

SCHEDULE: 48th Annual Maryland Scout Orienteering (O') Day -- Baltimore Area Council --BSA

Please go over the info below with Scouts *as we go* through the day. Lots of "rules," but it gets fun soon!
Questions? - 9:30am SM mtg. in our HQ (when any 2 SMs w/<10 kids merge for the p.m. (more fun, fairer!))

Right away, fill in the new registration form you got Fri. (or Sat. after 6:50 a.m. (sunrise) at our HQ bldg.)...
Turn it in at **8:00** & get *Packet #1* with maps/info for Scouts (& for paying adults/ parents.)

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8:00-10:30: This is the "self-guided" part of the day, especially helpful for orienteering beginners!

1) Adults/ SPL lead a **MAP WALK right away** to either O' flags **1 to 5 OR a shorter one*** (marked on maps in *Packet #1* which also has a really helpful sheet** with exactly what to say to scouts while you lead it!)
**You may pick up copies of this Map Walk page, & a couple extra maps, at our HQ early (starting at 6:50 a.m.)
*** 1 to D to 2 to 5**

2) After a Map Walk: Try our short **Route O' Practice Course.** The troop follows the trail of GREEN streamers (ribbons) (starting near our HQ)... That's easy. But... *Everyone draws on their map* a pencil line where they go. Then, just like ROUTE O' at 11 a.m., when you come to a **real** orange/white O' flag (like in the picture below) you also mark where you **think** you are on your map with a red dot & "1", "2"... "6").

The green streamers lead you to 6 O' flags. They are already marked on a color "answer key map" in *Packet #1*... which adults and/or the SPL should use to help scouts along the way.

3) *Optional but fun: Start before 9:45, on your own, HEAD TO HEAD O': (O' newbies & younger Scouts should do this last! (if there's time.)) Make groups of 3; adults can mix w/scouts... Everyone circles different letters on their map: 1st person circles F K L Q; 2nd G J N P; 3rd H I M R. Start at the same time (solo or in pairs), & the first back with all 4 wins... BUT you try to find, in order, YOUR 4 flags (the letter is on each flag.) Don't just follow somebody or you'll go wrong!*

Find YOUR flags & with the punch, punch in the box on the map. Come back after 30 min. for sure. Results don't count.

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9:15: A few Super-advanced Scouts meet at the flagpole.
10:00: We ask for adult volunteers to help for about 1.5 hours as "monitors" in the woods... No skill required. Thanks!

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10:30: First fall-in (everyone...near the flagpole) for:

ROUTE ORIENTEERING: There's ~1 mile route marked in the woods with ribbons-you could just follow them, ignore the map, & thus have no clue where you are! Instead, you should always keep your map oriented by visible features around you (or by a compass) & keep your thumb where you are on your map, as you follow trails, streams, edges of fields (orange on your map) like the winners do. Why?...



O' flag photo: Nadim Ahmed

...Because you'll come to 6 big orange/ white O' flags... #1 is marked on your map, but you try to exactly mark the location of 2 to 6 on your map (with a **red dot.**) (Also write the flag's code ("Y2, Y3.." or "O2"...))

You don't *have* to draw a line, just mark a red dot for each big O' flag. **Older pairs follow orange ribbons. Younger pairs follow blue ribbons.** The closer you mark your dot in the right spot on your map, the more points you earn--this decides individual champions and, partly, troop champs. Speed doesn't count.

RULES: 1) Adults helping scouts after 10:30 a.m. is not allowed!

2) **Scouts may not look at other's maps.** 3) No litter! 4) Don't disturb any flags or streamers. 5) No cell phone/GPS navigation apps, etc. 6) Phones/whistles: emergencies only...First aid experts are by our HQ
Event staff will be in the woods & may disqualify anyone breaking these rules.

EACH PAIR TURNS IN **ONE** OF THEIR MAPS at our HQ **by 12:30 at the latest.** (*Adults (incl. Venture 18+) & parents should take part, but can't help Scouts & don't turn in their maps.*)
Most scouts will return between 11:15 & 11:45, then **lunch.**