

Score-O 2020 Participant Guide

Longhorn Council Orienteering - Big Changes in 2020 for Covid!

Score-O is a fast-paced team orienteering competition. It has been held continuously at the Sid Richardson Scout Ranch every year since 1996. It is the Longhorn Council's largest Scout event and one of the largest orienteering events held in the United States. The event is open to Scouts, Venturers, Explorers, Webelos and Adult Scouters.

Using a map and compass teams navigate to find marked controls and score points. The goal is to find as many controls and score as many points as possible within 3 ½ hours. Controls are assigned different values from 5 to 30 points based on their difficulty.

Score-O provides a great opportunity for your unit to apply core scouting skills in small teams to solve problems in the field. Scouts build their confidence in the outdoors and improve their navigation skills and teamwork all while having a great time at Sid Richardson Scout Ranch.

This guide is intended to provide unit leaders with necessary information for planning and preparation to attend Score-O. The registration link and event details are available on the Longhorn Council orienteering page at <https://www.longhorncouncil.org/event/score-o/>. Longhorn Council Orienteering Committee welcomes your feedback.

Big Changes in 2020 for Covid!

There are significant changes in the way Score-O will run in 2020. Given the situation in the larger world these changes are intended to allow Longhorn Council to continue holding Score-O while maximizing participant safety.

- No hole punches for everyone to touch. Instead, you'll write down codes visible from a distance.
- Units will choose their arrival time at the camp entrance (for their Covid checks) and their check in time at Score-O Registration.
- Teams will have assigned Start Times from 9:00 am-1:00 PM.
- Medical protocols will be in place. Participant safety is our primary concern.
- Pre-registration is required.
- Camping is limited. Attending Score-O as a day trip is encouraged.
- Meals will not be sold. All participants must provide their own food & snacks.
- The Dining Hall is closed. All activities will take place outside.
- Check in hours will be extended. Early check in on Friday evening from 7-10 for units that are camping. Saturday check in from 8:30 – Noon.
- Camp roads will remain open during the race. This will allow units to depart once all their teams have returned. Use EXTREME CAUTION WHILE DRIVING in camp. **Road Safety Speed Checkpoints will be in place to slow traffic.**
- All vehicles will be stopped for brief medical checks before entering camp
- No water is available on the course. Everyone must bring their own water.

<p>When arriving at Camp Entrance you will need,</p> <ul style="list-style-type: none"><input type="checkbox"/> For Each Person:<ol style="list-style-type: none">1. At-Risk form2. Medical Screening form<input type="checkbox"/> For Each Vehicle:<ol style="list-style-type: none">1. Camp Arrival Screening Checklist <p>When arriving at Score-O Event Check-In,</p> <ul style="list-style-type: none"><input type="checkbox"/> you will need:<ol style="list-style-type: none">1. Unit roster2. Score-O Team Roster forms<input type="checkbox"/> You will get:<ol style="list-style-type: none">1. Scorecards2. Start Times3. Last minute info

Arrival and Check-In

Units arriving on Friday evening will be stopped at the camp entrance by the Campmasters for a brief medical check and to turn in their Covid-19 paperwork for each person in each vehicle. Then they will be directed to their assigned campsite in the main camp area by the Dining Hall.

Units that arrive on Saturday will be stopped at the main gate for a brief medical check and to turn in their Covid-19 paperwork for each person in each vehicle. After being cleared for entrance please proceed to the Main Camp area. There you will be directed to either your assigned campsite or to a parking area.

Event check-in is outside at the Dining Hall. Units must check in at their assigned times. Check-in reopens Saturday morning at 8:30 am and ends at Noon. No new entries will be accepted after that time. Please send ONE representative to the Dining Hall **at your scheduled time** to complete event check-in. To minimize personal contact please follow the following procedures:

- Register and pay all fees online
- Complete all paperwork in advance
 - Unit roster (with emergency contacts)
 - Score-O Team Roster form

A unit roster form is included at the end of this document. Please bring your completed unit roster and Score-O Team Roster forms to check-in. Score-O Team Roster forms must be completed prior to arrival. (Additional Score-O Team Roster forms will be available.) You will receive scorecards and start times for each team when you turn in the Score-O Team Roster forms.

See the Team Classification section for information on setting up your teams.

Vehicle Traffic in Camp

When you arrive in camp you will be directed to your campsite or a parking area. Please park your vehicles as instructed by the Campmaster. All facilities are within walking distance.

CAMP ROADS WILL BE **OPEN** DURING THE RACE. Teams will be on the course from 9:30 am until 5:00 pm. Vehicles will be stopped along the main road at several points and reminded to DRIVE SLOWLY and watch for Scouts.

Please remind the drivers in your unit of the need for safety. DRIVE SLOWLY in camp at all times. Encourage your members to carpool as teams when possible to help reduce traffic in camp and minimize contact among Scouts.

Riding in the beds of pickups is strictly prohibited. Do not drive off-road.

Camping

Units may camp Friday and/or Saturday night. ALL UNITS MUST pre-register. Camping will be limited to one unit per campsite. Webelos must camp with a Scout Troop. If your unit is planning to arrive on Saturday please be ready to run the course shortly after checking in. Your unit will have plenty of time to get to your campsite and setup after the race. Campsites are assigned by the camping registrar based on unit size.

Campsite assignments will be posted the Thursday before the event on the Score-O page of the Council website at <http://www.longhorncouncil.org/event/score-o/> and a copy sent to every adult for the event. Campmasters will be on duty Friday evening and Saturday to direct you.

Please follow these guidelines in the main camp:

- Please follow the distancing guidelines provided by Longhorn Council and the state of Texas.
- No camping in shelters.
- Please do not park in campsites. Unload your gear and move your vehicle to a parking area.
- Please do not park in someone else's campsite.

Water will be on at latrines in campsites. Water is always available at the all-weather faucet located at the rear of the Dining Hall. Provide your own containers.

The ranch is frequently included in county fire bans. Check the Council website for current status when planning your meals as cooking over an open fire may not be allowed. Please note the following rules regarding fires in camp:

- NEVER leave a fire or stove burning unattended.
- Stoves must be elevated and away from all brush and leaves.
- Do not build fires outside established fire rings.
- DO NOT BUILD NEW FIRE RINGS.
- Keep fires small.
- Use only charcoal or fallen wood for fuel. Do not cut green or standing trees.
- Extinguish all fires completely when leaving camp.

There are no public dumpsters at camp. Be prepared and haul your own trash home for proper disposal.

Meals

Meals will not be sold or served at the dining hall. All units must provide their own meals and snacks. Water will be available in most campsites and behind the dining hall. Provide your own containers.

Equipment and Clothing

Score-O is a rain or shine event. Participants should check the forecast and prepare for Fall weather. Bring your own food and snacks.

Hiking boots or good trail shoes are essential for navigating the steep, rocky terrain. Briars and cactus make long pants or gaiters a wise choice. A clear baseplate orienteering compass is the best choice.

Other essential gear:

- Water bottles or canteens
- Watch
- Pencil or pen

THE USE OF GPS, SMARTPHONES, TABLETS OR OTHER ELECTRONIC NAVIGATION AIDS IS NOT ALLOWED.

Training

THERE WILL BE NO IN PERSON TRAINING AT THE EVENT. Units are strongly encouraged to study the orienteering section of the Scout Handbook. Here are links to two very good training videos:

How to Use a Compass || REI (7:15)

<https://www.youtube.com/watch?v=0cF0ovA3FtY&t=1s>

Introduction to Orienteering (17:23)

<https://www.youtube.com/watch?v=3S1a0IDOk4s&t=4s>

These videos cover basic orienteering, map reading and compass use along with a review of the rules for Score-O. Tips on strategy and time management are included as well. First time participants are strongly encouraged to watch the videos so they may become familiar with the event and its rules.

The BSA Orienteering Merit Badge pamphlet and the Scout Handbook are both great sources of information on skills and techniques to help your group navigate the course successfully. Practice before you come!

O-Tip: Focus on map reading; compass use is mainly to keep the map oriented.

This is also a great opportunity to review Leave No Trace principles as a unit. The Participant's Guide discusses ways to minimize impact while orienteering in the Leave No Trace Orienteering Section, and should be reviewed with your unit prior to the event.

Team Classifications

The Maximum team size is **8**. The Minimum team size is **3**. Groups larger than 8 must be split into smaller teams. Smaller teams move faster and have less impact on the land.

Teams are divided into the following four classes based on their Scouting role so they will be competing against others of the same age and skill level.

Scout: Scouts only from the rank of Scout to Eagle Scout. Adults may not accompany Scout teams.

Webelos/AOL: Made of Webelos and Arrow of Light. At least TWO registered adults must accompany each Webelos team

Crew: Members of Venturing, Explorer or Sea Scout units

Adult: Eighteen is the magic number for running with the old dogs. Let's see how good you really are!

Senior Patrol Leaders and Scoutmasters should give some thought to team makeup. Patrols make natural teams and using the existing Troop structure has many advantages. Not only is this an excellent opportunity to emphasize leadership and teamwork but you can promote a little friendly competition within the unit. Bragging rights are valid for one year.

Sometimes it may make more sense to field teams based on experience level. This allows beginners, accompanied by an instructor, to learn, practice and build their orienteering skills. It also provides an

<p>What you need to know for each Team:</p> <ul style="list-style-type: none"><input type="checkbox"/> Unit number<input type="checkbox"/> Unit type (Troop, Pack, etc)<input type="checkbox"/> District name<input type="checkbox"/> Team Name<input type="checkbox"/> Team Type<input type="checkbox"/> Scouts<input type="checkbox"/> Webelos/AOL<input type="checkbox"/> Crew<input type="checkbox"/> Adults<input type="checkbox"/> Names of all team members<input type="checkbox"/> Contact phone number
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opportunity for Scouts who are veteran orienteers to really shine and compare their abilities with others at the district and council levels.

Adults who accompany Webelos teams are encouraged to take advantage of this educational opportunity. Learning to read maps and use a compass are skills used throughout life. Encourage all of the youth to take turns navigating for the group and help each other when they have mastered a skill. Orienteering is a classic example of “fun with a purpose”. Practice before the meet so you are prepared to answer all the questions that will arise.

Score-O Team Roster forms will be emailed to unit leaders when they register online. Print as many as you need and complete them before coming to camp. Extra forms will be available at check-in. Completed Score-O Team Roster forms must be submitted before teams can run the course. Hint: It will save time on event day if your unit has worked out team assignments and team names prior to arrival at camp.

Competition

The [Event Schedule](#) has the detailed schedule for the weekend. It is available on the website and you will receive a copy in your registration packet at check-in.

Score-O 2020 will use a timed start procedure. The first start will be at 9:00 am. Multiple teams will be started every two(2) minutes as needed until 1:00 pm. Every team will have **3 ½ hours** to run the course. For example, a team that starts at 11:20 am must finish by 2:50 pm. There is a significant penalty for being late to Finish. Emphasize the importance of finishing on time with all members of the group.

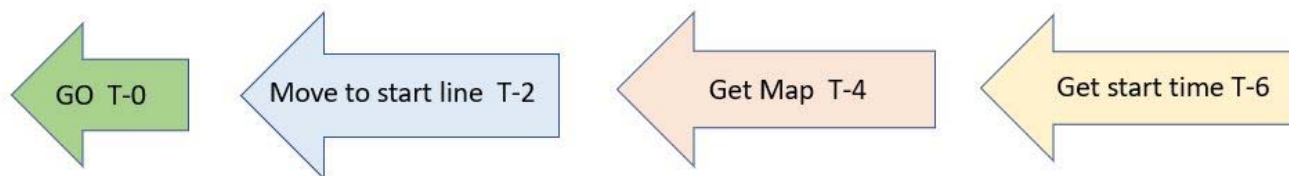
Here’s how it works on race day:

1. Check in at the Dining Hall
 - a. Turn in Team Forms
 - b. Get scorecard and Start Time for each team
2. Hydrate; get ready to run
 - a. Hydrate some more. Leave Start with a full water bottle.
3. Report to Start Line a few minutes before your Start Time
 - a. Get maps for everyone on team;
 - b. make a plan to find as many controls as possible
4. Run, find control, write control codes in correct boxes
5. Return to Finish before your 3 ½ time expires
6. Return to camp or head home

START TOGETHER --STAY TOGETHER--FINISH TOGETHER--BE ON TIME

Start sequence. Move up every 2 minutes

Course open from 8:50 am until 1:00 pm. First Start 9:00 am, Last Start 1:00 pm



Example:	10:00	T-6 Get in line. Start Time validated by start line volunteer. Start Time written on score card and master start list
Team is assigned Start Time of 10:06 am	10:02	T-4 Get map and bag; begin strategizing
Team should arrive at the starting area a few minutes early	10:04	T-2 Move to starting grid; continue strategizing
	10:06	T-0 START! Team must return by 1:36 pm to avoid penalty

After the competition

After the race is over and your team has checked in at Finish you will have time to relax and rest...you've earned it! Please continue to practice social distancing. You can head back to camp and start supper or pack up and head home.

Road Safety Speed Checkpoints will remain in place to slow all traffic until all teams are accounted for. If any teams or individuals remain unaccounted for the Camp Ranger will initiate a search.

Please emphasize the importance of checking in at the Finish Line to all the members of your unit and help us prevent extended road closures.

Tee-shirts will be at the Trading Post.

Advancement

Scouts can take advantage of their participation in Score-O to meet both rank and merit badge requirements. Scouts and Scoutmasters will have to assess their own needs to best utilize the program. Event staff will not sign off on requirements. Advanced instruction, examination and record keeping are the responsibility of unit leaders. With a little effort Scouts should be able to meet the following:

1st Class requirement 4a to complete an orienteering course that covers at least one mile. Scouts will need to recreate their own route and make measurements on the map to be sure they have satisfied the minimum 1-mile (1.6 km) distance. Scoutmasters must add the measuring of the height and width of objects (flagpole, tree, creek, etc.).

Running the course can satisfy Orienteering Merit Badge requirement 7a. Scouts will be best served if they will immediately complete 7b as well. This is easily accomplished by drawing the route they took from control to control and then writing a brief description of each leg and how it could be improved. It is the Scouts responsibility to complete all other requirements with a merit badge counselor.

Leave No Trace

As Scouts we have all been introduced to the principles of Leave No Trace. As you participate in Score-O please be a good steward of our natural resources by being respectful of nature and wildlife. Practice these key Leave No Trace principles:

Travel on Durable Surfaces – Use trails and hard surfaces when possible. Have your group spread out when off trail to avoid creating new trails. Walk softly and avoid damage to plant life. Be sure to stay on the trail if it is muddy or wet. If you walk around the muddy section, it widens the trail and causes further erosion.

Pack-it-in, Pack-it-out – Carry out all of your trash. Don't leave snack wrappers, water bottles, etc. Be careful not to drop "micro-trash" along the way. Micro-trash is small pieces of trash such as bottle caps or strips of wrapper torn off when opening a snack. Pick up any trash that you find.

Leave What You Find – Don't take souvenirs ... Except for trash – pack it out.

Respect Wildlife – Don't disturb wildlife or livestock, observe from a distance. Never feed wildlife.

Be Considerate of Other Visitors – Let faster teams pass. Keep the noise level down – so that everyone can enjoy the surroundings.

Read more about these and other principles of Leave No Trace in your Scout Handbook.

Awards

Awards will be presented to the top three teams with the highest net scores in each class. In case of a tie the earliest finish time wins. All teams receive a participation ribbon.

Scoring should be finished Saturday night and preliminary scores will be posted outside the Dining Hall. Preliminary scores will also be posted on the Longhorn Council website. Protests are allowed for seven(7) days before scores are declared final.

Teams that do not adhere to team size rules will not be eligible for awards.

Competition scorecards, ribbons, and maps will be returned after Score-O at your District Roundtable.

Trading Post

The Trading Post will be open from 10:00 am – 6:00 pm Saturday with a **new "pass-through" setup** as part of our covid-19 safety protocols. Drinks, snacks, tee shirts and supplies will be available. Cash, check and MC/Visa are accepted. The Trading Post is closed on Sunday.

Masks are required inside the Trading Post. Entry will be controlled.

If your unit pre-orders tee-shirts they will be available at the Trading Post when it opens on Saturday.

Volunteers

If you have extra adults coming to Score-O who would like to help out there will be plenty of opportunities this year. Volunteers are needed for the following duties:

- Check in (8am-Noon)
- Parking management (9am-Noon)
- Start Line (9am-1pm)
- Finish Line (10am-1pm, 1pm-5pm)
- Scoring (Noon-7pm, 2-hour shifts)
- Road safety (9:30am-1pm, 1pm-5pm)
- Bag pickup (5pm-7pm, Sunday 8am-??)

Revised 9-7-20

Score-O Rules (Abridged)

1. This is a team event. All team members must register.
2. The Maximum team size is 8. The Minimum team size is 3. Team sizes should range from 3-6. Larger groups must be split into smaller teams.
3. All team members must be present at the Start line. No early starts. All teams must START together, STAY together, and FINISH together. **Teams that do not report to Finish will be disqualified.**
4. Each Webelos team must have a minimum of TWO registered adults.
5. This is a timed event; all teams will be given specific start times.
6. Teams have 3 1/2 hours to score as many points as possible.
7. Controls can be visited in any order.
8. Control point values vary as specified on the score sheet. Points are scored by locating the control and writing the two-letter alphabetic code on the scorecard. Codes must be contained within the numbered square that matches the number on the control or no points will be awarded.
9. All team members must be present at the 4 Finish lines. Finishing time is recorded after ALL team members have crossed the finish line (including adult Webelos Leaders accompanying a Webelos team). All teams MUST Social Distance.
10. Crossing the finish line after the specified time limit will result in points being deducted for each minute past the time limit. The penalty is significant.
11. All teams must report to the Finish Line even if finishing very early or very late. Do not return to your campsite or leave the property without checking in.
12. There is an automatic 30-minute penalty for maps with no finish time.
13. Do not enter out of bounds areas marked on the map.
14. Follow all safety and event instructions provided in registration packets.
15. Tampering with the course, control markers, interfering with other teams, disrespect for camp or personal property, disrespect for wildlife, or unsportsmanlike conduct will result in disqualification.
16. Teams may not collaborate or share information with other teams except for safety or medical emergencies. Teams are expected to help others in emergency situations. Adult Webelos Leaders accompanying a Webelos team should focus on ensuring the safety of their group.
17. The use of GPS, smartphones, pedometers, altimeters or any other electronic device as a navigational aid is not allowed. Phones may be carried in case of emergency.
18. Awards will be presented to the teams with the highest net scores in each category and to the units with the highest average scores (average of all youth team scores in a unit). In case of a tie the earliest finish time wins.

Score-O Unit Roster Form

Complete prior to arrival. Submit this form at check-in. Use multiple sheets if required.

Unit #	Unit Type	Council	District
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Scout Name	Scout Name	Scout Name
Adult Leader	Cell Phone (at camp)	Email (optional)
1		
2		
3		
4		
5		
6		
7		
8		