

## Score-O 2024 Participant Guide

### LHC Orienteering

Score-O is a fast-paced team orienteering competition, held continuously at the Sid Richardson Scout Ranch every year since 1996. It is the Longhorn Councils largest Scouting event and one of the largest orienteering events held in the United States. The event is open to Scouts BSA, Sea Scouts, Venturers, Explorers, AOLs and Adult Scouter teams. Webelos & younger should attend Cub-O in January.

Using a map and compass teams navigate to find marked controls and score points. The goal is to find as many controls and score as many points as possible within 3 ½ hours. Controls are assigned different values from 5 to 30 points based on their difficulty.

Score-O provides a great opportunity for your unit to apply core Scouting skills in small teams to solve problems in the field. Scouts build their confidence in the outdoors and improve their navigation skills and teamwork all while having a great time at Sid Richardson Scout Ranch.

This guide is intended to provide unit leaders with necessary information for planning and preparation to attend Score-O. The registration link and other event details are available on the Longhorn Council Orienteering page at <https://scoutingevent.com/662-ScoreO24> The Longhorn Council Orienteering Committee welcomes your feedback.

## Score-O 2024

Changes in the way Score-O has run since 2020 remain in place for 2024. Given the situation in the larger world these changes are intended to allow Longhorn Council to continue holding Score-O while maximizing participant safety.

- Teams will have assigned Start Times from 10:00am-12:30pm.
- Unit leaders should keep medical forms A&B onsite. Participant safety is our primary concern.
- Pre-registration is required. We cannot accommodate walk-ins.
- All participants should provide their own food for Saturday breakfast & dinner. Saturday a BBQ sack lunch & drink will be presold for \$10 on the registration site and picked up at the dining hall.
- Fruit will be available to everyone from 11am-3pm.
- Arrival/Check-in on Friday evening from 7-9:30 for units that are camping. Saturday check-in from 8:30 – 11:30.
- Camp roads will remain open during the race. This will allow units to depart once all their teams have returned but will also require EXTREME CAUTION WHILE DRIVING in camp.
- Water will be available on the course. Everyone should have their own water bottles.

When arriving at check in you will need:

Unit roster

Medical forms A&B

Team Entry forms

You will get:

Wrist Bands

Scorecards

Start Times

Patches

Last minute info

## Registration

All participants must pre-register. Register online at <https://scoutingevent.com/662-ScoreO24> Select your preferred arrival time.

When your registration is confirmed please review the attachments on the registration page. They will include a copy of this document, medical forms A&B, team rosters. Please complete all these forms before arrival at Score-O so they may be turned in promptly at check in.

## Check-In

If you are coming to Sid Richardson Scout Ranch on Friday evening, please proceed all the way to the main camp area near the Dining Hall. Units arriving on Friday evening will be stopped at the crossroad by the Campmaster and directed to their assigned campsite.

Units that arrive on Saturday please proceed to the Main Camp area. There you will be directed to either your campsite or to a parking area.

Event check-in is in the Dining Hall. Units may check in from 7-9:30 pm Friday night. Check-in reopens Saturday morning at 8:30 am and ends at Noon. No new entries will be accepted after that time. Please send ONE representative to the Dining Hall as soon as possible to complete event check-in. They should be polite and wait if there is a line. To minimize personal contact please follow the following procedures:

- Register and pay all fees online
- Complete all paperwork in advance
  - Printed Unit roster
  - Medical forms (Unit leader keeps on file)
  - Team rosters

A Team Entry Form is attached at the end of this packet and on the registration page. Completing team selection prior to arrival will save time at check-in. Additional team entry forms will be available at the meet. Please be prepared to complete and return them immediately. You will receive scorecards and start times for each team when you turn in these forms. See the Team Classification section for information on setting up your teams.

## EVENT Check in Times:

Friday 7:00pm-9:30pm Check in is open at Dining Hall & Saturday 8:30am-Noon Check in is open at Dining Hall. There will not be assigned unit check-in times this year.

## Vehicle Traffic in Camp

When you arrive in camp you will be directed to your campsite or a parking area. Please park your vehicles as instructed by the Campmaster. All facilities are within walking distance.

CAMP ROADS WILL BE **OPEN** DURING THE RACE. Teams will be on the course from 9:30 am until 5:00 pm. Vehicles will be stopped along the main road at several points and reminded to DRIVE SLOWLY and watch for Scouts.

Please remind the drivers in your unit of the need for safety. DRIVE SLOWLY in camp always. Encourage your members to carpool as teams, when possible, to help reduce traffic in camp.

Riding in the beds of pickups is strictly prohibited. Do not drive off-road.

## Camping

Units may camp Friday and/or Saturday night. If you are planning to camp, you **MUST** pre-register. Camping will not be limited to one unit per campsite. AOLs must camp with a Scout Troop. If your unit is planning to arrive on Saturday, please be ready to run the course shortly after checking in. Your unit will have plenty of time to get to your campsite and setup after the race. Campsites are assigned by the Score-O staff advisor based on unit size.

Campsite assignments will be emailed before the event. Campmasters will be on duty Friday evening to direct you. Campsite assignments are also available at the Dining Hall during check-in.

Please follow these guidelines in the main camp:

- No tents in shelters.
- Please do not park in campsites. Unload your gear and move your vehicle to a parking area.
- Please do not park in someone else's campsite.
- No firearms, fireworks, alcohol, drugs, or non-service animals.
- Check out is no later than 11am on Sunday.

Water will be on at latrines in campsites. Water is always available at the all-weather faucet located at the rear of the Dining Hall. Provide your own containers. Porta Johns will also be spaced out between campsites.

The ranch is frequently included in county fire bans. Cooking over an open fire is allowed. Please note the following rules regarding fires in camp:

- NEVER leave a fire or stove burning unattended.
- Stoves must be elevated and away from all brush and leaves.
- Do not build fires outside established fire rings.
- DO NOT BUILD NEW FIRE RINGS.
- Keep fires small.
- Use only charcoal or fallen wood for fuel. Do not cut green or standing trees.
- Extinguish all fires completely when leaving camp.

There are no dumpsters at camp. Be prepared and haul your own trash home for proper disposal.

## Campsite Assignments

Campsite assignments will be posted the week of the event.

## Meals

BBQ Sack lunch & Drink will be sold during registration and Saturday at the Dining Hall. Units are responsible for all other meals. Fruit will be available to everyone Saturday 11am-3pm at the dining hall. Water will be available in most campsites and behind the dining hall. Provide your own containers.

## Equipment and Clothing

Score-O is a rain or shine event. Participants should check the forecast and prepare for Fall weather.

Hiking boots or good trail shoes are essential for navigating the steep, rocky terrain. Briars and cactus make long pants or gaiters a wise choice. A clear baseplate orienteering compass is the best choice.

Other essential gear:

- Water bottles or canteens
- Watch
- Pencil or pen, clipboard

THE USE OF GPS, SMARTPHONES, TABLETS OR OTHER ELECTRONIC NAVIGATION AIDS IS NOT ALLOWED.

## Training

THERE WILL BE IN PERSON TRAINING AT THE EVENT. Units are strongly encouraged to study the orienteering section of the Scout Handbook. Here are links to two good training videos:

<https://www.youtube.com/watch?v=0cF0ovA3FtY&t=1s>

<https://www.youtube.com/watch?v=3S1a0IDOk4s&t=4s>

The BSA Orienteering Merit Badge pamphlet and the Scout Handbook are both great sources of information on skills and techniques to help your group navigate the course successfully. Practice before you come!

**O-Tip:** Focus on map reading; compass use is mainly to keep the map oriented.

This is also a great opportunity to review Leave No Trace principles as a unit. This Participant Guide discusses ways to minimize impact while orienteering in the Leave No Trace Orienteering Section and should be reviewed with your unit prior to the event.

## Team Classifications

Teams are divided into the following 4 classes based on their Scouting role so they will be competing against others of the same age and skill level.

**Scout:** Scouts only from the rank of Scout to Eagle Scout. Adults may not accompany Scout teams.

What you need to know for each Team:

Unit number

Unit type (Troop, Pack, etc.)

District name

Team Name

Team Type (Class)

Scout

AOL

Crew

Adult

Names of all team members

Contact phone number

**AOLs:** Made of only Arrow of Light Scouts (Age 10). At least **2** registered adults must accompany each AOL team.

**Crew:** Members of Venturing Crew, Explorer Post, or Sea Scout Ship.

**Adult (18+):** Eighteen is the magic number for running with the old dogs. Let's see how good you really are!

Senior Patrol Leaders and Scoutmasters should give some thought to team makeup. Patrols make natural teams and using the existing Troop structure has many advantages. Not only is this an excellent opportunity to emphasize leadership and teamwork but you can promote a little friendly competition within the unit. Bragging rights are valid for 1 year.

Sometimes it may make more sense to field teams based on experience level. This allows beginners, accompanied by an instructor, to learn, practice and build their orienteering skills. It also provides an opportunity for Scouts who are veteran orienteers to really shine and compare their abilities with others at the District and Council levels.

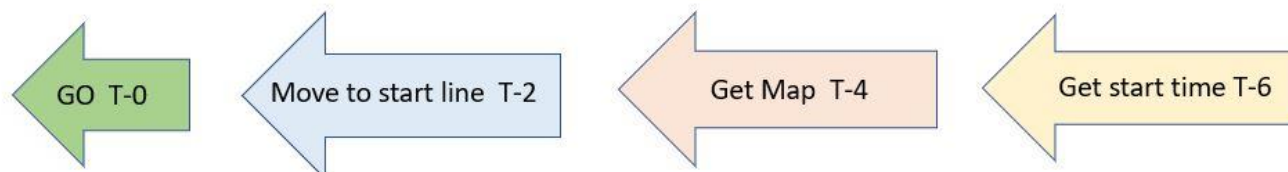
Adults who accompany AOL teams are encouraged to take advantage of this educational opportunity. Learning to read maps and use a compass are skills used throughout life. Encourage all the youth to take turns navigating for the group and help each other when they have mastered a skill. Orienteering is a classic example of "fun with a purpose". Practice before the meet so you are prepared to answer all the questions that will arise.

Team Entry Forms are under the attachment section of the registration page. Print as many as you need and complete them before coming to camp. Extra forms will be available at check-in. Completed Team Entry Forms must be submitted before teams can run the course. **Hint:** It will save time on event day if your unit has worked out team assignments and team names prior to arrival at camp.

The Maximum team size is **8**. The Minimum team size is **3**. Groups larger than 8 must be split into smaller teams. Smaller teams move faster and have less impact on the land.

## Start sequence. Move up every 2 minutes

Course open from 8:50 am until 1:00 pm. First Start 9:00 am, Last Start 1:00 pm



Example:	10:00	T-6 Get in line. Start Time validated by start line volunteer. Start Time written on score card and master start list
Team is assigned Start Time of 10:06 am	10:02	T-4 Get map and bag; begin strategizing
Team should arrive at the starting area a few minutes early	10:04	T-2 Move to starting grid; continue strategizing
	10:06	T-0 <b>START!</b> Team must return by 1:36 pm to avoid penalty

## Competition

The [Event Schedule](#) has the detailed schedule for the weekend.

Score-O uses a timed start procedure. The first start will be at 9:00 am. Multiple teams will be started every two (2) minutes until 1:00 pm. Every team will have **3 ½ hours** to run the course. For example, a team that starts at 11:20 am must finish by 2:50 pm. There is a significant penalty for being late to Finish. Emphasize the importance of finishing on time with all members of the group.

Here's how it works on race day:

1. Check in at the Dining Hall
2. Turn in Team Forms
3. Get Scorecard and Start Time for each team
4. Hydrate; get ready to run
5. Hydrate some more, leave Start with a full water bottle
6. Report to Start Line a few minutes before your Start Time
7. Get maps for everyone on team; plan to find as many controls as possible
8. Have Fun!
9. Race, find control, punch score card, repeat often
10. Return to Finish before your 3 ½ time expires
11. Return to camp or head home
12. Scores will be posted on the board outside the Dining Hall, check scores and pick up ribbons

## After the competition

After the race is over and your team has checked in at Finish you will have time to relax and rest...you've earned it! You can head back to camp and start supper or pack up and head home.

**The roads will remain slowed until all teams are accounted for.** If any teams or individuals remain unaccounted for the Camp Ranger will initiate a search.

Please emphasize the importance of checking in at the Finish Line to all the members of your unit and help us prevent extended road closures.

Patches will be given out at check in. Tee-shirts will be at the Trading Post for pick up or purchase.

## Advancement

Scouts can take advantage of their participation in Score-O to meet both rank and merit badge requirements. Scouts and Scoutmasters will have to assess their own needs to best utilize the program. Event staff will not sign off on requirements. Advanced instruction, examination and record keeping are the responsibility of unit leaders. With a little effort Scouts should be able to meet the following:

1<sup>st</sup> Class requirement 4a to complete an orienteering course that covers at least one mile. Scouts will need to recreate their own route and make measurements on the map to be sure they have satisfied the minimum 1-mile (1.6 km) distance. Scoutmasters must add the measuring of the height and width of objects (flagpole, tree, creek, etc.).

Running the course can satisfy Orienteering Merit Badge requirement 7a. Scouts will be best served if they will immediately complete 7b as well. This is easily accomplished by drawing the route they took from control to control and then writing a brief description of each leg and how it could be improved. It is the Scouts responsibility to complete all other requirements with a merit badge counselor.

## Leave No Trace

As Scouts we have all been introduced to the principles of Leave No Trace. As you participate in Score-O please be a good steward of our natural resources by being respectful of nature and wildlife. Practice these key Leave No Trace principles:

**Travel on Durable Surfaces** – Use trails and hard surfaces when possible. Have your group spread out when off trail to avoid creating new trails. Walk softly and avoid damage to plant life. Be sure to stay on the trail if it is muddy or wet. If you walk around the muddy section, it widens the trail and causes further erosion.

**Pack-it-in, Pack-it-out** – Carry out all your trash. Don't leave snack wrappers, water bottles, etc. Be careful not to drop "micro-trash" along the way. Micro-trash is small pieces of trash such as bottle caps or strips of wrapper torn off when opening a snack. Pick up any trash that you find.

**Leave What You Find** – Don't take souvenirs... Except for trash – pack it out.

**Respect Wildlife** – Don't disturb wildlife or livestock, observe from a distance. Never feed wildlife.

**Be Considerate of Other Visitors** – Let faster teams pass. Keep the noise level down – so that everyone can enjoy the surroundings.

Read more about these and other principles of Leave No Trace in your Scout Handbook.

## Awards

Awards will be presented to the top 3 teams with the highest net scores in each class. In case of a tie the earliest finish time wins. All teams receive a participation ribbon.

Scoring should be finished Saturday night and preliminary scores will be posted outside the Dining Hall. Preliminary scores will also be posted on the Longhorn Council website. Protests are allowed for seven (7) days before scores are declared final.

Teams that do not adhere to team size rules will not be eligible for awards but can still run the course.

Competition scorecards, ribbons, and maps will be returned after Score-O at your District Roundtable.

## Trading Post

The Trading Post will be open from 10:00 am – 5:00 pm Saturday. Drinks, snacks, t-shirts, and supplies will be available. Cash, apple pay, check, and MC/Visa are accepted. The Trading Post is closed on Friday/Sunday.

If your unit pre-orders t-shirts, they will be available at the Trading Post when it opens on Saturday.

## Score-O Rules (Abridged)

1. This is a team event. All participants must register.
2. The Maximum team size is 8. The Minimum team size is 3. Optimum team size is 4. Larger groups must be split into smaller teams.
3. All team members must be present at the Start line. No early starts. All teams must START together, STAY together, and FINISH together. **Teams that do not report together to Finish will be disqualified.**
4. Each AOL team must have a minimum of TWO registered adults with them on the course.
5. This is a timed event; all teams will be given specific start times.
6. Teams have 3 1/2 hours to score as many points as possible.
7. Controls can be visited in any order.
8. Control point values vary as specified on the score sheet. Points are scored by locating the control and punching the attached punch into the scorecard. **Punches must be contained within the numbered square that matches the number on the control or no points will be awarded.**
9. All team members must be present at the Finish line. Finishing time is recorded after ALL team members have crossed the finish line (including adult AOL Leaders accompanying an AOL team).



10. Crossing the Finish Line after the specified time limit will result in points being deducted for each minute past the time limit. The penalty is significant.
11. All teams must report to the Finish Line even if finishing very early or very late. Do not return to your campsite or leave the property without checking in.
12. There is an automatic 30-minute penalty for failing to check in and get a finish time.
13. Do not enter out of bounds areas marked on the map.
14. Follow all safety and event instructions provided in registration packets and in the event training sessions prior to the event start.
15. Tampering with the course, control markers, interfering with other teams, disrespect for camp or personal property, disrespect for wildlife, or unsportsmanlike conduct will result in disqualification.
16. Teams may not collaborate or share information with other teams except for safety or medical emergencies. Teams are expected to help others in emergency situations. Adult AOL Leaders accompanying a AOL team should focus on ensuring the safety of their group.
17. The use of GPS, smartphones, pedometers, altimeters, or any other electronic device as a navigational aid is not allowed. Phones may be carried in case of emergency.
18. Awards will be presented to the teams with the highest net scores overall in each class and to the units with the highest scores in each district. In case of a tie the earliest finish time wins.

Event Contacts:

- Volunteer Committee Chair/Event Coordinator:
  - o Marc McCauley
    - Phone: 817-907-3126
- Course Setter:
  - o Lon Newsom
    - Phone: 972-816-5511
- Council Event Coordinator:
  - o Chad Hay
    - Phone: 817-231-8514
- Sid Richardson Ranger:
  - o Dennis Elliott
    - Phone: 817-773-0881
- Sid Richardson Ranger:
  - o Ray Barnes
    - Phone: 817-233-6760
- Head Medic:
  - o Tom Lee
    - Phone: 817-994-5530

# SCORE-O TEAM ROSTER

TEAM #
Start Time: _____ : _____

UNIT: \_\_\_\_\_

(Ex: Troop 43, Pack 26, Crew 1910.)

DISTRICT: \_\_\_\_\_

- TEAM TYPE:  All Scouts  Webelos/AOL + Adults  
 All Adults  Crew

TEAM NAME: \_\_\_\_\_

Youth Adults

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_

MINIMUM TEAM SIZE 3    MAXIMUM TEAM SIZE 8    CONTACT PHONE: \_\_\_\_\_  
WEBELOS TEAMS MUST HAVE AT LEAST 2 ADULTS    \_\_\_\_\_

7/4/2020

# SCORE-O TEAM ROSTER

TEAM #
Start Time: _____ : _____

UNIT: \_\_\_\_\_

(Ex: Troop 43, Pack 26, Crew 1910.)

DISTRICT: \_\_\_\_\_

- TEAM TYPE:  All Scouts  Webelos/AOL + Adults  
 All Adults  Crew

TEAM NAME: \_\_\_\_\_

Youth Adults

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_

MINIMUM TEAM SIZE 3    MAXIMUM TEAM SIZE 8    CONTACT PHONE: \_\_\_\_\_  
WEBELOS TEAMS MUST HAVE AT LEAST 2 ADULTS    \_\_\_\_\_

7/4/2020