

Introduction

The orienteering course was developed to be used in the Orienteering Merit Badge program at Trexler Scout Reservation. It can be used to fulfill part of requirement 7 for Orienteering Merit Badge. It can also be used for some fun competitions.

The materials for the course include

- Nine (9) laminated map sheets of the reservation with 25 control points marked on the map,
- Five (5) non laminated maps,
- One (1) master map with the real points highlighted, (Tab 1)
- Sample blank score sheets for the Cross Country Orienteering course at (Tab 2), and the Score Orienteering course at (Tab 3)
- One set of master score sheets with the solutions, (Tab 4)
- One set of scoring templates (Tab 5)
- Nine (9) pre-placed Control Points with a Control Marker made of a one gallon plastic milk container painted day-glow orange. Hanging inside the marker will be a crayon and a card with instructions. A three-letter code is written on the outside and inside of the Control Marker.

The Map

The map is similar to a normal topo map. It has contour lines consistent with current USGS topo maps. It differs in that some clear areas are from standard USGS topo maps. There are two shades of green on the map. The lighter green is deciduous forest and the darker green is coniferous forest. There is no red for paved roads on the map. There is a bar scale on the map along with the contour interval, and declination diagram showing magnetic north (MN) and grid north (GN). Magnetic north is to be used when orienting the map with a compass. Some but not all trails are on the map. Some of the streams shown are intermittent and may not have flow during dry spells. There are two off limits areas on the map. One is the program area in Akelaland and is clearly marked. The other is the Christmas tree nursery just off the southwest boundary of the Reservation. Control Points are indicated by a circle O and numbered 1 through 25. The Control Marker is located with in that circle. Only (9) points have a Control Markers the rest are fake Control Points. Do not tell this to the participants.

General Information

The nine (9) Control Points can be used in two (2) different types of events. They are Cross Country Orienteering and Score Orienteering. It is suggested that the Cross Country Orienteering be used for the Merit Badge requirements and that the Score Orienteering be used for fun competitions. Keep a log of participants and their start times. Don't rely on the score sheets. Also keep a log to keep track of the maps.

The staff should check the course after each use to insure that the control markers and the materials inside them are still in place.

Designate an official course timepiece.

The participants are not to move or remove the Control Marker or the materials hanging inside.

If crayons are missing, the staff will have to replace them and correct the scoring templates accordingly. If an information card is missing see Tab 7 for a replacement.

If a crayon or instruction card is reported missing by a participant, then nobody should get credit for that point on that day. Be sure to announce that in the briefing before they go on the course. This may help deter them from taking the crayons or instruction cards.

There are only nine (9) points on this course. Therefore a participant can only do the course once since the same points are used for all the events.

Contact council if additional score sheets are needed. They have a copy of this guidebook.

Number and keep control of the laminated and extra map sheets. Make sure you get them back. There aren't any more.

For questions about the course contact Lou Lestochi 610-967-3280 or email LJL05@prodigy.net

CROSS COUNTRY ORIENTEERING COURSE

The course starts and ends at the Scout Craft Pavilion in Settler's camp. It is a modified Cross Country Orienteering course. It is designed so that the participants have to go to each control point in a certain order. The

participant is only given the first Control Point on the course. They will not know the next Control Point until they have found the Control Point they are going to. The next point will be identified at the Control Marker. The Full Course has nine (9) Control Points and will take 4 to 8 hours to complete depending on the skill of the participant. The Short Course has 6 points and can be completed in 3 to 5 hours. The Short Course is the same as the Full Course except that the first two and the last Control Points of the Full Course are deleted.

Participants should do one of the courses, **but not both** since six of the points are the same for each course.

Procedure.

The participants will be issued a laminated map and the appropriate score sheet for the course they are doing. They need to complete the heading

material before turning in their score sheet. The staff will enter the start time on the participants score sheet when they start on the course. The score sheet will have the first Control Point number and a brief description of the point. The participants are told to go to that point. When they find the Control Marker they are to enter the 3-letter code found on the marker in the appropriate block on the score sheet; color in the appropriate block on the score sheet with the crayon hanging in the marker; and copy the next point number and description found on the card hanging in the marker. Tab 6 has an enlargement of a typical card found in hanging in the marker. Tab 7 has a copy of each card. Upon return the staff will record the participants End Time on their score sheet. Participants should have at least 20 minutes

between start times so that they don't run into each other on the course.

The staff may chose to make this a timed event and have the participants complete as many points as they can in a given time. Again there should be at least 20 minutes between start times for the participants.

The staff should set the criteria on whether the participant did enough to meet the requirements of the Merit Badge.

SCORE ORIENTEERING COURSE

This course could also be used for a Score Orienteering course where the participants are given a list of the real Control Points and their description but not the 3-letter codes or colors at each point.

Procedure

This is a timed event. All participants start at the same time. The object is to find as many of the Control Points as they can in a given time. The participants will be issued a laminated map and the appropriate score sheet for the course they are doing. They need to complete the heading material before turning in their score sheet. The staff will enter the start time on the participants score sheet when they start on the course. The participants must still record the 3-letter code and color in the appropriate block on the score sheet at each Control Point found.

Each Control Point will have a point value with the more difficult points having higher values than the easier points. (The score sheet with point values for Score Orienteering is at Tab 3.) The participants are all started at the same time and told to find as many of the points as they can in the time available.

Initially no more than 1 ½ hours should be allowed. The time can be modified, if it is found that more or less time is needed. Three (3) penalty points should be deducted from the total score for each minute they are late in returning to the starting point. The start and end point is the Scout Craft Pavilion.

The staff should set the criteria on whether the participant did enough to meet the requirements of the Merit Badge.

- Points to make when briefing the participants.
 - Stress Orienteering concepts such as collecting features, attack points and offsets.
 - Rely more on the map and less on the compass for navigation. It's quicker.
 - Man made objects such as trails, buildings, and roads sometimes change with time and should not be relied upon for navigation.
 - Natural objects such as hills, ridgelines, ravines, and etc. seldom change with time and are thus more reliable for navigation.
- The participants are not to move or remove the Control Marker or the materials hanging inside.
- If a crayon or instruction card is reported missing by a participant, then nobody will get credit for that point on that day.
- At no time during this course should a participant cross a paved road with painted lines. If they do, they are doing something wrong.
- Go over the map, explain the two shades of green, clear areas are in tan or white, point out the off limits areas.
- Not all trials are on the map nor are all the structures on the map.
- Make sure they know who to report to when coming off the course so that their end time is properly recorded.
- Travel in buddy pairs.
- Do not mark the maps.
- Do not fold the laminated maps.
- Participants will need, pen or pencil, a watch, and a compass. A clipboard would be helpful.

- If lost, go to last known location and start again.
- You will not get credit for a point unless you have both the 3-letter code and the color block colored in
- If you break a crayon or tear an information card, let us know so that we can replace it.
- Stay out of the off limits areas.
- All participants must carry at least one quart of water. If it is a hot day, have them drink plenty of water before starting on the course.
- Dress appropriately.
- Be back to the Scout Craft Pavilion no later than _____.

Tab 1

Tab 2

Cross Country Orienteering

Full Course Score Sheet

Name: _____
 Troop: _____
 Camp Site: _____
 Start Time: _____
 End Time: _____

Point Num	Description	3 Letter Code	Color
Start Point	Scout Craft Pavilion		
23	West of northern edge of Christmas tree farm		
End Point	Return to Scout Craft Pavilion		

At each point write down the number and description of the next point in the correct columns, the 3 letter code in the code column, and color in the color square for that point. Fill in the whole color square.
 The three letter code is on the outside and inside of the marker.
 Instructions for the next point are in the plastic bag inside the marker.
 The crayon is hanging inside the marker.
 This course has a total of 9 points, not counting the start and finish points

Cross Country Orienteering

Short Course Score Sheet

Name: _____

Troop: _____ Camp Site: _____

Start Time: _____

End Time: _____

Point Num	Description	3 Letter Code	Color
Start Point	Scout Craft Pavilion		
1	In point on corner of tree line		
End Point	Return to Scout Craft Pavilion		

At each point write down the number and description of the next point in the correct columns , the 3 letter code in the code column, and color in the color square for that point. Fill in the whole color square

The three letter code is on the outside and inside of the marker.

Instructions for the next point are in the plastic bag inside the marker

The crayon is hanging inside the marker.

This course has a total of 6 points, not counting the start and finish points



Tab 3



Score Orienteering

Score Orienteering Score Sheet

Name: _____
 Troop: _____
 Camp Site: _____
 Start Time: _____
 End Time: _____

Point Num	Description	3 Letter Code	Color	Start Point	Scout Craft Pavilion	Point Value
23	West of northern edge of Christmas tree farm			12 pts		
7	About 300' from corner of clearing at about 130°			15 pts		
1	In corner on tree line			5 pts		
18	Top of ravine near unmarked trail			11 pts		
21	Spring south of old latrine			16 pts		
6	North of stone wall 25'			3 pts		
15	North of dead fall on creek			6 pts		
9	100' from hilltop at 45°			8 pts		
11	250° & 260' from swamp/pond near trail			20 pts		
End Point	Scout Craft Pavilion					

At each point write down the 3 letter code in the code column, and color in the color square for that point. Fill in the whole color square. The three letter code is on the outside and inside of the marker. The crayon is hanging inside the marker. This course has a total of 9 points, not counting the start and finish points

Total correct points _____
 Penalty minutes x 3 = - _____
 Final Score _____

There are maximum of 100 points.

Tab 4

Cross Country Orienteering Course
Full Course Master Score Sheet

Color	Code	Route Order	Description
		Start Point	Scout Craft Pavilion
	CPT	23	West of northern edge of Christmas tree farm
	MAJ	7	About 300' from corner of clearing at about 130°
	COL	1	In corner on tree line
	LTC	18	Top of ravine near unmarked trail
	CPL	21	Spring south of old latrine
	PVT	6	North of stone wall 25'
	1SG	15	North of dead fall on creek
	SGT	9	100' from hilltop at 45°
	CSM	11	250° & 260' from swamp/pond near trail
		End Point	Scout Craft Pavilion

Score Orienteering

Score Orienteering Score Sheet
 Master Score Sheet

Point Num	Description	3 Letter Code	Color	Start Point	Scout Craft Pavilion	Point Value
23	West of northern edge of Christmas tree farm	CPT		12 pts		
7	About 300' from corner of clearing at about 130°	MAJ		15 pts		
1	In corner on tree line	COL		5 pts		
18	Top of ravine near unmarked trail	LTC		11 pts		
21	Spring south of old latrine	CPL		16 pts		
6	North of stone wall 25'	PVT		3 pts		
15	North of dead fall on creek	1SG		6 pts		
9	100' from hilltop at 45°	SGT		8 pts		
11	250° & 260' from swamp/pond near trail	CSM		20 pts		
End Point	Scout Craft Pavilion					

Total correct points _____

Penalty minutes x 3 = - _____

Final Score _____

Penalty points _____

There are maximum of 100 points.

Cross Country Orienteering
Short Course Master Score Sheet

Color	Code	Route Order	Description	Start Point	End Point
			Scout Craft Pavilion		
	COL	1	In point on corner of tree line		
	LTC	18	Top of ravine near unmarked trail		
	CPL	21	Spring south of old latrine		
	PVT	6	North of stone wall 25'		
	1SG	15	North of dead fall on creek		
	SGT	9	100' from hilltop at 45°		
			Scout Craft Pavilion		

Tab 5

Tab 6

T 1	PVT	Next point is Number <u>15</u> on map	Description	North of dead fall on stream
T 3	SGT	Next point is Number <u>11</u> on map (Back to Scout Craft Pavilion if on Short Course)	Description	250° & 260' from swamp/pond near trail
T 5	MAJ	Next point is Number <u>1</u> on map	Description	In point on corner of tree line
T 7	COL	Next point is Number <u>18</u> on map	Description	Top of ravine near unmarked trail
T 9	CPL	Next point is Number <u>6</u> on map	Description	North of stone wall 25'

T 2	1SG	Next point is Number <u>9</u> on map	Description	100' from hilltop at 45°
T 4	CPt	Next point is Number <u>Z</u> on map	Description	About 300' from corner of clearing at about 130°
T 6	CSM	Return to Start Point	Description	Scout Craft Pavilion
T 8	LTC	Next point is Number <u>21</u> on map	Description	Spring south of old latrine

The 3-letter code on each card corresponds to the 3-letter code on the Control Marker

Tab 7

T 15	MSG
<p data-bbox="954 142 1036 737">Next point is Number</p> <p data-bbox="954 1140 1024 1545"><u>13</u> on map</p> <p data-bbox="430 737 493 1037">Description</p> <p data-bbox="313 499 376 1251">Intersection of two streams</p>	

EXAMPLE OF INFORMATION CARD AT EACH CONTROL MARKER