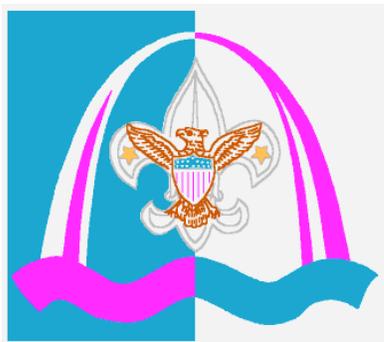


# John Smerek Memorial Scout Orienteering Festival 2020



**EVENT:** Scout Orienteering Festival for Scouts and Scouters from Cubs to Venturers, including Girl Scouts

**DATE:** Saturday, March 28, 2020

**LOCATION:** Beaumont Scout Reservation  
8:30 AM to Noon

**MEET DIRECTOR:** David Fisher (314-434-5060)  
<roaming496ranger@hotmail.com>

**REGISTRATION:** Emerson Conference Center Area  
8:30-10:00 am.

No advanced registration is required. We just ask that you send an estimated attendance to David Fisher at [roaming496ranger@hotmail.com](mailto:roaming496ranger@hotmail.com) by March 19, so we know how many to expect.

**COST:** \$5.00 per scout or adult. (The cost includes the map.)

**ATCHES & SEGMENTS:**

Festival Patch and 2018 Segment	\$4.00
Segment alone	\$1.50
Festival Patch alone	\$3.00

**Courses:** The format for the scout competition course will be a **SCORE ORIENTEERING** format with 30 controls. Each control has a point value from 5-30 points, depending on its location and difficulty. There is a **60-minute** time limit with a **10 point penalty** for each minute over the time limit.

There will be **6 mass starts** every **15 minutes** from **9:15 am** to **10:30 am**.

A non-competitive beginner's (**Map Hike**) course will also be available for cub scouts, first time orienteers, recreational use and

**for scouts that need a course that meets the first class navigation requirement.**



# Rules of Competition for the 18<sup>th</sup> John Smerek Memorial Scout Orienteering Festival

## Registration

1. Fill out registration form completely.  
**FULL ADDRESS, UNIT TYPE AND NUMBER** required to receive awards.
2. Divide scouts and scouters into **teams of 2 scouts/scouters** (3 max.). Categories are based on the age of the oldest person on the team.
3. **Divide teams among the 6 start times.**
4. Fill out punch card completely.  
**NAME, AGE, UNIT TYPE AND NUMBER** required to receive an award.

The awards will be mailed to the unit leader of record on the registration form. Every year some Scouts do not receive awards because they did not fill out the punch card and we are unable to assign them to a category or determine where to send the awards.

## Score Orienteering Course

There are 30 control markers on this year's course. You can visit the controls in any order. You are not expected to get all the controls. You have **60 minutes** to visit as many controls as possible. You will be penalized **10 points** for every minute you are over the 60 minute time limit.

Plan your route according to your ability. Use your map reading skills more than your compass. Match features around you with the symbols on the map. If you are a **beginner/first timer** consider doing the map hike route (100+ points). After punching a control, move away from it as quickly as you can to avoid giving the location away to others. **Each team should plan their route independent from the other teams in their unit.**\*\*\* (SEE Scoring)

## Start

The start is in the field west of the Emerson Center by the flag poles. Plan on arriving at least 10 minutes before your scheduled start time for last minute instruction and to have your card stamped. **YOUR CARD MUST BE CHECKED AND STAMPED OR YOU WILL NOT QUALIFY FOR AN AWARD.** Staplers will be available at the start.

PINK	cards start at 9:15 AM	TAN	cards start at 10:00 AM
YELLOW	cards start at 9:30 AM	IVORY	cards start at 10:15 AM
ORANGE	cards start at 9:45 AM	GOLD	cards start at 10:30 AM

## Scoring

The controls are worth the following amount of points:

# 1- 5	worth 5 points	#16-20	worth 20	Generally, controls that are farther away or harder to find are worth more points.
# 6-10	worth 10 points	#21-25	worth 25	
#11-15	worth 15 points	#26-30	worth 30	

- \*\*\* Teams from the same unit with identical punch cards and similar finish times will be lumped together for scoring.**
- \*\*\* Groups of 4 or more will be considered recreational and not eligible for awards.**

## Finish

The finish is located on the west side of the Emerson Center at the south end of the porch. **Remember to turn in your punch card at the finish.** Punch card must have participants names, age and unit number to receive an award.

## Beginner Briefings

Beginner briefings will be held in the field near the start. All beginners should plan on attending. The briefing will go over the event format, basic orienteering skills, map symbols, and strategies for planning your route.

## Map Hike

The Map Hike is a non-competitive beginner level point-to-point course in which participants time themselves. This is an excellent opportunity for cub scouts and beginners to learn about orienteering and experience a 2-3 Km course. Time to walk the course should be less than an hour. **This course meets the first class orienteering course requirement.**

## Safety - Yield to Horses

If you encounter horseback riders on a trail, please step off the trail to let them pass. The shoot gun range, ropes course area, ranger office/maintenance area and ranger houses are out of bounds.

## Awards

Awards are neckerchief slides and tokens. The highest scoring individuals and teams will receive an award. Awards will be mailed to the unit leaders in April.

***John G. Smerek***



***Our friend, John Smerek, died prematurely in the summer of 2002. As the Scout Orienteering Festival Meet Director for 14 years, he was the heart and guiding force of this event. He loved the opportunity to combine two of his great passions, Orienteering and Boy Scouting.***

***John had unlimited energy and enthusiasm. He was a kind and generous person. We hope to live up to the high standards he set as we carry on the tradition of the Scout Orienteering Festival.***

***Beth Skelton.***