

## Scout Orienteering Night – Mount Stranger

### Equipment list

#### Group to provide

The group will provide:

- Compasses (1 each)
- Maps (1 per pair)
- Route cards (2 per patrol)

#### Scout to provide (to be included in activity notification email)

Each scout needs to bring:

- Hat
- Enclosed shoes
- Long pants or gaiters
- Water bottle
- Sun block
- Whistle
- Torch
- Pencil and notepad
- Scout record book

Please *do not* wear your scout uniform shirt, just the scarf is required. This is because we will be climbing through barbed wire fences and we don't want your uniform to get damaged.

### Goal

Run an orienteering evening with an element of controlled adventure (a creek crossing, some bush bashing, etc). Cover elements 4a thru 4e of pioneer campcraft, as well as elements 4a thru 4c, 4e and 4g of explorer campcraft.

And most importantly, have fun!

### Logistics

Scouts dropped off at: Point Hut picnic ground ([map](#))

Scouts collected at: locked gate opposite 14 Derrington Crescent ([map](#))

Total length of walk should be no more than 4km.

### Roles

- Bunyip: provide orienteering course markers, compasses (from Group stores), maps and route cards. Lay out course before activity and tear down after activity.
- Murana, KEG, Girrawa, Bunyip: one leader per patrol during actual orienteering activity

- Grizzly, Bilby: help with start of activity and initial briefings, and then drive to planned end point and meet patrols as they arrive. Drive other leaders back to their cars at the end of the evening
- Explorer level Scouts: assist with teaching navigation skills to Pioneer level Scouts as required

### Emergency exit plan

The entire area for this walk is bounded by the Murrumbidge (and the track that runs beside it between Point Hut and Pine Island), Woodcock Crescent, and the suburban streets of Bonython. If you get lost, walk east to Woodcock drive and await collection.

The entire area of walk is covered by mobile phone reception, so if you are concerned and have a phone, you can call Bunyip on his mobile.

### Skills being tested

#### Pioneer

Learn and demonstrate the following:

- a) the eight principal points of the compass and their equivalent in degrees
- b) the use and care of a compass
- c) the relationship between true and magnetic north
- d) how to set and follow a bearing
- e) how to read a map including scale, legend, date of issue, grid references and contour lines

#### Explorer

Understand and demonstrate a proficiency in the following:

- a) know the Pioneer level skills
- b) care of a map
- c) how to orientate a topographic map by both compass and physical features
- d) how to establish direction using the sun in daylight and stars at night
- e) navigate between two points over at least one km in a bush environment
- f) with your Patrol, find out how to operate a GPS and how to use it in conjunction with a map and compass
- g) assist a Scout in passing the requirements of Pioneer level navigation.

## Program for the night

18:30 Scouts arrive at Point Hut picnic ground

Opening parade including exercise and safety briefing

- Required first aid
- Exit plan
- What to do if separated from your patrol
- Expected return point and time

18:45 In patrols (one adult leader per patrol)

- Issue compasses, maps and route cards
- Describe the 8 principle points on the compass
- Use and care of the compass
- Care of a map
- The relationship between true and magnetic north

Start orienteering when patrol is ready.

19:00 Instructor's orienteering route notes

Waypoint 1: GR 883748

- Follow the track, turning right at the signpost to the dog yards.

Waypoint 2: GR 884751

- Walk along the fence line until the fence stops at a corner.

Waypoint 3: GR 884756

- Talking points with scouts
  - How to set and follow a bearing
  - How to orientate a topo map by compass and physical features
  - Navigate between two points over at least 1km in a bush environment
- Long distance bearing navigation over open terrain.
- Follow track to right at fence corner
- Attack point should be the mobile phone tower, noting the gap in the trees in line with the mobile tower (later you can only see the gap in the trees, not the tower)
- Walk through the gate at the end of the fence line
- Cross the creek using the stone and wood wall visible from the gate
- Follow route to attack point until you hit fence line skirting the bicentennial horse trail (a fire trail)
- Follow fence line to large hole in fence marked with MacArthur colours
- Backtrack down the fire trail to the right and cross the fence

on the other side of the fire trail at the first gate

- Head up the hill towards attack point
- When you hit the next fence, follow it to the left until another hole in the fence marked with MacArthur colours
- Cross both fences here, and walk to the trig, the trig is evident once you've reached the crest of the hill

Waypoint 4: GR 888766

- Talking points
  - How to read a map including scale, legend, date of issue, grid references and contour lines
- Downhill to the gate in the corner of the two fence lines

Waypoint 5: GR 884767

- Follow the horse trail to the locked gate

Waypoint 6: GR 884769

- This is the collection point for the end of the night

20:15 Closing parade

20:30 Parents collect scouts