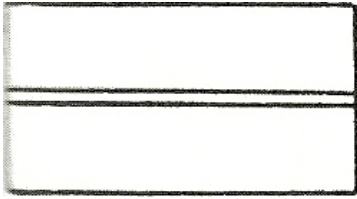
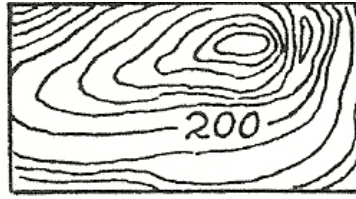


Orienteering

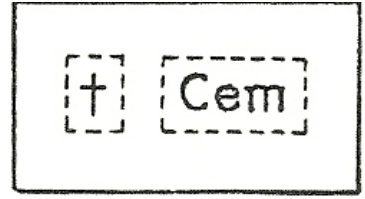
- Event:** Map Symbols
- Participation:** Pathfinder club (1 to 17 may be used)
- Equipment needed:** Provided by Conference at Event. See attached.
- Objective:** To identify 17 map symbols
- Time allotment:** 4 minutes maximum
- Directions:** Team will line up at start/finish line and on the command of “**Start**”, two team members will run up to the board where they will find a bucket with names in it, they will then draw out two names and place them under the appropriate picture, they will then run back and tag the next pair, who will repeat the same procedure. This process will continue until all map names have been removed from the bucket and placed under a symbol. When the last pair have crossed the finish line the judge will check for errors and give score.
- 1st place - 16-17 correct matches**
- 2nd place - 12-15 correct matches**
- 3rd place - 11 and under or not completed in 4 min.**
-



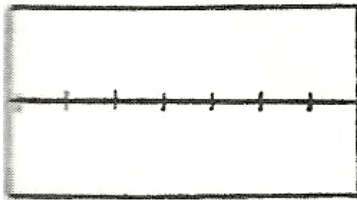
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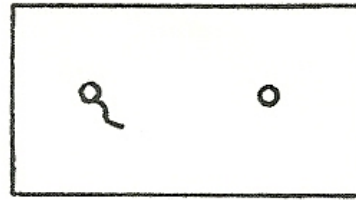
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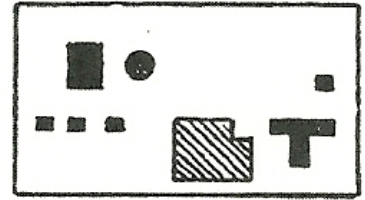
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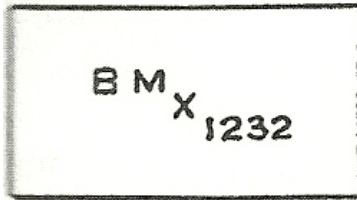
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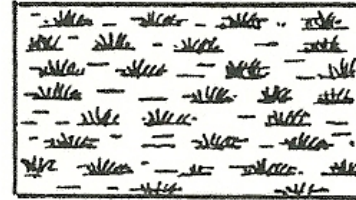
5 6



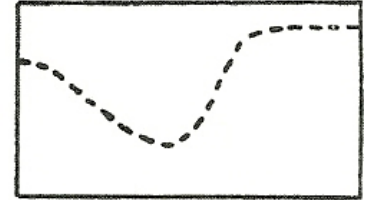
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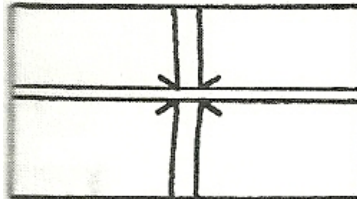
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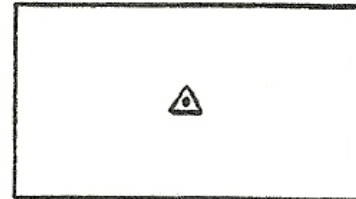
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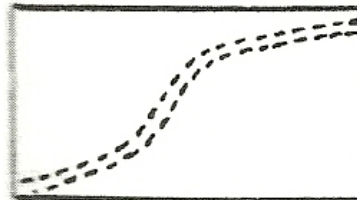
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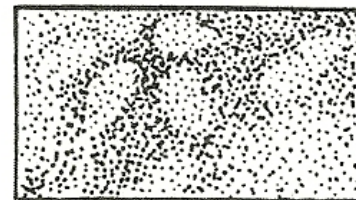
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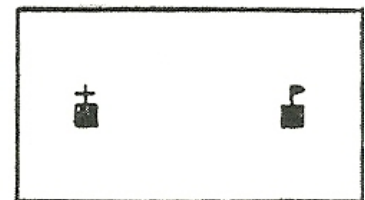
13



14



15



16 17



Map symbols

- 1. Road (improved dirt)**
- 2. Contour lines (hill)**
- 3. Cemeteries**
- 4. Railroad (single track)**
- 5. Spring**
- 6. Well**
- 7. Buildings**
- 8. Bench mark (monumented)**
- 9. Marsh**
- 10. Trail**
- 11. Bridge (river, road)**
- 12. Triangulation station**
- 13. River (streams)**
- 14. Road (unimproved dirt)**
- 15. Sand dunes**
- 16. Church**
- 17. School**

