

1) Adults helping scouts after 11:30 a.m. is not allowed!

2) Scouts may not look at other's maps 3) Don't disturb any flags or streamers!!....
Staff and adults will be in the woods and will at a minimum disqualify anyone breaking these rules.

EACH PAIR TURNS IN **ONE** OF THEIR MAPS behind the barn by **1:30 at the latest.**
(Adults (incl. Venture 18+) & parents should take part but can't help Scouts & don't turn in their maps.)
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Virtually all scouts return 12:00-12:45. **Lunch, then, until 2:15:** Scouts (*not adults*) prepare** for **SCORE ORIENTEERING**, the grand finale (doesn't count for individual results; mostly determines troop results).

No scouts or adults may leave the barn-pavilion-campsite area from 1:30 to 2:25 under any circumstances!

At **1:30 p.m., pick up your troop's packet with **two** new maps for each pair with 40 new circles, plus a few "code lists." The **SPL** (*not* adults!) coordinates which pairs (no adults!) will try to find which flags. (*Participating adults can get their own map at 2:30 and try to find some on their own or in an adult team.... Always interesting to see who's better, Scouts or leaders! Adults helping scouts on this is not allowed!*)

Use the same pairs as before. A smart SPL has the youngest pairs go after the easiest O' flags. The ones with the lowest numbers (7-20) are the easiest. The high numbers are hardest & worth more...#7 is worth 7, #50 worth 50 points. Go in any order. Don't try for any #'s 31+ unless you're really experienced!

Don't focus on compass bearings. Instead, plan which markers to go to 1st, 2nd, 3rd, etc., then plan (draw?) the best trails, streams, clearings to *follow* to get close to each flag; SPL & older guys can help pairs plan.

[In this packet are the morning's "answer keys" ...At the next troop meeting, leaders could review on each Scout's map where he/she really went, perhaps w/ the correct route drawn on it.]

2:15 -4:15 p.m. - 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.*

Your troop will get no credit at all for a pair that is late returning (after 4:15!) If you are looking for, say, an O' flag with code "FH", be sure the flag you find has "FH" on it. If so, use the punch hanging from the flag to punch in the correct box on the bottom of one of your maps....

...So be sure that each pair/triple has one of the maps with all 40 punch boxes on the bottom.

Stay together as a pair... We'll disqualify anyone found alone! At the finish, give each punched map to your SPL. He waits to get each pair's map that he can by 4:15, cutting off the bottom "punched" part of the map, & turning those in....**At** the 4:15 deadline, turn in all that you have! (*If your troop has a different # of Scouts taking part in the p.m. than in the a.m., which affects scores, please inform the staff.*)
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4:15-4:25 p.m.: Clean up the area of litter, please! Take recycling with you; dumpsters for trash.

4:25-5:00 p.m.: Fall-in: **AWARDS** (advanced, older, younger). Full results will be e-mailed to each troop within a week (& at baltimorebsa.org/orienteering with next year's event info.-- 11/2/2019, Broad Creek.)

See you at local O' events (qocweb.org)!

BALTIMORE AREA COUNCIL ORIENTEERING (O') RULES OF THE SPORT

*Adults (incl. Venture 18 or older) do not turn in their maps...(we provide an answer key later if you want to see how you did.) After 11:30 adults go out on courses separately, **not with scouts...No adult help after 11:30 a.m., either in or out of the woods!!** **At 10 a.m. we'll have a meeting for adults with questions.**

You will orienteer in pairs, the same pair all day. Anyone found alone will be disqualified. Pairs may not bunch up; groups of 4 or more will be disqualified. *except the super-advanced category & Head to Head O'

*In no way touch or disturb any of the streamers or flags, or your troop will be penalized.

*Your whistles are never to be heard unless you or someone is seriously injured in the woods, then 3 blasts, repeat. If late and lost, head toward any car horns that you hear. Cell phone coverage is spotty, but have your leader's #.

*Cell phones may be used for emergency calls to adults only! Troops are encouraged to compile a list of members' cell numbers, useful to have if someone is not accounted for at the end of an activity.

*Cars, bikes, GPS's, nav apps on similar on smart phones, * radios are not allowed in O' ...Cell phones for emergency calls to adults only. Pets, knives other than penknives, & amplified devices are prohibited.

*If you ever feel totally lost, head for a trail or road nearby. Don't ever give up; whether you finish 1st or 2nd or 71st or 72nd makes a difference in your troop's results.

*If you have an injury, report to the first aid station.

*Each pair must turn in one map when you finish both of the main O' courses (~12 to 12:30 & at 4:15 p.m.), no matter what, so we know you're out of the woods, and so your troop doesn't score a zero!

*Don't follow others - they may be going to a different flag, or may be lost. Instead, use your map!

*Leave no trash! Don't disturb natural features. Let's leave things the way we found them, or even cleaner!

Questions? IF you can't find it on our schedule or above, see staff veterans Dave Linthicum, Peggy Brosnan, Tom Delaney, Peggy Dickison, Francis Hogle, Gayle & Pat Ryan, Dave Newby, Jim Chaplin, Dave Hutchinson, Amy Loudon, Cindy Parker, Sue Izzo, Pam & Mike Dvorsky, Diane & John Segelhorst, Mark & Rae Ann Hicks, John & Jody Landers, Stan Turk & the rest of our staff including Troop 873 and Civil Air Patrol adults. (Staff usually pin on our new O' patch.)