are to supply and transport their own equipment.
- Any type of rope is acceptable, manila, sisal, cotton, polypropylene, or nylon.

### Specific Rules:

- Competition starts at 14:00 on Friday 9 August 2024.
- No part of the project may be constructed prior to the start of the competition.
- Pre-Inspection needs to take place before construction begins.
- Construction is to stop, and competition sites vacated at 19:00 on Friday 9 August 2024.
- Construction may restart at 07:00 on Saturday 10 August 2024.
- The task needs to be completed by 14:00 on Saturday 10 August 2024.
- Time extensions will be granted at five (05) penalty points per ten (10) minutes. Only ten (10) minute extensions are available whether fully used or not.
- Evaluation is based on Pioneering Principles. Correct use of lashings, knots, whipping, holdfasts, mousing, block and tackles, proportionality, accuracy, stability, ratios, raising and lowering, neatness, functionality, safety, teamwork, model, and overall impression.
- Any member of the Troop may assist with advice and support, but may not tie lashings, knots, nor build any part of the project. All incidents of this observed by a Field Day judge, will result in penalties per occasion.

### Evaluation:

- A team of judges will evaluate the project.



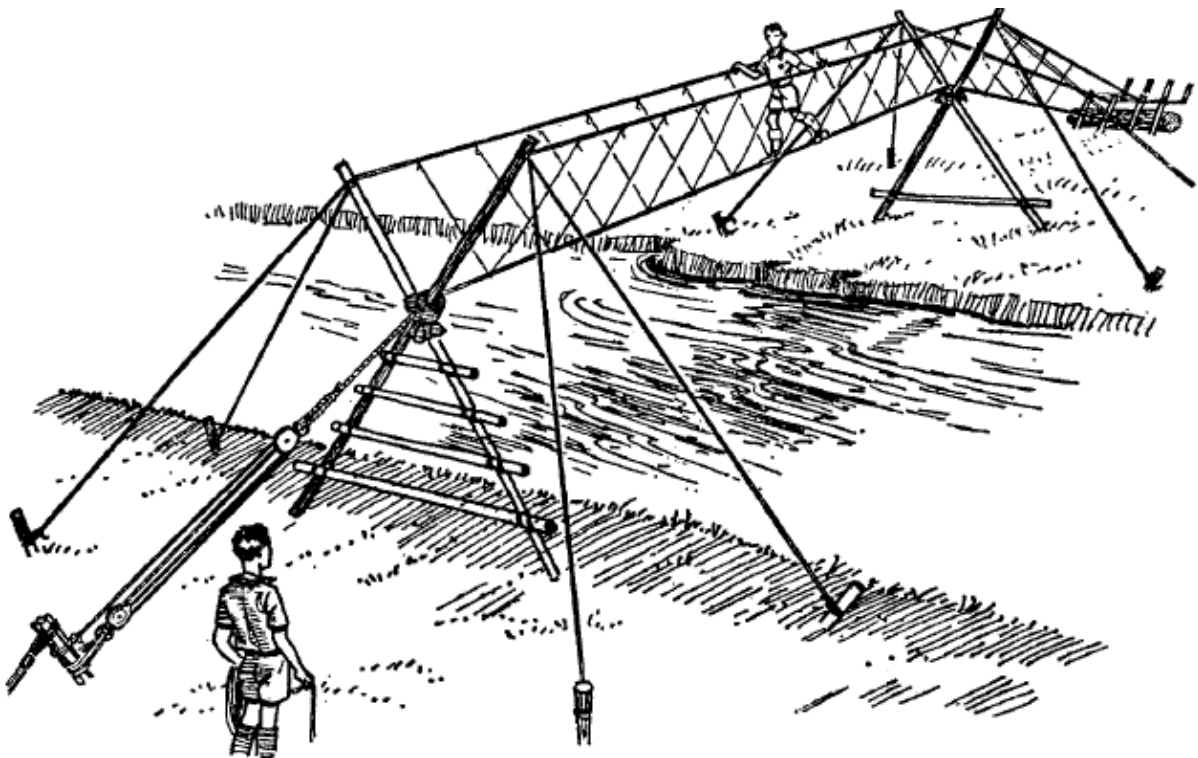
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## Task: The Monkey Bridge

The following requirements must be met:

- The bridge is to span between twelve (12) and fifteen (15) meters in distance
- The crosswalk rope of the bridge is to be between two (2) and two and a half (2.5) meters in height
- Sheer leg poles: no longer than 3.6m
- Sheer leg base poles: no longer than 2.4m
- Staves may only be used for sheer leg steps
- 3-2 Block and tackle system to be used
- Anchorages to be used:
  - 3-2-1
  - Log & Picket
- Log for anchorage: minimum diameter of 250mm
- Ropes of the appropriate thickness and length to be used on each section of the project
- A single rope is to be used for the crosswalk between the log and picket anchorage and the block and tackle system

Safety: Chief Judge reserves the right to declare the project unsafe for use.





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## Scoutcraft Competition:

### Competition Team

- A maximum of four (04) Scouts.
- Scouts may not interchange / swop during competition.
- Troop Camp uniform must be worn with an indication of the PL.

### Tasks

- Competition packs will be handed out at 12:00 on Friday 9 August 2024.

### Site

- Teams must complete the tasks in the designated area (not in campsites).
- Troops may bring refreshments to Scouts.

### Equipment Requirements

- Teams are to bring the items on the attached list (not definitive – you may bring more should you feel the need).
- Not all the items listed will be used during the competition.

### Specific Rules

- Tasks require planning, ingenuity, mental dexterity, creative skills, teamwork, success, correctness, accuracy, adaptability, lateral thinking, problem solving and social skills.
- Competition closes at 15:00 on Friday 9 August 2024. No extension of time will be given, irrespective of the number of tasks completed.

### Evaluation

- A team of judges will evaluate various tasks.
- Places will be decided in the following order:
  - Shortest time to correctly complete all activities.
  - Shortest time to complete the most activities correctly.
  - If a tie occurs (same time to complete the same number of activities correctly) – then the points for that position plus the next one down will be shared.





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## Equipment:

The following list is suggested (there **are** some red herrings):

- 01 x flat nosed and thin nosed pliers
- 01 x roll of fishing line (light breaking strain)
- 01 x 100g ball of string (called “1mm cotton twine” in shops)
- 02 x craft knives (like a Stanley knife)
- 02 x tubes glue (general adhesive)
- 01 x 80g Prit Stick
- 01 x bottle wood glue
- 02 x scissors
- 02 x 30 cm ruler
- 01 x 20cm square of pine plywood (or tomato box side)
- 01 x 9cm nail
- 01 x 360° protractor
- 01 x paper towel tube
- 01 x packet Press-stick
- 01 x cell phone
- 01 x roll Sellotape / magic tape
- 01 x roll wire (very thin / light)
- 01 x roll tin foil
- 01 x analogue watch
- 08 x 410 g tin cans (baked bean type)
- 02 x 720g tin cans (large jam type)
- Anything that a well-prepared Scout would carry.
- Stationery (pencils, pens, erasers, rulers, coloured pencils)
- 02 x clipboards
- Blank A4 paper (any colour)
- 01 x exam pad (i.e., ruled writing paper)
- 01 x packet cotton wool
- Matches / lighter.
- 1.2 m light stave or broom stick
- Large straight tent peg 300mm long
- My Scout Journey

**Note:** There is a mixture of activities from Scoutcraft to mental alertness.



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## Stalking Competition:

### Competition Team:

- A maximum of four (04) Scouts.

### Competition Site:

- Competition will take place at the designated site.

### Competition Format:

- It will be a night stalking game on Friday 9 August 2024.
- Duration will be ninety (90) minutes.
- Teams are to place their flags as close as possible to the judge's flag without being detected.
- Teams must recover various objects while making their way towards the judge's flag.

### Equipment Requirements:

- Any type of camouflage material is allowed.
- 20cm square flag for each team member of your own design.

### Rules:

- A team of assistant judges will move freely in the game area.
- A whistle will be sounded at the start of the game.
- A long whistle will be sounded at the end of the game.
- Stalkers may not move once the end whistle has sounded. Disqualification will occur should a stalker move after the end whistle.



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## Staving Competition:

### Competition Team:

- A maximum of four (04) Scouts.
- Troop camp uniform must be worn with an indication of the PL.

### Tasks:

- There are two (02) tasks to be completed, indicated on the next page.

### Competition Site:

- Construction will take place within the designated competition area.
- Models and notice boards may be constructed beforehand.

### Equipment Requirements:

- Teams are to determine their own equipment requirements, but the dimensions as noted in the task must be adhered to.
- Teams are to supply and transport their own equipment.
- Any type of rope is acceptable, manila, sisal, cotton, polypropylene, or nylon.

### Specific Rules:

- Competition starts at 14:00 on Friday 9 August 2024.
- No part of the project may be constructed prior to the start of the competition.
- Pre-Inspection needs to take place before construction begins.
- Construction is to stop, and competition sites vacated at 19:00 on Friday 9 August 2024.
- Construction may restart at 07:00 on Saturday 10 August 2024.
- The tasks need to be completed by 14:00 on Saturday 10 August 2024.
- Time extensions will be granted at five (05) penalty points per ten (10) minutes. Only ten (10) minute extensions are available whether fully used or not.
- Evaluation is based on Pioneering Principles. Correct use of lashings, knots, whipping, holdfasts, mousing, block and tackles, proportionality, accuracy, stability, ratios, raising and lowering, neatness, functionality, safety, teamwork, model, and overall impression.
- Any member of the Troop may assist with advice and support, but may not tie lashings, knots, nor build any part of the project. All incidents of this observed by a Field Day judge, will result in penalties per occasion.

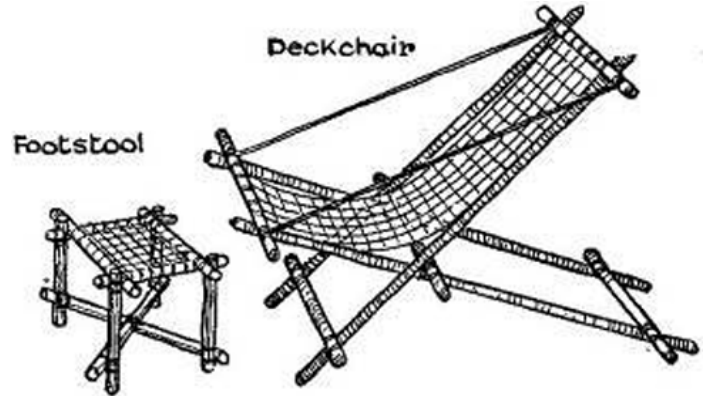


# field day 2024 competition & admin pack

## Task 1: Deckchair & Footstool

### Notes:

- This can be used by the camping meal judge should they wish to relax before or after a meal is served.
- The netting must be weaved onto the project with a single length of cord.
- Ensure that it can support the weight of an adult.



## Task 2: Step Ladder

### Notes:

- Highest step of the ladder should be one point two (1.2) meters high
- The ladder needs to support the weight of one Scout
- The ladder needs to be able to fold flat





# field day 2024 competition & admin pack

## Sports Competition:

### Competition Teams:

- Marksmanship – Two (02) Scouts per age group.
- Tug-o-War – Six (06) Scouts per age group.
- Volleyball – Six (06) Scouts per age group.

### Age Groups:

- Junior: 11 – 14 years
- Senior: 15 – 17 years

### Competition Sites:

- Marksmanship will take place at the designated shooting range.
- Tug-o-War and Volleyball will take place on the designated sports ground.

### Specific Rules:

- Each sport has its own trophy.
- The combination of points across all three (03) sports will determine the overall sports winner.
- Marksmanship:
  - Only weapons supplied Field Day may be used.
  - The range officer is always in charge and has the final say. Disregard of the range officer will result in disqualification.
  - Juniors may shoot in the senior competition.
  - Seniors may not shoot in the junior competition.
- Tug-o-War:
  - Anchors may not tie the rope around their waists.
  - Takkies or hiking boots may be worn, sporting cleats with spikes are not allowed.
  - Gloves are not allowed.
  - Best of three (03) pulls wins the round.
  - Umpire's decision is final.
- Volleyball:
  - Takkies or hiking boots may be worn, sporting cleats with spikes are not allowed.
  - Gloves may not be worn.
  - One (01) match is played to determine the winner of the round.
  - Umpire's decision is final.
- Detailed rules pertaining to each sport will be explained prior to the commencement of the Sports Competition.





# field day 2024 competition & admin pack

## Troop HQ Competition:

### Competition Team:

- All Scouts.
- No adults to assist with setting up of the Troop HQ.

### Competition Site:

- Troop HQ is within the allocated Troop Campsite.

### Equipment Requirements:

- Troops to determine and supply their own equipment.
- All items required are to be supplied by the Troop.
- Each Troop HQ must have the following as a minimum:
  - Details on the Akela (Red Nose) Challenge being offered by the Troop.
  - Welcome area for guests visiting the Troop (refreshments, rest area).
  - Decorations according to the theme of Field Day.
  - Information pertaining to the Group itself.
  - Advancement progress charts.
  - 2024 programme plan of the Troop.

### Specific Rules:

- Troop HQ is a compulsory competition for Troops who wish to qualify for the overall trophy.
- Evaluation considers HQ layout, cleanliness, decoration, design, construction, information, refreshments.

### Evaluation:

- Evaluation will be done at 10:30 and 13:30 on Saturday 10 August 2024 by a team of judges.



# field day 2024 competition & admin pack

## Camp Programme:

Friday 10 August 2024

Time	Activity	Location
10:00	Troops arrive at Ditsong Willem Prinsloo Agricultural Museum Registration <b>Camping, Troop HQ:</b> Competitions start	Campsite Camp HQ Campsite
12:00	<b>Scoutcraft, Jolomk'u:</b> Competitions start	Competition sites
14:00	<b>Pioneering, Staving:</b> Competitions start	Competition sites
15:00	<b>Scoutcraft:</b> Competition ends	Competition site
15:30	Scouter and senior PL briefing session	Camp HQ
16:00	<b>Junior Volleyball, Senior Tug-o-War:</b> Competitions start	Competition sites
18:00	<b>Junior Volleyball, Senior Tug-o-War:</b> Competitions end	Competition sites
19:00	<b>Pioneering, Staving, Jolomk'u:</b> Construction stops and teams to vacate the competition site.	Competition sites
19:30	<b>Camping:</b> Supper evaluation	Campsites
20:15	<b>Stalking:</b> Competition starts	Competition site
21:45	<b>Stalking:</b> Competition ends	Competition site
22:00	Lights out & generators off	Campsites
22:30	All Scouts in bed	Campsites

Notes:

- Troops not present at briefing session will incur penalty points against overall competition standing.



# field day 2024 competition & admin pack

**Saturday 10 August 2024**

<b>Time</b>	<b>Activity</b>	<b>Location</b>
05:30	Rise and shine	Campsites
06:30	<b>Camping:</b> Breakfast evaluation	Campsites
07:00	<b>Pioneering, Staving, Jolomk'u:</b> Construction may restart	Competition sites
07:45	<b>Camping:</b> Campsite inspection	Campsites
08:15	<b>Cooking:</b> Equipment inspection	Competition sites
08:45	Opening Ceremony	Parade ground
09:00	<b>Cooking, First Aid, Orienteering, Marksmanship:</b> Competitions start	Competition sites
10:30	<b>Troop HQ:</b> First inspection	Campsites
12:00	<b>First Aid, Orienteering:</b> Competitions end	Competition sites
12:45	Opening parades for Meerkats & Cubs	Parade ground
13:00	<b>Jolomk'u:</b> Competition ends <b>Cooking:</b> Main course evaluation <b>Akela (Red Nose) Challenge:</b> Competition starts	Competition site Competition site Campsites
13:30	<b>Cooking:</b> Dessert course evaluation <b>Troop HQ:</b> Second inspection	Competition site Campsites
14:00	<b>Pioneering, Staving:</b> Competition ends	Competition sites
14:30	<b>Cooking:</b> Final inspection	Competition site
16:00	<b>Junior Tug-o-War, Senior Volleyball:</b> Competitions start	Competition sites
17:00	<b>Akela (Red Nose) Challenge:</b> Competition ends Closing parades Meerkats & Cubs	Campsites Parade ground
18:00	<b>Marksmanship, Junior Tug-o-War, Senior Volleyball:</b> Competitions end	Competition sites
19:30	<b>Camping:</b> Supper evaluation	Campsites
20:30	<b>Camping:</b> Campfire	Campfire area
22:00	Lights out & generators off	Campsites
22:30	All Scouts in bed	Campsites

Notes:

- Troops to be fallen in for opening parade by 08:40
- Winners of Field Day 2023 (6<sup>th</sup> St Andrews) are to break the flag at the opening parade.
- Teams to constantly check the notice boards for competition time allocations as well as judge allocations for camping meal evaluations.



# field day 2024 competition & admin pack

**Sunday 11 August 2024**

<b>Time</b>	<b>Activity</b>	<b>Location</b>
05:30	Rise and shine	Campsites
06:30	<b>Camping:</b> Breakfast evaluation	Campsites
07:45	<b>Camping:</b> Campsite inspection	Campsites
10:00	<b>Camping:</b> Final inspection	Campsites
11:00	Scout's Own	Parade ground
11:30	Closing ceremony	Parade ground
12:00	Departure from Field Day 2024	Campsites

Notes:

- Winners of Field Day 2024 are to lower the flag at the closing ceremony.
- Ensure that campsites are fully cleared out of all equipment and waste.
- Troops are to transport their own waste after the competition.
- Check lost property before departure.



# field day 2024 competition & admin pack

## Administrative Documents:

All registrations will be done online. We encourage groups to submit all documentation electronically.

The following documents can be accessed using the provided web links:

- Troop registration form (Troop Scouter to compete, form goes live at midnight on 1<sup>st</sup> July 2024) - <https://forms.office.com/r/ZTXfYhCCvK>
- Den and Pack registration form (Den and Pack Scouter to complete, form goes live at midnight on 1<sup>st</sup> July 2024) - <https://forms.office.com/r/0KzrAa6tXs>
- Consent forms and summary sheets - <https://shorturl.at/JOSgB>
- Judge registration form (Any Scouter or Rover may be a judge) - <https://forms.office.com/r/piFv4rXpc5>

A reminder that the closing date for entries is Wednesday 31 July 2024. All trophies need to be returned to the Tshwane Scout Shop by Saturday 13 July 2024. Troops who have not returned trophies in their possession will be disqualified.

Consent forms together with the summary sheet are to be submitted as a single pack per Troop/Pack/Den either via email or shared via cloud storage. A shared folder can be made available to you for the upload of your documents upon request. Please use the Field Day email address for submission of documents or queries: [gt.fieldday@scouts.org.za](mailto:gt.fieldday@scouts.org.za)

Costs:

- Scouts & Troop Scouters Camping – R200 per person (includes badge)
- Scouters in Bungalows – R350 per person (includes badge)
- Meerkats & Cubs – R80 per person (includes badge)
- Den & Pack Scouters – R100 per person (includes badge)
- Day visitors – R30 per child, R50 per adult (no badge, payable at gate)
- Family & friends wanting to camp – R75 per person per night (no badge, payable at gate)

Banking Details:

Bank	-	Standard Bank
Account	-	SASA – Tshwane Region
Branch	-	Sunnyside
Branch Code	-	010645
Account No.	-	011505451
Reference	-	Troop Name FD (e.g.: MenloFD)

Do join our WhatsApp Community to stay up to date with all communications prior and during Field Day 2024: <https://chat.whatsapp.com/K1tD6uhDUvRBcJJzohDjP>

We are looking forward to an exciting competition weekend with you all.

Yours in Scouting

Neil Marshall (Camp Chief) – 072 235 9442

Hamish Arendse (Chief Judge) – 082 645 5537