



Blackmore Campsite Score Event Notes for leaders

Orienteering is a challenging outdoor sport that exercises both the mind & body. The aim is to navigate between points marked on the orienteering map in the fastest time.

In score orienteering everyone starts together. There are a number of controls placed throughout the area and each has a point value. Competitors collect as many points as possible in a set time.

There is a penalty for being over time. See instructions on the competitor's instructions & control card.

You can create an extra challenge by using the letters to make words e.g. different sports or use the posts for your own challenge. Equipment needed: pencil per group, watch & whistle.

Getting Started:

1. A map for each person is ideal but can be 1 between 2. They will also need a control card & pencil per team.
2. Ask them to look at the map, relate the colours – orange – open as though the sun is shining down. Bushes- green the darker the thicker etc.
3. Find various objects e.g.: path, building, tree etc. relate them to where they are standing
4. Orientate map – the wood is a good focus point. (Ask them to turn round, face the other way and still have the map in the correct orientation!)
5. Start (Triangle) /finish (2 circles) are in the same place! Inform competitors always report to the finish even if they don't complete the course.
6. Controls are numbered wooden posts with 2 letters carved on them
7. The aim is to find as many controls, & collect points, in a given time (30min?)
8. When they find a control write the 2 letters in the correct box e.g. 1 Road Junction write A S in Box 1 that earns 5 points.
9. Safety points – Stay together if in team, Be careful at the Road
Do not go through campsite if there are tents – go round
Cross stream only at the 2 marked points
Always report to the finish
10. On completion of the time (as determined by Leader) return to the start and hand in the control sheets for checking, if late then deduct 10points for each min late.
11. The winner is the one with the most points

HAVE FUN

**Any comments or for an instruction session contact
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Visit www.britishorienteering.org.uk or for local events www.harliquins.org.uk/mado

CONTROL LETTERS=ANSWERS

Posts have numbers & 2 letters engraved on the side of them these are the letters which should be in the correct box.

Sometimes O & D; also C&O are confused

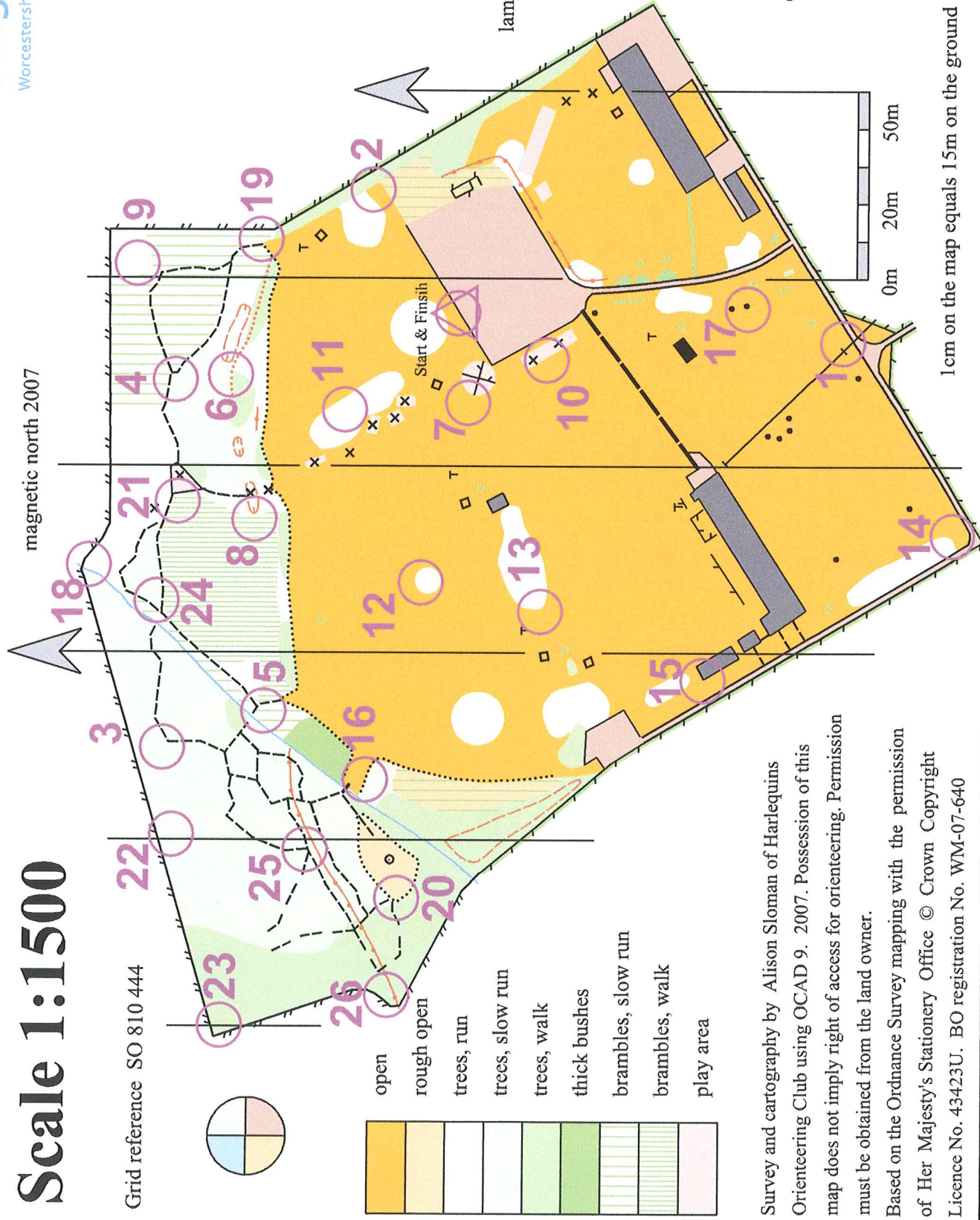
1 Road Junction 5pts A S	2 Veg.Boundary 5pts O M	3 Path Bend 15pts L R	4 Path Junction 10pts N L
5 Path Junction 10pts K J	6 Gully 20pts U B	7 Cookout West 5pts Y H	8 Depression West 10pts B C
9 Fence Corner 20 pts E F	10 Play Bridge 5pts D Y	11 Trees 5pts T G	12 Trees Centre 10pts X R
13 Trees West 10pts Z Q	14 Road Corner 10pts I G	15 Building Corner 15pts A N	16 Veg. Boundary 10pts T S
17 Southern Flagpole 5pts T O	18 Fence 20 pts VZ (on card)	19 Veg. Boundary 10pts M D	20 Campfire corner 15 pts E I
21 Clearing west side 10pts C D	22 Fence 20pts O W	23 Fence Corner 20pts P E	24 Path Junction 5pts N L
25 Tree Centre 10 pts AN	26 Fence Corner 20pts O L	Start Time: Finish Time Point Deducted:	300 pts Possible Total: Minus: Final Total:

Blackmore Camp

Scale 1:1500

Grid reference SO 810 444

magnetic north 2007



Girlguiding
Worcestershire

All Controls Score Event

August 2010

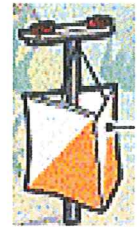
- open
- rough open
- trees, run
- trees, slow run
- trees, walk
- thick bushes
- brambles, slow run
- brambles, walk
- play area

- road, paved area
- track
- path
- indistinct path
- lamp post/ flag/ large post
- tap; play equipment
- barbecue; camp fire
- power line
- building
- fence; high fence
- form line; slope line
- earth wall; small gully
- stream; bridge
- hedge
- large tree
- medium sized tree

Survey and cartography by Alison Sloman of Harlequins Orienteering Club using OCAD 9. 2007. Possession of this map does not imply right of access for orienteering. Permission must be obtained from the land owner.

Based on the Ordnance Survey mapping with the permission of Her Majesty's Stationery Office © Crown Copyright Licence No. 43423U. BO registration No. WM-07-640

1 cm on the map equals 15m on the ground



**Blackmore Campsite
Score Event
Competitors Instructions**

You have 30mins to visit as many controls as you can.

A whistle will be blown (3 long blasts) 5 min before the end of time, and a series of short blasts at 30 mins. – time up.

Controls are worth points –those furthest away worth more then the nearer ones.

**If you return to the finish more then 30 min after starting
10 points will be deducted from your final score for every minute**

Visit controls in any order. **1 Road Junction** the number (e.g. 1) is on the side of the post then write down the letters (XX) in the box marked 1

If in pairs, always stay together.

Do not go through campsites if there are tents – go round.

Always report to the finish

Have Fun

Name(s):.....

.....

Control Descriptions & Values

5 Points:

- 24 Path Junction
- 2 Vegetation Boundary
- 1 Road Junction
- 10 Play Bridge
- 11 Tress
- 17 Southern Flag Pole
- 7 Cookout West

10 Points:

- 4 Path Junction
- 16 Vegetation Boundary
- 19 Vegetation Boundary
- 8 Depression West
- 12 Trees Centre
- 13 Trees West
- 14 Road Corner
- 9 Fence Corner
- 25 Path Junction
- 21 Clearing West

15 Points:

- 5 Path Junction
- 15 Building Corner
- 20 Campfire Corner
- 3 Path Bend

20 Points:

- 26 Fence Corner
- 6 Gully
- 18 Fence
- 22 Fence

Control Card for Competitors

Posts have numbers & 2 letters engraved on the side of them
write the letters in the correct box.

Sometimes O & D; also C&O are confused

1 Road Junction 5pts	2 Veg. Boundary 5pts	3 Path Bend 15pts	4 Path Junction 10pts
5 Path Junction 10pts	6 Gully 15pts	7 Cookout West 5pts	8 Depression West 10pts
9 Fence Corner 20pts	10 Play Bridge 5pts	11 Trees 5pts	12 Trees Centre 10pts
13 Trees West 10pts	14 Road Corner 10pts	15 Building Corner 15pts	16 Veg. Boundary 10pts
17 Southern Flagpole 5pts	18 Fence (letters on card) 20pts	19 Veg. Boundary 10pts	20 Campfire corner 15pts
21 Clearing west side 10pts	22 Fence 20pts	23 Fence Corner 20pts	24 Path Junction 5pts
25 Tree Centre 10pts	26 Fence Corner 20pts	Start Time: Finish Time Point Deducted:	300 pts Possible Total: Minus: Final Total: