Cross Country "Landmark" Orienteering

The Course
Five checkpoints have been set out on a course around campus. These checkpoints can be found on the master map located at the starting point of the course. Each of you will be given a school map with prominent landmarks noted.

The Event
Time begins when you receive your map and pencil. Highlight the checkpoints onto your own map by referring to the master map. Figure out which is the best route to quickly find and travel to all of the checkpoints. Each checkpoint has attached to it a small plastic bag with a cardboard model of one item (symbol, animal, vegetable). Race to each of the checkpoints and write down what the term for the identified item to demonstrate that you reached each checkpoint.

You have 20 minutes to complete the course. Each checkpoint is worth 20 points.

The Score
The person with the lowest finishing time and all checkpoint items identified correctly is the winner. A minute is added for each incorrect checkpoint or checkpoint missed.

Score Card
Checkpoint #1 ______________
Checkpoint #2 ______________
Checkpoint #3 ______________
Checkpoint #4 ______________
Checkpoint #5 ______________

SUBTOTAL ______________

Penalty Deductions _____ (5 points for each one minute past 20)

TOTAL ______________
Landmark Orienteering

Points Earned ______
Deductions ______
Total Points ______

Event Procedures
You have 15 minutes to get to as many control points as possible.
With a partner (joined at the wrist with soft rope) locate each control point
as described below. As you reach each control point identify the appropriate
information in the space provided and then move on to the next point. You
MUST remain with your partner throughout the event.

The Score
Your score will be as many points as you earn in the 15-minute time period.
You will have a 1 minute grace period to return to the starting point and after
that will lose 5 points for each 1 minute you are late. There are 70 points
possible.

Location Clue_________________________________________What you Need

1. What is the name of the name of the company who
   made the dumpster behind the gym (look on back)?
   ____________________
   (20 pts)

2. What is the slogan on the health sign hanging in
   Nurse Robbin's office window?
   ____________________
   (10 pts)

3. Who is the Pavilion south of our "starting point"
   in the front of the school named after?
   ____________________
   (5 pts)

4. What is the license number of the VW parked in
   space 33T in the Teacher Parking Lot?
   ____________________
   (5 pts)

5. Behind the Recreation Center on Nicholson Blvd is
   a sign that reads what?
   ____________________
   (10 pts)

6. Just outside the cafeteria there is a picnic table
   with a symbol in the center...what is the symbol?
   ____________________
   (20 pts)
A Real Compass Walk

Check your skill at using a compass to navigate a course.

Place a marker on the ground between your feet. Set your Silva compass for an arbitrary direction between 0 and 120 degrees (for example, 40 degrees). Face your chosen bearing as directed by the compass and walk this bearing for 20 steps--STOP.

Look at your compass again. Add 120 degrees to your original bearing (for example, 40 plus 120 = 160). Set this new bearing on your compass. Face this new bearing as directed by the compass, walk this new bearing for 20 steps, and STOP.

Again, add 120 degrees to your last setting (for example, 160 plus 120 = 280). Reset your compass, determine the new direction to walk, and take 20 steps in the direction indicated by the travel arrow--STOP.

Your marker should be right between your feet if you have used the Silva compass properly and walked exactly. If you did not succeed, try it again with another bearing at the start and add 120 degrees at each of the two turns, walking the same distance in each direction. You will succeed in finding your starting point. This is excellent practice.

Example compass walk using 40 degrees as the starting point.
Designing a Compass Walk

Colored cones are dispersed around the area. Using bearings of specific cones you are to devise your own course around the cones. Have a peer attempt to navigate the course.

Start at a home base cone. From this base cone select a second cone and identify the bearings to move to that particular cone (e.g., first cone to second cone). Set this new bearing on your compass. Face this new bearing as directed by the compass, walk this new bearing until you reach the cone, and STOP. Select a third cone. Identify the bearings of the third cone using the same procedure and move to it. Move from one cone to the next eventually taking yourself back to home base cone.

As you move from cone to cone record each bearing and the sequence among cones below. (for example, 27 degrees to cone 2/yellow, 120 degrees to cone 3/red). ONLY degrees will be given to your peer who will attempt to navigate the course using the compass and correct bearings.

Planning Copy and Answer Key

Home Base Cone #1 _______________ (color)

________ degrees to cone #2 _________ (color)

________ degrees to cone #3 _________ (color)

________ degrees to cone #4 _________ (color)

________ degrees to cone #5 _________ (color)

________ degrees to cone #1 _________ (color)
Compass Walk Challenge to a Peer

Designer
Include home base cone and degrees ONLY. Give this to a peer to navigate your course.

Home Base Cone #1 ________________ (color)

_______ degrees to cone #2 ________ (color)

_______ degrees to cone #3 ________ (color)

_______ degrees to cone #4 ________ (color)

_______ degrees to cone #5 ________ (color)

_______ degrees to cone #1 ________ (color)

Peer
Once you have completed the course, come to the instructor to check your responses.