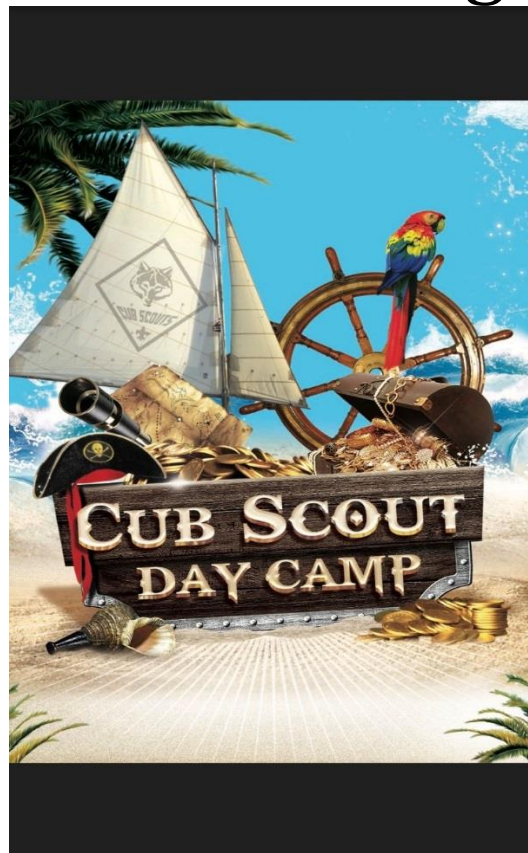


Harford District
2018 Cub Scout Day Camp
June 25-29, 2018
Cub Buccaneers, Adventures on the High Seas

Bermuda Triangle Orienteering



Station Volunteer's Guide

Volunteers do not necessarily have the time;
They have the heart. And YOU are the heart of our camp.
Thank you!



Please, please read this guide!

What is being covered at most stations is important so that the scouts earn the correct achievements toward rank or advancement. Some stations are JUST for fun, though and are not designed for earning anything.

HOW YOU present the material is not set in stone and can be presented in any manner that best suits you, as LONG AS THE REQUIREMENTS ARE MET FOR THE SCOUT.

.....in other words...

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

- *Read your schedule and BE PREPARED!*
- Monday: stations begin at 10:15am; Tues-Fri: stations begin at 9:15am
- Usually 2 dens at a time (max 24 youth),,,,,but there could be more
- Greet dens as they arrive. Ask for their cheer!!!
- It is very important that you start and end on time!
- Each time limit is only 45 minutes. Late arrivals CANNOT stay late; it interferes with the overall schedule. If available, they can come back at a free time.
- 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!
- Remember the Alamo, um BEADS!! One bead/scout/participation. (*Beads can be given to the den leader for distribution.*)
- Take a breath, then prepare for your next group.

• *Last station of the day*

Organize station items in the bag/container provided and store where directed. In case of inclement weather, take your station items to the nearest shelter where directed.

Complete a Station Evaluation (inside front cover). Return to the Admin tower or the Crouse Building.

*****Last station of the week*****

Dispose of anything no longer useable: please recycle when appropriate.

- Inventory your station (See the inventory sheet in the front pocket of the station guide)
- Return all items that you can to Crouse/trailer staff.
- You are ALWAYS invited to help pack up the camp!

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.

*******Last station of the week*******

Lucky YOU!!

- Dispose of anything no longer useable: please recycle when appropriate.
- Inventory your station (See the inventory sheet in the front pocket of the station guide)
- Return all items that you can to Crouse/trailer staff.
- You are ALWAYS invited to help pack up the camp!

Inventory

Station name: Bermuda Triangle/Orienteering		
	opening	closing
station guide	1	
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.		