

The Garland Scout Ranch Activity Map

This map is designed to be used for individual and/or organized activities at Garland. You will note that the map depicts the major camp areas as well as the Frisbee Golf Course and the permanent Orienteering course (TRIM Course). Contact ALTOS if you would like to have a clinic or a special Orienteering Course set up. Normally this can be done for you, or you may want to do it by yourself. ALTOS has some for loan Orienteering equipment that may be borrowed. Please see the Norwela Council or Ranger Roy if you have any questions concerning the use of this map or services available. You may contact ALTOS at 318-949-3601, Fax 318-390-6450, or e-mail <jimh@softdisk.com>. Our web site is at <www.softdisk.com/customer/jimh/>. "All Are Welcome!"

Orienteering

Orienteering is a sport that utilizes a map and a compass to navigate to various points in the forest designed by circles on the map. These points are known as controls and represent terrain features (hills, knolls, trails, streams, man made objects, etc.). The exact location of the feature is in the center of the purple circle and on the permanent course at Garland, is marked by a 4 X 4 inch metal red and white Orienteering marker attached by a small nail to a tree or post.

The permanent controls on this map can be used to in various ways. You may try one of the suggested courses listed below by following the numbers in order given or you can find the controls in any order you desire. Additionally, if you have a group, you could designate the sequence the controls are to be visited by using the score card that is available. You may want to keep the start and finish times so a winner can be identified. You may have the group find as many controls as they can in a designated time. Each has a point value listed so the one with the most points wins. Scout Masters: Get a copy of the control identification from Roy or find where he has them posted.

Clue Card

1. 4 Points Root Stock
2. 2 Points Dry Ditch/West End
3. 1 Point Tree
4. 3 points Stream Junction
5. 3 Points Trail Bend
6. 4 points Trail Junction
7. 1 Point Fence, NE Side
8. 3 Points Pond, South side
9. 2 Points Reentrant
10. 1 Point Trail Bend
11. 2 Points Trail/Clearing Int.
12. 4 Points Reentrant
13. 3 Points Dry Ditch, Top
14. 4 Points Knoll
15. 1 Point Knoll
16. 1 Point Tree

The Beginners Course

1. # 15
2. # 9
3. # 10
4. # 8
5. # 7
6. # 3
7. # 16

Intermediate Course

1. # 9
2. # 13
3. # 11
4. # 8
5. # 5
6. # 7
7. # 4
8. # 16

Advanced Course

- | | |
|---------|---------|
| 1. # 13 | 2. # 14 |
| 3. # 12 | 4. # 8 |
| 5. # 11 | 6. # 6 |
| 7. # 5 | 8. # 1 |
| 9. # 16 | |

Score O

Find all you can in one hour. The most points wins.

Navigating the Course

1. Familiarize and orient yourself with the map. The top of the map is always north.
2. Choose the route and mark the controls you are going to find. Note any terrain features or man made objects that you will cross on your route and look for them when your start moving.
3. Turn the map so that the top (the black lines, i.e. magnetic meridians) point the same direction as the red magnetic needle of the compass. WITHOUT MOVING THE MAP, place yourself behind where your are, or think you are, facing the next control, where you want to go. Note: There are other ways to use the compass and orient the map, but this method seems to be the easiest. See your Scout Leader or contact ALTOS for more information.
4. If you get off course, find a feature you can identify. i.e. a building, trail, stream, etc. and repeat # 3 above as you go from control to control.
5. At Garland, keep in mind where the camp circle is. Go that direction if you are not sure where you are. Never keep walking in one direction for a long time. Stop and try to call for help. Someone will be looking for you in a short time.
6. Last of all, have fun, and please don't litter the Camp and especially, don't deface or attempt to remove any of the controls. HAVE A GOOD RUN!

Score Card

Name _____

Group _____

Group Leader _____

Finish Time _____

Start Time _____

Total Time _____

Course Number	Control Number	Clue	Control Identifier
1			
2			
3			
4			
5			
6			
7			
8			

Course Number: The sequence in which you should find the controls, i. e. find # 2 after # 1. # 3 after # 2, etc.

Control Number: The control you go to. This number is listed on the map next to the control circle. Example: Course Number 1 requires you find Control Number 15. Course Number 2 requires you to find Control Number 16. You go from # 15 to # 16, etc.

Course Number	Control Number	Clue	Control Identifier
9			
10			
11			
12			
13			
14			
15			
16			

Clue: A description of the feature where the Control will be. Example: Course Number 1, requires you to find Control Number 15, which is a knoll. You navigate to the knoll and look for the Control there.

Control Identifier: The letter or letters on the control. Record it in this block to prove that you visited the Control.

Secret

Please detach the identifiers prior to handing out the score card. Thanks!

Key

Control Identifiers

1. AA
2. AB
3. C
4. AC
5. AD
6. BB
7. H
8. P
9. K
10. X
11. BC
12. CD
13. CE
14. DH
15. E
16. A

D
e
t
a
c
h

H
e
r
e

The control identifier letters are on the controls. Have the runner/runners copy the letter in the block indicated, after they find the control.

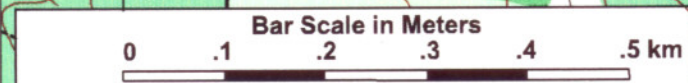
There is no writing instrument at the control. You will need to provide the runner with one.

Be safe & have fun.

Norwela Council
 318-868-2774
 ALTOS
 318-949-3601

Scale 1:7,500 Legend Contour Interval 10 Ft.

- | | | | | | | | | |
|-----------------|------------------------|-------------|-----------------|---------------------|-----------|--------------|-------------|---------------|
| Road | Cart Path | Trail | Small Foot Path | Bike Trail | Fence | Felled Fence | | |
| Special Feature | X Man Made Feature | ■ Camp Site | △ Table | π Bench | COPE | Water Tower | ◆ Flag Pole | □ Frisbee Tee |
| Frisbee Goal | Contour Line | Form Line | Earth Bank | Gully | Dry Ditch | Depression | Knoll | Pit |
| Frisbee Fairway | Water/Marsh/Footbridge | | | | | | | |
| Open Run | Slow Run | Slow Walk | Clearing | Single/Special Tree | | | | |
| Firing Range | Overgrown Clearing | | | | | | | |



**Garland Scout Ranch
 Activity Map.**
 Scale 1:7,500 Contour Interval 10 Ft.
 6/9/05
 "Where Character Counts!"

