



Field Day 2026

intergalactic

14 – 16 august 2026

clitsong willem prinsloo agricultural museum



field day 2026 competition & admin pack

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Competitions' Overview:

Troops will be able to compete in various competitions at Field Day 2026 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 2026 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 Challenge as well as to partake in the Camping and Staving Competitions if that troop wishes to compete for the overall Field Day 2026 trophy. Troops not running an activity as part of the Akela Challenge, will not be in contention for the overall Field Day 2026 trophy.

Should two (2) or more Troops wish to enter Field Day as a combined effort, they may do so. However, these Troops will be entered into all competitions as a combined team. You will not be allowed to enter one competition as a combined team and then another as an individual team.

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

Competitions which will be taking place throughout the weekend are:

- Akela 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, is completed, and correct. This will be checked during the registration at Field Day 2026.



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General Rules:

- The Scout Promise and Law are the law of Field Day 2026.
- 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 ablution 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.
- All members of Scouts South Africa need to familiarize themselves with the [Members Code of Conduct and Disciplinary Policy](#).
 - Contravening the policy will result in disciplinary action.
- Wristbands:
 - Upon receipt of payment, groups will be issued with wristbands. Everyone attending at Field Day, is required to wear the wristband throughout the weekend.
 - Anyone who has not registered and paid prior to Field Day, will need to purchase a wristband from Willem Prinsloo Museum. These wristbands exclude a badge.
 - Parents, family, friends, drivers of vehicles offloading equipment are all required to wear a wristband.
- This is a Scout Camping Competition. Allow the Scouts to partake in the competition. Scouter and parent involvement is not allowed, unless stated otherwise.

Registration Procedure – 100 points:

Once your Troop has arrived at Field Day 2026, 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.
- Scouters and competition PL's are to join the Field Day WhatsApp Community. All communications will be done via this channel.

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



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Akela Challenge – 300 points:

Competition Team:

- Scouts of any age

Competition Site:

- Activities take place within the designated competition site.

Theme; Intergalactic:

- 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 Challenge is COMPULSORY to qualify for the overall Field Day 2026 trophy. Troops that do not partake in this challenge, will not be considered.
- The competition starts at 13:00 on Saturday 15 August 2026.
- The competition ends at 17:00 on Saturday 15 August 2026.
- 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.
- Basic first aid kit should be available at the base.

Evaluation:

- Details pertaining to the base is clearly visible?
- 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's activity.
- The Challenge runs from 13:00 to 17:00 on Saturday 15 August 2026.
- 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 2026.



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Camping Competition – 600 points:

Competition Team:

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

Specific Rules:

- Participation in the Camping Competition is **COMPULSORY** in order to qualify for the overall Field Day 2026 trophy.
- Troops will be assigned their campsite during registration on Friday 14 August 2026.
- 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.
- Troops may start off-loading equipment as from 13:30 on Friday 14 August 2026.
- Construction of campsites may begin at 14:00 on Friday 14 August 2026, after registration and campsite pre-inspection has taken place. Disregard of this will result in penalties.
- Scouters and/or adults may assist with off-loading of equipment but may not assist with the construction of the campsite.
- Scouters will be allowed to camp within the Troop campsite, should they choose. However, Scouters may not assist with any part of the camping competition, which includes but not limited to, campsite construction & camp meal preparations.
- 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.
- After the final campsite inspection on Sunday 16 August 2026, Scouters may assist with dismantling of camp and loading of equipment.
- No vehicles are allowed to be within the camp.
 - o Once equipment has been offloaded, vehicles need to be moved to the designated parking areas.
 - o All vehicles need to be out of camp by 19:00 on Friday 14 August 2026.
 - o No vehicles will be allowed to move around campsites on Saturday 15 August 2026.
 - o Vehicles will be allowed back into Camp to load equipment at 11:00 on Sunday 16 August 2026.
 - o Penalties will be issued against the Camping Competition for vehicles found to be in contravention of the above.
- 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.



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- Penalties will be incurred for bad hygiene, untidiness, non-punctuality, not abiding by the Scout Promise and Law.

Competition Site:

- Selection of campsites will take place upon arrival and registration at Field Day 2026.
- The entire Troop campsite will be the competition site.
 - Scouter tents within the campsite will not be inspected, however, camping standards still apply to Scouters as well.
- 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 form 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 2026 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:

- | | | |
|---------------------------------------|---|-------|
| • Breakfast (Saturday 15 August 2026) | - | 06:30 |
| • Supper (Saturday 15 August 2026) | - | 19:30 |
| • Breakfast (Sunday 16 August 2026) | - | 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.

Supper – this 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 thirty (30) 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.



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- 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.
- 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 thirty (30) 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.

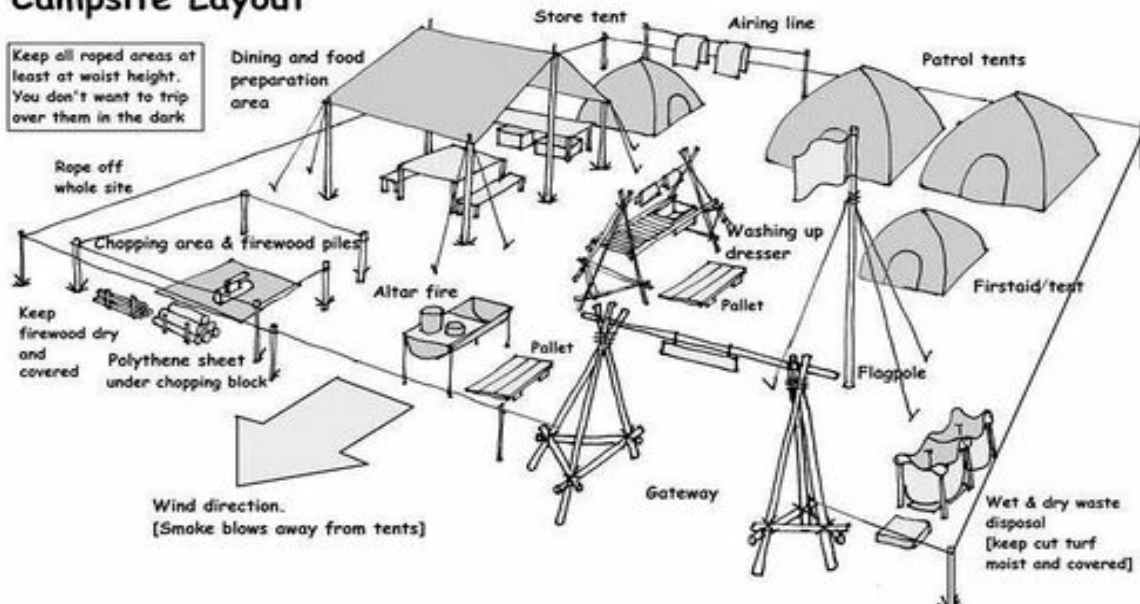
Full campsite inspections will take place on the following days and times:

- Saturday (15 August 2026) - 07:45
- Sunday (16 August 2026) - 07:45
- Sunday (16 August 2026) - 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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Cooking Competition – 300 points:

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 are to cook a three (03) course meal for the judges (starter, main course, & dessert).
- All three (03) courses may be cooked and prepared on an open fire or gas or solar, or any other method that suites the theme of Field Day. No methods making use of electricity is allowed.
- The starter, main course and dessert are to fit in with the theme.
- The main course should comprise of a protein that has been flame grilled. Any protein may be chosen.
- The main course must also include a vegetable of choice; originality of the preparation of the vegetable and cooking process will be taken into consideration when awarding points.
- Served with the main meal, there should also be some form of flat bread, to compliment the main meal.
- For the dessert, a pressure pack or foil pack method must be used to prepare the desert. Teams are also to make and serve frost from Uranus (Ice Cream) together with the desert. The ice cream is to be made during the cooking competition and may not be store bought or premade. Penalties will be incurred should there be no ice cream part of the dessert or if it is not made during the competition.
- Teams are to obtain the required ingredients prior to the commencement of Field Day.
- Cost of the ingredients needs to be kept to a minimum of R250 and a maximum of R350 (any ingredients that are brought from home or from the groups stores, must be calculated into the budget).
- A full logbook must be created, which contains:
 - o Cooking team roles & responsibilities
 - o Equipment lists
 - o Recipes used for the cooking competition
 - o List of ingredients
 - o Method used for cooking
 - o A full budget

The logbook must be handed to the judges by no later than 09:00 on Saturday 15 August 2026.

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.



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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 / solar ovens
- 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.
- An inspection of equipment and ingredients will be conducted between 08:15 and 08:45 on Saturday 15 August 2026.
- No part of the meal may be prepared beforehand.
- Competition starts at 09:00 on Saturday 15 August 2026.
- 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 starters must be served at 12:30, main course must be served at 13:00 and dessert to be served by 13:30 on Saturday 15 August 2026.
- Final equipment inspection will be conducted at 14:30 on Saturday 15 August 2026.

Evaluation:

- Judges will evaluate the designated place setting and decorations, equipment cleanliness (before & after), preparation, meal presentation and taste.
- Invitations sent out timeously and fits with the theme.
- 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:
 - o 12:30 – serve starter.
 - o 13:00 – serve the main course.
 - o 13:30 – serve the dessert.
 - o A single full place setting must be done at the judging table, must fit with the theme.

Competition Format:

- Teams to decide on their menu and are to obtain the required ingredients beforehand.
- The cost of the ingredients is to be kept under R350.
- Teams may start cooking from 09:00 on Saturday 15 August 2026. (Fires may only be lit from this time).



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Cooking Equipment:

All cooking equipment to be used must be laid out at the cooking site by 08:15 on Saturday 15 August 2026. A full equipment list must be provided by the team and must be available at the inspection as part of the logbook. 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 15 August 2026. 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 a 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 – 300 points:

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.
- Competition starts at 09:00 on Saturday 15 August 2026.
- Competition ends at 12:00 on Saturday 15 August 2026.
- Teams will report for the competition according to a roster which will be made available.
- Each team will be allocated a 1 hour slot to complete the First Aid competition.
- 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.
 - o Medications, creams, gels are not required in the kit
 - o Bandages may be practice bandages or pieces of cloth.

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 – 300 points:

Competition Team:

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

Tasks:

- 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:

- The Jolomk'u competition is a standalone competition and will not be counted towards the overall Field Day competition result.
- Competition starts at 15:00 on Friday 14 August 2026.
- No part of the project may be constructed prior to the start of the competition.
- Pre-Inspection needs to take place before construction begins.
- Model of construction project is to be submitted to the Field Day HQ upon registration on Friday 14 August 2026.
- Construction is to stop, and competition sites vacated at 19:00 on Friday 14 August 2026.
- Construction may restart at 07:00 on Saturday 15 August 2026.
- Competition ends at 13:00 on Saturday 15 August 2026. 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: Intergalactic Beacon Tower:

A high beacon to light the way for explorers

Project Overview:

Build a tall, stable beacon tower with a bright light at the top.

Suggested Materials:

- 6 x 6m poles (main uprights for the tower)
- 10 x 3m poles (cross braces and stabilizers)
- 8 x 1m poles (ladder rungs and platform supports)
- 2 x 4m poles (ladder uprights)
- Approx. 50m of 8mm rope (guy lines)
- Approx. 40m of 6mm rope (lashings & handrails)
- Light (LED lantern or weatherproof lamp)
- Pegs for guy lines and anchors
- Frapping mallets
- Hammers

Dimensions:

- Height: Approx. 5m
- Footprint: Approx. 4m x 4m

Key Lashings:

- Square Lashing
- Diagonal Lashing
- Shear Lashing
- Tripod Lashing
- Cross Lashing
- Continuous Lashing





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Build Steps:

1. Set out the base (4 m × 4 m) and mark key points with pegs.
2. Erect the four main uprights (use 6 m poles) and lash at the top.
3. Build the base frame using square lashings and add diagonal braces.
4. Add the central upper section and lash securely.
5. Lash the top section tightly (tripod lashing) to bring the uprights together.
6. Install the light at the top and secure it.
7. Add guy lines at all four sides, pegging out securely.
8. Check all lashings and guy lines are tight and safe.
9. Test the light and make any adjustments.
10. Enjoy your beacon lighting the way!

Safety Notes:

- Check all lashings are tight and secure.
- All guy lines lashed and tucked away.
- Guy lines pegged out at 45°.
- Keep the area around the tower clear.
- Never climb the tower.
- Always build safely as a team and check your work.

Motto:

Explore. Create. Inspire. Be Prepared. Aim High. Reach Beyond.
Be a Light. Be a Leader. Shine Bright.



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Orienteering Competition – 300 points:

Competition Teams:

- Junior team of two (02) Scouts (11, 12, and 13 years old, 100 points).
- Middle team of two (02) Scouts (14 and 15 years old, 100 points).
- Senior team of two (02) Scouts (16 and 17 years old, 100 points).
- 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.

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:

- Competition starts at 09:00 on Saturday 15 August 2026.
- Competition ends at 12:00 on Saturday 15 August 2026.
- 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.
- Bicycles may only be used for the Senior Orienteering Competition and may not be used at any other time.
 - Scouts found to be riding bicycles around camp will be penalised against the Camping Competition.

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 – 300 points:

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 16:00 on Friday 14 August 2026.
- No part of the project may be constructed prior to the start of the competition.
- Pre-Inspection needs to take place before construction begins.
- Model of construction project is to be submitted to the Field Day HQ upon registration on Friday 14 August 2026.
- Construction is to stop, and competition sites vacated at 19:00 on Friday 14 August 2026.
- Construction may restart at 07:00 on Saturday 15 August 2026.
- The task needs to be completed by 14:00 on Saturday 15 August 2026.
- 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: Intergalactic Observation Post:

A high lookout for intergalactic explorers. Perfect for watching over your camp and beyond!

Project Overview:

Build a sturdy observation post to survey your base, spot incoming visitors, and explore the unknown.

Suggested Materials:

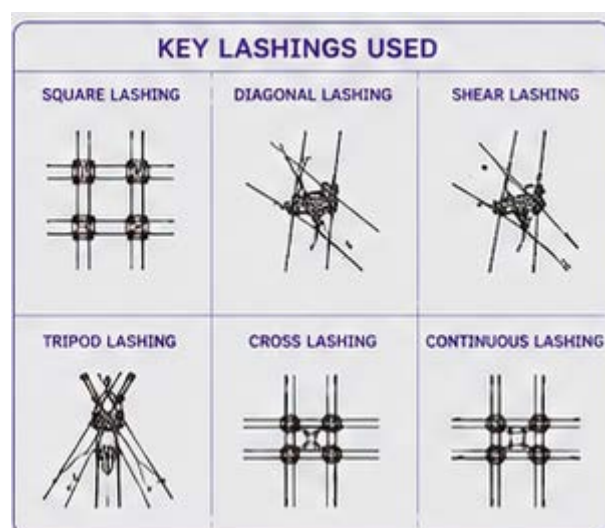
- 12 x 3m pioneer poles (or similar)
- 6 x 4m pioneer poles (for uprights)
- Approx. 60m of 8mm rope (guy lines)
- Approx. 60m of 6mm rope (lashings & handrails)
- 1 x Wooden ladder (or pioneer ladder)
- Pegs for guy lines and anchors
- Frapping mallets
- Hammers

Dimensions:

- Height: 5.5m
- Platform height: 3.5m
- Width: 4m
- Footprint: 6m x 6m

Key Lashings:

- Square Lashing
- Diagonal Lashing
- Shear Lashing
- Tripod Lashing
- Cross Lashing
- Continuous Lashing





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Build Steps:

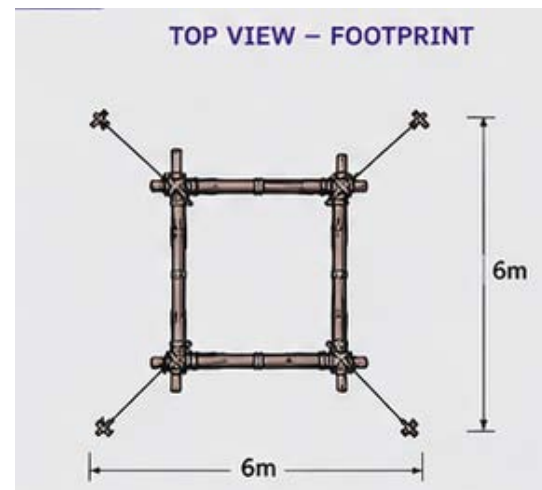
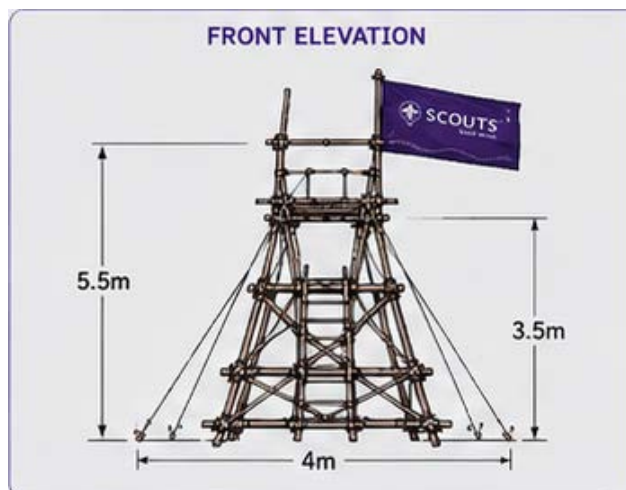
1. Set out the main footprint (6m x 6m) and mark the key points with pegs.
2. Erect the four main uprights (use 4m poles).
3. Construct the base frame using square lashings.
4. Add diagonal braces for stability.
5. Build the platform frame at approximately 3.5m high.
6. Pull the platform.
7. Build guard rails around the platform.
8. Lash the wooden ladder in place with rope handrails.
9. Erect the top star feature.
10. Add the flag mast.
11. Add signage and themed decorations.

Safety Notes:

- Check all lashings are tight
- All angles checked.
- Guy lines pegged out at 45°.
- Keep the area around the structure clear.
- Always build safely as a team and check your work.

Motto:

Teamwork makes out-of-this-world adventures!
Be Prepared. Aim High. Reach Beyond.





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Scoutcraft Competition – 300 points:

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:

- Teams will receive a list of tasks, some dependent on other tasks, each worth an indicated number of points.
- For some tasks, the number of points awarded will depend on the level of completeness or the quality of the result. Other tasks will simply be binary with zero or full points awarded.
- Tasks will have a point value to reflect their difficulty or time requirements
- It may be unlikely to finish all tasks so teams should allocate their time strategically
- Teams will carry their own task sheets that need to be marked by judges on completion or submission of each task
- The competition will last 180 minutes. No submissions thereafter will be accepted.
- While most tasks can be completed by any team at any point, some tasks will have limited access allowing a limited number of teams to engage at a time. In such cases the first team to begin these tasks will have rights to that activity slot until they disengage from that activity spot.

Site:

- Scouts must complete all tasks within the designated competition area as well as within their campsites.
- Teams must bring everything with them that they may need.
- Troops may bring refreshments to Scouts.
- The competition site will be indicated on the day and on relevant Field Day maps.



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Equipment Requirements:

- 1 x 100g ball of string
- 1 x Craft knives (like a Stanley knife)
- 1 x General adhesive (glue)
- 1 x Pritt Stick
- 2 x Scissors
- 1 x 30 cm ruler
- 1 x Kitchen towel tube
- 1 x Press-stick
- 1 x Roll Sellotape / magic tape
- 1 x Analogue watch
- Stationery (pencils, pens, erasers, rulers, coloured pencils)
- 2 x Clipboards
- 4 x Blank A4 paper
- 1 x Exam pad
- Box of Matches
- Small fire extinguisher
- 5m lashing rope
- Dowl rods:
 - o 4 @ 8cm x 25cm
 - o 7 @ 5cm x 9cm
- My Scout Journey
- Anything that a well-prepared Scout would have for a special project

Specific Rules:

- Competition starts at 09:30 on Saturday 15 August 2026.
- Competition ends at 12:30 on Saturday 15 August 2026.
- No extension of time will be given, irrespective of the number of tasks completed.

Evaluation:

- A team of judges will evaluate various tasks.
- Judges have final say on point allocation.



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Stalking Competition – 300 points:

Competition Team:

- A maximum of four (04) Scouts.

Competition Site:

- Competition will take place at the designated site.

Competition Format:

- Competition starts at 20:00 on Friday 14 August 2026.
- Competition ends at 21:30 on Friday 14 August 2026.
- 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.
- Objective: The primary goal is to stalk silently and unseen through the designated course. Your mission is to secure a hidden glow stick and then cross the finish line without being caught.
- Movement: This is a stalking competition, not a race. You must remain low to the ground and move with stealth. If you are caught running, walking upright, or moving in a way that makes you clearly visible, you will be disqualified.
- The Lighthouse: A designated leader will be operating a "lighthouse," or a light source, that will periodically sweep the course. If the light catches you while you are moving or if your movements are too obvious, you will be eliminated from the competition.
- Glow Stick: A glow stick is hidden somewhere on the course. Finding it is a key objective. If you successfully retrieve the glow stick and cross the finish line with it, you will earn extra points.
- Fair Play: Remember to be a good sport and be fair to your fellow scouts. The goal is to challenge your skills, not to cheat or sabotage others.
- Most Importantly, Have Fun! Enjoy the challenge, work on your stealth skills, and make some great memories

Equipment Requirements:

- Any type of camouflage material is allowed.
 - All participants must wear appropriate dark clothing or camouflage. This is essential for blending in with the surroundings and avoiding detection.
- 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 – 300 points:

Competition Team:

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

Tasks:

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

Competition Site:

- Construction will take place within the Troop campsite.
- 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:

- Participation in the Staving Competition is COMPULSORY in order to qualify for the overall Field Day 2026 trophy.
- Competition starts at 16:00 on Friday 14 August 2026.
- No part of the project may be constructed prior to the start of the competition.
- Pre-Inspection needs to take place before construction begins.
- Model of staving project is to be submitted to the Field Day HQ upon registration on Friday 14 August 2026.
- Construction is to stop at 19:00 on Friday 14 August 2026.
- Construction may restart at 07:00 on Saturday 15 August 2026.
- The task needs to be completed by 14:00 on Saturday 15 August 2026.
- 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, proportionality, accuracy, stability, ratios, 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.



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Task: Intergalactic Command Gateway:

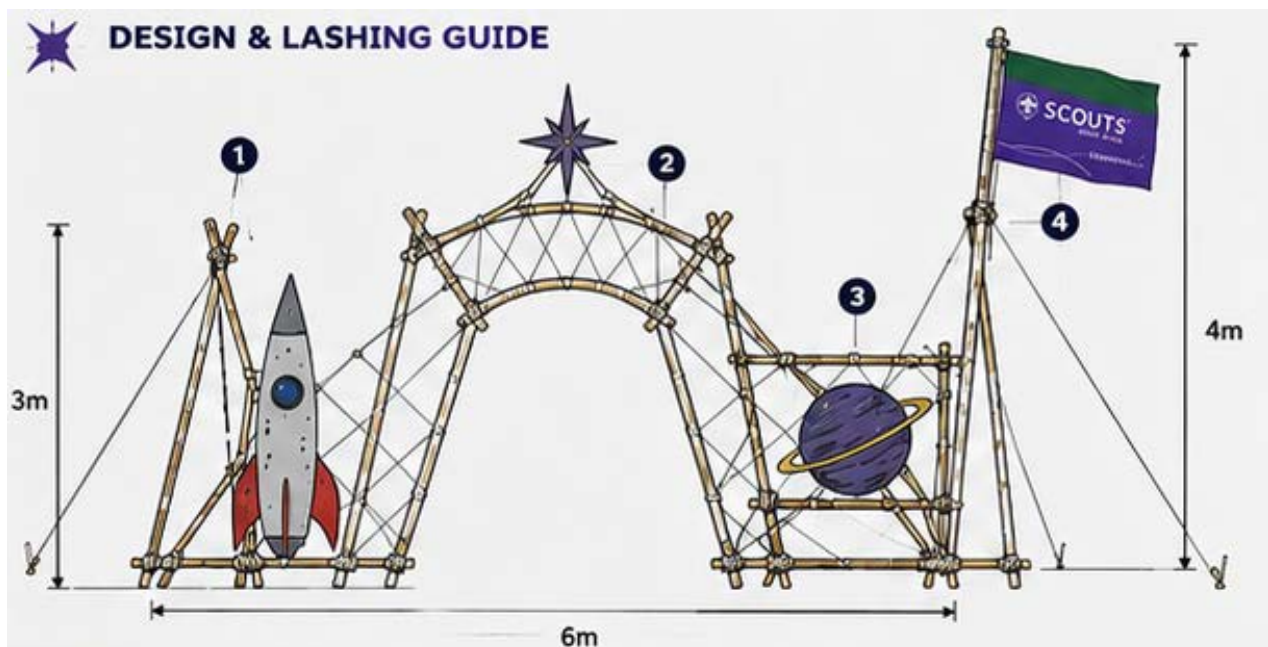
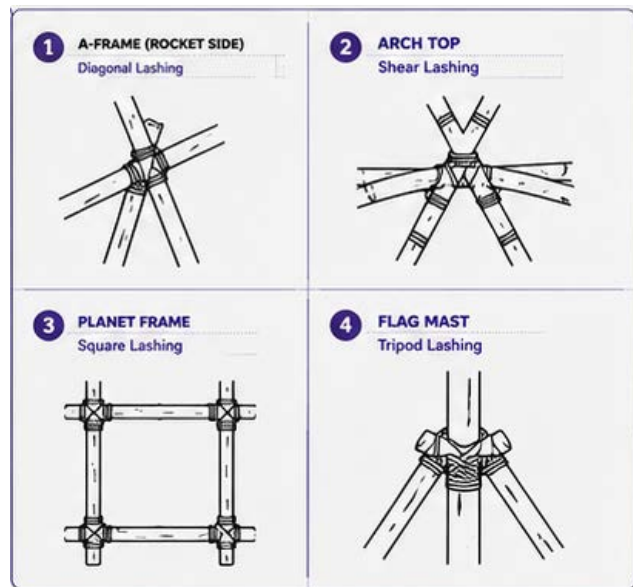
A staving project themed around exploration beyond our world!

Project Overview:

A futuristic intergalactic gateway and command station, complete with a rocket, planet sign, and flag mast. Great as an entrance feature for a camp, activity base, or display.

Suggested Materials:

- 12 x 3m poles (or similar)
- 1 x 4m pole (for flag mast)
- Approx. 60m of 8mm rope
- Approx. 20m of 6mm rope (guy lines)
- 1 x flag
- Card/ply signs (optional)
- Pegs for guy lines
- Rubber mallet





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Build Steps:

1. Lash the two A-frames (rocket side and planet side) using Diagonal or Shear lashings.
2. Raise the arch between the A-frames and lash securely using Shear lashings.
3. Add rope webbing between the frames for a star-net effect.
4. Construct the planet frame and lash to the right-hand A-frame.
5. Build the flag mast using a Tripod lashing and guy out securely.
6. Add your sign, rocket, planet, and flag.
7. Check all lashings and guy lines are tight and safe.

Safety Notes:

- Check all lashings are tight and secure.
- All shear legs should be tied and tucked away.
- Guy lines pegged out at 45°.
- Always build safely and get help with your work.

Motto:

Explore. Create. Inspire. Be Prepared. Aim High. Reach Beyond.



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Sports Competition – 300 points:

Competition Teams:

- Marksmanship – Two (02) Scouts per age group (100 points, 50 points per age group).
- Tug-o-War – Six (06) Scouts per age group (100 points, 50 points per age group).
- Volleyball – Six (06) Scouts per age group (100 points, 50 points 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.
- Marksmanship will take place between 09:00 and 18:00 on Saturday 15 August 2026.
- Tug-o-War & Volleyball will take place between 15:00 and 18:00 on Saturday 15 August 2026.
 - o Teams are to arrive at the designated sporting area by 14:45 for rollcall and rules briefing.
- The combination of points across all three (03) sports will determine the overall sports winner.
- Marksmanship:
 - o Teams may go compete in this competition at any point during this time.
 - o Both team members must compete at the same time.
 - o Only weapons supplied by Field Day may be used.
 - o The range officer is always in charge and has the final say. Disregard of the range officer will result in disqualification.
 - o Juniors may shoot in the senior competition.
 - o Seniors may not shoot in the junior competition.
- Tug-o-War:
 - o Anchors may not tie the rope around their waists.
 - o Takkies or hiking boots may be worn, sporting cleats with spikes are not allowed.
 - o Gloves are not allowed.
 - o Best of three (03) pulls wins the round.
 - o Umpire's decision is final.
- Volleyball:
 - o Takkies or hiking boots may be worn, sporting cleats with spikes are not allowed.
 - o Gloves may not be worn.
 - o One (01) match is played to determine the winner of the round.
 - o Umpire's decision is final.
- Detailed rules pertaining to each sport will be explained prior to the commencement of the Sports Competition.



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Troop HQ Competition – 300 points:

Competition Team:

- Scouts, Scouters, parents, group committee members.

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:
 - o Details on the Akela Challenge being offered by the Troop.
 - o Welcome area for guests visiting the Troop (refreshments, rest area).
 - o Decorations according to the theme of Field Day 2026.
 - o Information pertaining to the Group itself.
 - o Advancement progress charts.
 - o 2026 programme plan of the Troop.

Specific Rules:

- Troop HQ construction may begin at 14:00 on Friday 14 August 2026.
- Evaluation considers HQ layout, cleanliness, decoration, design, construction, information, refreshments.

Evaluation:

- Evaluation will be done at 10:30 and 13:30 on Saturday 15 August 2026 by a team of judges.



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Camp Programme:

Friday 14 August 2026

Time	Activity	Location
13:30	Troops arrive at Ditsong Willem Prinsloo Agricultural Museum Registration	Campsite Camp HQ
14:00	Camping, Troop HQ: Competitions start	Campsite
15:00	Jolomk'u: Competition starts	Competition site
16:00	Pioneering, Staving: Competitions start	Competition site
19:00	Pioneering, Staving, Jolomk'u: Construction stops and teams to vacate the competition site.	Competition sites
19:15	Scouter and senior PL briefing session	Camp HQ
20:00	Stalking: Competition starts	Competition site
21:30	Stalking: Competition ends	Competition site
22:00	Lights out & generators off	Campsites
22:30	All Scouts in bed	Campsites

Notes:

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



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Saturday 15 August 2026

Time	Activity	Location
05:30	Rise and shine	Campsites
06:30	Camping: Breakfast evaluation	Campsites
07:00	Pioneering, Staving, Jolomk'u: Construction may restart	Competition sites
07:45	Camping: Campsite inspection	Campsites
08:15	Cooking: Equipment inspection	Competition sites
08:45	Opening Ceremony	Parade ground
09:00	Cooking, First Aid, Orienteering, Marksmanship: Competitions start	Competition sites
09:30	Scoutcraft: Competition starts	Competition sites
10:30	Troop HQ: First inspection	Campsites
12:00	First Aid, Orienteering: Competitions end	Competition sites
12:30	Cooking: Starter course evaluation Scoutcraft: Competition ends	Competition sites Competition sites
12:45	Opening parade for Meerkats & Cubs	Parade ground
13:00	Jolomk'u: Competition ends Cooking: Main course evaluation Akela Challenge: Competition starts	Competition site Competition site Competition site
13:30	Cooking: Dessert course evaluation Troop HQ: Second inspection	Competition site Campsites
14:00	Pioneering, Staving: Competition ends	Competition sites
14:30	Cooking: Final inspection	Competition site
15:00	Tug-o-War, Volleyball: Competitions start	Competition sites
17:00	Akela Challenge: Competition ends Closing parades Meerkats & Cubs	Campsites Parade ground
18:00	Marksmanship, Tug-o-War, Volleyball: Competitions end	Competition sites
19:30	Camping: Supper evaluation	Campsites
20:30	Camping: 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 2025 (5th Pretoria Hilcrest-Colbyn) 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.



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Sunday 16 August 2026

Time	Activity	Location
05:30	Rise and shine	Campsites
06:30	Camping: Breakfast evaluation	Campsites
08:00	Camping: Campsite inspection	Campsites
10:30	Camping: Final inspection	Campsites
11:30	Scout's Own	Campsites
12:30	Closing ceremony	Parade ground
13:30	Departure from Field Day 2026	Campsites

Notes:

- Winners of Field Day 2026 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.



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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:

- All documents can be accessed on the Field Day Website - <https://gauteng.scouts.org.za/field-day/>
- Troop registration form (Troop Scouter to compete, form goes live at 08:00 on Monday 15th June 2026) - <https://forms.cloud.microsoft/r/iUWrLh3wD4>
- Den and Pack registration form (Den and Pack Scouter to complete, form goes live at 08:00 on Monday 15th June 2026) - <https://forms.office.com/r/W3yYZUGyku>
- Consent forms and summary sheets – Field Day website
- Judge registration form (Any Scouter or Rover may be a judge, form is live for registration) - <https://forms.cloud.microsoft/r/W9xLHi3GUR>
- Additional entries (Should your group require additional entries not captured on the registration forms) - <https://forms.cloud.microsoft/r/GjHhy19WCJ>

A reminder that the closing date for entries is Friday 31 July 2026. All trophies need to be returned to the Parkmore or Hatfield Scout shop with the correct engraving for 2025 by Saturday 18 July 2026. Troops who have not returned trophies in their possession will be penalized.

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 link. 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

Costs:

- Scouts & Troop Scouters Camping – R220 per person (includes Field Day 2026 badge)
- Scouters in Bungalows – R440 per person (includes Field Day 2026 badge)
- Meerkats & Cubs – R80 per person (includes Akela Challenge badge)
- Den & Pack Scouters – R100 per person (includes Akela Challenge badge)
- Day visitors – R35 per child, R60 per youth/adult (no badge)
- Field Day 2026 Pennant – R60 per pennant
- Additional Field Day Badge – R35 per badge
- Additional Akela Challenge Badge – R30 per badge

Once the group has registered for Field Day 2026, the Scouter will receive an invoice with the amount to be paid as well as the banking details. Should you not receive the invoice within 24 hours of registration, please do reach out to the Field Day organizing team.

Do join our WhatsApp Community to stay up to date with all communications prior and during Field Day 2025: <https://chat.whatsapp.com/lq90VR3hWsK7APhmtBqEIO>

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

Yours in Scouting

Neil Marshall (Camp Chief) & Hamish Arendse (Chief Judge)