



Schedule of events

Friday, May 3rd, 7:00pm to ???? pm (I'm camping)

Check in for Friday night Campers arrive

Saturday, May 4th

7:00 am	(Volunteers needed) Staff Check in at the area
8:00 am	Troop Registration starts
9:00 am	Event Opening and announcements
9:20 am	Morning events starts

Scouts will pair up and be issued a 4 x 6 card with a pairing number; this is their ticket to each of the morning events. Each pair will select two events out of five different Orienteering events that they choose. These events are subject to change:

1. **White, Yellow and Orange:** The **White** course mostly follows clearly defined trails and is designed for participants who have never orienteered before. The **Yellow** course is designed to get the participant away from fixed features such as trails, but not so far away that they cannot go back to them to reorient themselves. The **Orange** course will take the participant to the next level by relying on all of their orienteering skills using the map and natural terrain features rather than man-made terrain features. Having a linear catching feature and selecting a good attack point will be important.
2. **Brown:** This is an expert level course, and while challenging, it is not impossible. It is designed to minimize the use of man-made terrain features and do not parallel features that can be used as hand rails by less experienced orienteers. The participant must rely on their ability to recognize changing terrain features, pace count, and negotiate longer distances between controls. Direct routes may not be the best choice so route choice is critical. The Brown course is typically shorter than an Orange course because the difficulty in control location makes up for the course length.
3. **Old-Goats:** This is an effort to allow unit leaders the opportunity to orienteer. However, while on the course, adult participants are prohibited from assisting scouts. The course is a compilation of all courses (except the afternoon Score-O). This course is not for those who have never orienteered before. If that is the case and you still want to go out, recommend going with another adult who has some orienteering experience.

12:30 pm	Open lunch period for units
1:30 pm	Unit SPL/President meeting for the Final event, Score-O (Maps handed out)
2:00pm	Start of Troop/Crew Score-O
3:30pm	End of Troop/Crew Score-O, penalties apply to any pair of scouts arriving after this point.
3:40pm	No more scouts accepted for Score-O
4:15pm	Announcement of winners from the morning events.
5:00pm	Event closed

Event Scoring Rules



Every scout that attends this event will get an event patch and will be able to go home with a map of the park that he used at the event.

Each event (except for the training) will award a ribbon for the first 10 places for every scout pair less than 14 years of aged, scouts 14 to 17 year old and 18 year old or older. Each scout in the pair gets a ribbon. That means we can be giving out up to 240 ribbons on Saturday.

Ribbons will be issued for the standard courses White, Yellow and Orange and Brown Courses after the end of the Score-O. No ribbons are issued for the Score-O course as this is a unit based event. Troop/Crew scores will be based on the top five pairs from the Score-O.

Site Information and Layout at Prince William Forrest

