



# 2012 Fall Camporee NAVIGATION

October 12-14, 2012  
Sprague Brook Park  
9674 Foote Road  
Glenwood, New York

Hosted by the Polaris District



## UPDATES AND REQUIREMENTS

1. Please note that for some car GPS systems, directions may take you to Crane Road to enter the Park - the only entrance to the Park is from Foote Road.
2. Troops may check-in at any time between 4:00pm and 9:00pm on October 12<sup>th</sup> at the Camporee Headquarters located in the Sprague Brook Park Casino. A completed Troop Roster is required at check-in.
3. Troops checking in on Saturday morning should report directly to the Camporee Headquarters located in the Sprague Brook Park Casino. They will be directed to their event area from there.
4. The camporee organizers are asking for assistance from leaders in helping to assist at some of the events. Please contact us at the Friday night cracker-barrel and let us know of your availability.
5. Water is available at the bathroom between shelters 2 and 3. We encourage your troop to bring a supply with you for use. The water available at the casino should be used for cleaning only.
6. Because all Scouters should be stewards for the earth and the environment, a Recycling Station will be located near the park casino. A list of materials that the center will accept is included.

Questions should be directed to Phil Wolfling at 832-9758 or [pwolfling@verizon.net](mailto:pwolfling@verizon.net)

## Events with Requirements

### GROUP A: Land Navigation

### Shelter No. 4

- ***The Four Corners Of The World*** - Scouts will use their compass and their pace to land at the right destination.
  - 3b. In the field, show how to take a compass bearing and follow it.
  - 5. Set up a 100-meter pace course. Determine your walking and running pace for 100 meters. Tell why it is important to pace-count.
- ***The Digitally Insane Scout Run*** - A fast paced point to point orienteering sprint course that will use electronic punching (a cross country course).
  - 6a. Identify 20 international control description symbols. Tell the meaning of each symbol.
  - 6b. Show a control description sheet and explain the information provided.
  - 7a. Take part in three orienteering events. One of these must be a cross-country course.
- ***Which Way Do We Go From Here*** - A score orienteering course where the scouts plan their own course to get as many points as possible in the allotted time. Patrols will use electronic punching.
  - 6a. Identify 20 international control description symbols. Tell the meaning of each symbol.
  - 6b. Show a control description sheet and explain the information provided.
  - 7a. Take part in three orienteering events.

### GROUP B: Geocaching

### Shelter No. 1

- ***Get A Clue*** - Scouts will use a GPS to navigate to locations and obtain clues that decode a secrete message.
  - 2b. How to use proper geocaching etiquette when hiding or seeking a cache, and how to properly hide, post, maintain, and dismantle a geocache.
  - 2c. The principles of Leave No Trace as they apply to geocaching.
  - 4. (partial) Explain how the Global Positioning System (GPS) works. Then, using Scouting's Teaching EDGE, demonstrate the use of a GPS unit to your counselor.
- ***Where In The World Are We*** - What do you really know about Longitude and Latitude and where are you on earth.

- 5c. Explain the UTM (Universal Transverse Mercator) system and how it differs from the latitude/longitude system used for public geocaches.
- 5d. Show how to plot a UTM waypoint on a map. Compare the accuracy to that found with a GPS unit.
- **Treasures To Find** - Scouts will use a GPS to locate hidden geocaches.
  - 6. Describe the four steps to finding your first cache to your counselor. Then mark and edit a waypoint.
  - 7. (partial) Then, pick one of the three and find the cache.

## **GROUP C: Search and Rescue**

## **Shelter No. 3**

- **That's Just Not Right** - Scouts will observe a simulated scout camp scenario to determine what's elements are wrong and unsafe.
  - None related to SAR, but related to safe camping practices and preventing accidents and rescue situations
- **Searching the Grid** - Scouts will search through an area for playing cards keeping in a bearing based search pattern. Bonus points for finding other items that don't belong.
  - 9a. Plan and carry out a practice hasty search—either urban or wilderness—for your patrol or troop. Include the following elements in the search: clue awareness, evidence preservation, tracking the subject, and locating the subject using attraction or trail sweep.
  - 9b. When it's over, hold a team debriefing to discuss the hasty search. Discuss problems encountered, successful and unsuccessful tactics, and ideas for improvement.
- **Help, I Need Somebody** - Scouts will be required to tie a number of rescue knots (such as a square knot, figure 8, bowline, hasty harness knots and a few others) and be able to transport a victim to safety (also needs a blanket).
  - None related to SAR, but related to first aid rescue abilities.

## Search and Rescue: "Ten Essentials List" and items in a "Ready Pack"

### The Ten Essentials

- **Map** - Topographical maps are strongly recommended.
- **Compass** - Compass know-how and an understanding of declination (the difference between a 'magnetic' and 'true' bearing) is important.
- **Flashlight** - Ensure you have an extra bulb & batteries. A head lamp is very useful.
- **Extra food & water** - Carry food which requires little or no preparation (i.e. food bars). Sadly, there is no longer any uncontaminated surface water in the lower 48 states. Bring it with you, and be prepared to treat all other water.
- **Extra clothing** - Include a hat & gloves with your extra clothing. Rain protection is a must; wool is always a good choice for layering. A space blanket is an ideal addition to any kit.
- **Fire starter** - Must be waterproof. It is a good idea to have three options for fire starting (i.e. a lighter, waterproof matches & magnesium/flint). Practice makes all the difference.
- **Candle/fuel tablets** - These are remarkably effective as hand warmers, a quick hot beverage, or for making a fire much easier to start.
- **Knife** - The Swiss Army knife is an excellent, basic choice. The addition of a larger camping type knife is also quite useful (i.e. gathering firewood).
- **First Aid kit** - Basic First Aid & CPR training should be considered a critical part of your First Aid kit. Latex gloves and a CPR shield are important parts of your kit.
- **Signaling device** - At a minimum carry a whistle. Signal mirrors are very effective, as are smoke signals & flares (potential fire hazard).

### Additional Items

- **Shelter** - Tarp, space blanket, poncho, tube tent, large plastic trash bag or a combination of these. Remember your clothing plays a major role in how comfortably you spend the night.
- **Grid Ribbon** - Carry at least one roll. A biodegradable version is now on the market and deserves consideration.
- **Gloves** - Leather work gloves are great for rope work. Polypropylene, wool or silk liners are effective for layering or by themselves. Fingerless gloves provide protection and dexterity.
- **Hat** - Hardhats offer impact (& rain) protection as well as good visibility. Various liners from cotton bandanas to wool stocking hats help to meet changing conditions. Some sort of balaclava (full head/face cover) is recommended.
- **Rope** - 20' of 1" nylon tubing is very useful, for tying harnesses, hasty rappelling, etc. 100' of "Parachute cord" or "550 cord" is a strong, versatile item to include in your pack.
- **Radio** - Communications are critical to the success of missions. At least one radio per search team is required. Obtaining your Amateur Radio license is encouraged (but NOT required) as it will greatly increase your communications ability.
- **Sunglasses** - UV protection of the eyes is especially important in snow conditions. Wearers of prescription eyewear should always have an extra pair available.
- **Machete** - Useful for clearing a path for a stokes team, as well as building fires and shelters. A small folding camp saw also has value in fire and shelter building. Having one of each per team is recommended.
- **Sleeping pad** - A light weight, closed cell foam pad is invaluable for sitting or kneeling on during breaks or fire building, etc. as well as for sleeping.
- **Other Items** - Toilet paper in a plastic bag, pen & paper, insect repellent, sunscreen, and binoculars are useful.

# Recyclable Materials List

Questions?  
Call 311 or 716-851-4890



Mayor Byron W. Brown

**Recycling Made Easy!**  
Everything in One Cart  
No Sorting Necessary

**REMEMBER**  
To Place Your Cart So  
the Arrow Faces the  
Street

**MAKE A  
DIFFERENCE.  
RECYCLE!**

## Paper

**Paperboard**  
No wax coated paperboard

**Magazines & Catalogs**  
All types & sizes

**Office Paper & Junk Mail**  
Envelopes, Flyers, Brochures, Postcards, etc.

**Newspaper**  
Remove bags, strings & rubber bands

**Phone Books**  
All types & sizes

**Milk & Juice Cartons**  
Empty containers only

**Cardboard, Pizza Boxes & Paper Bags**  
Flatten cardboard. Remove wax, paper & food residue from pizza boxes.

## Plastic

**Household Plastic\***  
Empty containers only

**Plastic Jugs/Bottles\***

We accept ALL types of recyclable plastics...

## Metal

**Aluminum Cans\***  
Empty cans only

**Kitchen Cookware**  
Metal pots, pans, tins & utensils

**Steel & Tin Cans\***  
Empty cans only

**Glass**  
Clear & colored

**Please Follow These Guidelines Carefully**  
\*Please rinse/clean containers before putting into recycling cart if additional recycling capacity is needed, set out clear plastic bags of recyclables next to your recycling cart

## Unacceptable Items

- No Styrofoam containers/packing
- No Garbage
- No Propane tanks
- No Paint cans
- No Medical waste/syringes
- No Flammable liquids
- No Household cleaners
- No Chemicals (dry or liquid)
- No Wood items
- No Concrete
- No Garden hose
- No Electrical cords
- No "wet strength" paperboard material to include; fridge and freezer, and pop/beer case packaging



## IOF Control Descriptions

This is a summary of the IOF pictorial control descriptions. Full details can be obtained from the IOF web site at <http://www.orienteering.org>

A	B	C	D	E	F	G	H
1	123	↓	⊖	⊙	15 x 5	⊕	🗑️

- A Control number
- B Control code
- C Which of any similar feature
- D Control feature
- E Appearance
- F Dimensions/combinations
- G Location of control flag
- H Other information

### C - Which Feature

↑	Northern
↔	Upper
↔	Lower
↑↓	Middle

### D - Control Feature

See other side.

## E - Appearance

⌒	Low
⌒	Shallow
⌒	Deep
⊞	Overgrown
⊞	Open
⊞	Rocky, Stony
≡	Marshy
⊞	Sandy
⊞	Needle leaved
⊞	Broad leaved
⊞	Ruined

## G - Location of Flag

⊙	West Side
⊙	South East Edge
⊙	East Part
⊙	South West Corner (inside)
⊙	North Corner (outside)
⊙	North West Tip
⊙	Bend
⊙	South East End
⊙	Upper Part
⊙	Lower Part
⊙	Top
⊙	Beneath
⊙	Foot
⊙	North East Foot
⊙	Between

## F - Dimensions

1.5	Height or Depth
5 x 3	Size
1.0 / 2.5	Height on slope
1.5 / 2.5	Heights of two features
⊗	Crossing
⊕	Junction

## H - Other Information

+	First aid post
🗑️	Refreshment point
⚡	Radio or TV control
🚶	Control check
⊕ --- 100 m --- ⊕	Follow Taped Route away from control
⊕ --- 70 m --- ⊕	Follow Taped Route between controls
⊕ --- ⊕	Mandatory crossing point or points
⊕ --- ⊕	Mandatory passage through out of bounds area
⊕ --- 50 m --- ⊕	Follow Taped Route to Map Exchange
⊕ --- 120 m --- ⊕	Follow Taped Route to Finish
⊕ --- 40 m --- ⊕	Navigate to Finish Funnel, then follow tapes
⊕ --- 220 m --- ⊕	Navigate to Finish, no tapes

## Land forms

⌒	Terrace
⌒	Spur
⌒	Re-entrant
⌒	Earth bank
⌒	Quarry
⌒	Earth wall
⌒	Erosion gully
⌒	Small erosion gully
⌒	Hill
⌒	Knoll
⌒	Saddle
⌒	Depression
⌒	Small depression
⌒	Pit
⌒	Broken ground
⌒	Ant hill

## Rock and boulders

⌒	Cliff, Rock face
⌒	Rock pillar
⌒	Cave
⌒	Boulder
⌒	Boulder field
⌒	Boulder cluster
⌒	Stony ground
⌒	Bare rock
⌒	Narrow passage

## Water and marsh

⌒	Lake
⌒	Pond
⌒	Waterhole
⌒	River, Stream, Watercourse
⌒	Minor water channel, Ditch
⌒	Narrow marsh
⌒	Marsh
⌒	Firm ground in marsh
⌒	Well
⌒	Spring
⌒	Water tank, Water trough

## Vegetation

⌒	Open land
⌒	Semi-open land
⌒	Forest corner
⌒	Clearing
⌒	Thicket
⌒	Linear thicket
⌒	Vegetation boundary
⌒	Copse
⌒	Distinctive tree
⌒	Tree stump, Root stock



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## Man-made features

⌒	Road
⌒	Track/Path
⌒	Ride
⌒	Bridge
⌒	Power line
⌒	Power line pylon
⌒	Tunnel
⌒	Stone wall
⌒	Fence
⌒	Crossing point
⌒	Building
⌒	Paved area
⌒	Ruin
⌒	Pipeline
⌒	Tower
⌒	Shooting platform
⌒	Boundary stone, Cairn
⌒	Fodder rack
⌒	Platform
⌒	Monument or Statue
⌒	Building pass through
⌒	Stairway

## Special features

⊗	Special item
⊕	Special item