

Harford District  
2016 Cub Scout Day Camp  
June 27 - July 1  
**Cubstruction**

# Orienteering



## Station Volunteer's Guide

Thank you for being a station volunteer! The stations are the heart of camp and truly provide our scouts with an opportunity to try out a new skill (or build on one they know) while having a great time. Our volunteers' knowledge and enthusiasm is what makes our camp great!

To make running the station easier, please take some time to read through the station guide. **While, what is being covered at the station needs to remain as outlined so that the scouts earn the correct achievements, how it is covered is only one of many methods.** If you find a better way to accomplish the requirements or if the method we have outlined doesn't seem to be working...please feel free to change it! This is only a guide...do what works best for you and the scouts coming to your station.

**One other thing to keep in mind** - some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again - we are glad to have you as part of Harford Day Camp!

## **Station Procedures**

- The first station begins at 10:15 on Monday and 9:15 other days...so you have some time! We've tried to only schedule 2 dens at a time (max. 24 boys) but, there may be times when you have 3. Consult your station schedule so you will know who to expect and when.
- Greet dens as they arrive. Many will have a den cheer, ask to hear it!
- Once all the dens arrive or the start time has come, begin going through the procedures for the station. **It is very important that you start and end on time!** Each time slot lasts 45 minutes. If a den arrives 10 minutes late, they CANNOT stay 10 minutes past the end of the station...that would make you and them late for the next station. If a den doesn't get finished, suggest they come back during a break or take the remaining activity with them to work on at the den.
- **Execute the station with energy and enthusiasm!** Let the scouts do as much for themselves as possible. It doesn't need to be perfect, they just need to Do Their Best!
- Don't forget the beads. Each scout earns a bead at every station for participating. Beads can be given to the den leader for distribution.
- Once the den is finished, begin resetting for the next group.
- Close the station at the end of the day by packing/organizing the supplies and cleaning and disposing of all trash. Let the Program Director responsible for the station (either Tiger/Wolf/Bear or Webelos) know if supplies are running short!

## **Station Overview**

This station will cover the basics of Orienteering and then dens will go out on the course to find as many checkpoints or controls as they can in a set amount of time. All dens will come to this station. The Courses vary in difficulty by den.

## **Set-up:**

Open bins and:

- 1) Set up the compasses and sample maps on one table.
- 2) Set up the Orienteering gear at another (sample control, timing chips, course maps.) Do not let scouts touch the gear at the second table or see the course maps until it is time to go out on the course.

## **Materials & Equipment:**

20 Compasses

10 maps of Bel Air

24 maps of Equestrian Center without course markings, laminated or in plastic sleeves

24 Dry Erase markers

6 copies of each course map, laminated or in plastic sleeves

Orienteering course supplies—timing station, controls, etc. from John Gillette.

## **Break-Down**

- 1) Return all materials to the bins.
- 2) Please assure that all bins are closed tightly and place under the tent for the night.
- 3) Take the equipment back to the Crouse Building as the timing chips cannot be left out.

## **Station Objectives:**

Each scout will learn basic principles of orienteering while demonstrating teamwork and perseverance.

**Leader:** Begin by introducing yourself and asking for their den names & cheers. Explain that before they get to go out on the Orienteering Scavenger Hunt course, they must first learn the basics of map and compass work and how to read a special map called an orienteering map.

## **Basic Map & Compass:**

Set out a map of Bel Air & ask them to show the 4 Cardinal Directions (North, South, East, & West.)

Point out where the Equestrian Center is and a few landmarks (the Harford Mall, Annie's Playground) that they might see on their way to camp.

Point out the Compass Rose.

Ask which direction the sun rises and sets in. Face those directions & see if the sun is where they expect it to be based on the time of day.

Pass out compasses and basic maps of the Equestrian Center. Have them find where they are on the map.

Next have them use the compasses to find the direction of North and mark it on the map with a dry eraser.

Have them find and mark South, East, and West to create their own Compass Rose. Check their maps with the map with the Compass Rose on it.

## **Orienteering:**

Explain that Orienteering is using a map and its landmarks & features to find your way from one place to another. This is actually a sport where people compete to complete a course in the least amount of time.

Each course is rated depending on its difficulty. We have several courses set up for them to test their knowledge.

Using the basic maps of the Equestrian Center, have scouts locate main features of the camp, such as buildings, boundaries, and open fields, on the map and point to them in real life.

Show how to turn (or ORIENT) the map based on the direction they are facing or travelling. This will help them on the course.

Explain the key to the map. The course maps will give them clues where to find the control (between two trees, along a path, next to a stream, etc.)

The course maps will show where each of the 5 controls are that they have to find. They can find them in any order.

There are other controls out there that may not be on their particular course and will not be counted. Each control is numbered so they can check if it is the correct one for their course.

Demonstrate how to punch in their timing chip at each control to get credit.

Before handing out the course maps, go over the Rules of the Course and tell them they should pause to check the map often and plan their route before running off in the wrong direction & getting lost.

## Rules of the Course:

- \* Dens must travel together with their leaders.
- \* The entire den must complete the course to get credit (unless someone is injured or otherwise unable to.)
- \* No one may wander off on their own.
- \* Scouts need to pair up within the den so there are 5 small groups. Each small group must take a turn using the map to navigate the rest of the den to one control. Teamwork is encouraged, but each small group needs to take a turn to get the experience they need.
- \* Controls are not to be moved.
- \* There are no controls near the shooting ranges, so stay clear of them.
- \* All controls are within the bounds of the camp.
- \* Other stations or activities should not be interrupted by the Orienteering group, whether by your noise, behavior, or the path you choose.
- \* All dens must check back in at the START/FINISH line by 10 minutes to the hour, whether all controls were found or not. The final timing chip cannot be clicked until the last member of the den shows up.
- \* Timing chips & maps must be turned back in.
- \* The most successful den of each rank will be announced at Friday's Closing Ceremony.