ORIENTEERING

Finding your way in the woods or on a mountain trek can challenge the abilities of the most experienced outdoorsman. In America's early days, the frontiersmen who opened the unmapped western lands traveled by highly developed powers of observation and memory. They could read the signs of mountain ridges, rivers, vegetation, wind direction, cloud movements, and the position of the sun, moon, and stars.

Today we have topographic maps and compasses for pathfinders. Being able to read maps, use compasses, and figure heights and widths are the skills needed for orienteering. The sport also requires thought, planning, decision-making, and stamina. As you plan for this program feature, make sure you provide challenges for Scouts of all skill levels.

Once your Scouts learn the secrets of orienteering, it will help them on all outdoor expeditions. Orienteering makes it possible to use shortcuts to trim travel distance and time. It also will lead them to explore out-of-the-way places of special interest.

The highlight this month will be an Outback Weekend. It might be held at the council's Scout camp or a large park. Plan a weekend of map-and-compass activities that will test Scouts of all skill levels in the troop.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Enhanced outdoor skills, especially in map and compass reading
- A greater understanding of how to plan and make decisions
- An understanding of some of the principles of orienteering
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic orienteering and camping requirements through First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the Orienteering merit badge. Depending on activities during the campout, they may also cover requirements in Camping, Cooking, Hiking, Wilderness Survival, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for orienteering
- Having a family campout
- Asking people to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on a location for the Outback Weekend. Remember that you will need an area large enough to lay out an orienteering course, or at least have access to enough area to set the course.
- Plan the special activities for the campout. See the ideas on these pages.
- Inventory the troop camping equipment, if that has not been done recently.
- Get permission from the owners before laying out an orienteering course.
- Plan or review the details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for the campout activities.

FEATURE EVENT

Outback Weekend

There is fun and satisfaction in mastering map and compass skills. Orienteering is the art of traveling cross-country by compass and map and doing it so accurately that you arrive at specified points (called "controls") in a minimum length of time. The winner of an orienteering meet is the one who locates all controls and arrives at the designated destination in the shortest time.

Troop and patrol meetings this month give Scouts basic instruction in the use of a map and compass. The Outback Weekend gives them the opportunity to apply these skills in a very practical way.

The following are some suggestions for laying out the orienteering course at the campout:

- Have the course test the skills of map reading, use of compass, and brainpower rather than running power.
- Keep the course within boundaries like streams, railroads, and highways. Point out these landmarks to the patrols before the event. Make sure the map and terrain agree before placing controls.
- Youth leaders, other than patrol leaders, can set up the course and oversee the controls. Each control will have a code letter or number that the checker will record on a card carried by each Scout.

MAPPING PROBLEM

Each patrol is to plot an accurate triangle from a known baseline; they may not leave the baseline.

Method: Before the event, leaders plot a setup in the field as shown in the triangle diagram. The three corner points are represented by Scout staves secured upright with a shear lashing and visible from all points within the diagram. The baselines *Pine-Spruce, Oak-Ash, Elm-Maple,* and *Cedar-Fir* are made by stretching twine between the stakes at the extreme end of each line. These lines and the corner markers can be located by measuring as well as by sighting along the edge of the diagram when it has been correctly oriented in the field.

Next, place a piece of plain white paper over the diagram on this page. By tracing, draw the exact Pine-Spruce line and mark one end Pine and the other end Spruce. This is all that should appear on this paper. On another paper, trace the Oak-Ash line, and so on, until you have four sheets of paper with four lines. Give a sheet to each patrol.

Each patrol stations itself along the line shown on its paper and, without leaving that baseline, plots the three points—A, B, C—represented by Scout staves. Patrol members do this by sighting or by compass. When plotted, they mark the point on the patrol's sheet of paper in exact relation to the original baseline already drawn. When all three points are marked, they can be connected to form a triangle. The paper is given to the leader, who checks for accuracy by comparing it with the original triangle shown on this page. If desired, you can work out your own triangle and baselines to fit the terrain in which your troop will be working.

Instructions given to the patrols:
Drawn on your sheet is a baseline 20 meters long called "_____." Your assignment in this exercise is to plot a large triangle in the field. You will be able to see the three corners of the triangle. They are marked by lashed tripods with colored flags at their tops.

Using your compass, and without leaving the baseline, draw the triangle on your paper. You can do this by standing at the ends of the baseline and sighting to the nearest corner markers. Write down the bearings in degrees. Now using your compass as a protractor, join the corners of the triangle and you have the three sides of the triangle.

You will be judged on how accurately you sight with your compass, how correctly you draw the lines, and how quickly you complete this exercise.

ORIENTEERING

TROOP MEETING PLAN

Date _____ **Week 1**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Without using a map or compass, work on finding a location *(Boy Scout Handbook)*.		
Opening Ceremony _____ minutes	• Conduct a troop flag ceremony. • Conduct a uniform inspection.		
Skills Instruction _____ minutes	• New Scouts work on how to use a compass and learn basic map reading skills. Play Silver Dollar Hunt. (See the Games section of the *Troop Program Resources.**) • Experienced Scouts study maps of the area to be used for the Outback Weekend and begin plotting a 2,000-meter course with at least five controls. • Older Scouts work on the Venture program or work with younger Scouts on map and compass basics.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what he will need to bring and what his assignments are. New Scouts will need an orientation on basic camping procedures. Plan additional activities that are not orienteering-related. Plan menus for the weekend.		
Interpatrol Activity _____ minutes	Play Blindfold Compass Walk. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Closing Ceremony. • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. Begin work on next month's program feature.		

**Troop Program Resources for Scout Troops and Varsity Teams,* Supply No. 33588

ORIENTEERING

TROOP MEETING PLAN

Date _____ **Week 2**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice reading map signs and do Direction-Finding Relay. (See the Games section of the *Troop Program Resources.**) • Experienced Scouts continue work on plotting a 2,000-meter course. When that is completed, plan another course of 3,500 meters with seven controls. • Older Scouts work on the Venture program or continue to work with younger Scouts. Prepare any projects that you are working on for this month's campout.		
Patrol Meetings _____ minutes	Review assignments for the campout. New Scouts should prepare materials they will need for the campout. Decide on menus and make necessary patrol assignments for meal preparation.		
Interpatrol Activity _____ minutes	Do Map Symbol Relay. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop outing. Troop committee conducts a board of review. Continue work on next month's program feature.		

**Troop Program Resources for Scout Troops and Varsity Teams,* Supply No. 33588

ORIENTEERING

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on packing a pack and basic tent pitching techniques. Do Knot-Tying Relay. (See the Games section of the *Troop Program Resources.**) • Experienced Scouts continue work on a 3,500-meter course. • Older Scouts work on the Venture program or finalize plans for special projects you will be working on during the campout this month.		
Patrol Meetings _____ minutes	Finalize the menu for the outing this month. Make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Remember that some groups will take longer to travel the orienteering course; you may want to consider a sack lunch.		
Interpatrol Activity _____ minutes	**BEELINE HIKE** In Scouting, a beeline hike draws upon the lore of the old bee hunter. The object of the hike is to go directly from one point to another, regardless of obstacles in the path. One or more beelines may be determined in advance by the troop leaders. If only one line is decided on, then all patrols will follow it. However, it is more fun to establish a different beeline for each patrol, starting from widely separated points and converging at a common meeting place. Liven up the hike by having a pizza as the objective. Or, the objective could be a historic site, hidden treasure, etc. Patrols should take the most direct route possible, surmounting obstacles in the path by climbing or bridging. If there are insurmountable obstacles, the patrol will make four 90-degree turns, and then continue on the original course.		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. Continue work on next month's program feature.		

**Troop Program Resources for Scout Troops and Varsity Teams,* Supply No. 33588

ORIENTEERING

TROOP MEETING PLAN

Date _____ **Week 4**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on measuring heights and distances. Do the Scout Pace Contest. (See the Games section of the *Troop Program Resources.**) • Experienced Scouts review plans for the orienteering course. Designate someone to arrive at the site early to lay out the course. • Older Scouts continue work on the Venture program or get necessary equipment for the projects they will work on during the campout.		
Patrol Meetings _____ minutes	Review plans for the campout. Make sure everyone knows the departure time. Fine-tune your map and compass skills. New Scouts should make sure they have the proper clothing and personal gear for the campout.		
Interpatrol Activity _____ minutes	CRASH LANDING **Equipment:** One topographic map for each patrol. All maps are of the same area. **Method:** Announce that a plane has crashed at a certain point shown on the map. The crash site is some distance from a road. Give a map to each patrol and tell patrols to complete the following instructions within a given time: 1. Locate the scene of the crash on the map. 2. Determine the route to be taken by car to a point nearest the crash scene. 3. Determine the route to be taken on foot from the car to the crash scene. 4. List first-aid materials to be taken to the crash site by a patrol. 5. List other equipment to be taken. 6. Make up a quick-cooking, lightweight menu for one meal, including food suitable for possible survivors. **Scoring:** The patrol that does the best job on the total project wins.		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. Finalize work on next month's program feature.		

**Troop Program Resources for Scout Troops and Varsity Teams,* Supply No. 33588

ORIENTEERING

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for campsite. Plan only a light meal en route.	SPL
	Arrive at campsite. Off-load equipment and set up patrol sites. Unload canoes if a canoe trip is planned.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Travel 2,000-meter orienteering course. Estimate heights of trees and widths of ravines or creeks.	SPL/PL
11:30 A.M.	Sack lunch	
Noon	Continue on orienteering course.	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Troop campfire	SPL
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
Sunday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	

TIME	ACTIVITY	RUN BY
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, compasses, troop camping equipment	

**Troop Program Resources for Scout Troops and Varsity Teams,* Supply No. 33588