

Event #10: Orienteering Scoring Guidelines

Material to be provided by Station Master:

Clipboard
Pencil
Stopwatches
Compasses
Course Maps
Course Cards
Control Flags
Different punch for each control (\$11 from Amazon)
Score sheet

Scouts will be required to successfully navigate an orienteering course to complete this mission. Being able to read a map, determining the best route, using a compass, and determining distances by pacing will be critical. At each control, patrols will need to punch their card with the unique punch provided. The winning patrol will be determined by which patrol completes the course in the correct sequence with the fastest time.

30 points will be awarded for participation

Fastest time	30 pts
2 nd place	25 pts
3 rd place	20 pts
4 th place	15 pts
5 th place	10 pts
6 th place	5 pts
7 th place and lower	0 pts

Total points possible: 60 points

