

Adventure 2010

A Centennial Celebration

May 21 – 23, 2010

University of Massachusetts at Amherst

Amherst, Massachusetts

Boy Scout Leaders' Manual

An exciting weekend discovery adventure!

Presented by

Western Massachusetts Council

Boy Scouts of America

A big welcome to the Scouts and Scouters of

Adventure 2010

A Centennial Celebration

We're delighted to have you join us
in what promises to be a most
fascinating and inspiring experience
for all of us in Scouting.

What is Adventure 2010?

It's a celebration of 100 Years of Scouting in the United States and here in Western Massachusetts! It's a parade of fun events to test your Scouting skills and knowledge. It's a chance to look back at the past 100 years as well as look at what Scouting might be like in another 100 years. It's a different, more exciting way to play the great game of Scouting, designed to entertain you, challenge you and reward you!

The Leadership Group of Adventure 2010

Western Massachusetts Council, BSA

DATES & LOCATION

This event will be held Friday thru Sunday, **May 21-23, 2010** on the campus of the University of Massachusetts at Amherst. Camping and the activities will take place around McGuirk Alumni Stadium which is located just off Rt. 116.



REGISTRATION & FEES

PRE-REGISTRATION of all participants, including leaders, is required in order to make all the necessary arrangements so that Adventure 2010 is the exciting event that it should be for the attendees.

UNIT RESERVATIONS with preliminary numbers of attendees should be made as early as possible to facilitate planning for camping sites and the competitive events. This form will also give you with the chance to indicate any unit(s) with which you are associated and with which you would like to camp. A **\$50 unit reservation fee** is required to reserve a space for your unit. This registration fee will be applied to your final registration fees. The **Unit Reservation Form** can be found on the Adventure 2010 webpage at the council web site or at either of the Council Service Centers.

REGISTRATION FEES

The fee for Adventure 2010 has been set at **\$20 per person** (Scouts and Adults) payable no later than **May 3, 2010**. A discount of **\$5 per person** will be applied for persons registering prior to **April 1, 2010**.

Persons attending for just the day on Saturday may do so at a fee of **\$10**.

The fee includes the cost of materials needed for the programs and events, awards, and special features. The **Unit Registration Form** can be found on the Adventure 2010 webpage at the council web site or at either of the Council Service Centers. This form should accompany your final payment due by **May 3, 2010**.

UNIT LEADERSHIP

Adult Leadership must be two deep at all times. As with any Scouting event, two-deep adult leadership is required in every unit, twenty-four hours a day, for the entire weekend. If the unit leader cannot remain on the event site for the entire time, arrangements must be made for an assistant to check in before the unit goes below the two-deep leadership level. Sub-camp commissioners should be kept aware of whoever is in charge of the unit whenever leadership changes. Adult leadership should be on site at all times.

PUBLIC PARTICIPATION

Parents are invited to attend Adventure 2010, along with the general public. They are invited to visit the activity areas, watch the events and generally see Scouting in action. They will be asked to refrain from participating. The hours we would suggest are from 9:00 A.M. through the evening program Saturday night and again from 8:00 A.M. through departure at noon Sunday. Refreshments will be available to visitors at the Adventure 2010 Trading Post.

Traffic controllers will direct visitors to the Adventure 2010 event site and to the visitors parking area. The Order of the Arrow will have an information booth manned to answer any questions that a visitor might have.

**BE HELPFUL - BE COURTEOUS
TO ALL VISITORS AND TO ONE ANOTHER**

ARRIVAL

Arrival commences at 5:00 P.M. on Friday. All units must check-in on Friday evening. Permission to attend this event is predicated on the unit's agreement to remain on the event site from Friday night thru the conclusion of the morning ceremonies on Sunday. The one exception is Tiger Cub dens that may choose to attend only for the day on Saturday.

Upon arrival at the gate to the North of the stadium (see below), your unit will be given your sub-camp and campsite assignment. You will then proceed along the road to the appropriate drop-off point where you will unload your gear. Vehicles will then proceed to the parking area while the remainder of the unit will move the gear to the campsite. See the sections on Unit Equipment, Vehicles and Campsites for more details.



CHECK-IN

There are two parts to the Check-In process:

1. As soon as possible after arrival, the Unit Leader should proceed to the Administration Tent and finalize the registration of the unit. This will include any changes in numbers of attendees and payment of any outstanding fees.
2. Once camp set-up is completed, each Den Leader/Patrol Leader/Crew President should proceed to the Administration Tent to receive their Adventure 2010 Event Kit. This kit will contain a map of the event site including the location of all program areas, service areas, etc. as well as a detailed time schedule of when the events take place during the weekend. There will be no announcements over a speaker system. Each unit is "on its own" and is expected to be present at the arena events and activities indicated on the Adventure 2010 schedule. Contest scoring material, and additional information sheets will also be part of the kit.

UNIT EQUIPMENT

Each unit is responsible for any equipment they need for weekend camping. Some units have available to them trailers which carry their equipment or are outfitted for various functions. These trailers may be kept in the unit campsite, but **no** additional space considerations can be given for these units. They must be detached from any vehicle, since vehicles will **not** be allowed in the camping area. Any units with these trailers must notify the camporee committee **in advance** because of the limited vehicle access to the camping area. **No** trailers with sleeping accommodations are allowed in the campsites.

Heavy equipment should be transported in as few vehicles as possible to avoid traffic congestion during loading and unloading periods. Vehicles are expected to remain in designated parking areas only.

VEHICLES

Parking areas will be available for all vehicles. Certain areas will be designated for PERMANENT PARKING by participants, STAFF PARKING, or VISITOR PARKING. Please park only in the area allowed for you. ALL OTHER NON-MARKED AREAS are NO PARKING areas. There are no electrical or water hook-ups available in any parking areas for use by persons bringing in trailers or campers.

No vehicle will be allowed into the campsite area.

Total cooperation is essential for the safety of all concerned. Roadways must remain clear for passage of service and emergency vehicles authorized by the Adventure 2010 Committee.

While traveling on the event grounds, a 5-mile per hour speed limit must be observed!!

Vehicle owners are urged not to leave vehicles unlocked or windows open. We suggest that owners leave valuables such as CD's, cameras, etc. or any item of value locked out of sight in their vehicles. Although some security patrols will check parking areas, it is impossible to insure against losses. The general public has been invited to attend parts of Adventure 2010. The Adventure 2010 Committee is not responsible for any losses that occur.

CAMPSITES

Adventure 2010 will consist of Sub Camp areas, with additional areas for Central Staff and Visitors. Unit campsites will be assigned prior to your arrival based on your registration numbers. Ample space will be provided for every unit. Each unit may subdivide their site as needed but all units must remain within the limits of their assigned site.

Since we are camping on practice fields for the athletic teams, it is important that we take care to disturb the fields as little as possible. Therefore, the **CAMPSITE POLICY** is that **NO** holes are to be dug. **NO** drainage ditches are to be dug! Garbage and trash should be disposed of properly in plastic trash bags and deposited in event supplied dumpsters. Units should have an ample supply of plastic trash bags for all trash.

NO OPEN FIRES AND GROUND FIRES will be permitted in the campsites. DO NOT use candles, gas, or liquid fuel lanterns inside or near tents. DO NOT discard smoking materials in tents, in grassy areas, etc. Insure that all lighted materials are DEAD OUT before disposing of them!!

FIRE PROTECTION - Every unit and patrol should have fire protection items in their immediate area to douse any very small and minor fire that might occur. However, ANY FIRE SHOULD BE REPORTED TO THE FIRE DEPARTMENT that will be available at Adventure 2010.

ADVENTURE 2010 SUPPLIED CONVENIENCES

- Trash receptacles will be located as conveniently as is possible.
- Toilets are available at the south end of the stadium, near the camping areas.
- Water supplies will be available in centrally located areas.

Units are expected to maintain their campsites following true Scouting traditions at all times, and to allow visitors and parents to view the campsites. Ample time will be available for "tear down" after the ceremonies on Sunday.

COOKING & MEALS

Because there are so many exciting activities to participate in at Adventure 2010, we suggest that you keep your meals simple and quick. We would rather see the time usually devoted to elaborate campsite cooking and "housekeeping" be used for participation in other program event opportunities.

1. **LIQUID FUELS** may be used under the strict supervision of an adult. Maximum storage allowance is two gallons and must be in Mass. approved containers. Equipment using liquid fuels are to be used following B.S.A. policy.
2. **LPG (LIQUID PROPANE GAS), BUTANE** and related equipment may be used under the strict supervision of an adult and with full adherence to the B.S.A. policy. No more than 60 pounds shall be stored in the campsite and no container shall have a capacity of more than 35 lbs.
3. **CHARCOAL** may be used for cooking as long as it is not directly on the ground. As always, care should be used in disposing of the coals.

HEALTH & SAFETY

SECURITY - Limited security will be provided in and around the event during the weekend.

RESTRICTED AREAS - UMass has designated certain areas that are "OFF LIMITS" at **ALL TIMES** to participants of Adventure 2010 Camporee. These areas will be clearly marked and. Consequently, ALL VIOLATORS picked up or found by Security personnel will be required to leave the grounds as soon as arrangements can be made to either escort the person home, or have their parents come and pick them up. This rule applies to everyone!!

FIREWORKS are not permitted at anytime. They are unlawful!!!

INJURIES - TREATMENT OF INJURIES: All injuries should be reported to the First Aid Station or Sub-camp Headquarters, whichever is most convenient. Only those designated by the event Health and Safety committee shall be responsible for the treatment of injuries, or the transportation of injured persons within or from the encampment area. Persons, other than those requiring assistance, are not authorized to enter the First Aid area. Ambulance service will be available at the event site, should a major injury occur. Service will be dispatched immediately.

Parents will be notified should any accident or illness of a serious nature occur. Any notification will be handled by the Health and Safety committee. Generally, there will be one or more trained medical personnel on duty at all times at Adventure 2010.

UNIT LEADERS SHOULD HAVE AVAILABLE AT ADVENTURE 2010 the names and addresses of all adults and scouts, as well as who to contact in case of emergencies. **IMPORTANT!** It would be wise to have signed MEDICAL RELEASE AND CONSENT TO TREAT FORMS (signed by the parent or guardian) so medical treatment can be given as quickly as possible. It would also be helpful to have a list of those participating who may have special problems, allergies or those who may require special medication.

The above list of rules does **NOT** supersede the NATIONAL or the COUNCIL rules and regulations.

TRADING POST

Any Scout event of major size like this has a Trading Post where Scouts, Scouters and visitors can secure refreshments, snacks, souvenirs and other miscellaneous items. Adventure 2010 will have one too! It will be large enough and staffed with sufficient people to handle all staff, participants, and visitors who participate or attend Adventure 2010.

The Adventure 2010 Trading Post will be open during the weekend, providing hot and cold beverages, hamburgers, hot dogs, ice cream, candy, souvenirs, patches and other miscellaneous items.

The "Welcome Kit" which will be distributed on arrival will contain details as to the hours of operation of the Trading Post. Profits derived from sales will be used to defray the costs of other program activities at the camporee. Prices will be modest and relevant to current market prices.

RELIGIOUS SERVICES

Religious observances, in conformance with the B.S.A. Policy, will be held at the Camporee site. Times and locations will be provided in your Welcome Kit.

DEPARTURE

It is anticipated that the closing ceremonies and awards will be completed around 10:00 AM Sunday morning. Once the ceremonies are finished, units should use the following procedure to depart the event.

1. Breakdown of the campsite will occur after the closing ceremony.
2. Where possible, equipment should be carried to the vehicles in the parking lots. Where needed, vehicles will be allowed on the road surrounding the camping area to pick up equipment. Please see a member of the Sub-camp staff for access to the road.
3. Once the campsite is clean and free of equipment, the Unit Leader should proceed to the Sub-camp headquarters.
4. A staff member will then accompany the Unit Leader to the campsite for a final inspection. Once cleared, the unit is free to leave the event.

PREPARING FOR ADVENTURE 2010

The youth in your unit will have twice the fun and twice the Scouting benefit if they prepare for Adventure 2010 using the materials in the activities portion of this manual.

Patrol Scoring to Make All Patrols Equal

Your patrol should be natural with Scouts of all ages. To make scoring equal for all patrols, a special bonus system is being used. Your patrol's score in the three Patrol Competition events will be multiplied by the adjustment factor as indicated in the table below.

Average Age	Adjustment Factor
11 years, 0 months – 12 years, 11 months	130%
13 years, 0 months – 13 years, 3 months	125%
13 years, 4 months – 13 years, 7 months	120%
13 years, 8 months – 13 years, 11 months	115%
14 years, 0 months – 14 years, 3 months	110%
14 years, 4 months – 14 years, 7 months	105%
14 years, 8 months – or above	100%

**Come prepared.....Come for fun.....Come for a
great Scouting Adventure 2010!**

Boy Scout Activities

The following are the activities that Boy Scouts and their patrols can participate in at **Adventure 2010**.

Activity	Who Participates	Competition Level
Get Acquainted Game	Scouts	Non-Competitive
Skills Exhibition	Patrols and Scouts	Non-Competitive
Rock Band® Competition	Patrols	Separate Competition
Adventure 2010 Reporters	Scouts	Separate Competition
Memorable Images	Scouts and Adults	Separate Competition
Retro Zone	Patrols	Patrol Competition
Destiny Quadrant	Patrols	Patrol Competition
Adventure Arena	Patrols	Patrol Competition

See the following pages of this manual for more details about each of these activities. In some cases, a separate entry form will be needed as indicated on the page describing the activity.

Patrol Competition

Patrols competing in the **Retro Zone**, **Destiny Quadrant** and **Adventure Arena** events will earn points towards a total competitive score. The **top three patrols** from across the council will win gift certificates and all patrols will earn an **Adventure 2010** ribbon for their patrol flag.

Each patrol will be responsible for budgeting its own time to be able to attend as many of the activities during the day Saturday as possible. The more events you visit, the better your overall competitive score will be. The final schedule of activities for the weekend will be given out when you arrive on Friday evening.

Get Acquainted Game

A D V E N T U R E

2 0 1 0

MATERIALS NEEDED: Pencil or Pen

PURPOSE: This fun event will give every Scout a chance to meet Scouts from other units at the event.

ACTIVITY: Each Cub Scout, Boy Scout and Venturer will receive a card with a large letter on the front side. At the designated time that will be published when you arrive on Friday evening, each Scout takes his/her card throughout the event site looking for other letters held by Scouts. [Note: Cub Scouts should be accompanied by a parent when looking for other Scouts.] Join or form your own group of Scouts so that the combination of letters spells out **ADVENTURE 2010**. Each Scout must then fill out the reverse side of each individual's card in the group with his/her own information. This should be done only when the whole group has been assembled.

Once this is completed, and as quickly as possible, all 13 Scouts should march abreast to the designated area holding their cards in front so that **ADVENTURE 2010** is spelled correctly.

Skills Exhibition

Explore Skills Related to Scout Advancement



One of the most interesting aspects of Scouting is the opportunity to learn a large number of skills that you typically won't learn in school or even at home. The **Skills Exhibition** at Adventure 2010 will give you an opportunity to learn about many of those skills through demonstrations and exhibits by experts in various fields. Whether you're a Tiger Cub, Cub Scout, Webelos Scout, Boy Scout or Venturer, there will be plenty of chances to learn about skills that can be learned as you progress through Scouting.

Come and talk to specialists in areas such as aviation, cycling, energy, fingerprinting, fire safety, first aid, forestry, geocaching, high adventure, hiking, kayaking, music, orienteering, photography, physical fitness, rock climbing, science, scuba, shooting sports, sports, whitewater rafting and many more.



This is a **NON-COMPETITIVE EVENT!**

Rock Band® Competition



Is your den, patrol or crew talented at **Rock Band®**? Would you like a chance to perform at the **Evening Show** at Adventure 2010? Here's your opportunity with our very own **Rock Band® Competition!** During the day on Saturday, you will have an opportunity to perform at the **Rock Band® Pavilion** to earn your group's preliminary score. At the end of the day, the top two groups in each category will then face-off in the final **during the Evening Show!** Prizes will be awarded to the winners and runners-up.

The categories for competition are:

1. Wolf/Bear dens
2. Webelos dens
3. Boy Scout patrols
4. Venture crews

So, start practicing now! Entry forms can be found online at the Adventure 2010 web page on the Western Massachusetts Council web site or at the Adventure 2010 page on Facebook.



Adventure 2010 Reporters

Calling all would-be TV reporters!

Adventure 2010 is looking for eight youth to act as reporters during the event. Those selected will have an opportunity to spend about 20 minutes during the day with a camera crew interviewing Scouts their own age about the event. Then, our crack editing team will pull snippets of those interviews (just like they do on TV) to be used as part of the **Evening Show**.

The eight reporters chosen will include two Scouts from each of the following categories: Wolf/Bears, Webelos, Boy Scouts and Venturers.

To enter, you will need to submit a video of yourself reading the following statement:

“Welcome to Adventure 2010, Western Massachusetts Council’s celebration of the 100th Anniversary of Scouting. We’re here on the campus of the University of Massachusetts in Amherst surrounded by Scouts from all over Western Mass. There are many exciting activities occurring, including skills exhibits and competitions, a look at the past 100 years of Scouting and even a look at what Scouting might be like in another 100 years. Tonight promises to be a great night with a spectacular evening show featuring the finals of our Rock Band competition.

“Reporting live from Adventure 2010, this is (insert your name here).”

Details on how to submit your video and the deadline for entry can be found on the entry form that is available online at the Adventure 2010 web page on the Western Massachusetts Council web site or at the Adventure 2010 page on Facebook.



Memorable Images

Calling all Photographers!



Are you constantly snapping pictures when you are out on activities with your pack, troop or crew? Do you have an eye for interesting photographs? Do you like trying to capture that special action moment on camera? Then here is the opportunity for you!

Adventure 2010 is running a photography contest called **Memorable Images** that is open to anyone, youth or adult, attending the event. Bring your digital camera and take pictures from your arrival on Friday evening right through dinner time on Saturday. Then, report to the designated tent and download your best shots onto our computer. Our judges, all professional photographers, will select the best pictures in each of several categories. The winners will be eligible for prizes and have their images included in the **Evening Show**.

Details on the rules and categories can be found on the entry form that is available online at the Adventure 2010 web page on the Western Massachusetts Council web site or at the Adventure 2010 page on Facebook.



Retro Zone

Journey to the Past!

This year, the **Boy Scouts of America** celebrates its **100th Anniversary**. Using the book *Scouting for Boys* written by Robert Stevenson Smyth Baden-Powell in England in 1908, many Scout units began to spring up here in the United States, including in Western Massachusetts. Ultimately this led to the founding of the Boy Scouts of America.



In the **Retro Zone**, you can explore the rich history of Scouting in America and in our area. In particular, you can find the answers to the following questions:

1. Who were the people responsible for starting the Boy Scouts of America?
2. How many Scout councils were originally located in Western Massachusetts?
3. When did the Order of the Arrow begin and where did it originate?
4. When did the Cub Scout program begin?
5. What were the names of the many different Scout camps that used to be in Western Massachusetts?



You will have a chance to see exhibits of Scouting over the past 100 years as well as meet some of the important people who made it all happen.



In addition, dens and patrols will have an opportunity to take a brief quiz as you depart the Retro Zone to earn points towards your overall competitive score. So, pay attention as you view the exhibits and be ready to answer questions about the history of Scouting.



Destiny Quadrant

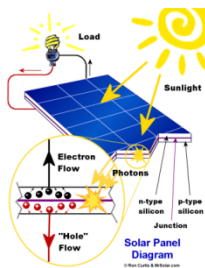
Journey to the Future!

Tired of living in the past? Does your imagination take you away from the here and now? Don't worry if you're uncertain about whom Heisenberg is (or is that *will be?*). Set your chronometers to fun and peek into the future of Scouting.



In the **Destiny Quadrant**, you can explore the possible future of Scouting. What will be the same in 100 years? What will have changed? In particular, you can find possible answers to the following questions:

1. How much will you need to know about solar power?
2. What new first aid skills will you need to know?
3. How will space exploration affect requirements for Scouting?
4. Will you have to know basic robot maintenance?



Work on requirements for merit badges that don't exist yet!



In addition, dens and patrols compete in a multi-level temporal recollection as part of your group's overall score – no quantum field manipulation experience required. So, pay attention as you view the exhibits and be ready to answer questions about the future of Scouting.

Adventure Arena

Boy Scout Skill Challenges

Your patrol will have the opportunity to participate in the following challenges, earning points toward your overall score for the weekend. You are free to participate in these challenges at any time during the hours when the **Adventure Arena** is open as indicated in the final schedule you will receive when you arrive on Friday evening of the event.

Plan now to practice for each of these challenges and be sure to note what items you may need to carry with you during the day so that your patrol can **Be Prepared to Do Your Best**.

The Perfect Pack



Your patrol is planning a 3 day Appalachian Trail (AT) section hike from Mt. Greylock to Bennington, VT. How will you get there, what will you bring? Each patrol should bring a fully loaded pack, a properly clothed hiker and written trip plan representative of what should be brought on this adventure. Packs will be judged for content (critical items & inventive extras), orderliness and weight.



Hall of Fame Hoopla

During a week- long patrol hike up the Metacomet-Monadnock (M&M) Trail, you and your patrol pass through historic Springfield, MA and decide to stop at the Basketball Hall of Fame. Larry Boydd, the not-so-famous, semi-pro basketball star challenges you to a game of 21. Can you beat him in free throws and lay ups? How about a couple game winning 3-pointers?



Are You Being Served?

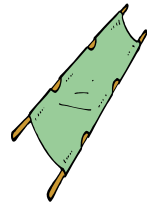


Bring your best trail food or recipe (hot or cold). Foods will be judged on taste, nutrition (good hiking stuff), and originality.



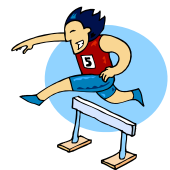
Grizzly Greylock

Your patrol is enjoying a late fall hike on Mt. Greylock when you come upon “Grizzly Gus” and “Stinky Sam” the thru-hikers. Gus and Sam are on the last leg of their 5 month journey on the AT from Georgia to Maine, but apparently may be delayed a bit. Gus accidentally slipped on some early ice while enjoying his morning granola bar and is now at the base of a 50 foot drop. Gus doesn’t look so good. He’s got several obvious broken bones, open bleeding, a weak pulse, and is shaking uncontrollably. Using only what you have in your “perfect pack” and nearby wood (looks like they might make good splints and perhaps the poles for a “scout made” stretcher) what will you do? Nearby, Sam appears to have had a heart attack from watching the incident and is currently not breathing and has no pulse. Two person CPR would be a great skill to have at this point.



Seven Sisters Trail Run

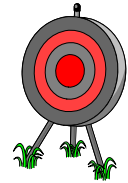
Your troop is half way up the M&M Trail and has made it to the Holyoke Range. Today is the day of the Seven Sisters Trail Run. There are a lot of ups and downs on this seven peak woodlands run. Good luck. Be swift and sure of foot. There are lots of tripping hazards on this obstacle course.



Mohawk Trail Hatchet Throw



Safety first on this sharp-edged contest. A steady eye as well as strong arm will be needed to hit the bulls-eye.



Holyoke St. Patrick's Day Parade



Your patrol has been asked to march in this year's Holyoke parade. Prepare a short parade march for presentation in front of the judges' booth. Develop a parade march for your patrol (no longer than 5 minutes). Make it simple or complex. March will be judged on uniformity of cadence, patrol appearance (i.e. cool patrol shirts), scout spirit and originality.



Raise the Flag



Know your knots for this timed, knot tying event. Bring your patrol flag to hoist on the lashed pole you will construct. Lashing, square knot, timber knot and double half-hitch a must.



Goose Pond Campfire



Your patrol has just completed a long AT hike up from Great Barrington and is ready for dinner at the Goose Pond Shelter. How quickly can you spark up a cooking-fire? This is a timed event to show your pyrotechnic technique. Build a small fire to break an elevated string. Extra points will be awarded for primitive methods. Matches will be supplied if desired.



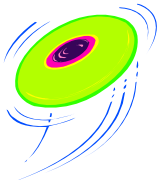
Are You Physically Fit?



Take the scout physical challenge. How many sit-ups, push-ups and chin-ups can you do in a minute? What's your best time in the 40 yard dash?



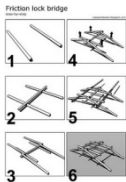
Western Mass Council Frisbee© Golf Challenge



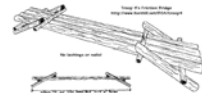
Bring your favorite Frisbee© and compete with your patrol for low score on this tour of the Western Mass Council.



Bridge over the Connecticut



Your patrol will build a friction bridge from supplied materials.



Horace A. Moses Campfire Skit

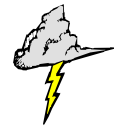
It's summer-camp time again and your patrol needs a skit for the Friday night campfire. Perform a skit, song, joke or other entertaining tidbit lasting five minutes or less. Performances will be judged on teamwork, scout spirit, humor and originality. Channel the spirit of the Boy Scout summer camp fire gathering.



Chesterfield Shelter Building



Your patrol is out for a day hike from Chesterfield Scout Reservation and encounters bad weather. You only have a tarp and some rope (that will be provided) along with sticks in the vicinity to create a quick safety shelter. What will you do?



Quest for the Pocumtuc



Your patrol will set off in search of the last Pocumtuc, the last member of a local long lost Native American tribe. Search the Connecticut Valley from the Connecticut border to southern Vermont and New Hampshire. Patrols will use an orienteering map on this timed event. Extra points will be awarded for compass and GPS usage. Knowledge of map reading, coordinates, compass and GPS use suggested.

