

SCHEDULE: 44th Annual Maryland Scout Orienteering (O') Day -- Baltimore Area Council --BSA

Please go over the info below with Scouts *as we go* through the day. Lotsa "rules," but it gets fun soon!
Questions? Optional 10 a.m. SM mtng. (incl. troops w/ <10 youth willing to merge in the p.m. (more fun!))

Right away, fill in a **new troop registration form**. (Get it any time after 7:30 a.m. (sunrise) at the barn.
Turn it in there starting at **8:30** & receive Packet #1 with maps for Scouts & for paying adults & parents.)
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8:30-11:15 a.m.: This is the 3-part "do it yourself" part of the day. Try to do at least the first two below.

1) A short Map Walk is a "must" for *at least* beginning orienteers. Lead a **MAP WALK** as soon as possible to either O' Flags "1 to 6" **OR** "A to E" (marked on all maps in your first packet, which also has a "how to" sheet** for adults or SPL to use while leading the Map Walk.) Big troops can do several smaller groups.
**You may want to pick up an extra Map Walk guide & a couple extra maps at the barn starting at 7:30.

2) After a Map Walk: Try our short **Route O' Practice Course**. As the whole troop together follows the trail of GREEN streamers (ribbons) starting near the barn, each scout draws on their map a pencil line where they go. Just like "ROUTE O'" below, you also mark (red pen) on your map with a dot & "1", "2"... "4" where you **think** you are when you come to a **real** orange/white O' marker (flag, like in the picture below). The green streamers lead you to five O' markers which are already marked on your color "answer key map" in your first packet.... so adults/SPL should help scouts along the way.

3) *Optional but fun: Start before 10:30, on your own, HEAD TO HEAD O':* (O' newbies & all younger category Scouts could do this last! (if there's time.)) Make groups of 3; adults can mix w/scouts...Everyone circles a different group of letters in the boxes(map bottom): 1st person circles F K M; 2nd G J L; 3rd H I N. Start at the same time (solo, not in pairs), & the first back with all 3 wins... BUT you try to find, in order, YOUR 3 flags (the letter is on each flag.) Don't just follow somebody or you'll go to the wrong flags...they're close.
Tip: Put your thumb where you are on the map, then **rotate** (orient) your map so 2, 3 big things around you line up in the same direction from you as those **same** 2 or 3 on your map.) Find YOUR flags & with the punch, punch in the box on the map. Come back after 30 min. no matter what. Results don't count. Have fun, read your map.



O' FLAG photo: Nadim Ahmed

9:45 a.m.: Super-advanced Scouts meet at the barn & depart for their own map walk/training, then a cross-country competition, finishing back at the barn ~12:30-1 p.m.
10 a.m.: Optional SM mtng. where units w/ <10 youth can merge w/another small unit for more challenge/fun in the p.m.
(10:45 a.m.: We ask for adult volunteers from troops to help us for about 1.5 hours as "monitors" in the woods.... No skill required. Thanks! (Meet at the barn.))

11:15 a.m.: Our first fall-in (behind the barn) for everyone except Super-advanced Scouts for...

ROUTE ORIENTEERING: There's a 1 & a 1¼ mile route in the forest marked with streamers (ribbons.) You could just follow streamers & have no clue where you are. But you should always keep your map oriented (rotated correctly) & your thumb where you are on your map like the winners do. Why?....
...Because you'll come to six big orange and white O' flags... #1 is marked on your map, but you have to exactly mark the others on your map (with a red dot.) (Also put the flag's # ("Y2, Y3,..." or "O2, O3,...") next to each red dot.) You don't *have* to draw a line on the map, just a dot for each big flag. **Older pairs follow orange streamers. Younger pairs follow blue streamers.** The closer you mark your dot to the right spot on your map, the more points you earn. This decides individual champions &, partly, troop champs!