

SCORE-O Final Participant Information 2017

Volunteers: The Orienteering Committee will graciously accept help from any volunteers for registration, map handout, preparing patch & map packets, map scoring, cleanup, etc.

Help us complete map scoring on Saturday!

GOAL: check & score each map 3-4 times by 6 PM. Have final scores & competition maps ready for pickup by Saturday night. We'll need map scorers starting at 4 PM. Contact Marc McCauley (Troop 43) at registration for more info.

Campfires Allowed – No Burn Ban

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. **NO NEW FIRE RINGS allowed – use established fire rings only.**

Campsites

Campsite assignments and maps will be posted on the Score-O page www.longhorncouncil.org. 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. The tent platforms may not be moved for use at Score-O.

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 12:45PM to 5:15PM. 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.

Lunch: Not included unless you buy one of the dining hall meal options.

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 wristbands (and meal ticket wristbands if you ordered them). **No refunds.** Score-O wristbands are REQUIRED for the event. 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, dining hall, & campsites neat & clean. **Take ALL trash home!!!**

Team Information Checklist

- Divide your group into teams. Maximum team size is 8. Minimum team size is 3. Team sizes should range from 3-8. 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 maintenance projects for the Ranger *or* volunteering with the orienteering committee all day Saturday.
- 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 1 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.
- Anyone caught vandalizing or stealing Score-O flags (or other property) will be prosecuted for vandalism & theft.
- Teams MUST finish TOGETHER.** Teams cannot turn in their competition maps at the finish line unless all team members are present. 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.

Haunted Hayrides for Webelos at Score-O

Webelos can pick up pre-paid Fall Fest Wristbands at Score-O Registration after 5 PM. Participants MUST BE preregistered for hayrides. Maps 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 the Haunted Hayrides. Bring your own costume. Some costumes are available. The hayrides will last at least 2 hours. Bring water and a flashlight. Make a haunting reservation at SCORE-O check-in and report to hayride HQ in Buchanan Springs NO LATER THAN 7 p.m. (a 4 mile drive).

SCORE-O Schedule 2017

Friday, October 16

- 5:00PM Campsite information available in dining hall. (Event Check-in starts 8:30a.m. Sat.)
- 11:00PM Taps. Quiet time is 10 PM – 7 a.m.

Saturday, October 17

- 7:15-8:00 Staff breakfast
- 8:00-9:00a.m. **Breakfast** at the Dining Hall. **Meal ticket wristbands required.**
- 8:30a.m. Check-in starts at 8:30 a.m. in Dining Hall. You must check-in even if you pre-registered. Turn in list of all members of your group who are at camp. Pick up team registration forms, to be turned in at the registration table.
- 9:00-11:00 a.m. **30 minute Training Clinics:** One youth and one adult from each Troop, Crew, Team, & Post can take Orienteering Training in front of D-Hall. Take information back to share with your unit.
- 9:00.-11:00 a.m. **Beginner & Intermediate clinics** every 30 minutes.
- 10:00-10:30 a.m. **Scoutmaster / MB Counselor Clinic**
- 10:00a.m. **Trading Post Opens.**
- 11:00 a.m. REGISTRATION ENDS** – No more Walk-Ins accepted.
- 11:00-12:15PM Lunch** at the Dining Hall. **Meal ticket wristbands required.**
- 12:30 PM Competitors gather on Parade Ground.**
- 12:40PM Competition Maps Given Out: Each participant gets a 5-color competition map to take on the course. Only one map per Team will have a score sheet.** 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.**
- 12:50 PM ROADS CLOSED.**
- 1:00PM **START:** Boy Scout, Venturing, Varsity, Explorer, Adult teams. Anyone beyond the starting line will be disqualified.
- 1:30-2:30PM **Volunteers** needed at the Dining Hall to help get patches and souvenir map packets ready.
- 3:30-5:00PM **Volunteers** needed at the Finish Line.
- 4:00-5:45PM **Map Scoring Volunteers** needed at the Dining Hall.
- 4:00-5:30PM **Patches and Souvenir Maps**** for registered participants may be picked up and signed for by a Unit rep at the Dining Hall.
- 4:30PM **FINISH:** All teams must be across finish line. 5-point per minute penalty for teams

arriving after 4:30. Teams that return after 5:00 pm are DISQUALIFIED.

- 5:15PM ROADS OPENED after all teams accounted for.** Drive SLOWLY! Some Boy Scout Teams will STILL be walking on the road when you leave!!!
- 5:30-7:00PM **Supper time** for those who purchased Dining Hall meals. **Meal ticket wristbands required.**
- 6:00PM **Trading Post Closes.**
- 7:00PM **SPOOKS arrive at Haunted Hayrides to scare Cub Scouts.** Boy Scouts volunteering to SPOOK must report to the Haunted Hayride Costume area by 7:00 PM in Buchanan Springs.
- Score-O Webelos participants can sign up to do a **Haunted Hayride.** Participants should preregister for the hayrides and will receive ASSIGNED TIMES.
- 7:30PM Campfire. Scores announced.
- 8:00-9:00PM **Patches and Maps**** for registered participants may again be picked up and signed for by a Unit representative at the Dining Hall.
- 11:00PM Taps.

Sunday, October 18

- 7:15-8:00 Staff breakfast
- 8:00a.m. **Marker pickup.** Get extra orienteering practice picking up control markers. Report to the Dining Hall. Pick up a few or a lot.
- 9:00 a.m. **Chapel:** at the Chapel (D-Hall if raining)
- 8:00 a.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 on Saturday.

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.

Coming Orienteering Events (for MB Req.)

- January 6 **Cub-O** – Staff needed
- March 24-25 **Spring-O** competition

Volunteers Needed – to get the scoring done!

Orienteering Committee Goals for 2017-2018:

1. Finish map scoring at events by Saturday evening, with final scores ready by Saturday night. (*Done*)
2. Continue development of the new Worth Ranch map for future orienteering events (*in progress – initial base map done. Want to help us do the mapping?*).
3. Camp Tahuaya Map updated (*in progress*) for orienteering events.
4. Add permanent year-round orienteering courses at all summer camps for Score-O practice and to meet Boy Scout advancement requirements - similar to the courses at Hills and Hollows (*Camp Tahuaya in progress. SR2 and WR are finished*).
5. Get more mapping software for Scouters interested in helping with mapping and designing Score-O and Cub-O courses. (*finished*).
6. Add adult Orienteering clinics for Scoutmasters and MB Counselors (*in progress*).

Adult Volunteers are needed

We could use your help to get all scoring completed on the day of the event! Please see below for times, places, and info about the jobs.

Photographers

Help us photograph Score-O! See Jeff Peters at registration. Bring your own camera or check out one of Jeff's.

Finish Line

Help us Record the finish times on competition maps as each Team checks in.

- Sign up with Marc McCauley at the registration area or email marc at marcmc57@gmail.com.
- Volunteers should report to Registration area in the Dining Hall by 3:30 PM.
- There will be a brief training session at the Finish Line at 3:30 PM.
- Be prepared to man the finish line until 5:00 PM.
- 14 adults needed from 3:30 – 5:00 PM.

Scoring

Score and validate the competition maps. This critical job requires sharp focus and attention to detail. We'll score them as they come in. We score each map 4 times (*4 pairs of eyes to check the punches*).

- Sign up with Marc McCauley at the registration area or email marc at marcmc57@gmail.com.
- Volunteers should report to Registration area by 4:00 PM.
- There will be a brief training session at 4:00 PM.
- Be prepared to man the scoring table until 5:45 or 6:00 PM.
- Several volunteers may be needed until as late as 6:30 PM.
- Please indicate on signup sheet if you are available to stay. *Your help will be greatly appreciated!!*
- 14 adults needed.
- Let's get those maps scored and final scores ready the day of the event!

Orienteering Volunteers

The Orienteering Committee is always looking for interested helpers. We sponsor three events each year and are looking for folks who like hiking and orienteering to help with any of the following: checking maps, course setting, mapping, setting up GPS and geocaching, having a good reason to take a walk in the woods, and more. We have a lot of fun delivering orienteering programs to your Scouts!

- See Marc McCauley at the registration area in the dining hall, or email Marc at marcmc57@gmail.com.

