

## **SCHEDULE: 50th 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?--10am SM mtg. at 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. nt. (or can get Sat. after 7:30 a.m. (sunrise) at Dan Beard Lodge, our HQ, a 0.4 mile downhill walk from the main parking lot)...

Turn it in at that Lodge at **8:30** & get *Packet #1* with maps/info for Scouts (& for paying adults.)

\* \* \* \* \*

**8:30-11:00:** This is the "self-guided" part of the day, especially helpful for orienteering beginners!

**1)** Adults/ SPL lead a short **MAP WALK right away** to either O' flags **1 to 5 OR A to E** (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 want to pick up copies of this Map Walk page, & a couple free extra maps, early (starting at 7:30.)

**2)** After a Map Walk: Try our short **Route O' Practice Course**. The troop follows the trail of GREEN streamers (ribbons) (starting on the "Blue Trail" near our HQ)... *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"... "5").

The green streamers lead you to 5 O' flags. They are already marked on one color "answer key map" in *Packet #1*... which adults/SPL should use, like an "answer key," to help scouts along the way.)

\* \* \* \* \*

**11:00: First fall-in** (everyone... by our Lodge HQ) for:

**ROUTE ORIENTEERING:** There's ~1 mile route marked in the woods with ribbons... You might think you could just follow them, ignoring the map. But then you'd have no clue where you are! So,

...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?...

...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", "O3"...); you don't *have* to draw a line.)



*O' flag photo: Nadim Ahmed*

**Older pairs follow orange ribbons; Younger: blue.** The closer your dots are to the right spots, the more points you get... This decides individual champions and, partly, troop champs. Speed doesn't count.

**RULES:** 1) Adults helping scouts after 11:15 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 or GPS nav., nor radios 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 **1:15 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 noon & 12:30, then **lunch.**

**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 HQ area under any circumstances from 1:30 until hearing "go" at ~2:30!