

INSTRUCTIONS

The goal of a Score-O is to accumulate as many points as you can in 2 hours. There is a 2-point penalty for every minute over the 2-hour time limit. Choose a Team name and write it on the Start Ticket and Score Card. Plan out your route and when you are ready, check-in with the Timer to get a start time and go.

Punch your Score Card as you find each control (i.e. #1 is O1, #2 is O2, etc.). Use the clue sheet to find out what feature you are looking for (i. e. #1 is near the bathroom, #8 is near a boulder).

Remember to watch your time as you go to make sure you don't accumulate too many penalty points. Check-in with the Timer again after you finish to get a finish time and they will accumulate your points. The overall winner will receive the grand prize. The best in each rank will also receive prizes.

TIPS:

Always keep the map oriented (i.e. hold it right side up when walking north and upside down when walking south.

Use the compass (or your shadow at 1 P.M.) to orient the map toward north.

Use your thumb to indicate where you are on the map and move it as you pass known landmarks.

CLUES

- 1- Bathroom
- 2- Campfire Area
- 3- Fence
- 4- Earth Bank
- 5- Root Stock (I Am Groot)
- 6- Fallen Tree
- 7- Rope Fence
- 8- Boulder
- 9- Reentrant
- 10- Boulder
- 11- Boulder
- 12- Fallen Telephone Pole (Dropped Call)
- 13- Reentrant (Ravine)
- 14- Fallen Tree (Timber)
- 15- Shelter Ruin