

SCORE-O Participant Information 2011

Volunteers Needed

The Orienteering Committee will graciously accept help from any volunteers for registration, map handout, preparing patch & map packets, map scoring, meal serving, d-hall cleanup, etc.

Campfires Allowed – Burn Ban Lifted!

Open fires are allowed. Stoves are allowed. Fires must be made in established fire rings, supervised at all times, and must be put out before everyone leaves. The Ranger and Campmasters will check all campsites.

MAPS - How to Get There

www.longhorncouncil.org/Info/Maps/Sid-Richardson-Maps.aspx

Campsites

Campsite assignments and maps are on the Score-O page www.longhorncouncil.org/Program/Orienteering-Events/SCORE-O.aspx. All camping for Score-O is in the main Camp 9 or in the numbered Tower Campsites beyond the Climbing Tower. Campsite maps are attached. Most units are sharing an assigned campsite. Please make sure that everyone in your group knows your unit number and your campsite. Take your camp trash home!! **DO NOT LEAVE TRASH AT THE DINING HALL OR IN LATRINES.**

TENT PLATFORMS

Tent Platforms are for SUMMER CAMP TENTS ONLY. Due to the large amount of damage to platforms caused by units moving tent platforms in the offseason, the tent platforms may not longer be used for weekend camping. The camp rangers and campmasters will enforce this rule.

Parking and Driving – SHARE THE CAMP

Organize your group to consolidate the number of vehicles coming to camp. On arrival proceed to your assigned campsite. Unload passengers and gear and then move vehicles to designated parking areas. **Do NOT park in campsites.** Please park perpendicular to the road in roadside parking areas. If you are towing a trailer you may park parallel to the road if space permits. Those arriving only for the day will be directed to parking areas by our parking staff. **DO NOT set up your camp in the front end of a large campsite in a way that blocks access to the rest of the site – even if you arrive first.** NO DRIVING is allowed during the race from 1:00PM to 5:00PM. We realize that some groups will be anxious to leave when they finish the event, but roads will be blocked to keep walking Scouts safe.

Registration Checklist - at the Dining Hall

- Be on time – registration ends at noon on Saturday.
- Attendance roster list filled out with names of all the people in your Unit who are at camp and your Unit Number. This is a required SAFETY PROCEDURE.
- Please have check/cash ready for any payments owed.
- Send only one person from your Unit to registration. Make sure they have the information needed to check in. PLEASE don't bring a crowd to Registration!
- Know the number of teams your unit is fielding and the names of each team's participants. Get one Team Form for each of your teams at registration.

CHECK-IN

Score-O Wristbands must be worn on each participant's wrist for the whole weekend. At check-in you will receive Score-O / lunch wristbands (and meal ticket wristbands if you ordered them). No refunds. Score-O wristbands are REQUIRED for lunch. Meal wristbands are required to get meals at the Dining Hall. Make sure you have the correct number of wristbands. **Score-O Souvenir maps and Patches** may be picked up at check-in after 4:00PM.

Checking Out: Please Pack TRASH Out!

Please encourage your Scouts to leave the camp, the dining hall, and your campsites neat and clean and always looking better than they found it. **Please take ALL trash home!!!**

Team Information Checklist

- Divide your group into teams of 3 - 7 people. Smaller teams are better than larger. Boy Scout, Venture, Varsity, & Exploring youth teams cannot have adults. Adults can form their own teams. All Scout & Venturing adults must register for the event. Exceptions can be made for adults doing official camp maintenance and construction projects for the Camp Ranger.
- Webelos must have at least TWO adults registered for the event to accompany each team. Other parents may walk with the teams without registering.
- When filling out the Team Forms know your unit's number & if your team is Webelos, Boy Scout, Venturing, or Adult (each team can have only one classification). You will also need a name for your team. Missing information on Team Forms must be corrected before a team can be entered for the race.
- At least one member of each team should have a compass and a watch. Know what time to be off the course!
- All team members MUST bring full canteens or water bottles. There will be water refill points on the course, but you still need your own canteen. Do not waste water at the water points. It is for drinking – NOT splashing.
- Tampering or removing Score-O flags and punches carries a very stiff penalty: permanent removal from camp.
- Teams MUST finish TOGETHER. If a team member becomes unable to finish the event they must return to the finish line and wait for their team to finish. This is a safety procedure so that we know everyone is off the course. Teams cannot turn in their competition maps at the finish line unless all team members are present.

Haunted Hayrides for Webelos at Score-O

Pick up your pre-paid Fall Fest Wristbands at Score-O Registration. Participants MUST BE preregistered for the hayrides with a Fall Festival form. Haunted Hayrides for Score-O participants will take place in Buchanan Springs. Maps and directions will be available at Registration.

Scary Scouts for the Haunted Hayrides

Boy Scouts, Venturers, and adults can volunteer to help scare the Cub Scouts at Fall Festival in Buchanan Springs. Bring your own costume. Some costumes are available. The hayrides will last at least 2 hours. Bring water and a flashlight. Ask for info at Registration. Be there by 6:30PM.

SCORE-O Schedule 2011

Friday, October 14

- 5:00PM Campsite information available in dining hall. (Check-in starts at 8 a.m. on Saturday.)
- 9:30PM Adult Cracker-barrel.
- 11:00PM Taps.

Saturday, October 15

- 8:00-9:00a.m. **Breakfast** at the Dining Hall. **Meal ticket wristbands required.**
- 8:00a.m. Check-in starts at 8a.m. in the camp Dining Hall. You must check-in even if you pre-registered. Turn in list of all members of your group that are at camp. Pick up team registration forms, to be turned in at Cracker-barrel.
- 9:00a.m. **Training: Scout, Venturing, Varsity, Explorer, Adult.** One youth and one adult from each Boy Scout, Venturing, Varsity and Explorer unit can take Orienteering Training in front of the Dining Hall. Take information back to share with your unit.
- 10:00a.m. **Trading Post Opens in dining hall.**
- 11:00a.m. **Training: Webelos.** In front of the Dining Hall. All youth and adults may attend.
- 12:00 NOON REGISTRATION ENDS** – No more Walk-Ins accepted.
- 11:00.-12:30 **LUNCH** served at the Dining Hall for everyone. **Please take your lunch outside after you are served! Times are assigned. A LUNCH Wristband Ticket is required.**
- 12:30PM **Competition Maps Given Out:** Boy Scout, Venturing, Varsity, Explorer and Adult teams pick up maps at the Dining Hall. (All team members must be present and stay at the building area). **A Score-O wristband is required.**
- 1:00PM ROADS CLOSED.**
- 1:00PM **START:** Boy Scout, Venturing, Varsity, Explorer, Adult teams. Anyone beyond the starting line is disqualified.
- 2:00-5:00PM **Volunteers** needed at the Dining Hall to help get patches and souvenir map packets ready.
- 4:30PM **FINISH:** All other teams - Scout, Venturing, Varsity, Explorer and Adult teams - must be across finish line.
- 5:00PM ROADS OPENED.** Drive SLOWLY! Some Boy Scout Teams will STILL be walking on the road when you leave!!!
- 4:00-5:30PM **Patches and Souvenir Maps**** for registered participants may be picked up and signed for by a Unit representative at the Dining Hall.

Saturday, October 15 – Continued

- 5:30-7:30PM **Dinner** at the Dining Hall. **Meal ticket wristbands required.**
- 5:30-7:30PM **Map Scoring Volunteers** needed at the Dining Hall.
- 6:00PM **Trading Post Closes.**
- 7:00PM **Haunted Hayrides** for Score-O Webelos participants. Participants should preregister for the hayrides and will receive ASSIGNED TIMES. Boy Scouts volunteering to SPOOK should report to the Haunted Hayride Costume area by 6:30 PM - 7:00 PM.
- 8:00-9:00PM **Patches and Maps**** for registered participants may be picked up and signed for by a Unit representative at the Dining Hall.
- 11:00PM Taps.

Sunday, October 16

- 8:00-8:30a.m. **Breakfast** at the Dining Hall. **Meal ticket wristbands required.**
- 9:00a.m. **Chapel.**
- 9:30-10:00a.m. **Maps**** for registered participants may be picked up and signed for by a Unit representative at the Dining Hall.

**Maps for registered participants may be picked up and signed for by a Unit representative at the Dining Hall. Maps not picked up will be distributed at the next District Roundtable meeting.

Competition maps: After scoring, competition maps & Score-O Award Ribbons will be sent to the next District Roundtable. Note that the orienteering Committee will score each map several times.

Trading Post: Compasses, T-shirts, snacks, and drinks available.

Campsite Number Signs: Please turn-in any stakes that held signage at your campsite - PLEASE do not burn or take home, they will be used again next year. You may take the stakes down after lunch on Saturday.

Score-O Attendance Roster

Please provide an accurate list of everyone attending. The Camp Ranger must have this roster to contact Scouts and Scouters in the event of an emergency.

Unit: _____

District: _____

Youth attending:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____
22. _____
23. _____

24. _____
25. _____
26. _____
27. _____
28. _____
29. _____
30. _____
31. _____
32. _____
33. _____
34. _____
35. _____

Adults attending:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____