

ORIENTEERING COMPASS

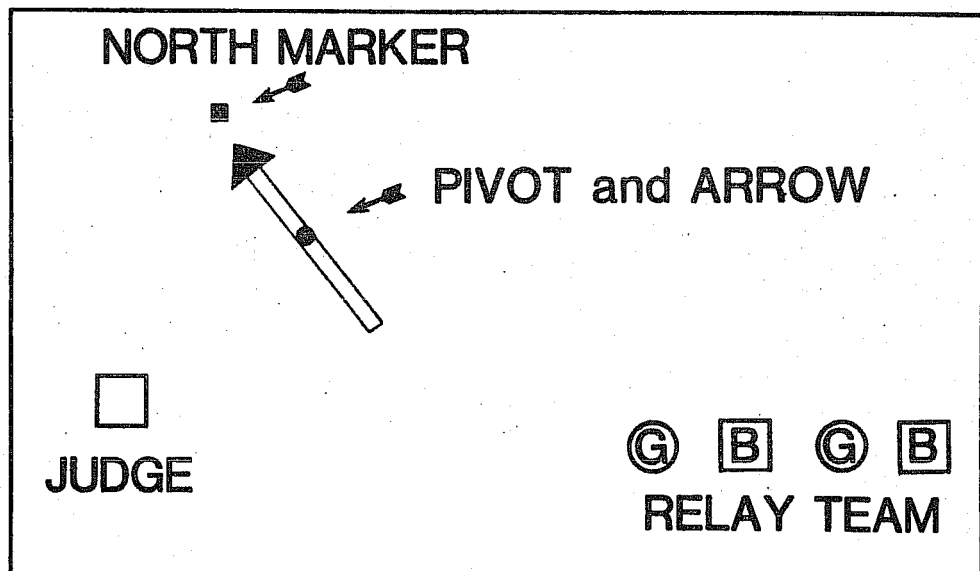
PARTICIPANTS: 4 Pathfinders (2 boys and 2 girls) from each club

EQUIPMENT: Large simulated compass needle and "north" marker

PROCEDURE: Mark a starting line and activity line 30' apart. Place the compass at the activity line. The simulated compass will consist of a pivot and arrow with a marker to indicate the direction of North. To start the relay, a direction will be given, such as North by Northeast, and each leader of the relay teams will run up to the simulated compass and turn the arrow to that direction. As soon as this is done, the judge standing near each compass will give the runner a slip of paper with another direction on it. With this slip of paper in hand, the runner will return to his team and give the paper to the next runner. This runner will run to the compass, place the arrow to the given direction, receive another slip of paper with a direction on it and return to the next runner, giving him the paper. This will be repeated until all of the runners of the relay team have participated twice, at which time the judge will notify the time keeper. Judge will note any errors in directions.

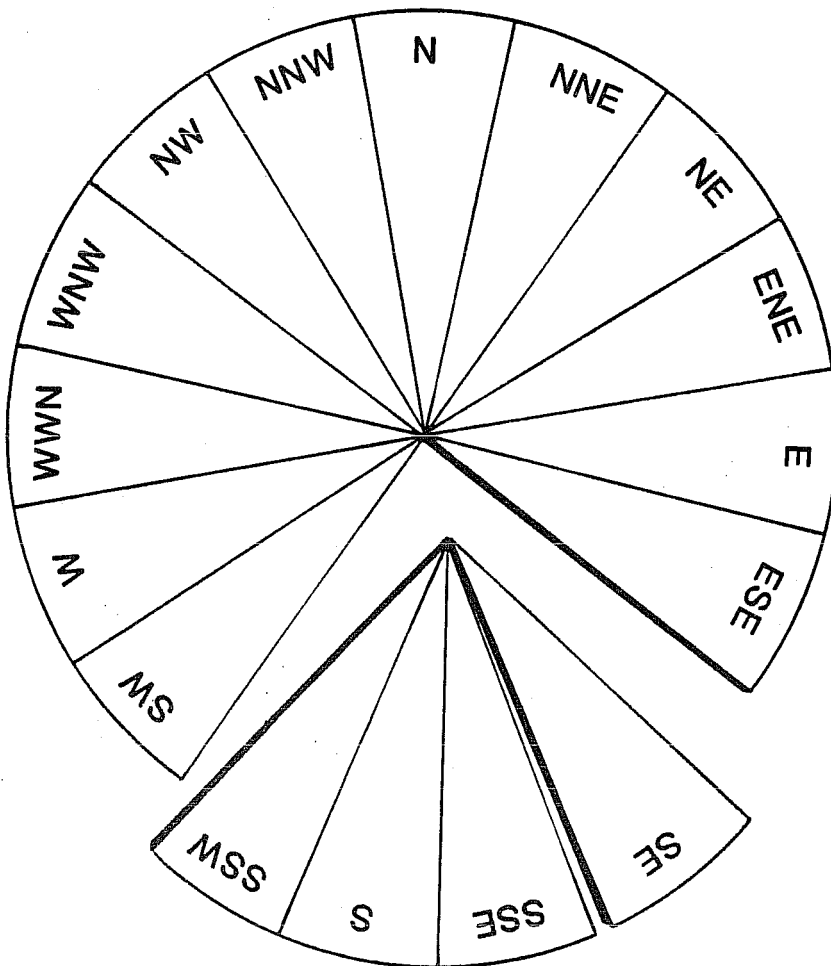
SCORING

| <u>PLACE</u> | <u>TIME</u> | <u>POINTS</u> |
|--------------|--------------|---------------|
| 1st | 1½ min. | 10 |
| 2nd | 2 min. | 7 |
| 3rd | 2½ min. | 5 |
| Entry | over 2½ min. | 3 |



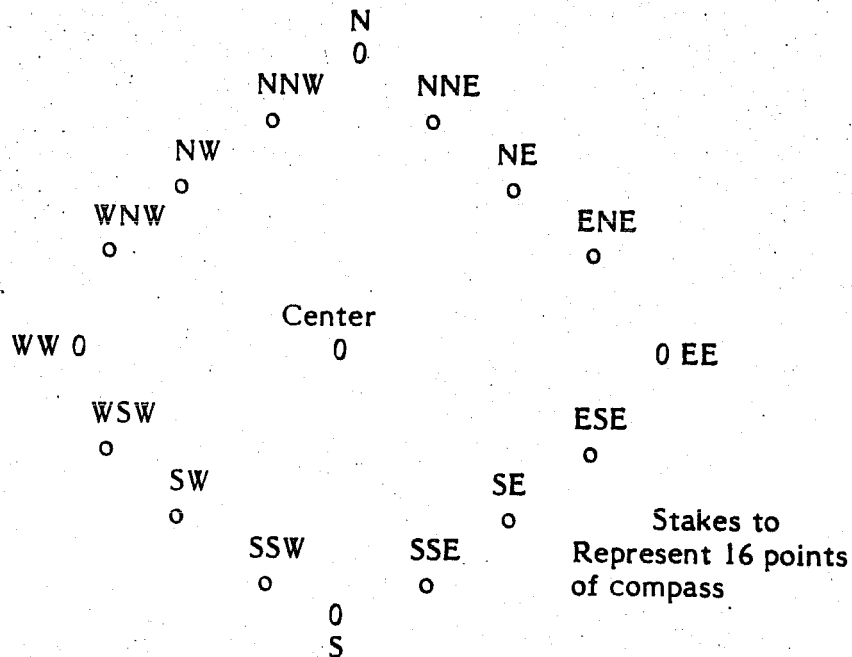
COMPASS BOARD CONTEST

The pie-shaped compass board is cut up into sixteen sections of the compass. These are turned upsidedown and scrambled. Contestants must turn them right side up and put them in place. Only one piece can be turned at a time and it must be used as it is turned. There could be two contests, one involving your best compass placer and the other involving a relay team.



COMPASS RELAY

- PARTICIPANTS:** 8 Pathfinders from each club
- EQUIPMENT:** 17 wooden stakes with a finish nail driven in top
16 cards with compass directions on them (one direction on each card)
- DESCRIPTION:** Wooden stakes will be driven into the ground in the following pattern to indicate the position of true north, center of the compass, and the 16 points of the compass. The compass will be at the activity line. Only north stake will be marked or designated.



PROCEDURE:

Mark a starting line and an activity line 50' apart. There will be a judge for each of the teams participating.

Each judge will be furnished 16 cards, well shuffled, with points of the compass marked on them. These 16 cards will not necessarily include all of the points on the compass.

At the starting signal, the first team member is given the first card by the team judge - runs to the stake compass, and puts the card face down on the nail on the correct stake - and runs back to the starting line, where the next team member is waiting.

The judge hands the next card to this waiting team member BEFORE the first member returns to the line, but he is not to look at it until the first team member reaches the starting line. To do so would disqualify the team.

Compass Relay Cont.

The relay proceeds until each of the 8 members has placed 2 cards or all of the 16 cards.

| SCORING | <u>PLACE</u> | <u>TIME</u> | <u>POINTS</u> |
|----------------|---------------------|--------------------|----------------------|
| | 1st | 3 min. 0 - 1 | 14 - 16 |
| | 2nd | 3½ min. 0 - 2 | 11 - 13 |
| | 3rd | 4 min. 0 - 3 | 8 - 10 |
| | Entry | over 4 min. | 0 - 8 |

Any card not placed upsidedown - 1 point deducted

Any card placed on wrong stake - 1 point deducted

NOTE: If Pathfinders perform the relay in time allotted, but have more errors than allowed, they will receive the next lower place.

OUT-AND-BACK COMPASS COMPETITION

PARTICIPANTS: 2 Pathfinders for each club

EQUIPMENT: 1 Silva-type Orienteering Compass
1 Instruction card to be provided by the conference.

PROCEDURE: The team (consisting of two Pathfinders) is to run a preset compass course with a minimum of error. The compass course for the competition consists of twenty markers placed five feet apart on a straight magnetic east-west line. The markers are numbered consecutively from 1 to 20, with number 1 on the most westerly marker.

When ready to start, each team is provided with an instruction card telling them at what mark to start and how to proceed. Each team goes to the marker which has the number that corresponds to the starting point of their instruction card, and proceeds according to instructions. When they have finished, they write down the number of the marker nearest to the destination they have reached (all the routes lead back to markers on the course line), and turn their card over to the judge.

If the team reaches the correct destination, they receive a score of 100 points. Otherwise, the judge deducts from their score of 100 points, 1 point for each foot of error, or 5 points for each marker from the correct one.

IMPORTANT NOTE:

For additional instructions on this event, see the book **BE EXPERT WITH MAP AND COMPASS**. This book may be ordered from:

Silva Company
2466 North State Road 39
La Porte, Indiana 46350

Phone: 219 362-9596

PURPOSE:

Training in following compass bearings and in measuring distances by walking. This type of compass competition is particularly suited for school grounds and campsite. The course can be set up quickly and can remain in location, and large numbers of pupils or campers can try their compass skills under the direct guidance of their teacher or leader.

GROUP PROJECT:

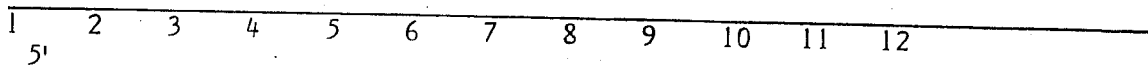
Before the start of this compass competition, each participant needs to know the length of his step. So mark off a distance of 200 feet on the ground over which the participants can walk to determine the length of their steps (as described on page 42).

OUT AND BACK COMPASS COMPETITION Cont.

The compass course for the competition consists of twenty markers placed five feet apart on a straight magnetic east-west line. Number the markers consecutively from 1 to 20, with number 1 on the most westerly marker.

270° W Position of string 90° E

String 100' long



It takes only a string 100 feet long marked with tags of 5 foot intervals to set up a Compass Competition for school grounds or camp site.

When ready to start, each Pathfinder is provided with an Orienteering compass and with an instruction card telling him at what mark to start and how to proceed. You will find the instructions below for the cards of ten players. If your group is larger, either run the Pathfinders in several sections, or secure printed instruction-score cards for twenty players, at \$.25 for the set, from the American Orienteering Service (see page 133), or from your local council of the Boys Scouts of America.

Each Pathfinder goes to the marker which has the number that corresponds to the starting point of his instruction card, and proceeds according to instructions. When he has finished, he writes down the number of the marker nearest to the destination he has reached (all the routes lead back to markers on the course line), and turns his card over to the judge. The correct destinations for each of the starting points are found below.

When the Pathfinder reaches the correct destination he receives a score of 100 points. Otherwise, the judge deducts from his score of 100 points. One point for each foot of error, or 5 points for each marker from the correct one.

Start at Point 1

Go 36 degrees for 122 feet
Then 149 degrees for 58 feet
Then 235 degrees for 86 feet

Destination reached: No. . . .

Start at Point 3

Go 38 degrees for 125 feet
Then 237 degrees for 90 feet
Then 186 degrees for 50 feet

Destination reached: No. . . .

Start at Point 2

Go 17 degrees for 104 feet
Then 150 degrees for 52 feet
Then 142 degrees for 64 feet

Destination reached: No. . . .

Start at Point 4

Go 36 degrees for 122 feet
Then 174 degrees for 50 feet
Then 228 degrees for 74 feet

Destination reached: No. . . .

OUT AND BACK COMPASS COMPETITION Cont.

Start at Point 5

Go 22 degrees for 107 feet
Then 158 degrees for 54 feet
Then 186 degrees for 50 feet

Destination reached: No. . . .

Start at Point 7

Go 34 degrees for 119 feet
Then 186 degrees for 50 feet
Then 228 degrees for 74 feet

Destination reached: No. . . .

Start at Point 9

Go 346 degrees for 102 feet
Then 129 degrees for 78 feet
Then 186 degrees for 50 feet

Destination reached: No. . . .

Start at Point 6

Go 3 degrees for 100 feet
Then 132 degrees for 74 feet
Then 225 degrees for 69 feet

Destination reached: No. . . .

Start at Point 8

Go 346 degrees for 102 feet
Then 129 degrees for 78 feet
Then 211 degrees for 58 feet

Destination reached: No. . . .

Start at Point 10

Go 343 degrees for 104 feet
Then 141 degrees for 64 feet
Then 145 degrees for 61 feet

Destination reached: No. . . .

ANSWER KEY TO ORIENTATION COURSE 1 - 10

Start Point 1:

Destination Point 7

Start Point 3:

Destination Point 2

Start Point 5:

Destination Point 16

Start Point 7:

Destination Point 8

Start Point 9:

Destination Point 15

Start Point 2:

Destination Point 19

Start Point 4:

Destination Point 8

Start Point 6:

Destination Point 8

Start Point 8:

Destination Point 9

Start Point 10:

Destination Point 19

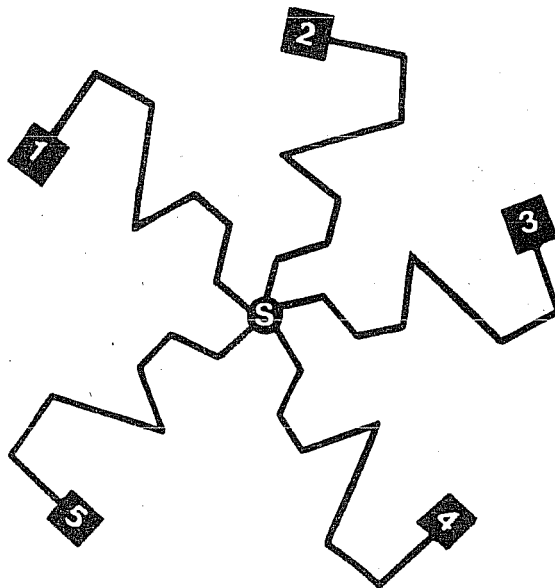
COMPASS TREASURE HUNT

PARTICIPANTS: 6 Pathfinders from each club

EQUIPMENT:

1. Each team will need a good compass. Army type or Silva system recommended.
2. A small camp shovel.

PROCEDURE: Five identical compass courses will be established in five different directions as per example:



A sheet of paper will be given each team, giving the directions to follow and the number of paces to take in each direction.

At the end of each course will be a note giving the name of an individual from whom to secure a treasure map. The teams run quickly to this individual, secure map, and then follow its direction until the treasure site is found.

The team arriving first will then dig for the treasure which will be theirs when found.