





















COURSE KEY

Score Orienteering Score Card

Course Rules

- You must participate with a partner
- The course is comprised of 20 markers. Each marker's location is marked on the map.
- You have 60 minutes to visit as many markers as possible.
- **You may visit the markers in any order.**
- Each marker has been assigned a point value based on its distance from the start and how difficult it is to locate.
- 10 points will be deducted for each minute you're late.
- No extra points for finishing early will be awarded.
- Each marker has a small punch resembling a nail clipper. Use it to punch your score card in the box next to the marker number.
- You must return to the start at the end of the time limit.

Marker #	Descriptive Clue	Point Value	Punch
1	Pine tree grove	10	
2	Woods behind pond (north)	40	
3	Woods (edge of depression)	70	
4	Next to trail	20	
5	East side of path	30	
6	Pine tree grove	40	
7	Next to path	20	
8	In forest, very small clearing	60	
9	North side of trail	20	
10	Next to path	10	
11	South side of slope	30	
12	In brush, 20 meters from trail	50	
13	Next to evergreen	40	
14	West side of trail next to cedar	30	
15	Next to small cedar	15	
16	West of trail in cedar grove	50	
17	West side of trail in large cedar grove	40	
18	In clearing	20	
19	North of trail	40	
20	In grove of trees	50	

COURSE KEY

Cross Country Score Card

Course Rules

- You must participate with a partner
- The course is comprised of 10 markers. Each marker's location is marked on the map.
- You must complete the course as quickly as possible.
- **You must visit the markers in the order that they appear to the right.**
- Each marker has a small punch resembling a nail clipper. Use it to punch your score card in the box next to the marker number.
- You must return to the start at the end of the time limit.

Marker #	Descriptive Clue	Punch
1	Pine tree grove	
3	Woods (edge of depression)	
5	East side of path	
6	Pine tree grove	
8	In forest, very small clearing	
9	North side of trail	
10	Next to path	
15	Next to small cedar	
16	West of trail in cedar grove	
20	In grove of trees	