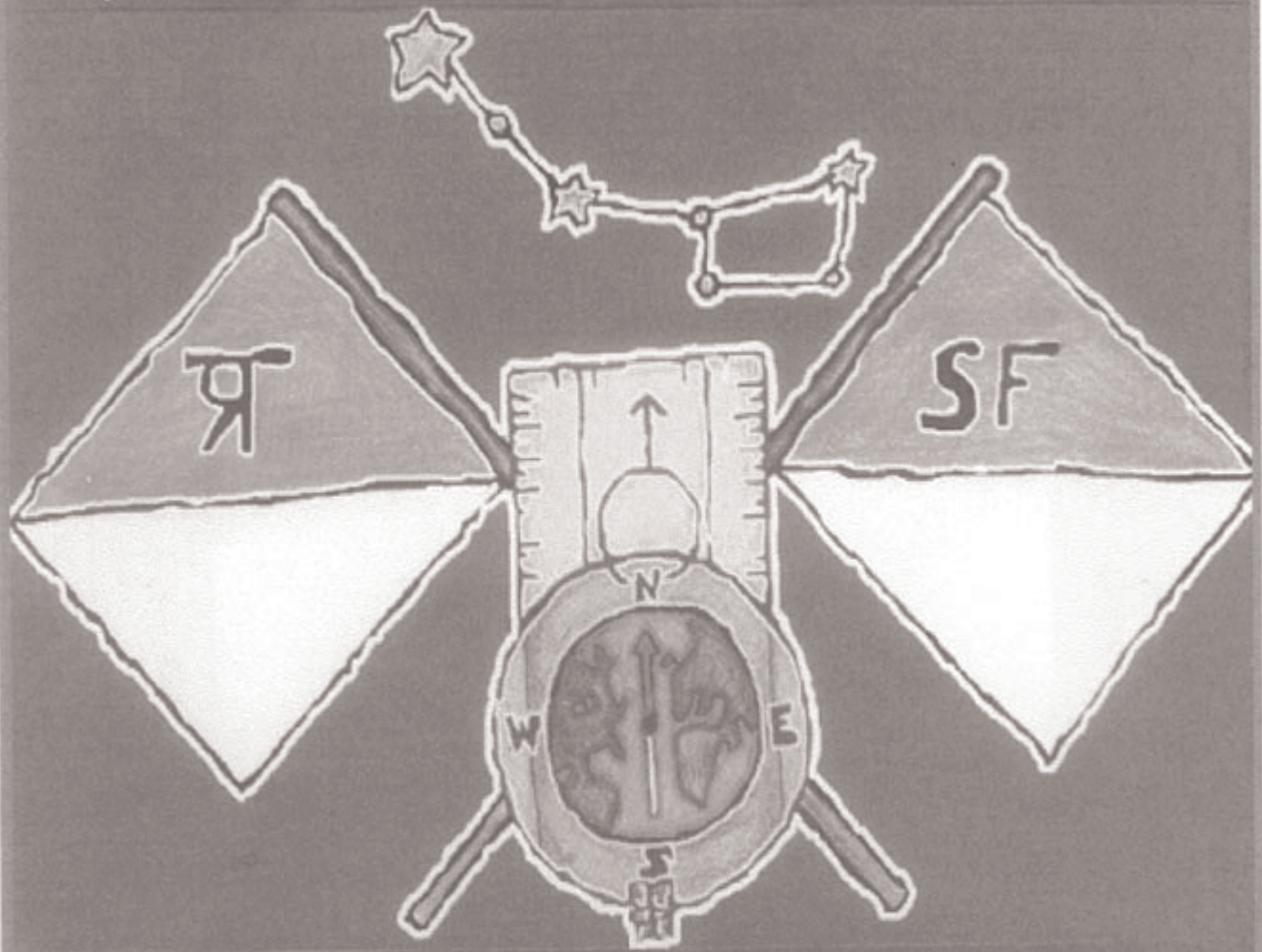


FIND THE WAY



FALL 2003

# Schedule

## Friday

Check-in	7:00-9:00 PM	Headquarters
Scoutmasters Meeting	9:00-10:00 PM	Headquarters
Lights Out (Scouts)	11:00 PM	Campsites

## Saturday

Reveille	6:00AM	
Breakfast	6:00-8:15 AM	Campsites
Opening Flag Ceremony	8:30AM	Headquarters
Projects Begin	9:00-12:09 PM	Project Sites
Lunch	12:09-12:40 PM	Project Sites
Projects Restart	12:43 PM	Project Sites
Projects End	2:04PM	Project Sites
Afternoon Activities	2:30-5:00 PM	TBA
Retiring of the Colors	5:15PM	Headquarters
Dinner	5:30-7:45 PM	Campsites
Closing Campfire	8:00PM	FE Council Ring
Lights Out (Scouts)	10:30 PM	Campsites

## Sunday

Reveille	6:00AM	
Breakfast	6:00-7:30 AM	Campsites
Religious Services	8:00-9:00 AM	TBA
Closing Flag Ceremony	9:15-9:30 AM	Headquarters
Check-out	10:00-11:00 AM	Campsites

# Projects

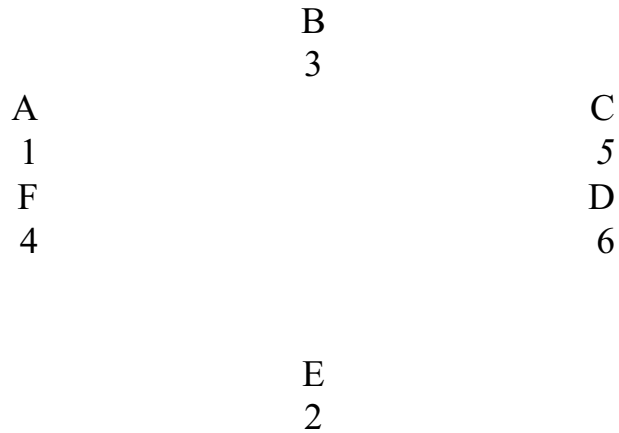
# Projects Schedule

<b>Projects Begin</b>	<b>9:00AM</b>
<b>Session #1</b>	<b>9:00-9:45 AM</b>
<b>Session #2</b>	<b>9:48-10:33 AM</b>
<b>Session #3</b>	<b>10:36-11:21AM</b>
<b>Session #4</b>	<b>11:24-12:09 PM</b>
<b>Lunch</b>	<b>12:09-12:40 PM</b>
<b>Session #5</b>	<b>12:43-1:26 PM</b>
<b>Session #6</b>	<b>1:29-2:04 PM</b>

# Project Rotation

Project sites will be lettered for the first session only and patrols will have the letter of their first site. After the first site patrols will rotate from site one to two, two to three, three to four, etc. However the patrols will not know which site is one, two, three, etc. Patrols will be given a compass heading slightly different from the other patrols; ex: 167 degrees, 170 degrees, and 175 degrees. At the front of each project site will be stakes marking each heading. Patrols will be given up to 8 points per site for accuracy.

## Sample Rotation



## **Find the Way: Then and Now**

Patrols will have the opportunity to observe direction finding devices from before the compass to the GPS. Patrols will make a simple compass using a cork, a magnetized needle, and water in a wooden bucket or plastic tub. They will operate a GPS unit and explain how it works. Patrols will also examine magnetic variance and explain how a compass could be incorrect.

## **Tell the Way**

Patrols will be paired up and placed 50 feet apart. Using semaphore Patrol #1 will send a message provided by the staff to Patrol #2. Then the patrols will switch and Patrol #2 will send a message to Patrol #1. Staff will watch the sending patrol to make sure message is correctly sent. There will be up to 5 points awarded for properly sending and up to 5 points awarded for correctly receiving the message.

## **Show the Way**

Patrols will be placed around the perimeter of the project area which will contain objects randomly placed in the area as well as natural trees grasses and rocks. Each patrol will be given a scaled piece of paper and will map the project area using map symbols. Patrols will use a compass and any form of measuring listed in this manual. Maps will be checked by a staff overlay map of the area and awarded points according to their accuracy. Up to 10 points are available.

## **Find the Way: Day or Night**

Each patrol will demonstrate how to find direction with out a compass day or night. Patrols will use the watch method as well as the sun method for the day part of the project and stars for the night part. Patrols will need to bring their own watch. A dining fly with holes in it representing constellations will be used for the scouts to simulate finding their way at night. Patrols will also demonstrate different ways of measuring which can be found in the current and old scout handbooks. Five points will be awarded for measuring distance and 5 points for direction, totaling 10 points for the site.

# Remember the Way

## A) Object Table

An array of objects will be scattered all over a table. The table will be covered, then uncovered for 10 seconds and covered again. During the ten second period the table is uncovered the Scouts will observe the objects. When the table gets covered the scouts will write down the objects they can remember.

## B) Trail Markings

Patrols will identify trail markings listed in old Scout Handbooks.

They will also explain how to stay on the trail at night.

## C) Big Picture

Patrols will walk down a short trail being observant and aware of the things around them. At the end of the trail the patrol will be asked to recall things they saw on the trail both natural and out of place.

A total of 10 points are available at this site.



## **Fun Along the Way**

Patrols will face off against each other in three extraordinarily fun game shows, Jeopardy Patrol Tournament, Patrol Feud, and Scout Leader Squares. Patrols should study up on general orienteering knowledge. Ten points will be awarded total for the site and patrols throughout the day will be competing against each other for the highest score in each game.

# **Afternoon Activities**

## **Orienteering Course**

An orienteering course will be set up in a wooded secluded area near the camporee area. Scouts will run the orienteering course individually and they will be judged solely on their times. Prizes will be given to top finishers.

## **Capture the Flag**

The biggest capture the flag game ever in district history will be held at the S-Bar-F during the camporee. Boys wishing to participate should bring a gray and colored shirt, a tube sock and a good pair of tennis shoes.

# Resources

## Semaphore Code

<b>ERROR</b> A	1	<b>REPEAT</b> B	2	C	3	D	4	E	5
F	6	G	7	H	8	I	9	J	0
<b>NEGATIVE</b> K	<b>PREPARATORY</b> L	<b>ANNULLING</b> N	<b>INTERROGATORY</b> O						
<b>AFFIRMATIVE</b> P	<b>ACKNOWLEDGE</b> Q	R	S	T					
U	V	W	X	Y					
Z	<b>ATTENTION</b>		<b>INTERVAL</b>	<b>NUMERALS</b>					

From the 1911 *Handbook for Boys*.

Signal and Distress Codes

for Grassland



Rocky Ground



Woodland

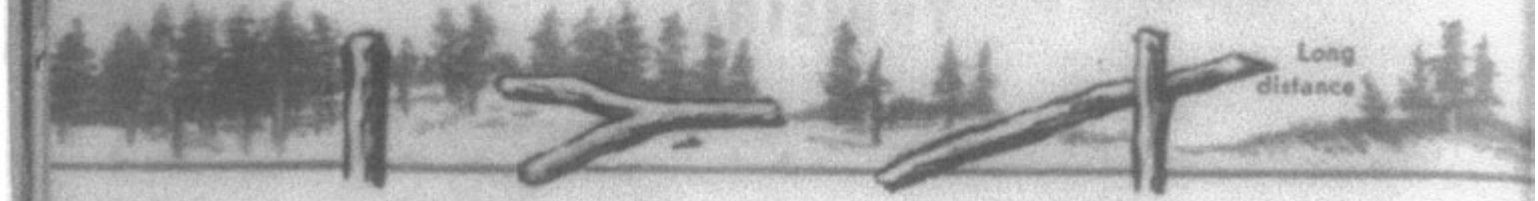
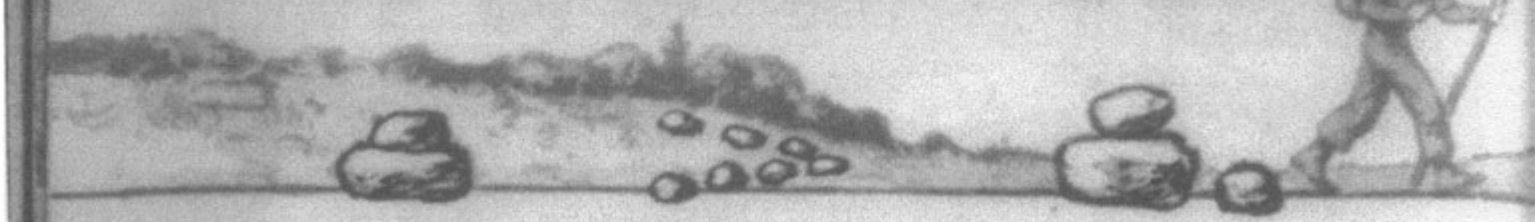


"Turn left."

"Not the way."

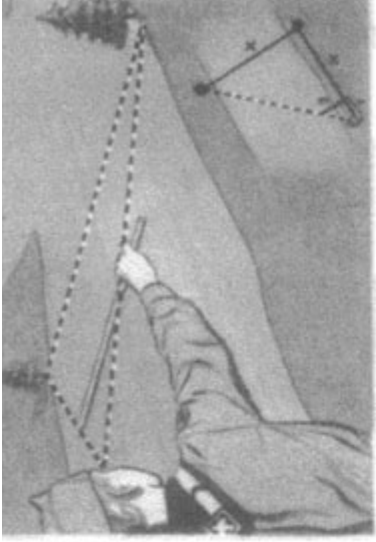
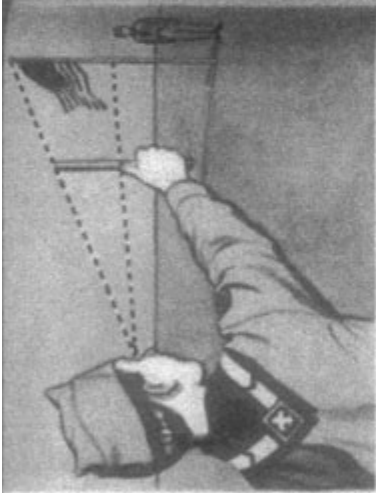
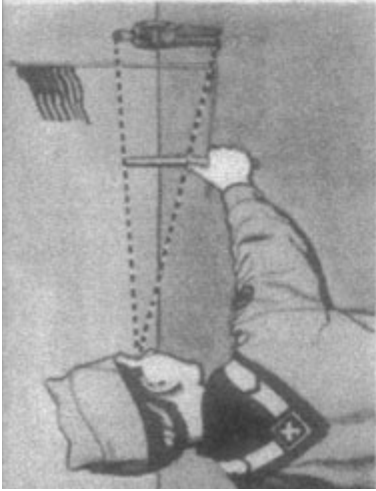
"Danger! Help!"

Indian Trail Signs

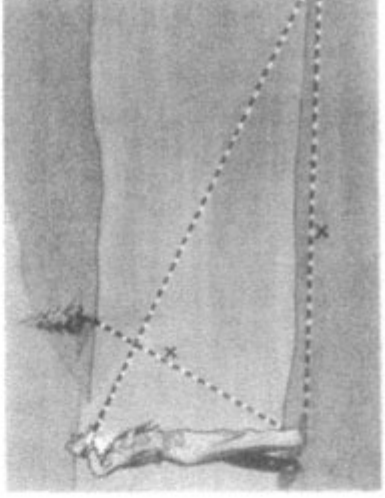
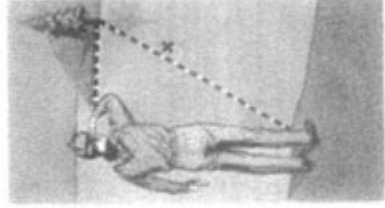
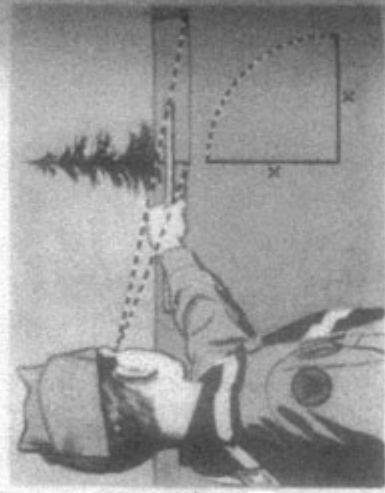
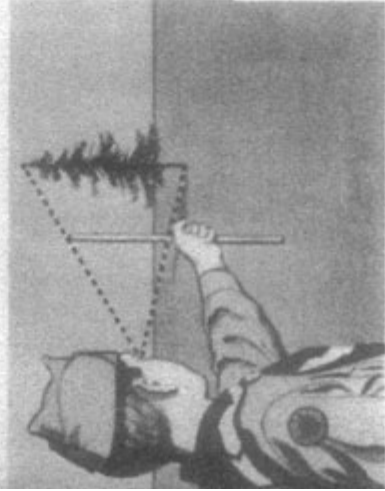


"This is the way."

"Turn right."

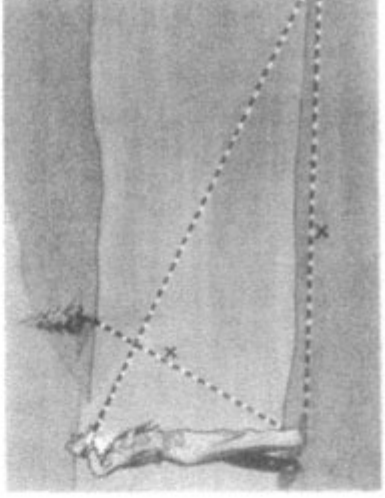
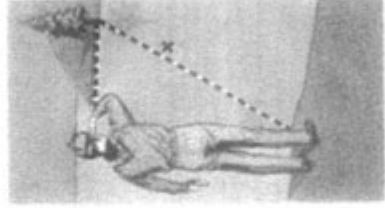


**Measuring Heights. PENCIL METHOD** — Place a pal whose height you know against the tree. Step back. Hold a pencil or short stick upright in your outstretched hand. Mark on the stick with your thumbnail the height of the boy. Now find out how many times this height goes up in the height of the tree. By multiplying the number of times by the height of the boy, you have the height of the tree. This method is also often referred to as the **ARTIST'S METHOD**. Artists use it for determining the proportions of things they are sketching or painting.



**TREE-FELLING METHOD**—Hold a stick upright in your outstretched hand. Step back from the tree until the tip of the stick covers the top of the tree, your thumb its foot. Now twist your hand  $90^\circ$  so that the stick is parallel with the ground. Notice the spot on the ground where the tip of the stick hits. By stepping off the distance from this spot to the tree you get the tree's height.

**Measuring Widths. EYE-STICK METHOD** — Measure off on a stick the distance from your outstretched hand to your eyes by touching the bridge of your nose with the tip of the stick while you keep your eyes closed. Now pick two points on the river shore opposite each other. Hold the eye-stick horizontal and step back along your own shore until the eye-stick covers the distance across the river between the two points. Walk off the distance from where you stand to the point on your side of the river from which you are measuring the width. This distance is equal to width of river.



**NAPOLEON METHOD**—Stand on one shore. Place a flat hand against your eyebrows, palm down. Slant the hand until its outer edge seems to touch the opposite shore. Turn  $90^\circ$ , transferring the distance across the water to your side of the shore. The distance to the point on your shore which the edge of your hand now seems to touch is the width of the river.

## Magnetic North and Declination

Somewhere north of Canada's Hudson Bay lies the center of a natural magnetic field strong enough to pull the tip of a compass needle toward itself. More than a thousand miles away from the North Pole, this area is called *magnetic north*, and it is toward magnetic north that all compass needles point. Most maps, however, are made with the symbols oriented toward the North Pole, which is true north. In the Midwestern States, that difference doesn't cause much difficulty, since a fairly straight line can be drawn from the North Pole through magnetic north and south to Chicago and Atlanta. In other words, a compass in Madison, Wisconsin, or Montgomery, Alabama points at magnetic north, which, by chance, is lined up with true north.

However, if you were to move that same compass west or east it would continue to point at magnetic north, but a line connecting the two norths with the compass would no longer be straight. At Philmont Scout Ranch in New Mexico, the compass needle points about 11 degrees to the right of true north, while in Seattle it points 20½ degrees to the right. Moving east from Chicago, the opposite occurs. In New York City a compass needle pointing to magnetic north swings 12½ degrees to the left of true north, and at Maine National Adventure Area it points 19½ degrees to the left.

This difference in degrees between true north and magnetic north is called *declination*. The margin of a topographical map usually contains two arrows, one pointing toward true north, the other toward magnetic north. The angle between those arrows is the map's declination, and you should find it recorded in degrees near the arrows.

1984 MAGNETIC DECLINATION MAP OF THE U.S.A.

