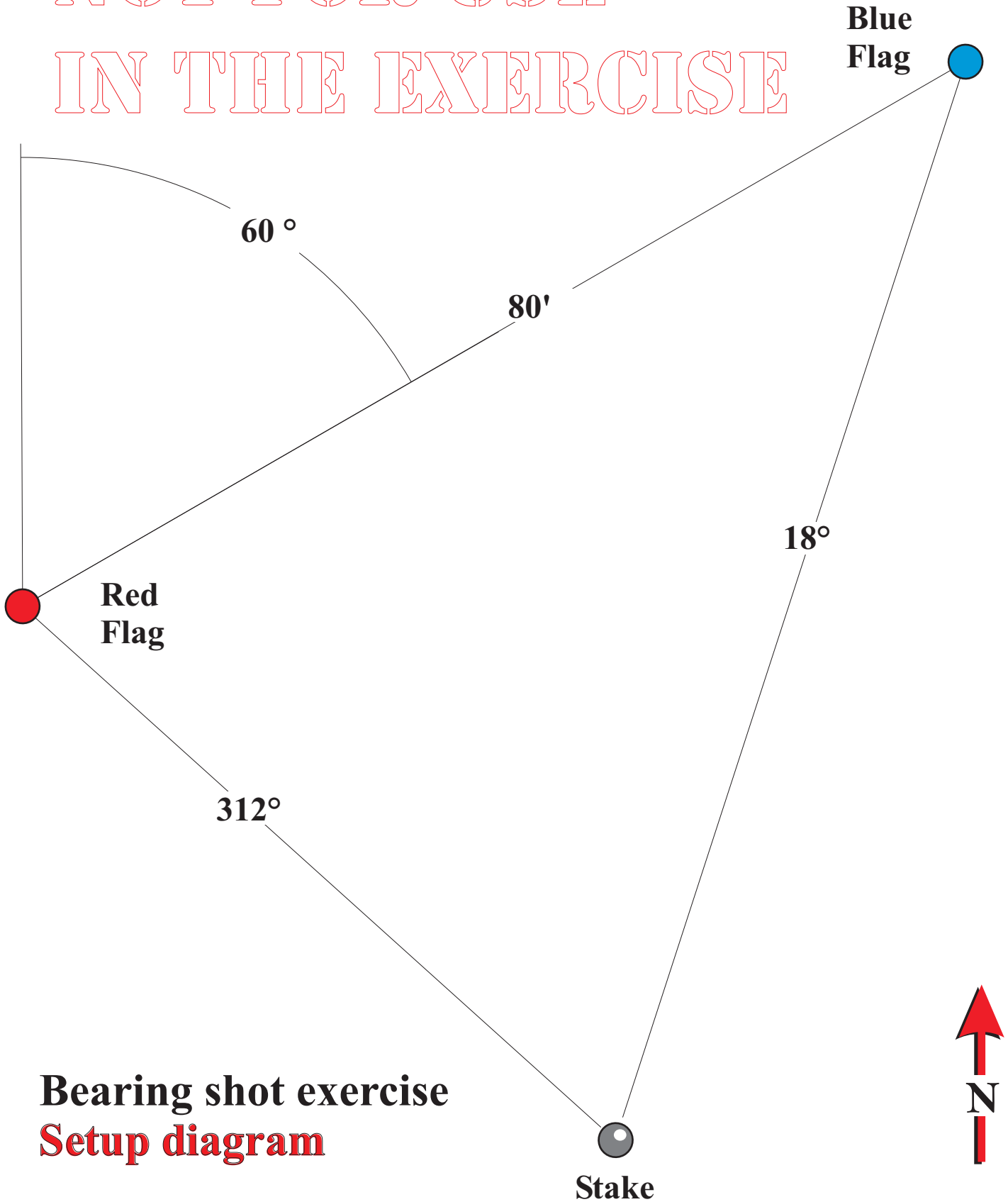


# SETUP DIAGRAM NOT FOR USE IN THE EXERCISE



**Bearing shot exercise**  
**Setup diagram**

# KEY - SETUP ONLY

## STATIONS

### 1 Knots, code "C"

Leg 1: \_\_\_\_\_ degrees for \_\_\_\_\_ feet;

Leg 2: \_\_\_\_\_ degrees for \_\_\_\_\_ feet.

★ Firing solution 3, 4

### 2 Scout Law, code "A"

Leg 1: \_\_\_\_\_ degrees for \_\_\_\_\_ feet;

Leg 2: \_\_\_\_\_ degrees for \_\_\_\_\_ feet.

★ Firing solution 5, 6

### 3 Map Symbols, code "B"

Leg 1: \_\_\_\_\_ degrees for \_\_\_\_\_ feet;

Leg 2: \_\_\_\_\_ degrees for \_\_\_\_\_ feet.

★ Firing solution 7, 8, 9

### 4 Final, Tootsie Rolls

Leg 1: \_\_\_\_\_ degrees for \_\_\_\_\_ feet;

Leg 2: \_\_\_\_\_ degrees for \_\_\_\_\_ feet.

★ Firing solution 10

1. Distance between the flags

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

1. **C**

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

2. **D**

3. Code of first station

3. **C**

4. Letter indicating the knot that is two half hitches

4. **B**

5. Code of second station

5. **A**

6. Sixth point of the Scout Law  
A-Kind, B-Thrifty, C-Courteous, D-Obedient

6. **A**

7. Code of third station

7. **B**

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

8. **F**

9. Marker on the map that points to the scale

9. **G**

10. Candy at the final station

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

10. **C**

**Orienteering Course Checklist**

**Equipment**

- Stakes (12\*)
- Containers for prizes (3)
- Red & Blue Flags (bandanas)
- Rope (for 3 knots)
- Table
- (Gazebo)
- Trash container
- Poster for Course Bearings

**Supplies**

- Clipboard
- Scissors
- Tacks
- Tape
- Sharpie Marker
- \_\_\_\_\_
- \_\_\_\_\_

**Handouts (1 for each scout)**

- Pens
- Compasses
- Missions Orders
- Pace Computer Wheels
- Pace Computer Backs
- Brads

**Course Materials**

- Bearing Shot Exercise
- Station Cards
- Map Symbols Test
- Key overlays

**Other**

- Water bottle
- \_\_\_\_\_
- \_\_\_\_\_

\* Start, 100', 2 flags, 3 stations, decoys