The rest are fake Control Points. Do not tell this to the participants.

Marker is located within the circle. Only (9) points have a Control Marker.

Points are indicated by a circle (O) and numbered 1 through 25. The Control

The nearest North, West, South, and East of the Reservoir at the

In addition, there are two types of litmus areas on the map. One is the

Quadrant. This is a red for paved roads on the map. There is a bar scale on

for elevation. The map shows deciduous forest and the darker green is coniferous.

There are two shades of green on the map, from standard USGS topographic maps. It differs in that some clear areas are

The map is similar to a normal topographic map. It has contour lines consistent

The map uses letters code to identify the outside and inside of the Control

A map of each Control Points with a Control Marker made of a

One set of scoring templates (Tab 5)

One set of master score sheets with the solutions (Tab 4)

at (Tab 2) and the Score Contouring course at (Tab 3)

One (1) master map with the real points highlighted, (Tab 1)

Five (5) non laminated maps,

Nine (9) laminated maps sheets of the Reservoir within 25 control

The material for the course include

requirement for Master Badge. It can also be used for some fun

Badge Program at Tuxer School Reservoir. It can be used to fulfill part of

The Orienteering course was developed to be used in the Orienteering Merit

Introduction
For questions about the course contact Lou Leetshall 610-967-3280 or email
you get them back. They aren't any more.
Number and keep control of the laminated and extra map sheets. Make sure
this guidebook.

Contract council if additional score sheets are needed. They have a copy of
only do the course once since the same points are used for all the events.
There are only nine (9) points on this course. Therefore a participant can

taking the crayons or instruction cards.
in the beginning before they go on the course. This may help deter them from
nobody should get credit for the point on that day. Be sure to announce this
If a crayon or instruction card is reported missing by a participant, then
for a replacement.

scoring template accordingly. If an information card is missing see Tab 7
If crayons are missing, the staff will have to replace them and correct the
materials hanging inside.
The participants are not to move or remove the Control Marker or the

Designate an official course time keeper.

markers and the materials inside them are still in place.
The staff should check the course after each use to insure that the control
sheets. Also keep a log to keep track of the maps.
Keep a log of participants and their start times. Don't rely on the score
requirements and that the score Orientation be used for the Merit Badge
they are Cross Country Orientation and Score Orientation. It is suggested
The nine (9) Control Points can be used in two (2) different types of events.

General Information
The start should set the criteria on whether the participants did enough to
meet the requirements of the merit badge.

At least 20 minutes between start times for the participants.

Complete as many points as they can in a given time. Again there should be
between start times so that they don’t run into each other on the course.

Time on their score sheet. Participants should have at least 20 minutes
on paper a map. Upon return the start will record the participants’
copy of each card. Upon return the start will record the participants’
and an arrangement or a typical card found in hanging in the marker. Tab 7 has a
score sheet on the score sheet. The correct points
number and description found on the card hanging in the marker. Tab 6 has
score sheet with the correct hanging in the marker, and copy the next point
appropriate block on the score sheet, color in the appropriate block on the
Maker they are to enter the score by code found on the marker in the
Procedure.

The participants are to go to that point. When they find the Control
WILL have the first Control Point number and a better description of the point.
WILL have the first Control Point number and a better description of the point.
The Control Point number and a better description of the point.

Points are the same for each course.

Participants should do one of the courses, but not both. Since six of the
Courses are deleted.

Course except the first two and the last Control Points of the Full
Course can be completed in 3 to 5 hours. The Short Course is the same as the Full
depending on the skill of the participants. The Short Course has 6 points and
Course has nine (9) control Points and will take 4 to 6 hours to complete.
The Full Course has 9 points. The next point will be identified by the instant
Point they are
know the next Control Point number found they have found the Control Point they are
participating in only given the first Control Point on the course. They will not
a modified Cross Country Orienteering course. It is disadvantageous, since the
The courses start and end at the Scout Camp in Setlers Camp. It is
CROSS COUNTRY ORIENTEERING COURSE
meet the requirements of the Merit Badge.

The start should set the criteria on whether the participant did enough to

Pavilion.
in determining if the starting point. The start and end points is the Scout Craft
points should be deducted from the total score for each minute they are late
modified, if it is found that more or less time is needed. (See (3) Penalty
Initially no more than 1/2 hour should be allowed. The time can be

available.

the same time and hold to find as many of the points as they can in the

Each Control Point will have a point value with the more difficult points
block on the score sheet at each Control Point found.
participations must still record the 3-letter code and color in the appropriate
participants score sheet when they start on the course. The
material before running in their score sheet. The start will enter the start time
having higher values than the easier points. (The score sheet will point

This is a timed event. All participations start at the same time. The objective is to

but not the 3-letter code or colors at each point.
participations are given a list of the real Control Points and their description
This course could also be used for a Score Orienteering course where the

SCORE ORIENTEERING COURSE
clipboard would be helpful.

- Participants will need, pen or pencil, a watch, and a compass.
- Do not fold the laminated maps.
- Do not mark the maps.
- Travel in buddy pairs.

Make sure they know who to report to when coming off the course so

that their end time is properly recorded.

- Not all trails are on the map, nor are all the structures on the map.

- Go over the map, explain the two shades of green, clear areas are in
  green or white, point out the off limits areas.

- If a crayon or instruction card is reported missing by a participant;
  then nobody will get credit for that point on that day.

- If a crayon or instruction card is reported missing by a participant,
  materials hanging inside.

- The participants are not to move or remove the Control Marker or the
  change with time and are thus more reliable for navigation.

Natural objects such as hills, ridgelines, ravines, and etc. seldom
- When made objects such as trails, buildings, and roads sometimes
  quicker.
- Re ly more on the map and less on the compass for navigation. It's
  and officers.

- Stress Orien t ing c on cepts such as collecting features, attack points.
Be back to the Scout Council Pavilion no later than

Dress appropriately.

Day, have them drink plenty of water before starting on the course.

All participants must carry at least one quart of water. If it is a hot

Stay out of the off limits areas.

we can replace it.

If you break a crayon or tear an information card, let us know so that

code and the color block colored in

You will not get credit for a point unless you have both the 3-letter

If lost, go to last known location and start again.
and Finish points
This course has a total of 9 points, not counting the start.
The crayon is hanging inside the marker.
Instructions for the next point are in the plastic bag inside the marker.
The three letter code is on the outside and inside of the marker.
Square for that point. Fill in the whole color square.
Correct column. The 3 letter code in the code column, and color in the color.
At each point write down the number and description of the next point in the
<table>
<thead>
<tr>
<th>Point</th>
<th>Return to Scout Catt Pavilion</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>West of northern edge of Christmas Farm</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Start Point</th>
<th>Scout Catt Pavilion</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Color</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
</table>

Start Time: ____________________
End Time: ____________________
Troop: ____________________
Camp Site: ____________________
Name: ____________________
Full Course Score Sheet
Cross Country Orienteering
At each point write down the number and description of the next point in the correct columns. The three letter code is in the color column, and color in the color square for that point. Fill in the whole color square. Instructions for the next point are in the plastic bag inside the marker. The crayon is hanging inside the marker.

This course has a total of 6 points, not counting the start and finish points.
There are maximum of 100 points.

Final Score
Penalty points
Total correct points

This course has a total of 9 points. Not counting the start and finish.
The crayon is hanging inside the marker.
The three digit code is on the outside and inside of the marker.

At each point write down the 3 letter code in the code column, and the color in the color square. For that point fill in the whole color square.

<table>
<thead>
<tr>
<th>Point</th>
<th>Color Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 pts</td>
<td>250° 8 260° from Swamp/Pond near Trail</td>
<td>Scout Camp Pavilion</td>
</tr>
<tr>
<td>6 pts</td>
<td>100° from Hi/Top at 45°</td>
<td></td>
</tr>
<tr>
<td>3 pts</td>
<td>North of Dead Fall on Creek</td>
<td></td>
</tr>
<tr>
<td>15 pts</td>
<td>North of Stone Wall 25°</td>
<td></td>
</tr>
<tr>
<td>16 pts</td>
<td>Spring South of Old Lathe</td>
<td></td>
</tr>
<tr>
<td>11 pts</td>
<td>Top of Railing near Unmarked Trail</td>
<td></td>
</tr>
<tr>
<td>5 pts</td>
<td>In corner on Tree Line</td>
<td></td>
</tr>
<tr>
<td>15 pts</td>
<td>About 300° from corner of clearcut at about 130°</td>
<td></td>
</tr>
<tr>
<td>12 pts</td>
<td>West of Northern Edge of Christmas Tree Farm</td>
<td></td>
</tr>
<tr>
<td>Value Point</td>
<td>Scout Camp Pavilion</td>
<td></td>
</tr>
</tbody>
</table>

End Time:
Start Time:

Camp Site:
Troop:
Name:

Score Orienteering Score Sheet
<table>
<thead>
<tr>
<th>Description</th>
<th>Code</th>
<th>Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout Crest Pavilion</td>
<td>40</td>
<td>CSM</td>
</tr>
<tr>
<td>250° from swamp/pond near trail</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>100° from hilltop at 45°</td>
<td>9</td>
<td>SCT</td>
</tr>
<tr>
<td>North of dead fall on creek</td>
<td>15</td>
<td>15G</td>
</tr>
<tr>
<td>North of stone well 25°</td>
<td>6</td>
<td>PVT</td>
</tr>
<tr>
<td>Spring south of old lathine</td>
<td>21</td>
<td>CPL</td>
</tr>
<tr>
<td>Top of ravine near unmarked trail</td>
<td>18</td>
<td>LTC</td>
</tr>
<tr>
<td>In corner on tree line</td>
<td>1</td>
<td>COL</td>
</tr>
<tr>
<td>About 30° from corner of cleaning at about 130°</td>
<td>7</td>
<td>MAJ</td>
</tr>
<tr>
<td>West of northern edge of Christmas tree farm</td>
<td>23</td>
<td>CPT</td>
</tr>
</tbody>
</table>

Cross Country Orienteering Course

Full Course Master Score Sheet
There are maximum of 100 points. Final Score
Penalty points
- Penalty minutes x 3 =
Total correct points

<table>
<thead>
<tr>
<th>Point Value</th>
<th>Scout Craft Pavilion</th>
<th>End Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 pts CSM</td>
<td>250° &amp; 260° from swamp/pond near trail</td>
<td>11</td>
</tr>
<tr>
<td>8 pts SGT</td>
<td>100° from hilltop at 45°</td>
<td>9</td>
</tr>
<tr>
<td>6 pts 15G</td>
<td>North of Dead Fall on creek</td>
<td>15</td>
</tr>
<tr>
<td>3 pts PVT</td>
<td>North of Stone Wall 25'</td>
<td>6</td>
</tr>
<tr>
<td>16 pts CPL</td>
<td>Spring South of Old Latrine</td>
<td>21</td>
</tr>
<tr>
<td>11 pts LTC</td>
<td>Top of Ravine near Unmarked Trail</td>
<td>18</td>
</tr>
<tr>
<td>5 pts COL</td>
<td>In corner on tree line</td>
<td>1</td>
</tr>
<tr>
<td>15 pts MAJ</td>
<td>About 30° from corner of clearing at about 130°</td>
<td>7</td>
</tr>
<tr>
<td>12 pts CPT</td>
<td>West of northern edge of Christmas Tree Farm</td>
<td>23</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Color Code</th>
<th>3 Letter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master Score Sheet</td>
<td></td>
</tr>
<tr>
<td>Score Orienteering Score Sheet</td>
<td></td>
</tr>
</tbody>
</table>

Score Orienteering
<table>
<thead>
<tr>
<th>Description</th>
<th>Order</th>
<th>Color Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout Craft Pavilion</td>
<td>1</td>
<td>COL</td>
</tr>
<tr>
<td>100' from hilltop at 45°</td>
<td>9</td>
<td>SGT</td>
</tr>
<tr>
<td>North of Deadfall on creek</td>
<td>15</td>
<td>1SG</td>
</tr>
<tr>
<td>North of Stone wall 25'</td>
<td>6</td>
<td>PVT</td>
</tr>
<tr>
<td>Spring South of Old Latrine</td>
<td>21</td>
<td>CPL</td>
</tr>
<tr>
<td>Top of Ravine near Unmarked Trail</td>
<td>18</td>
<td>LTC</td>
</tr>
<tr>
<td>In point on corner of tree line</td>
<td>1</td>
<td>COL</td>
</tr>
<tr>
<td>Scout Craft Pavilion</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Tab 5
Tab 6
<table>
<thead>
<tr>
<th>Description</th>
<th>Next Point Is Number</th>
<th>On Map</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spring South of old Latrine</td>
<td>21</td>
<td>on map</td>
</tr>
<tr>
<td>Top of Ravine near Unmarked Trail</td>
<td>18</td>
<td>on map</td>
</tr>
<tr>
<td>Scout Crarf Pavilion</td>
<td>7</td>
<td>on map</td>
</tr>
<tr>
<td>In point on corner of tree line</td>
<td>1</td>
<td>on map</td>
</tr>
<tr>
<td>About 300' from corner of clearing at about 130'</td>
<td>7</td>
<td>on map</td>
</tr>
<tr>
<td>250° 8 260' from swamp/pond near Trail</td>
<td>11</td>
<td>on map</td>
</tr>
<tr>
<td>(Back to Scout Crarf Pavilion if on Short Course)</td>
<td>14</td>
<td>on map</td>
</tr>
<tr>
<td>North of Dead Fall on Stream</td>
<td>9</td>
<td>on map</td>
</tr>
<tr>
<td>North of stone wall 25</td>
<td>6</td>
<td>on map</td>
</tr>
</tbody>
</table>

The 3-letter code on each card corresponds to the 3-letter code on the control marker.
Tab 7
Intersection of two streams

Description

Next point is number 13 on map

Example of information card at each control marker

MSC 15