

Course # \_\_\_\_\_

# Orienteering Score Card

Level \_\_\_\_\_ 1. Control marker locations will be marked on your map, comparing to Master map sheet/board.

2. Mark the 5 control points assigned to the course you receive on your map. Mark the numbers in the boxes on the lower left portion of this answer sheet to match the points on your course.

3. When a marker is located record the two character code located on the marker in the corresponding marker box below.

4. Scouts will be issued courses based on experience level: Beginner, Intermediate, Advanced

IL 1	KK 6	JB 11
YU 2	C1 7	ZV 12
XT 3	DL 8	DM 13
PS 4	HM 9	J8 14
OR 5	NK 10	Q5 15

**Time Score:** Estimated Average 30-40 minutes. Start time recorded. Finish time recorded. Time Score=60 minus # of minutes to complete

**Correct Control:** (up to 50 points) Each correct control is worth +10 points.

**Incorrect Control:** Each Incorrect control is 0 points. Each missing control will count -5 points. It is better to find the wrong control rather than no control.

**Bonus Points:** +20 points for all 5 correct controls in 30 minutes or less

Troop	Patrol	Names	Start	Finish	Time

<u>Total Score</u>
<u>Time Score</u>
<u>Correct</u>
<u>Incorrect</u>
<u>Bonus</u>

Location: Allatoona Aquatics Base, Boy Scouts of America

Course Information: Ten (10) individual courses using fifteen (15) separate control markers. Experience levels range from Beginner to Advanced. Courses are primarily terrain association, although a compass can be of assistance. Course is newly reestablished as of 16 May 2010 by Troop 465, Hickory Flat, GA.