

1:30 to 2:15: Scouts (*not adults*) prepare** for **SCORE ORIENTEERING**, our always-fun & challenging grand finale troop-event. It doesn't count for individual results, but mostly determines troop results).

No youth leave our barn-pavilion area under any circumstances from 1:30 until hearing "go" at 2:30!

****At 1:30 p.m.,** get your troop *Packet #2* with a map for each Scout with 45 new circles, plus *code* lists*. The **SPL(s)** (*not adults!*) coordinate which pairs will try to find which flags. (*Participating adults get their own map at 2:30; it's fun to see who's better, Scouts or leaders! Adults may not help scouts on this event!*)

Use the same pairs as before. A smart SPL has younger pairs go to easy O' flags. Flags with the lowest numbers are easiest. High numbers: hard!... #7 is worth 7, #50 worth 50 points. Go in any order.
Don't go to #'s 30+ unless you're really experienced!

Pairs should use the critical 1:30 to 2:15 time to plan which markers to go to 1st, 2nd, 3rd, etc., then plan (draw?) the best trails, streams, fields, etc. to follow to get close to each flag; older guys can help pairs plan. Remember to Orient (rotate) your map by visible features or a compass; don't focus on compass bearings.

[Adults: No helping, just be sure the SPL has this info above. (Also in the p.m. packet are a.m. answer keys; at the next troop meeting, leaders & scouts could review on each Scout's map where he or she really went.)]

2:15 - Everyone **falls in** for Score O'. You'll have ~110 minutes to find, in any order, as many of your pair's O' flags as you can. If you can't find one, go on to the next. The troop gets no extra credit (nor penalty) if more than one pair finds the same O' flag. *Only "Super-advanced" go solo. Adults can't help.*

Pairs returning late (after 4:15!) get a zero so start heading back~3:30! If you're after O' flag *code "JC," look on the flag for "JC"...then with the punch hanging there, punch in the correct box on one of your maps.So first check that each pair/triple has one & only one of the maps with the punch boxes on the bottom.

Scouts: if you ever feel totally lost, rotate the top of your map so it's pointing north (same way as the red (north) end of your compass needle) then head for a nearby trail or road that's north or west or south from where you think you are. (Whether you finish 20th or 70th makes a difference in the troop scores.)

At the finish, give each punched map to your SPL....he gets one from each pair by 4:15, cuts off the bottom "punched" part, staples & turns those in... **At** the 4:15 deadline, at least turn in all that you have! (*If your troop has a different # of Scouts in the p.m. than the a.m., inform the staff... it affects troop scores.*)

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4:15-4:25: Clean up litter, please! Take recycling with you; dumpsters by the pavilion for trash.

4:25-5:00: Fall-in: **AWARDS** (younger, older, super-advcd. individual categories.) Full results incl. troop results at BaltimoreBSA.org & to be emailed to SM's in 5 days.

For our MD Scout O' Day on **10/24/26:** Broad Creek Scout Res. north of Balto.: Camps Finney (O') & Saffran (camping.) Also: qocweb.org for fun public O' events- beginner courses & instruction; troops often attend QOC O'.

photo: Stan Turk



