

**SCHEDULE: 42nd Annual Maryland Scout Orienteering (O') Day -- Baltimore Area Council --BSA**

Please go over the info below with Scouts as we go through the day. Many "rules," but it gets fun soon!

Questions? Optional 10 a.m. SM meeting (including troops with <10 youth wanting to merge in the p.m.)

**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 "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 (sunrise.)

2) After a Map Walk: We recommend trying 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). The green streamers lead you to four or five O' flags which are already marked on your color "answer key map" in your first packet.....so adults, SPL can 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 Q; 2nd G J P; 3rd H I R. 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.

Tip: Put your thumb right where you are on the map, then **rotate** (orient) your map so 2 or 3 big things around you line up in the same direction from you as those same 2 or 3 on your map.) Find YOUR 1st flag & with the punch hanging from it, punch in its box on the map. Come back after 30 min. no matter what. Results don't count. Have fun, read your map! L, M, N are not used this year.

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.

(10:45 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.))



O' FLAG photo: Nadim Ahmed

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**11:15 a.m.:** Our first fall-in (behind the barn) for everyone except Super-advanced Scouts for Route O' (**ROUTE ORIENTEERING**):

There's a 1 & a 1.5 mile route in the forest marked with streamers (ribbons.) You could just follow streamers & have no clue where you are. 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!