

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).

Nobody leaves the barn-pavilion-campsite area from 1:30 'til we yell "go" (~2:30) 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.

[Also in this 1:30 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 sketching the correct route 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 "DN", be sure the flag you find has "DN" 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 & only one of the maps with all 40 punch boxes on the bottom.

Stay together in the same pairs (+one triple if needed.) We'll disqualify anyone found alone! At the finish, give each punched map to your SPL. He gets a map from each pair back by 4:15, cutting off the bottom "punched" part of the map, & turns those in....**At** the 4:15 deadline, turn in all that you have! (*If your troop has a different # of Scouts 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.— 10/30/2021, Camp Oest at Broad Creek Scout Res. north of Balto.)

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