1 Entry on Time

Various | Friday 00:00 - 00:00

Scout Instructions	
None	
Judge Instructions	
Check on Excel	
╩ Judges	
None	
№ Equipment	Docs
None	None

2 Core Staff Arrive

Hawequas | Friday 18:00 - 18:00

Scout Instructions

None

Judge Instructions

Make sure all the keys are on the kitchen table, check the various rooms and make everything is ready for staff in morning.

Check campsites, that the correct numbers are in the fire drums as per the map. Put the map on the wall, along with programme, and all other important documents.

Set up admin and printing tables, along with back-up power.

Run through the programme, allocate jobs and roles for the next day, and contingencies.

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Judges

None

Equipment

Docs

QTY	Doc
2	Hawequas Map

3 General Staff Arrive

Hawequas | Saturday 09:30 - 10:00

Scout Instructions		
None		
Judge Instructions		
Staff arrive and park at top parking lot		
╩ Judges		
All Judges		
Equipment	Docs	
None	None	

4 Staff Briefing

House | Saturday 10:00 - 10:30

Scout Instructions

None

Judge Instructions

Staff Briefing Talking Points:

- Introduction:
- Warm welcome and gratitude for volunteering.
- Emphasize the unique nature of this year's competition given the weather challenges and event size.
- Vision of the Competition:
- 1. Skill Acquisition: Scouts and Adult Leaders alike should leave with new knowledge.
- 2. Networking: Aiming for everyone to form at least one new connection.
- 3. Experience: Ensuring a positive and memorable event for all, even in the face of challenges like the weather.
- 4. Scout Development: Empowering Scouts to be proactive, adaptive, and innovative.
- 5. Theme Adherence: Embrace the "Director's Cut" theme, making every activity cinematic and memorable.
- Interpersonal Dynamics:
- Emphasize patience and mutual respect. Everyone brings unique skills and perspectives.
- A positive environment is key. Even in stressful moments, remember the bigger picture and how much a smile can help.
- Engagement with Scouts:
- Honesty and transparency are vital. Our goal is to mentor, not mislead.
- Encourage questions and curiosity. If unsure about an answer, it's fine to admit it and find out together.
- Safety and Well-being:
- With challenging weather, safety is paramount. Ensure every activity considers the well-being of participants.
- Encourage open communication. If someone feels something is unsafe or has a concern, it should be voiced.
- Team Assignments and Preparations:
- 1. Parking Team: Dylan and Sebastien ensure smooth movement and organization of vehicles.
- 2. Registration: Andrew efficient check-in, ensuring all necessary forms and details are collected.
- 3. Uniform Inspection: Daniel maintaining standards and ensuring everyone is dressed appropriately.
- Feedback Mechanism:
- Encourage staff to share feedback after each event segment. Continuous improvement is key.
- Set up a feedback box or a designated person for collecting thoughts/suggestions.
- Closina:
- Reiterate gratitude for everyone's dedication and hard work.
- Remind everyone to keep the theme and objectives of the competition at the forefront.
- End with a motivational note, emphasizing collaboration, enthusiasm, and the impact of this event on the Scouts.

👛 Judges

All Judges





QTY	Doc
1	Programme
1	Personal Itinerary

5 Scout Arrival

Various | Saturday 10:45 - 13:15

Scout Instructions

None

Judge Instructions

Various teams ready for arrival of Scouts, and for assisting with Traffic and unloading. Forrest teams to park at TOP parking lot to drop off trailers. Terrace teams to drop off trailers at Terrace parking. Teams will have 10 minutes to unhitch their trailer and keep moving.

Judges

- Abubakr Marcus
- Caleb Sebastian Serafin
- Carol Wannenburgh
- Conrad Thomas
- David Knight
- Dylan Cloete
- Gavin Hapgood-Strickland
- · Heike Hellstrom

- Heike Hellstrom
- James Stewart
- Jemma Gill
- Nicholas MacDonald
- Sean Wilbraham
- Simon Grantham
- · Simon Shoosmith
- Tikana May

Equipment

QTY	Item
8	Radio



QTY	Doc
12	Hawequas Map

6 Registration

Barn | Saturday 11:00 - 13:00

Scout Instructions

None

Judge Instructions

PLs are to proceed to the Barn Foyer for registration. During registration:

- 1. PLs must hand in their summary sheet and all consent forms.
- 2. Scouts with missing or incomplete consent forms will be penalized.
- 3. Any scout missing a consent form must contact their parents to ensure that Andrew Venter receives a consent form. If parents are still present, blank forms will be available for completion.

Judges

- Aaron Filmalter
- Andrew Venter
- Emily Gammon
- Jonathan Webb
- Josie Adlard

- Josie Adlard
- Melissa Rijs
- Neil Botha
- Orsella Schneeberger
- Robbie Schreiber

Equipment

QTY	Item	
4	Table	
4	Chair	
4	Radio	
4	Collection Tray	

QTY	Doc
4	02-"Registration"
4	02-"Consent Forms"
9	02-Marksheet
9	02-Instructions
20	02-Consent forms
5	02-Team register
4	Medical Issue Sheet

7 Uniform Inspection

Front Lawn | Saturday 11:00 - 13:00

Scout Instructions

None

Judge Instructions

Inspect each scout's uniform based on the following criteria:

- 1. Uniformity: Ensure all scouts in a patrol have consistent attire, such as wearing or not wearing hats, choosing between shorts or long pants, and wearing the same type or general color of pants.
- 2. Badges: Check that badges are in their correct positions and are up to date
- 3. Neatness: Uniforms should be in good condition with no torn pants, should not be dirty, and shirts should be tucked in.
- 4. Scout belts: Ensure all scouts have their belts on.
- 5. Scarf and Woggle: Check if the scout scarf and woggle are present and neat.
- 6. Name Tags: All scouts should have name tags that are neat. Each name tag should display the scout's name, rank, and team number.
- 7. Do not penalize teams for wearing jamboree badges

Judges

- Capucine Wiroth
- · Christian John Beerwinkel
- Christopher Hapgood-Strickland
- Daniel Skriker
- Emile Du Plooi

- Emile Du Plooi
- Kaylee Fittock
- Matthew Mc Allister
- Sai Ehrhardt

Equipment

None



QTY	Doc
9	03-Marksheet
9	03-Instructions

8 Consent Form Check

Barn | Saturday 11:00 - 13:00

Scout Instructions

None

Judge Instructions

Ensure each scout has submitted a signed consent form. Ensure all required fields are filled out. All medical conditions to be reported to Jonathan

Judges

- Jonathan Webb
- Kiara Winter

• Kiara Winter

Equipment

QTY	Item
2	Radio

QTY	Doc
5	108-Instructions

9 Lunch Prep

House | Saturday 12:00 - 13:30

Scout Instructions

None

Judge Instructions

Catering start prepping lunch

Judges

- Michael Uphill
- Orion Barker

- Orion Barker
- Simon Bean

Equipment

QTY	Item
1	Kitchen Equipment
1	Lunch food



10 Media Crew (Opening Parade)

Main Field | Saturday 13:00 - 13:45

Scout Instructions

None

Judge Instructions

Use opening parade to get unique shots of staff, scouts and surroundings. Try different intro/exit transitions for special effects in post. Focus on candidness, and emotions, as well as sweeping scenes with the drone of the general area.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

QTY	Item
1	All camera, film and media equipment
2	Radio



11 Opening Parade

Main Field | Saturday 13:30 - 13:45

Scout Instructions

None

Judge Instructions

Welcome, flag party, introduction, house keeping, expectations, declare compeition open

Judges

All Judges





QTY	Doc
1	04-Marksheet
1	04-Instructions

12 Staff Lunch

House | Saturday 13:45 - 14:00

Scout Instructions		
None		
Judge Instructions		
Ham and cheese sandwiches		
╩ Judges		
All Judges		
_	_	
Equipment	Docs	
None	None	

13 Patrol Leader Briefing 1

Front Lawn | Saturday 13:45 - 14:00

Scout Instructions

None

Judge Instructions

Provide the Patrol Leader (PL) with day 1 instructions:

- 1. Hand over the instructions document.
- 2. Distribute all STA hand-outs.
- 3. Discuss the day's expectations.
- 4. Go over the understanding of the weather forecast.
- 5. Address any questions from the PL.
- 6. Distribute personal event-packs.
- 7. Instruct on proper rubbish disposal methods.

Judges

• Joseph Hansen

• Joseph Hansen



Docs

None	QTY	Doc
	1	05-Marksheet
	1	05-Instructions
	50	05-PL-Day-1
	50	05-STA-1
	50	05-STA-2
	50	05-STA-3
	50	05-STA-4
	50	05-STA-5
	50	05-STA-6
	50	05-STA-7
Manual Ma	50,,,,,,,	be prepa
		be prepa



14 Fun Memes, Trivia and Quotes (Staff)

House | Saturday 14:00 - 15:00

Scout Instructions

None

Judge Instructions

Create light hearted trivia, memes and things for staff

Judges

- Andrew Venter
- Daniel Le Jeune
- Dylan Ribbans
- Joseph Hansen

- Joseph Hansen
- Sebastian Haug
- Simon Bean



Docs

None None

15 Media Crew (Hawquas General and Fillers)

Hawequas | Saturday 14:00 - 14:30

Scout Instructions

None

Judge Instructions

Capture unique aspects of Hawequas, and of the Scouts/Staff in action. Try different intro/exit transitions for special effects in post. Focus on candidness, and emotions, as well as sweeping scenes with the drone

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

QTY	Item
1	All camera, film and media equipment
2	Radio



16 Clouds Identification

Chapel | Saturday 14:00 - 15:00

Scout Instructions

None

Judge Instructions

Scouts to identify the four clouds on the page and mention the weather associated with each, matching the cloud to the number on the laminated sheet. 1 point if both cloud name and weather are correct for each:

- 1. Cumulonimbus thunderclouds producing thunder and lightning.
- 2. Stratus overcast weather, produce drizzle or fine snow.
- 3. Cirrus few clouds mean fair weather or change of weather occurring in the next 24 hours.
- 4. Nimbostratus rain or snow

Judges

- Daniel Skriker
- Dylan Cloete
- Emile Du Plooi
- Kaylee Fittock

- Kaylee Fittock
- · Nicholas MacDonald
- Tracey le Roux

Equipment

QTY	Item	
3	Radio	

QTY	Doc
7	06-Marksheet
7	06-Instructions
7	06-Clouds
7	06-Clouds-Answers

17 Water Purification

Dam | Saturday 14:00 - 15:00

Scout Instructions

None

Judge Instructions

Scouts must construct a standard water filter using whatever resources they have brough in their equipment and STA kit. This filter should contain something along the lines of rocks, sand, and cotton wool - or equivilant in appropriate layers to filter various sizes of pollutants. Judges should assess:

- 1. Large filter substance (rocks) Check for placement and quantity.
- 2. Medium Filter Substance (sand) Check for even spread and depth.
- 3. Fine filter substance (cotten wool) Ensure presence and appropriate quantity.
- 4. Collection vessel for water Ensure it's appropriately placed to collect filtered water.

- 5. Quality of filtered water:
- Clear water: 4 marks.
- Dirty but no visible particles: 3 marks.
- Dirty with visible particulates: 2 marks.
- No noticeable change: 1 mark.

Scouts may leave the base to get more equipment from their campsite.

Judges

- Carol Wannenburgh
- David Bosch
- Gavin Hapgood-Strickland
- James Stewart

- James Stewart
- Josie Adlard
- Sai Ehrhardt

Equipment

QTY	Item
3	Radio
1	Mucky Water



QTY	Doc
7	07-Marksheet
7	07-Instructions

18 Compass Rose

Barn | Saturday 14:00 - 15:00

Scout Instructions

None

Judge Instructions

Scouts to draw 16 point compass rose. Award marks for the correct eight major labels, specifically North, South, East, West, North-East, North-West, South-East and South-West. If they got any of the midway points incorrect (i.e. NNE, WSW, etc.) they can only get a maximum of 8 marks.

Judges

- Caleb Sebastian Serafin
- Matthew Mc Allister
- Orsella Schneeberger
- Sean Wilbraham

- Sean Wilbraham
- Simon Grantham
- Tikana May

Equipment

QTY	Item
3	Radio



QTY	Doc
7	08-Marksheet
7	08-Instructions

19 Magnetic Declination

L2 | Saturday 14:30 - 15:30

Scout Instructions

None

Judge Instructions

Scouts are given two items of your choosing to take bearings of. Using their magnetic compasses, they must report a true north bearing, taking into account magnetic declination (-25.8°). Award points based on accuracy:

- Within 5 degrees: 2 marks
- Within 10 degrees: 1 mark

Subsequently, you must provide the Scouts with two true north bearings. They must calculate the magnetic bearing and then orientate their compass to these bearings and describe the items they point to. Award 2 marks for each correctly identified item. Ensure that the bearings lead to distinct and easily identifiable objects in view.

Important: Judges need to arrive early to take and record the bearings and back bearings for the memo.

Judges

- Aaron Filmalter
- Asmaa Marcus
- Capucine Wiroth
- Emily Gammon

- Emily Gammon
- Heike Hellstrom
- Jason Raad

Equipment

QTY	Item
3	Radio
6	Compass

Docs

QTY	Doc
7	09-Marksheet
7	09-Instructions

20 Spanish Windlass

Campfire | Saturday 14:30 - 15:30

Scout Instructions

None

Judge Instructions

Scouts are required to construct a Spanish Windlass to move a bench a distance of your choosing. They should make the correct attachments, either using a round-turn or bowline. The setup of the windlass should be precise, with one pole upright and another stave perpendicular to the first, weaving the rope over it. It's crucial that they move the object (bench) and demonstrate safe operation around the windlass considering the tension. Scouts must also explain the safety precautions necessary when making use of a Spanish Windlass.

Judges

- Abubakr Marcus
- Ashley Minshall
- Christopher Hapgood-Strickland
- Conrad Thomas
- David Knight

- David Knight
- Junior Kathe
- Robbie Schreiber
- · Simon Shoosmith

Equipment

QTY	Item
4	Radio
8	Bench



QTY	Doc
9	10-Marksheet
9	10-Instructions

21 Media Crew (First Aid)

Main Field | Saturday 14:45 - 15:30

Scout Instructions

None

Judge Instructions

At the First Aid base, capture footage and photos of the Scouts in action as they apply first aid to one another. Focus on candidness and emotions, as well as general shots of the base in action. Play around with unique and interesting shots and angles, and attempt different intro and exit transitions for special effects in post.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

F Equipment

QTY	Item
1	All camera, film and media equipment
2	Radio



22 Ground to Air Signals

Lower Field | Saturday 15:00 - 16:00

Scout Instructions

None

Judge Instructions

A set of six ground-to-air signals are arranged on the ground at your choosing using staves or pioneering poles. The scouts' task is to describe the meaning of each symbol. Following this, they are required to draw two specific symbols, which will be chosen by you. Ensure they identify and draw the signals correctly.

Judges

- Caleb Sebastian Serafin
- Daniel Skriker
- Deen Storkey
- Emile Du Plooi
- Nicholas MacDonald

- Nicholas MacDonald
- Roshe Applegate
- Sai Ehrhardt
- Simon Grantham

Equipment

QTY	Item
4	Radio
20	Stave

QTY	Doc
9	11-Marksheet
9	11-Instructions

23 First Aid: Carry and Fracture

Main Field | Saturday 15:00 - 16:00

Scout Instructions

None

Judge Instructions

Upon arrival, scouts are told that the P3 has fractured their leg and can no longer walk. Scouts are to create a splint for the leg, ensuring it's of appropriate length and sturdiness. They must then strap the leg ensuring the bandages are comfortable and not too tight. Once the leg is stabilized, they must transport the patient using the three-handed carry to a location determined by the staff. Points will be awarded based on splint construction, comfort, and transportation technique.

Judges

- Carol Wannenburgh
- Christian John Beerwinkel
- Connor Johan Venter
- David Bosch
- Gavin Hapgood-Strickland
- James Stewart

- James Stewart
- Jemma Gill
- Melissa Rijs
- Orsella Schneeberger
- Tikana May

Equipment

QTY	Item	
5	Radio	



QTY	Doc
11	12-Marksheet
11	12-Instructions

24 Lego Set

Barn | Saturday 15:30 - 16:30

Scout Instructions

None

Judge Instructions

The staff is to construct a LEGO model of their own devising. The P6 may look at the structure a maximum of 5 times and must instruct the APL on how to build the structure. Points will be awarded based on the accuracy of the replicated model, as well as communication skills demonstrated by the team. Ensure you count the number of times P6 looks at the original model. Maximum of 5 minutes allowed per team - ensure that this is timed for each team

- Award 2 marks if they only looked 3 or less times, and then minus one point for every subsequent look
- Award 5 marks for correct replication of model (minus 1 point for every 4 blocks incorrect)
- Award 1 mark if the scouts take less than 4 minutes, else 0 marks
- Award 2 marks if communication was clear and understood, 1 mark if a good attempt was made, 0 if the instructions were incoherent

Judges

- Aaron Filmalter
- · Ashley Minshall
- Christopher Hapgood-Strickland
- Dylan Cloete
- · Heike Hellstrom
- Junior Kathe

- Junior Kathe
- Matthew Mc Allister
- Robbie Schreiber
- Sean Wilbraham
- · Simon Shoosmith

Equipment

	QTY	Item	
	5	Radio	
•	1	LEGO construction	
•	10	LEGO pieces	
1111111	***************************************		

QTY	Doc
11	13-Marksheet
11	13-Instructions

25 Snake Identification

Chapel | Saturday 15:30 - 16:30

Scout Instructions

None

Judge Instructions

Scouts are to identify the snake name and its venom type from the provided images. The snakes and their respective venoms are as follows:

- 1. Cape Cobra neurotoxic
- 2. Boomslang haemotoxic
- 3. Berg adder neurotoxic
- 4. Puff adder cytotoxic

Ensure that the scouts identify both the snake and its venom type correctly.

Judges

- Abubakr Marcus
- Capucine Wiroth
- Conrad Thomas
- Jason Raad

- Jason Raad
- Josie Adlard
- Neil Botha

Equipment

QTY	Item	
3	Radio	



QTY	Doc
7	14-Marksheet
7	14-Instructions
7	14-SnakeImages
7	14-SnakeAnswers

26 Media Crew (Pellet Guns)

L4 | Saturday 15:45 - 16:30

Scout Instructions

None

Judge Instructions

At the Pellet Gun base, capture footage and photos of the Scouts in action as they attempt to shoot the target. Focus on candidness and emotions, as well action shots of the Scouts firing, and hitting the target. Play around with unique and interesting shots and angles, and change up the focal length to get dynamic shots of the action. Try using different intro and exit transitions for special effects in post.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

QTY	Item
1	All camera, film and media equipment
2	Radio



27 Fire Starting

Campfire | Saturday 16:00 - 17:00

Scout Instructions

None

Judge Instructions

Scouts are to use a battery and steel wool to start a small fire. The tinder and kindling will be provided. Points are awarded for the correct set-up and method. Flames must be clearly visible before instructing the scout to stop. Ensure there's sand readily available to put out any unwanted fires. Award points for successfully starting and then properly extinguishing the fire.

Judges

- Caleb Sebastian Serafin
- Christian John Beerwinkel
- Deen Storkey
- Emily Gammon
- Gavin Hapgood-Strickland

- · Gavin Hapgood-Strickland
- James Stewart
- Roshe Applegate
- Tikana May

Equipment

QTY	Item
2	Sand Bucket
10	Tinder
10	Steel Wool
10	Kindling
4	Radio
8	9V Battery

QTY	Doc
9	15-Marksheet
9	15-Instructions

28 Pellet Guns

L4 | Saturday 16:00 - 17:00

Scout Instructions

None

Judge Instructions

Targets are set up with classical point scoring. Use hammer and nails to attach target to tree. Each scout gets 5 bullets. The highest shot is taken as their final point value.

Judges

- Carol Wannenburgh
- Connor Johan Venter
- David Bosch
- David Knight
- Emile Du Plooi
- Kaylee Fittock

- Kaylee Fittock
- Nicholas MacDonald
- Orsella Schneeberger
- Simon Grantham
- Tracey le Roux

Equipment

QTY	Item
5	Radio
5	Pellet Gun
2	Pellet Gun Pellets Box
10	Nails
2	Hammer

QTY	Doc
11	16-Marksheet
11	16-Instructions
50	16-Target

29 Scout Laws

Lower Field | Saturday 16:30 - 17:30

Scout Instructions

None

Judge Instructions

Ask the Scouts to recite a random Scout Law. Shuffle the order or choice of laws for each Scout to maintain unpredictability. Award points for each correctly recited law. No points will be awarded if the wording is incorrect. Ensure that Scouts only get one attempt to answer.

Judges

- Asmaa Marcus
- Capucine Wiroth
- Christopher Hapgood-Strickland
- Conrad Thomas

- Conrad Thomas
- Jason Raad
- Robbie Schreiber

Equipment

QTY	Item
3	Radio



QTY	Doc
7	17-Marksheet
7	17-Instructions

30 First Aid: Wounds and Bleeding

Main Field | Saturday 16:30 - 17:30

Scout Instructions

None

Judge Instructions

An actor, simulated by a scout, has sustained injuries: a graze on the wrist and a more severe bleeding on the elbow after a fall. The other scout is tasked with correctly addressing these injuries using their first aid kit. Observe their technique and approach for each wound, ensuring they treat both wounds effectively.

Make sure the bandages are correctly applied, they are comfortable and that both wounds are addressed

Judges

- Aaron Filmalter
- Abubakr Marcus
- · Ashley Minshall
- Daniel Skriker
- Jemma Gill
- Josie Adlard

- Josie Adlard
- Melissa Rijs
- Neil Botha
- Sean Wilbraham
- Simon Shoosmith

Equipment

QTY	Item
5	Radio
2	Fake Blood

Docs

QTY	Doc
11	18-Marksheet
11	18-Instructions

31 Dinner Prep

House | Saturday 16:30 - 19:00

Scout Instructions

None

Judge Instructions

Catering start prepping dinner

Judges

- Michael Uphill
- Orion Barker

- Orion Barker
- Simon Bean

⊁ Equipment

QTY	Item
1	Kitchen Equipment
1	Dinner food



32 Media Crew (Scout Promise)

Front Lawn | Saturday 16:45 - 17:15

Scout Instructions

None

Judge Instructions

Capture the solemn and emotional moment of the Scouts reciting the Scout Promise. Use close-up shots to capture the expressions and emotions of the Scouts. Ensure to also get wide-angle shots showcasing the entire group in formation, standing at attention. Use the drone for an overhead view capturing the formation and surrounding environment. Focus on the Scouts making the Scout sign for a poignant touch to the scene. Try to catch the authenticity and commitment in their voices and expressions. Utilize slow zoom-ins during key moments of the promise to emphasize its importance.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

QTY	Item
1	All camera, film and media equipment
2	Radio



None

33 Scout Promise

Front Lawn | Saturday 17:00 - 18:00

Scout Instructions

None

Judge Instructions

Scouts are asked to say the promise. Award 2 marks for correct promise, 1 mark if generally correct but few words wrong, 0 if they do not recite it. Award 1 mark for standing at attention, and 1 mark for making the Scout sign.

Judges

- Connor Johan Venter
- Emile Du Plooi
- Emily Gammon
- · Gavin Hapgood-Strickland

- Gavin Hapgood-Strickland
- James Stewart
- Orsella Schneeberger

Equipment

QTY	Item	
3	Radio	

QTY	Doc
7	19-Marksheet
7	19-Instructions

34 Whippings

Chapel | Saturday 17:00 - 18:00

Scout Instructions

None

Judge Instructions

Scouts to tie a sailmakers whipping on one end of the rope and a simple whipping on the other end of the rope. Whippings are marked according to correctness and neatness.

Judges

- Caleb Sebastian Serafin
- Christian John Beerwinkel
- David Bosch
- Deen Storkey

- Deen Storkey
- Dylan Cloete
- Heike Hellstrom

Equipment



QTY	Doc
1	20-Marksheet
1	20-Instructions

35 Triangulation

L3 | Saturday 17:00 - 18:00

Scout Instructions

None

Judge Instructions

Scouts will use triangulation to determine their position on the map. They will take bearings to three noticeable landmarks, identify them on the map, and then use these bearings and the subsequent back bearings to triangulate their position. The back bearings will be triangulated onto the map to form a triangle indicating their position. Bearings and back bearings must be clearly labeled. There is a tolerance of 5 degrees on either side for the bearings. Ensure the scouts follow the instructions accurately.

Important: Judges need to arrive early to take and record the bearings and back bearings for the memo.

Judges

- Carol Wannenburgh
- David Knight
- Junior Kathe
- Kaylee Fittock
- Matthew Mc Allister
- Nicholas MacDonald

- · Nicholas MacDonald
- Roshe Applegate
- Sai Ehrhardt
- Simon Grantham
- Tikana May

Equipment

QTY	Item	
5	Radio	

QTY	Doc
11	21-Marksheet
11	21-Instructions
50	21-TopoMap

36 STA 1: Dinner Invitation

Barn | Saturday 17:30 - 18:00

Scout Instructions

None

Judge Instructions

Scouts are to make a handwritten dinner invitation addressed to all the judges. Ensure that:

- 1. The invitation is decorated, neat, and showcases effort.
- 2. Details of the dinner such as time and campsite location are included.

Evaluation criteria:

- 1. Decoration: Assess based on design, effort, and involvement of the competition theme. -4
- 2. Details: -2
- 3. Has to look like a movie poster -2
- 4. Neatness and effort -2

Judges

- Capucine Wiroth
- Christopher Hapgood-Strickland
- Jason Raad
- Robbie Schreiber

- Robbie Schreiber
- Sean Wilbraham
- Simon Shoosmith

Equipment

QTY	Item	
3	Table	
3	Radio	

QTY	Doc
1	22-Marksheet
1	22-Instructions

37 Media Crew (General House and Staff)

House | Saturday 17:30 - 18:00

Scout Instructions

None

Judge Instructions

Get candid shots of the staff in their off-duty moments, showcasing the behind-the-scenes preparations and interactions. Capture the camaraderie, laughter, discussions, and perhaps even moments of relaxation or contemplation. Use the environment of the house area to frame your shots, emphasizing the homely and casual atmosphere. Get close-ups of any equipment, food, or materials that staff might be working with or discussing. This is a great opportunity for B-roll footage, showcasing the human side of the event's organization. If possible, use the drone to get a sweeping shot of the house and surrounding areas, setting the scene for the viewers. Include smooth pan shots to capture the breadth of activities happening in and around the house.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

QTY	Item
1	All camera, film and media equipment
2	Radio



38 Staff Night Briefing

House | Saturday 18:15 - 18:30

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None

Judge Instructions

Thank staff for the day of bases and move into evening activities:

- All staff are judging meals in pairs (no more than 10 mins per patrol)
- Staff dinner will be in the house after judging too teams
- Night base leaders are to set up night bases prior to the bases opening (check the personal sheets for team and equipment)
- After night bases, there will be one final briefing for everyone
- Those not on STA bases have time off

:	J	u	d	g	e	S
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All Judges

Equipment

Docs

None None

39 Dinner

Campsites | Saturday 19:00 - 19:30

Scout Instructions

None

Judge Instructions

Scouts are tasked with preparing a three-course meal for themselves and two designated judges. One course must be prepared in a Dutch oven on an open fire, while the other can be prepared on gas. The meals should be well-balanced, incorporating protein, starch, and vegetables. Upon the judges' arrival, the patrol leader should greet them and guide them to their seat. Ensure that the entire patrol and the judges are seated comfortably at the pioneered table. Meals should be served promptly and be at the appropriate temperature. See marksheet for evaluation breakdwon

Judges

- Aaron Filmalter
- · Abubakr Marcus
- Ashley Minshall
- Asmaa Marcus
- Caleb Sebastian Serafin
- Capucine Wiroth
- Carol Wannenburgh
- Christian John Beerwinkel
- Christopher Hapgood-Strickland
- Connor Johan Venter
- Conrad Thomas
- Daniel Skriker
- David Bosch
- David Knight
- · Deen Storkey
- Dylan Cloete

- Emile Du Plooi
- · Emily Gammon
- · Gavin Hapgood-Strickland
- Heike Hellstrom

- Heike Hellstrom
- James Stewart
- Jemma Gill
- Josie Adlard
- Junior Kathe
- Kaylee Fittock
- Matthew Mc Allister
- Melissa Rijs
- Neil Botha
- Nicholas MacDonald

- Orsella Schneeberger
- Robbie Schreiber
- Roshe Applegate
- Sai Ehrhardt
- Sean Wilbraham
- Simon Grantham
- Simon Shoosmith
- Tikana May
- Tracey le Roux

Equipment



QTY	Doc
25	23-Marksheet
25	23-Instructions

40 Staff Dinner

House | Saturday 19:30 - 20:00

Scout Instructions	Scout Instructions	
None		
Judge Instructions		
Chicken Stew / Vegetable Stew (and something sweet)		
╩ Judges		
All Judges		
№ Equipment	Docs	
None	None	

41 Night Bases Parade

Main Field | Saturday 20:15 - 20:30

Scout Instructions

None

Judge Instructions

Welcome everyone to night bases, the event will be two hours for four bases. Only four members required per base, teams will be allowed to split up. Bases will close at 22h30

Judges

• Joseph Hansen

• Joseph Hansen

Equipment



QTY	Doc
1	24-Marksheet
1	24-Instructions

42 Media Crew (Jump the Fence)

Main Field | Saturday 20:15 - 20:45

Scout Instructions

None

Judge Instructions

Capture the intensity and drama of the scenario as Scouts work together to construct their pioneering structure. Prioritize shots that emphasize teamwork, problem-solving, and innovation.

Use dynamic angles to showcase the height and challenge of the fence, emphasizing the urgency of the task at hand. Get close-ups of the ropes, knots, and any other details that highlight the complexity and skill involved in the construction.

As Scouts begin to cross the fence, aim for dramatic low angles that emphasize the height and challenge. Capture the reactions, emotions, and celebrations as each Scout successfully crosses. For added drama, employ slow-motion shots of the crossing, highlighting the precision and care taken. Utilize the drone to get overhead shots of the entire structure, giving viewers a bird's-eye view of the challenge. Lastly, don't forget to capture the interactions between the Scouts and the judges, especially during crucial decision-making moments.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

QTY	Item		
1	All camera, film and media equipment		
2	Radio		



43 Semaphor Flags

Front Lawn | Saturday 20:30 - 22:30

Scout Instructions

None

Judge Instructions

Scouts are placed at a distance from each other. The patrol is split into two. Half the patrol is responsible for sending a message to the other half, using Semaphore flags. The message to be transmitted is "LIGHTS, CAMERA, GORDONS". Judges should ensure that the message is correctly transmitted using the correct Semaphore signals. Bonus points for speed (at judge's desgression)

Judges

- Caleb Sebastian Serafin
- Carol Wannenburgh
- Connor Johan Venter
- David Bosch
- Emile Du Plooi

- Emile Du Plooi
- Josie Adlard
- Melissa Rijs
- Robbie Schreiber

Equipment

QTY	Item
4	Radio
4	Semaphore flags set



QTY	Doc
9	25-Marksheet
9	25-Instructions
100	25-Semaphore-Hints

44 Jump the Fence

Main Field | Saturday 20:30 - 22:30

Scout Instructions

None

Judge Instructions

A fence approximately 1.7m in height must be set up. The patrol's task is to construct a pioneering structure that enables all their members to safely cross over the fence without making contact with it. Once a Scout has successfully crossed, they are not permitted to return. Marks will be awarded based on the effectiveness, stability, and safety of the structure. Judges must ensure that there is no contact with the fence, as this will result in penalties.

Important: Judges to construct fence prior to base. Recommend using two tripods, with rope suspended between them at 1.7m - other methods also acceptable

Judges

- Aaron Filmalter
- Asmaa Marcus
- Deen Storkey
- Emily Gammon
- Gavin Hapgood-Strickland

- Gavin Hapgood-Strickland
- Jason Raad
- Junior Kathe
- Kaylee Fittock

Equipment

QTY	Item
4	Radio
8	Rope
8	Stave



QTY	Doc
9	26-Marksheet
9	26-Instructions

45 Night Base Orienteering

Lower Field | Saturday 20:30 - 22:30

Scout Instructions

None

Judge Instructions

Scouts are given an instruction sheet with 13 bearings and distances. All bearings and distances are measured from the base location. Using a compass, Scouts will need to find each of the locations, where there will be a laminated piece of paper with a photo of the various equipment that was lost. They will need to log the equipment that they found, and report back to you on completion. For every correct corresponding equipment name and location number, they will receive one mark.

Judges

- Ashley Minshall
- Capucine Wiroth
- Christian John Beerwinkel
- David Knight
- · Nicholas MacDonald

- Nicholas MacDonald
- Orsella Schneeberger
- Sai Ehrhardt
- Simon Grantham

Equipment

QTY	Item
4	Radio

Docs

QTY	Doc
9	27-Marksheet
9	27-Instructions
1	27-Equipment-1
1	27-Equipment-2
1	27-Equipment-3
1	27-Equipment-4
1	27-Equipment-5
1	27-Equipment-6
	27 5

1 be prepared....

27-Equipment-9



46 ESM: Water Drowning

Dam | Saturday 20:30 - 22:30

Scout Instructions

None

Judge Instructions

One Scout will need to be briefed away from the patrol, as they will be the drowing victem.

This Scout is then positioned in the dam, while the rest of the patrol is getting briefed. Scouts must demonstrate the correct method of retrieving their patrol member, covering the procedures: reach, throw, row, go. Following this, one patrol member must accurately rescue the drowning member. After the rescue, the patrol is required to treat BOTH the victim and the rescuer. When the victim is pulled from the water, you must inform them that their heart is not beating. Inform the rescuer that they are now shivering violently, and have become a secondary patient.

The main objective here is to assess Emergency Scene Management (ESM): the 4 H's, triage, correct 112 number called, and proceedure followed. Ensure there's an observation for their approach to the scene, prioritization of actions, and correct application of first aid techniques. CPR must be conducted, and airways must be checked. We suspect a spinal injury due to the head trauma, but it is more important to get the victem out the water as there is a time constraint.

The scenario will end once the patrol declares the victem and rescuer stable.

Judges

- Daniel Skriker
- · Heike Hellstrom
- Jemma Gill
- Neil Botha
- Sean Wilbraham

- Sean Wilbraham
- Simon Shoosmith
- Tikana May
- Tracey le Roux

F Equipment

QTY	Item	
4	Radio	
4	Rescue rope	
1	First aid kit	
Ammin	Blanket	
4	Battery lights	

e prepared....

QTY	Doc
9	28-Marksheet
9	28-Instructions

47 Media Crew (ESM)

Dam | Saturday 21:00 - 21:30

Scout Instructions

None

Judge Instructions

This is an intense, high-stakes scenario - treat it as such. Start with a wide shot of the dam to set the scene, then zoom in on the briefing to capture the tension and anticipation. As the action unfolds, keep the camera steady and follow the Scouts' movements, making sure to capture their facial expressions, decision-making processes, and teamwork.

During the rescue sequence, have one camera dedicated to close-ups: capturing hands gripping, water splashing, and the rescuer's determination. Another camera can capture the wider scene, showcasing the full scope of the rescue effort, and the patrol's coordination.

The dramatic moment when the victim is pulled from the water and the heart is not beating should be captured with a mix of close-ups and medium shots, emphasizing the urgency and the Scouts' reactions.

When CPR is initiated, respect the sensitivity of the situation but don't shy away from the intensity of the moment. Capture the compressions, the checking of airways, and the surrounding Scouts' reactions.

Throughout, maintain a focus on the Emergency Scene Management: the prioritization, the decision-making, and the application of first aid techniques. This is not just about the drama, but about showcasing the skill and training of the Scouts in action.

End with shots of the stabilized victims and a relieved patrol, emphasizing the gravity of what they've just accomplished. If possible, get interviews or sound bites from the Scouts post-action, capturing their immediate reactions and reflections on the scenario.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Equipment

	QTY	Item	
	1	All camera, film and media equipment	,
1111111	11 <u>)</u>	Radio	b



None

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48 Night Bases Closing

Main Field | Saturday 22:30 - 22:45

Scout Instructions

None

Judge Instructions

Everyone to go back to campsites. Reminder that STAs due in 30 minutes.

Judges

• Joseph Hansen

• Joseph Hansen

Equipment



QTY	Doc
1	29-Marksheet
1	29-Instructions

49 Staff Bedtime Briefing

House | Saturday 22:45 - 23:00

Scout Instructions		
None		
Judge Instructions		
S		
≗ Judges		
All Judges		
№ Equipment	₽ Docs	
None	None	

50 STA 2: Code

Barn | Saturday 23:00 - 23:30

Scout Instructions

None

Judge Instructions

Scouts have been given a binary code that encodes an image of mario. Mark allocation goes as follows:

Hand-in - 1

Overall correct shape - 2

Correctness: Award 7 if perfect, deduct one point per mistake thereafter. Use your discretion with colours

Judges

- · Aaron Filmalter
- Daniel Skriker
- Emile Du Plooi
- Melissa Rijs

- Melissa Rijs
- Orsella Schneeberger
- Sai Ehrhardt

Equipment

QTY	Item
3	Table
3	Radio
6	Chair
2	Collection Tray

QTY	Doc	
7	30-Marksheet	
7	30-Instructions	
7	30-STA-Answers	

51 STA 3: Script

Barn | Saturday 23:00 - 23:30

Scout Instructions

None

Judge Instructions

The patrol is to write a script for the trailer of the sequel to a movie. Here's what to look for:

- 1. The chosen movie for the sequel and the context provided.
- 2. Script length should allow for performance by 2-4 patrol members within 120 seconds.
- 3. The script should contain voice lines for 2-4 actors/actresses.
- 4. The script should describe characters' actions and emotions comprehensively.
- 5. Originality and creativity in the sequel idea.
- 6. Coherence and potential appeal of the trailer's narrative.

Marking criteria:

- 1. Originality -2
- 2. Correct Length -1
- 3. Coherence -1
- 4. Cues -2
- 5. Overall quality -4

Judges

- Caleb Sebastian Serafin
- David Knight
- Jason Raad
- Roshe Applegate

- Roshe Applegate
- Simon Shoosmith
- Tikana May

Equipment

QTY	Item	
3	Table	
3	Radio	
6	Chair	

QTY	Doc	
7	31-Marksheet	
7	31-Instructions	

52 Rubbish Hand-In

Kitchen | Saturday 23:00 - 23:30

Scout Instructions

None

Judge Instructions

Patrols are to deposit waste strictly at the kitchen area. Any recyclable materials must be retained by the patrols and taken home with them.

Judges

- Robbie Schreiber
- Sean Wilbraham

• Sean Wilbraham





QTY	Doc		
3	32-Marksheet		
3	32-Instructions		

53 Patrol Leader Briefing 2

Front Lawn | Saturday 23:00 - 23:15

Scout Instructions

None

Judge Instructions

Provide the Patrol Leader (PL) with day 2 instructions:

- 1. Hand over the instructions document.
- 2. Discuss the day's expectations.
- 3. Go over day 1 and allow feedback
- 4. Address any questions from the PL.
- 5. Instruct on proper rubbish disposal methods.

Judges

• Joseph Hansen

• Joseph Hansen





QTY	Doc
1	33-Marksheet
1	33-Instructions
50	33-PL-Day-1

54 Lights Out

Various | Sunday 00:00 - 06:00

Scout Instructions	Sco	ut	Instru	uctions
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None

Judge Instructions

No noise

Judges

All Judges





QTY	Doc
1	34-Marksheet
1	34-Instructions

55 Breakfast Prep

House | Sunday 06:00 - 06:30

Scout Instructions

None

Judge Instructions

Catering start prepping breakfast and boiling water

Judges

- Michael Uphill
- Orion Barker

- Orion Barker
- Simon Bean

Equipment

QTY	Item
1	Kitchen Equipment
1	Breakfast food



56 Staff Breakfast

House | Sunday 06:30 - 07:15

Scout Instructions		
None		
Judge Instructions		
Assorted cearals with milk		
👛 Judges		
All Judges		
Equipment	Docs	
None	None	

57 Staff Morning Briefing

House | Sunday 07:15 - 07:45

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Scou	JL		3 LI L	ıcı	UHS

None

Judge Instructions

Welcome everyone, hand out packs to teams Answer any questions

Introduce that there will be two inspections, separated by bases inbetween them Talk about tone and method of testing - the scouts must be discaplined, but this also isn't a military camp

Encourage the teams to talk with one another before hand to agree on marking methods After inpsections scouts to go immediately into bases Followed by final inspections
Lunch will be at 12h30

Judges

All Judges





None None

58 Inspection: Uniform and Hygeine

Campsites | Sunday 08:00 - 09:00

Scout Instructions

None

Judge Instructions

Inspect each patrol's uniform for neatness and personal hygiene. Consider the following criteria:

- 1. Is the uniform neat and clean?
- 2. Are shirts tucked in?
- 3. Uniform consistency: Are all scouts in the patrol wearing the same type of pants (long, short, chinos, jeans)?
- 4. Hat consistency: Are all scouts either wearing hats or none of them wearing hats?
- 5. Personal hygiene: Have scouts washed their faces this morning?
- 6. Hand cleanliness: Have scouts washed their hands?
- 7. Oral hygiene: Verify that at least two members' toothbrushes are wet, indicating they brushed their teeth.

Judges

- Aaron Filmalter
- Caleb Sebastian Serafin
- Capucine Wiroth
- Christian John Beerwinkel
- Conrad Thomas
- James Stewart

- James Stewart
- Josie Adlard
- Kaylee Fittock
- Matthew Mc Allister
- · Neil Botha

Equipment



	QTY	Doc
	11	35-Marksheet
	11	35-Instructions
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm		be prepar



59 Inspection: Patrol Kits

Campsites | Sunday 08:00 - 09:00

Scout Instructions

None

Judge Instructions

Inspect each patrol's kit organization and maintenance:

- 1. Are patrol member's kits neatly stored?
- 2. Are kits off the ground?
- 3. Are kits packed in a row?
- 4. Are bags accessible and closed?
- 5. Are patrol trommels off the ground, closed, and packed neatly?
- 6. Are pots from breakfast and dinner clean and dry?
- 7. Is the Dutch oven from dinner clean and properly oiled?

Judges

- Asmaa Marcus
- Deen Storkey
- Emile Du Plooi
- · Gavin Hapgood-Strickland
- Heike Hellstrom
- Jason Raad

- Jason Raad
- Orsella Schneeberger
- Robbie Schreiber
- Sean Wilbraham
- Simon Shoosmith

Equipment



QTY	Doc
11	36-Marksheet
11	36-Instructions

60 Inspection: Tent

Campsites | Sunday 08:00 - 09:00

Scout Instructions

None

Judge Instructions

Inspect the tent based on the following criteria:

- 1. Tent must be properly pitched.
- 2. Tent should appear neat, easily accessible, and functional.
- 3. Depending on the type (army or dome tent), the fabric/sides should be taut and evenly spread without creases.
- 4. Guy lines should all be pegged such that they are parallel, straight, and taut.
- 5. Guy ropes should be angled at 45 degrees and pegs should be secured at 90 degrees into the ground.
- 6. Depending on the weather, the tent should either be opened out/brailed for airing (if it's fine weather) or weatherproofed (sides secured) if it's raining.

Judges

- Carol Wannenburgh
- Christopher Hapgood-Strickland
- · Connor Johan Venter
- Daniel Skriker
- Dylan Cloete
- Emily Gammon

- Emily Gammon
- Jemma Gill
- Junior Kathe
- Nicholas MacDonald
- Sai Ehrhardt

Equipment



QTY	Doc
11	37-Marksheet
11	37-Instructions

61 Inspection: Theme Elements in Campsite

Campsites | Sunday 08:00 - 09:00

Scout Instructions

None

Judge Instructions

Inspect each campsite to determine the presence of elements related to the theme "Director's Cut". Look for indications like pictures, images, drawings of movies, or movie props and equipment. Marks should be awarded based on the relevance and creativity of the theme elements present in the campsite.

Judges

- Abubakr Marcus
- Ashley Minshall
- David Bosch
- David Knight
- Roshe Applegate

- Roshe Applegate
- · Simon Grantham
- Tikana May
- Tracey le Roux

F Equipment

None



QTY	Doc
11	38-Marksheet
11	38-Instructions

62 Media Crew (Campsites General)

Campsites | Sunday 08:00 - 09:00

Scout Instructions

None

Judge Instructions

Dive into the heart of the scouting experience by capturing the essence of campsite living. Start with a drone shot, soaring above the campsites to give viewers an aerial perspective of the layout and progress.

Zoom into the details: tents pitched, campfires, makeshift kitchens, and pioneering structures. Focus on Scouts working together, making adjustments, and improving their sites after a night's rest. Highlight any innovative solutions or structures they've come up with.

Take close-ups of hands tying knots, feet stomping on pegs, and faces deep in concentration or bursting with pride.

Also, capture the morning routines - Scouts cooking breakfast, warming hands over the fire, or planning their day. Use natural lighting to your advantage, especially during the golden hour, to add a warm and authentic touch to your footage. Remember to get candid reactions, laughter, camaraderie, and perhaps even the occasional frustration, showcasing the full spectrum of emotions and experiences in a Scout campsite.

Judges

- Markus Smith
- Peter Nielsen

- · Peter Nielsen
- Robert Britz

Equipment



QTY	Item
1	All camera, film and media equipment
2	Radio

63 First Aid: Burns

Front Lawn | Sunday 09:00 - 10:00

Scout Instructions

None

Judge Instructions

The scenario is an unfortunate accident on a movie set during a pyrotechnics scene. One of the scouts must play the victem, having suffered third-degree burns. The treating scout is to demonstrate the correct care and treatment of the patient, which should include:

- 1. Gently cleaning the burnt area without exacerbating the injury.
- 2. Applying burn shield or a similar cooling agent.
- 3. Covering the burn with a sterile bandage to avoid infection.
- 4. Treating the patient for potential shock.
- 5. Calling for medical assistance and ensuring the patient remains calm and stable. Evaluate the actions to ensure they are done correctly and safely.

Judges

- Capucine Wiroth
- Jason Raad
- Kaylee Fittock
- Melissa Rijs

- Melissa Rijs
- Robbie Schreiber
- Tracey le Roux

Equipment

QTY	Item	
2	Water	
3	Radio	

QTY	Doc
7	39-Marksheet
7	39-Instructions

64 First Aid: Shock Treatment

Chapel | Sunday 09:00 - 10:00

Scout Instructions

None

Judge Instructions

The scenario presented is of an individual who has experienced a traumatic event and is showing signs of shock, even without any visible injury. The P7 must play the victem, and the APL is expected to:

- 1. Recognize the symptoms of shock.
- 2. Ensure the patient's safety by removing them from any immediate danger.
- 3. Lay the patient down, preferably with their head slightly lower than the rest of the body and legs elevated.
- 4. Loosen any tight clothing and ensure they are warm, but avoid overheating.
- 5. Offer reassurance and comfort.
- 6. Avoid giving the patient anything to eat or drink.
- 7. Monitor the patient's condition and be prepared to begin CPR if they become unconscious or stop breathing.
- 8. Call for emergency assistance immediately.

The focus is on the scout's ability to correctly and safely manage the situation until professional help can arrive.

Judges

- Caleb Sebastian Serafin
- James Stewart
- Neil Botha
- Roshe Applegate

- Roshe Applegate
- Sean Wilbraham
- · Simon Shoosmith

Equipment

QTY	Item	
3	Radio	

QTY	Doc
7	40-Marksheet
7	40-Instructions

65 Media Crew (Acting Script)

Main Field | Sunday 09:15 - 10:30

Scout Instructions

None

Judge Instructions

Capture the essence of the Scout's performances, focusing on the emotions and expressions of the actors.

Ensure you get wide-angle shots to capture the entire scene, as well as close-ups to focus on individual performances.

Emphasize the use of props in the shots, highlighting the creativity of the Scouts.

Monitor the time to ensure that the entire performance is captured, especially key moments that stand out.

Consider using different camera angles or positions to best capture the story being told.

Additionally, get reaction shots from the audience, if any, to gauge their engagement and response to the performance

. This base provides an excellent opportunity to capture the creativity and storytelling skills of the Scouts, so ensure you're always ready to capture unexpected moments or improvisations.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- Robert Britz

Docs

None

Equipment

and	_

QTY	Item
1	All camera, film and media equipment
2	Radio

66 Acting Script

Main Field | Sunday 09:30 - 10:30

Scout Instructions

None

Judge Instructions

The patrol will act out the script they submitted the previous night. Award points based on:

- 1. Delivery and execution of the script.
- 2. Creative use of props.
- 3. Staying within the time limit.

Ensure that the performance remains respectful and adheres to the spirit of Scouting.

Judges

- Aaron Filmalter
- Christian John Beerwinkel
- Conrad Thomas
- David Bosch

- David Bosch
- Jemma Gill
- Tikana May

Equipment

QTY	Item
3	Radio
6	Stopwatch



QTY	Doc
7	41-Marksheet
7	41-Instructions

67 STA 7: Trivia

Barn | Sunday 09:30 - 10:00

Scout Instructions

None

Judge Instructions

The Trivia STA is a 20-point questionnaire about movie trivia. Award one mark per two correct answers

Judges

- Ashley Minshall
- Daniel Skriker
- Dylan Cloete
- Gavin Hapgood-Strickland

- Gavin Hapgood-Strickland
- Matthew Mc Allister
- Orsella Schneeberger

Equipment

Item
Table
Radio
Chair
Collection Tray

QTY	Doc
7	42-Marksheet
7	42-Instructions
7	42-STA-Answers

68 Six Basic Knots

Dam | Sunday 10:00 - 10:45

Scout Instructions

None

Judge Instructions

The scout is required to tie the six basic knots on a single length of rope. They should then present and name each knot:

- 1. Reef knot
- 2. Clove hitch
- 3. Round turn and two half hitches
- 4. Bowline
- 5. Sheep shank
- 6. Sheet bend

Upon presentation, ask the scout to explain the use for any two of the knots (judge's choice). Ensure the explanations are accurate and the knots are tied correctly.

Judges

- Connor Johan Venter
- Dylan Cloete
- Emile Du Plooi
- Gavin Hapgood-Strickland

- Gavin Hapgood-Strickland
- James Stewart
- Roshe Applegate

Equipment

QTY	Item	
3	Radio	



QTY	Doc
7	43-Marksheet
7	43-Instructions

69 Advanced Knots

Campfire | Sunday 10:00 - 10:45

Scout Instructions

None

Judge Instructions

The Scout is tasked with tying the following advanced knots:

- 1. Carrick bend
- 2. Hunters bend
- 3. Scaffold hitch
- 4. Barrel hitch
- 5. Guyline hitch

For each knot, award one mark for correctly tying the knot and one mark for correctly stating its function or usage. Ensure that each knot is tied securely and correctly.

Judges

- Caleb Sebastian Serafin
- Capucine Wiroth
- Daniel Skriker
- Emily Gammon

- Emily Gammon
- Josie Adlard
- Tracey le Roux

Equipment

QTY	Item
3	Radio

QTY	Doc
7	44-Marksheet
7	44-Instructions

70 STA 4: Clapper

Barn | Sunday 10:00 - 10:45

Scout Instructions

None

Judge Instructions

Scouts are to construct a director's clapper using materials they've brought with them, primarily cardboard or wooden board. Evaluate the final product based on the following criteria:

- 1. Overall neatness of the clapper. -2
- 2. Quality and strength of the construction. -2
- 3. Functionality: Does the clapper produce a clear clap? -2
- 4. Design and decoration: Is the clapper aesthetically pleasing and creatively decorated? -4

Judges

- Jason Raad
- Neil Botha
- · Nicholas MacDonald
- Orsella Schneeberger

- Orsella Schneeberger
- Sai Ehrhardt
- · Simon Grantham

Equipment

QTY	Item	
3	Table	
3	Radio	
6	Chair	

Doc
45-Marksheet
45-Instructions

71 STA 5: Chair

Barn | Sunday 10:00 - 10:45

Scout Instructions

None

Judge Instructions

Scouts are to construct a miniature version of a director's chair using twine and wooden sticks. Assess the following criteria:

- 1. Decoration: Is the chair decorated or finished in a manner that enhances its appearance? -2
- 2. Quality of Lashings: Are the lashings tight, neat, and finished appropriately? -2
- 3. Strength: Is the structure sturdy and can it hold some weight without collapsing? -2

- 4. Correct use of lashings: Ensure both diagonal and square lashings are used in appropriate places.
- 5. Function: Can the chair fold up -2

Judges

- Carol Wannenburgh
- David Knight
- Heike Hellstrom
- Robbie Schreiber

- Robbie Schreiber
- Sean Wilbraham
- Simon Shoosmith

Equipment

QTY	Item	
3	Table	
3	Radio	
6	Chair	

Doc
46-Marksheet
46-Instructions

72 Patrol Leader Briefing 3

Front Lawn | Sunday 10:30 - 10:45

Scout Instructions

None

Judge Instructions

Provide the Patrol Leader (PL) with final pack-up and inspection instructions:

- 1. Make sure patrol eats.
- 2. Instruct on proper rubbish disposal methods.
- 3. After final inspection they may start deconstructing.
- 4. Final site inspection is their last base
- 5. Mark check at 15h15
- 6. Anything else that needs to be addressed
- 7. Any questions

Judges

• Joseph Hansen

• Joseph Hansen



Docs

QTY	Doc
1	47-Marksheet
1	47-Instructions

73 Lunch Prep

House | Sunday 10:30 - 12:30

Scout Instructions

None

Judge Instructions

Catering start prepping lunch

Judges

- Michael Uphill
- Orion Barker

- Orion Barker
- Simon Bean

Equipment

QTY	Item
1	Kitchen Equipment
1	Lunch food



74 Media Crew (Final Inspection)

Campsites | Sunday 10:45 - 12:30

Scout Instructions

None

Judge Instructions

During the final inspection, focus on capturing the gravity and solemnity of the moment. Start with wide-angle shots that set the scene, showing the scouts standing at attention in front of their constructed campsites. Move in for close-ups to catch the emotions on the scouts' faces — the anticipation, the nervousness, and the pride.

As the staff move through the inspection, capture their professionalism — the meticulousness with which they check each aspect, their discussions, and their notations. Keep the camera steady, and transition smoothly between shots to emphasize the seriousness of the process.

Highlight the contrast between the scouts' anticipation and the staff's methodical approach. This is a pivotal moment, and the footage should reflect the weight of the situation and the culmination of the scouts' hard work.

If possible, get some overhead drone shots to showcase the entire setup of the campsites and the scale of the event. As the inspection concludes, focus on reactions — the relief, the joy, or the disappointment, capturing the essence of this critical juncture in the event.

Judges

- Markus Smith
- Peter Nielsen

- · Peter Nielsen
- Robert Britz

Equipment



QTY	Item
1	All camera, film and media equipment
2	Radio

None

75 Inspection: Site

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Inspect the overall neatness, cleanliness, and layout of each campsite, considering the following criteria:

- 1. Neatness and cleanliness: Ensure that the site is tidy, with no litter, sisal, ropes, or other equipment scattered around.
- 2. No digging policy: Verify that there are no dry pits, wet pits, or trenches of any kind, in line with Hawequas' regulations.
- 3. Logical site layout: The layout should ensure easy flow between important structures.
- 4. Fireplace positioning: The fireplace should be positioned downwind to prevent smoke from blowing through the campsite.
- 5. Chopping area: It should be strategically located near the fireplace for efficiency.

6. Campsite boundary: The boundary should be clearly marked out. While ropes and sticks are acceptable, sisal alone does not suffice as a boundary.

Note: Deduct a point if any form of digging or trenching is found.

Judges

- Ashley Minshall
- James Stewart
- Nicholas MacDonald

- Nicholas MacDonald
- · Simon Shoosmith



Docs

QTY	Doc
11	48-Marksheet
11	48-Instructions

76 Inspection: Table

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Inspect the quality, stability, and design of the pioneered table in each campsite. Consider the following criteria:

- 1. Pioneering quality: Are the lashings done correctly?
- 2. Stability: Does the table wobble or is it sturdy?
- 3. Design: Is the design practical and effective for seating?
- 4. Neatness: Is the table clean with no stray ends or rough edges?
- 5. Lashing ends: Are the ends of the lashings neatly tucked away?
- 6. Seating capacity: Can the table comfortably seat 8 people?
- 7. Table top: Is there a proper table top or is it a pioneered table top using multiple staves or slats?

Judges

- Abubakr Marcus
- Caleb Sebastian Serafin
- Conrad Thomas
- David Knight

- David Knight
- Roshe Applegate
- Tikana May

Equipment

None



QTY	Doc
11	49-Marksheet
11	49-Instructions

77 Inspection: Extra Gadgets

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Inspect the campsite for extra gadgets (excluding tables and gateways). These gadgets should enhance the functionality of the campsite. Consider the following criteria:

- 1. Check the quality of lashings: Are they tight and neat?
- 2. Test the functionality of the gadgets: Do they work as they're supposed to?
- 3. Count the number of extra gadgets.

Judges

- Aaron Filmalter
- Connor Johan Venter
- Emile Du Plooi
- Emily Gammon

- Emily Gammon
- Josie Adlard
- Melissa Rijs





QTY	Doc
11	50-Marksheet
11	50-Instructions

78 Inspection: Dresser

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Assess the campsite kitchen dresser based on pioneering quality, neatness, and effectiveness. The dresser should meet the following criteria:

- 1. Pioneering quality of the dresser.
- 2. Neatness of the dresser.
- 3. Effectiveness in holding 2 washing bowls, a drying rack, and a bin.
- 4. Stability of the dresser.
- 5. The dresser should be freestanding.
- 6. Assessment of the bin setup:
- Pioneered as part of the structure: 2 points.
- Black bag attached to the structure: 1 point.
- No bin: 0 points.

Judges

- Asmaa Marcus
- Daniel Skriker
- · Gavin Hapgood-Strickland
- Jemma Gill

- Jemma Gill
- Junior Kathe
- Sean Wilbraham

Equipment

None



QTY	Doc
11	51-Marksheet
11	51-Instructions

79 Inspection: Notice Board

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Assess the pioneering quality, design, and functionality of the notice board. Consider the following criteria:

- 1. Stability: Is the notice board stable and firmly planted?
- 2. Lashings: Are all lashings correct and tight?
- 3. Neatness: Is the design neat?
- 4. Attractiveness: Does the design appeal visually?
- 5. Functionality: Is the notice board functional with relevant items displayed, such as the program or team name?
- 6. Accessibility: Can all scouts easily access and read the contents of the notice board?

Judges

- Carol Wannenburgh
- Dylan Cloete
- Kaylee Fittock
- Matthew Mc Allister

- Matthew Mc Allister
- Robbie Schreiber
- · Simon Grantham

Equipment



QTY	Doc
11	52-Marksheet
11	52-Instructions

80 Inspection: Flag

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Assess the pioneering quality, design, and functionality of the campsite flagpole. Consider the following criteria:

- 1. Stability of the flagpole.
- 2. Correctness and tightness of the lashings.
- 3. Neatness of the flagpole construction.
- 4. Attractiveness of the flagpole design.
- 5. Functionality: Ability to raise and lower a flag.
- 6. Presence of a cleared area around the flagpole for a parade ground or area to fall in.

Judges

- Christian John Beerwinkel
- David Bosch
- Deen Storkey
- Jason Raad

- Jason Raad
- · Neil Botha
- Orsella Schneeberger

Equipment



QTY	Doc
11	53-Marksheet
11	53-Instructions

81 Inspection: Gateway

Campsites | Sunday 11:00 - 12:30

Scout Instructions

None

Judge Instructions

Assess the design and structure of each patrol's campsite gateway. Consider the following criteria:

- 1. Location: Is the gateway positioned at the most accessible path leading into and out of the
- 2. Stability: The gateway should be freestanding without relying on trees or external objects for
- 3. Aesthetics: The design should be attractive and neat.
- 4. Functionality: Supporting ropes or structures should not interfere with the entry or exit from the
- 5. Ingenuity: Extra points awarded if the gateway has some form of moving part or unique mechanism.

Judges

- Capucine Wiroth
- Christopher Hapgood-Strickland
- Sai Ehrhardt

- Sai Ehrhardt
- Tracey le Roux



Docs

QTY	Doc
11	54-Marksheet
11	54-Instructions

82 Staff Lunch

House | Sunday 12:30 - 13:30

Scout Instructions		
None		
Judge Toetouetiene		
Judge Instructions		
Hotdogs / Cheese sandwiches		
👛 Judges		
All Judges		
Equipment	Docs	
None	None	

83 STA 6: Pinhole

Barn | Sunday 13:30 - 14:00

Scout Instructions

None

Judge Instructions

For this STA, the patrol has been tasked with constructing a pinhole camera.

Handin - 1

Quality of construction: must not fall apart - 3 (bad, mediocre, good) Functionality: is it possible to focus an image - 3 (no, blurry, sharp)

Decoration: -3 (low, medium, high effort)

Judges

- Aaron Filmalter
- Christopher Hapgood-Strickland
- Jason Raad
- Melissa Rijs

- Melissa Rijs
- Neil Botha
- Tracey le Roux

Equipment

QTY	Item	
3	Table	
3	Radio	
6	Chair	

Docs

QTY	Doc
7	55-Marksheet
7	55-Instructions

84 STA 8: Academy Award

Barn | Sunday 13:30 - 14:00

Scout Instructions

None

Judge Instructions

Scouts are to sculpt an Oscar statuette using polymer clay. Consider the following criteria when awarding marks:

- 1. The figure should be no less than 5cm tall. -2
- 2. The statuette should be free-standing. -2
- 3. Evaluate the quality of the build. -4
- 4. Evaluate the decoration and finishing touches. -4
- 5. Evaluate accuracy to original -2
- 6. Hand-in -1

Judges

- David Bosch
- Junior Kathe
- Kaylee Fittock
- Robbie Schreiber

- Robbie Schreiber
- Sai Ehrhardt
- Simon Grantham

Equipment

QTY	Item	
3	Table	
3	Radio	
6	Chair	

Docs

QTY	Doc
7	56-Marksheet
7	56-Instructions

85 Tuckshop Arrival

River Bank | Sunday 14:00 - 15:00

Scout Instructions		
None		

Judge Instructions

1st Claremont will arrive and set up the Tuckshop underneath the trees by the river bank. Assist them as far as possible. They have been given permission to park there, and to use the electricity at the outlet box

Judges

• Daniel Le Jeune

• Daniel Le Jeune



Docs

None None

86 Rubbish Hand-In

Kitchen | Sunday 14:30 - 15:15

Scout Instructions

None

Judge Instructions

Patrols are to deposit waste strictly at the kitchen area. Any recyclable materials must be retained by the patrols and taken home with them.

Judges

- David Knight
- Nicholas MacDonald

• Nicholas MacDonald





QTY	Doc
3	57-Marksheet
3	57-Instructions

87 Final Site Inspection

Campsites | Sunday 14:30 - 15:15

Scout Instructions

None

Judge Instructions

Inspect each patrol's campsite for the final site inspection. Consider the following criteria:

- 1. Cleanliness of the site: Is there any litter or waste left behind?
- 2. Equipment: Has all the equipment been properly packed away?
- 3. Fire safety: If a fire was made, has it been properly extinguished and the site returned to its natural state?
- 4. Impact on nature: Ensure that the natural environment has not been harmed or altered.

Judges

- Aaron Filmalter
- Ashley Minshall
- Caleb Sebastian Serafin
- Capucine Wiroth
- Carol Wannenburgh
- Christian John Beerwinkel
- Connor Johan Venter
- Conrad Thomas
- Daniel Skriker
- Deen Storkey
- Emile Du Plooi
- Gavin Hapgood-Strickland
- Heike Hellstrom

- · Heike Hellstrom
- Jason Raad
- · Josie Adlard
- Kaylee Fittock
- Orsella Schneeberger
- Robbie Schreiber
- Roshe Applegate
- Sai Ehrhardt
- Sean Wilbraham
- Simon Grantham
- Simon Shoosmith
- Tracey le Roux





QTY	Doc
13	58-Marksheet
13	58-Instructions

88 Print Mark Check

House | Sunday 14:30 - 15:15

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None

Judge Instructions

Admin to ensure all marks are printed, without showing the final position

Judges

- Andrew Venter
- Joseph Hansen

- Joseph Hansen
- Nigel Forshaw



Docs

None None

89 Parents Arrival

Various | Sunday 15:00 - 16:30

Scout Instructions

None

Judge Instructions

Various teams ready for arrival of parents, and for assisting with Traffic and unloading. Forrest teams to pick up at TOP parking lot to pick trailers. Terrace teams to pick up trailers at Terrace parking. Assist the flow of traffic as far as possible

Judges

- Abubakr Marcus
- Caleb Sebastian Serafin
- Carol Wannenburgh
- Conrad Thomas
- David Knight
- Dylan Cloete
- Gavin Hapgood-Strickland
- · Heike Hellstrom
- James Stewart

- James Stewart
- Jason Raad
- Jemma Gill
- Nicholas MacDonald
- Sean Wilbraham
- Simon Grantham
- · Simon Shoosmith
- Tikana May

Equipment

QTY	Item
8	Radio

QTY	Doc
12	Hawequas Map

90 Patrol Leader Mark Check

Front Lawn | Sunday 15:30 - 15:45

Scout Instructions

None

Judge Instructions

Patrol leaders to check their marks in private, report any errors to chief judge and admin FINAL SCORES AND RESULTS TO BE POSTED IN THE BARN DIRECTLY BEFORE FINAL PARADE, so that Scouts can see their results immediately after

Judges

- Andrew Venter
- Joseph Hansen

- Joseph Hansen
- Nigel Forshaw

Equipment

QTY	Item
1	Pen

QTY	Doc
1	59-Marksheet
1	59-Instructions

91 Media Crew (Final Parade)

Main Field | Sunday 15:45 - 16:30

Scout Instructions

None

Judge Instructions

The final parade is a grand spectacle, and your media crew should be ready to capture every emotion-filled moment. Begin with wide shots to show the scale and grandeur of the event - 47 teams, over 50 staff, and 200+ spectators. The anticipation in the air should be palpable.

Zoom in on teams, catching the eagerness and tension in their eyes as they await the results. The staff, lined up neatly, represent the culmination of the event's organization, so get sweeping shots of them, highlighting their professionalism and dedication.

When the winning patrols salute the chief judge, be ready for close-ups. The salute, an emblem of respect and honor, is a key moment. The joy, pride, and perhaps even surprise on the winners' faces need to be captured in high resolution.

The presentation of the Gordon Shield is the climax. Frame the shot to have the chief judge and the winning team's leader in focus, with the gleaming Gordon Shield taking center stage. Capture the exact moment the shield is handed over — that's the shot of the day.

Don't forget the spectators. Their cheers, claps, and perhaps even tears, are integral to the narrative. Their reactions to the announcements provide a rich backdrop to the main event.

Lastly, as the parade concludes, capture the teams' interactions — the congratulations, the group hugs, the high-fives. This event is as much about camaraderie as competition, and your footage should reflect that spirit.

Judges

- Markus Smith
- Peter Nielsen

- Peter Nielsen
- · Robert Britz

F Equipment

QTY	Item	
1	All camera, film and media equipment	
2	Radio	
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None

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92 Final Parade

Main Field | Sunday 16:00 - 16:30

Scout Instructions

None

Judge Instructions

Congratulate all scouts for completing the compeition, despite the elements and challenges they faced I hope that you have all learned something over this weekend, that you will take back to your Troops A word from Regional Commissioner

Thank the staff for their dedication

Thank core team specifically for their hard work and months of planning

Announce winners from 15th

Top five PLs come up for certificate

Winning patrol comes to recieve shield handed by RC

Congratulate everyone once again, if you want to see your results, they are posted on the notice board in the barn

I wish to see you at the next event

Winning patrol flag down

Judges

All Judges



Docs

QTY	Doc
1	60-Marksheet
1	60-Instructions

93 Judge Debrief

House | Sunday 16:30 - 16:45

Scout Instructions

None

Judge Instructions

Thank all staff for their amazing support

I hope that everyone has made at least one new connection and has learned something to take home with them

Thank you to every person on the core team who contributed in some way to the success of the competition

I hope to see you at events in the future

Please assist with pack up, so that we can all go home



All Judges



Docs

None None

94 Pack Up

Various | Sunday 16:45 - 17:30

Scout Instructions
None
Judge Instructions
Make sure all personal kit, hawequas equipment, competition is packed up. Collect all lost propert to be returned to HQ post-competition Sweep floors, clean surfaces, leave area the same as when we arrived
╩ Judges
All Judges

Docs

None

Equipment

95 End

Hawequas | Sunday 17:30 - 18:00

Scout Instructions		
None		
Judge Instructions		
Everyone goes home and enjoys life		
╩ Judges		
All Judges		
⊁ Equipment	Docs	
None	None	

96 hayi

Various | Sunday 18:00 - 21:00

Scout Instructions

None

Judge Instructions

hayi

Judges

- Andrew Venter
- Daniel Le Jeune
- Dylan Ribbans
- Joseph Hansen

- Joseph Hansen
- Sebastian Haug
- Simon Bean

🔑 Equipment

Docs

None None