

ORIENTEERING, *THE GAME*

Orienteering is a sport that is run on trails, in the meadows and in the woods. The competitors navigate over a course using a map and a compass. Many variations exist. “ORIENTEERING, *THE GAME*” will help you learn orienteering and develop the skills to help you compete. The challenges of the sport are endless when you set up your own course.

In “ORIENTEERING, *THE GAME*”, the course is relatively small and the control locations and clues are copied from the **Master Map**. The orienteering course consists of a **Start**, a series of **Controls** that are marked on the map with circles and a **Finish**. The controls are numbered and connected with a line to show the order they are to be visited. The location of the control is **circled** on the map and a **Clue** loosely describes the location of the control. Orange and white controls are located on the route to correspond to the locations designated on the map.

Time is started when the competitor enters the Start area of the course. The competitor copies the Master Map and Clues to their **Control Card** and enters the course. Each control has a letter. The competitor must locate the control that fits the map and the clue then copy the control’s letter to their card. **Competitors are penalized for marking the wrong letter on the control cards and disqualified for visiting the controls in the wrong order.** The competitor with the best time wins but being the fastest runner does not guarantee you the win. You must choose the best route between controls and find the correct control without wasting time.

Let ORIENTEERING, *THE GAME* begin.

1. **Required Materials:**
 - a) Scissors
 - b) Tape
 - c) 20 inches of string per control
 - d) Stop watch or clock with a second hand
2. **Assembling the Controls:**
 - a) Cut along the solid lines.
 - b) Fold along the dotted lines.
 - c) Tape the seams and add the string.
 - d) Add a control letter to the string.
3. **Setting up the Course:**
 - a) Keep competitor safety in mind. Routes should not take the competitors onto dangerous or private property.
 - b) A game may have one to six controls depending on the available area and skill level. Challenge older competitors with more controls. **Make a key showing letter on each control.**
 - c) Each control should be placed where someone arriving at the location can see it easily. It should be head-high and directly over the location given by the clue. They should be able to see it from 20 feet but not from 200 feet.
 - d) There should be a choice of routes between controls when possible.
 - e) One leg of a course should not pass near another.
 - f) Set up multiple courses and keep competitors indoors so they cannot follow others.
4. **Drawing the Master Map and Clues:**
 - a) Draw the master map. Indicate the course using orienteering symbols. Use a triangle for the start and finish, circles for the controls. Do not number the circles. Connect them with a line.
 - b) Add control letters and clues.
5. **Instruction for the Competitors:**
 - a) Enter the start area.
 - b) Record your personal information on your control card.
 - c) At your start time, copy the master map and clues.
 - d) Begin the course. Locate the controls in the order given in the clues. Copy the control letter into the correct area of your map/control card.
 - e) Return to the finish and turn in your control card to the judges.
6. **Judge’s Instruction:**
 - a) Record the competitors start and finish times.
 - b) Observe the competitors to insure they locate the controls in the correct order.
 - c) Review the control card for the correct letters. Add penalties to the competitor’s elapsed time. Penalties are typically 1 minute per infraction but can be agreed to for each game.
 - d) Post results and award prizes.

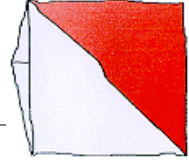
CONTROL

1

CONTROL

2

1. Cutout along the solid lines.
2. Fold along the dotted lines.
3. Tape in a triangle and add string.
4. Add a control number to the string.



G

F

E

D

C

B

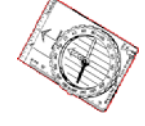
A

CONTROL

3

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O

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K

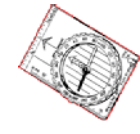
J

I

H

CONTROL
5

CONTROL
6



W

V

U

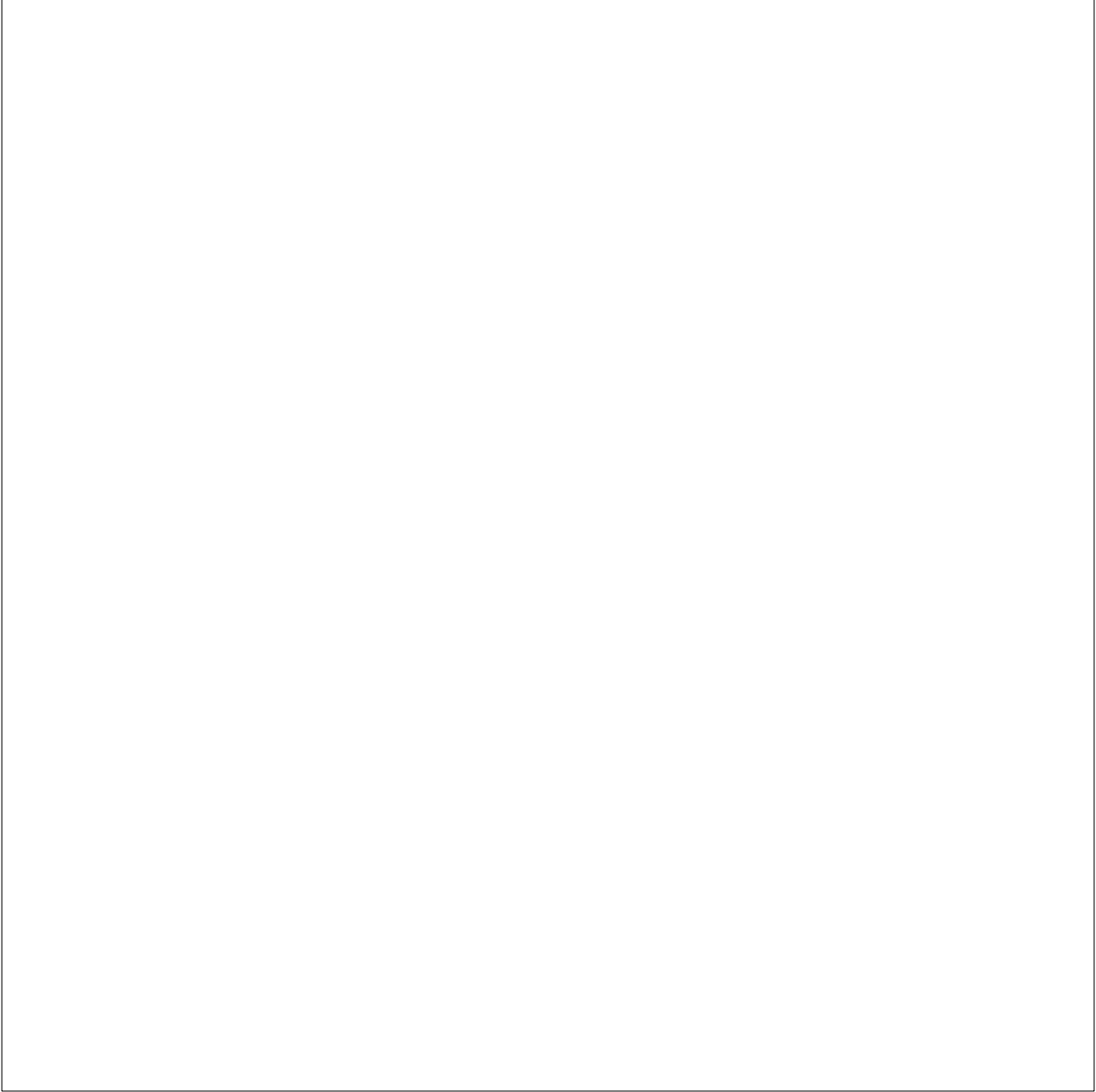
T

S

R

Q

P



MAP

CLUES:

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____

NAME _____

FINISH _____

START _____

TIME _____

- 1
- 2
- 3
- 4
- 5
- 6

CONTROL CARD