

## Camp Durant Orienteering Course Descriptions

There are seven orienteering courses available for use at Camp Durant. Leaders should select orienteering course(s) based on individual Scout proficiency in using the map and compass. Courses are listed as Beginner, Advanced Beginner and Intermediate based on course length and difficulty in finding points. We have one course (Orange) designed for SNS participants in an off-road capable wheelchair. Course lengths represent straight line azimuth distances between points; actual distances traversed by the Scout will be longer.

Course completion time periods are set by the unit; recommended times are included for all courses. All point locations have been GPS confirmed; point UTM coordinates and location descriptions are available for Scout leaders by request to the Camp Director. Multiple courses may be completed sequentially to meet Scout rank advancement or Orienteering merit badge requirements.

When official white and orange orienteering flags are posted during summer camp or with advance notification to Camp Director, Scouts will use the pin punch to mark their scorecards to show they have successfully found that point. If the orienteering flags are not posted, each post is painted with a white letter and number that Scouts can record on their scorecard to confirm.

### Safety

- Ensure each Scout has water and 10 essentials, to include a writing instrument (pen or pencil) and signal device (whistle).
- **Do not enter marked rifle, shotgun or archery range areas!**
- **Do not cross paved roads!**
- **Do not enter or cross lakes!**
- If Scout gets misoriented, the emergency azimuth is 360° (**North**) which will bring the Scout to a paved road.

#### Course Red

**Level:** Beginner

**Length:** 1.35 km (0.87 mi)

Course description: Course Red covers **SW** section of Camp Durant. Find five (5) specified points within the specified time period (recommended time 60 minutes). Scout marks scorecard with pin punch or writes down number and letter on each marker.

#### Course White

**Level:** Beginner

**Length:** 1.80 km (1.12 mi)

Course description: Course White covers the **East** section of Camp Durant. Find five (5) specified points within the specified time period (recommended time 60 minutes). Scout marks scorecard with pin punch or writes down number and letter on each marker.

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**Course Orange**                      **Level:** Beginner                      **Length:** 1.90 km (1.18 mi)

Course description: Course Orange covers the **South** section of Camp Durant. This course is accessible for Scouts using an off-road capable wheelchair. Find five (5) specified points within the specified time period (recommended time 90 minutes). Scout marks scorecard with pin punch or writes down number and letter on each marker.

**Course Blue**                      **Level:** Advanced Beginner                      **Length:** 1.50 km (0.93 mi)

Course description: Course Blue covers the central section of Camp Durant. Find five (5) specified points within the specified time period (recommended time 60 minutes). Scout marks scorecard with pin punch or writes down number and letter on each marker.

**Course Yellow**                      **Level:** Advanced Beginner                      **Length:** 2.60 km (1.62 m)

Course description: Course Yellow covers the central section of Camp Durant. Find five (5) specified points within the specified time period (recommended time 75 minutes). Scout marks scorecard with pin punch or writes down number and letter on each marker.

**Course Green**                      **Level:** Intermediate                      **Length:** 2.75 km (1.71 mi)

Course description: Course Green covers the entire Camp Durant. Find six (6) specified points within the specified time period (recommended time 90 minutes). Scout marks scorecard with pin punch or writes down number and letter on each marker.

**Course Black**                      **Level:** Intermediate                      **Length:** varies

Course description: Course Black covers the entire Camp Durant. Each point has a point score identified on scorecard. Scout elects to find as many points as possible within the specified time period (recommended time 90 minutes) to achieve highest possible score. Scout marks scorecard with pin punch or writes down the number on each marker. Unit may elect to impose a time “penalty” for Scouts returning outside the specified time period.