Compass Course Instructions: Basic, Medium, Tough

Goals for the Compass Courses:

- Scouts will be able to handle map & compass at different ability levels.
- Scouts will learn to recognize geographic features on the map to locate their position accurately
- Scouts will practice locating control points
- Scouts will be able to plan their routes to avoid obstacles and take advantage of terrain.
- Scouts can learn how to use catching features, attack points, hand rails, other checkpoints, learn to 'aim off' and accurate pacing in the field.

The three existing compass courses are Basic, Medium and Tough. The scouts start all courses in front of the Trading Post, mark **54 CC**. Standing on the porch, look across the road to the right of the fork. Using the right map & compass, teams of scouts can be sent either clockwise or counterclockwise to complete the appropriate course. As the scouts complete the course, they complete the number letter code for each mark. The Tougher course <u>will not</u> list the numbers on the map, only a counting number so these scouts must be sure they have reached the proper mark without a number clue. Basic course ~ 2.1 km, 1.3 mi. Medium course, ~2.6km, 1.6 mi. Tough course, ~3.l km, 1.9 mi.

Compass Points Competition:

Explain the contest to Scouts. Basic idea is in 30 - 40 minutes (you decide) each patrol must catalog the maximum number of points, using map & compass, their judgement of topography, distance, speed and skill. **Scouts may not travel alone**, you decide if they can split their patrol or not based on numbers & your goals. Give each patrol an 'all points' map and start the timer. They analyze map, decide a plan, set out. As they return, mark their official time – each minute overtime costs 2 minutes. Total up the scores and you have a winner.