

MISSION ORDERS



Tommy Tenderfoot has uncovered a sinister plot to take over the local Boy Scout camp. To avoid being discovered, Tommy put the locations of the enemy army in code. Using your orienteering skills you can follow the directions to set the bombing targets. Enter your answers in the numbered boxes at right. Each answer gives you a firing solution. Be careful--there are friendlies close by the targets.

PACE COMPUTER

Cut out and assemble your pace computer. Calibrate the computer to your own stride.

Count how many steps it takes to walk from the first stake to the one 100' away. Put the "Steps" arrow on the inner wheel next to that number on the outer wheel. Put a mark by the number "100" on the outer wheel. The course monitor will help you.

Next, pace off the distance between the red and blue flags.

Count your steps between flags. Set the "Steps" arrow on that number and read the distance next to the mark you made.

★ Firing solution 1

BEARING SHOT

Shoot a bearing from the "Start" marker to each of the flags to determine which dot on the diagram corresponds to the location of the stake.

With the bearing arrow on your compass pointing at one of the flags, turn the dial until "N" aligns with the red end of the compass needle. Read the bearing on the dial. This tells you which line from that flag the stake is on. Repeat for the other flag.

The dot where the lines cross is the location of the stake.

★ Firing solution 2

STATIONS

Copy the directions to the stations from the poster.

1 Navigate to the first station from the "Start" marker by walking _____ degrees for _____ feet; then walking _____ degrees for _____ feet.

★ Firing solution 3, 4

2 Navigate to the second station from the first station marker by walking _____ degrees for _____ feet; then walking _____ degrees for _____ feet.

★ Firing solution 5, 6

3 Navigate to the third station from the second station marker by walking _____ degrees for _____ feet; then walking _____ degrees for _____ feet.

★ Firing solution 7, 8, 9

4 Navigate to the final location from the third station marker by walking _____ degrees for _____ feet; then walk _____ degrees for _____ feet.

★ Firing solution 10

SCORING

Fold over the answer boxes. Mark your answers on the grid on back.

1. Distance between the flags

A-50' B-65' C-80' D-95'

1.

2. Dot on flag diagram that corresponds to location of the pin

2.

3. Code of first station

3.

4. Letter indicating the knot that is two half hitches

4.

5. Code of second station

5.

6. Sixth point of the Scout Law

A-Kind, B-Thrifty, C-Courteous, D-Obedient

6.

7. Code of third station

7.

8. Marker on the map that points to a contour line

8.

9. Marker on the map that points to the scale

9.

10. Candy at the final station

A-Tootsie Pops, B-Mints, C-Tootsie Rolls

10.

Firing Solutions

Plot the numbers from the boxes on this grid. These are the coordinates that you will target.

The course monitor will check your map to see if you have conquered the enemy army.

SCORE

Score:

1 for each hit

0 for each miss

-1 for each hit on a friendly.

Fold Along Line to
Align Answers with Map Grid

