

Orienteering

Race for time and map/terrain accuracy

***** MASTER *****

Directions:

5. Control numbers and location of the controls are pre-marked on your maps.
6. Go and find the 5 marked controls matching your control numbers using map and/or compass and return as quickly as you can.
7. When you find the control with the matching number, write the alphabetic code on this score card. (Each control has a number and a 1-3 character alphabetic code. You already have the number from the map.)
8. Older Scouts/patrols run course 1 (controls 1-5) 1st year Scouts/patrols run course 2 (controls 6-10)

Scoring:

- Time score:** [Estimated avg 30-40 points] Start time will be recorded. Finish time will be recorded. Time Score will be (60 - # of minutes). 0 points for 60 minutes or more.
- Correct Control:** [up to 50 points] Each correct control code is worth +10 points. There are 5 correct controls on each course and 2-3 incorrect controls on each course.
- Incorrect Control:** Each incorrect control code is 0 points. Each missing control -5 (negative 5) points (i.e. no control code recorded, correct or incorrect). **This means it is better to find a wrong control rather than no control.**
- Bonus Points:** +20 bonus points for all 5 correct controls in 30 minutes or less.

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Troop	Patrol	Names	Finish: Start: Time:		Total Score
					Time Score 60 - # minutes
1	2	3	4	5	Correct Ctrls # ctrls * 10
DE	RA	PE	RP	EB	
6	7	8	9	10	Wrong/No Ctrls
D	OG	NI	TS	URT	
11	12	13	14	15 16	Bonus
Y	HT	RO	WT	SU RT	

**Allatoona
Aquatics
Base**

Master w/incorrects

