



Orienteering 2021

Instructions



The annual WA Scout and Guide Association's orienteering competition is on again this year.

This is an ideal opportunity for all Scouts and Guides to put into practice their map and compass training and participate in the fun and challenge of the worldwide sport of Orienteering and Regaining. No experience is necessary as instructions will be given before the start. Everyone from linking cubs to Commissioners may participate.

Details for this year's event are as follows.

Date: **Sunday 9th May 2021**

Venue: The venue for Orienteering 2021 will be at Red Hill, northern section of John Forrest NP.

Timings: Registration 9.00 am
 Orienteering Mass Start at 10.00 am
 Finish by 3.00 pm
 Presentations as close to 3.30 pm as possible

Cost: 1. An entry fee of \$10.00 per youth member will be charged IF REGISTRATION AND MONEY IS RECEIVED BEFORE Friday (pm), 7th May 2021.
 2. Late registrations or on the day will cost \$12 per youth member.
 3. Leaders or adults who assist a youth team during the event will be free. (No charge) However if they wish to have a participation badge it will cost \$3.00
 4. Leaders, Rovers or Adults entering in the Leaders Section will be charged \$10.00 per leader, Rover or Adult.
 5. Families entering the Family section will be charged \$10.00 per member or \$30.00 per Family (whichever is the less).

Start Point: The start point for the event will be on private land off Highlands Drive, Parkerville. Approx 300 meters south of Hidden Valley Rd. The start point will be sign posted from Highlands Drive. Ample parking will be available on site.

Dress: The use of troop or group T-shirts is encouraged. A **HAT** and stout footwear, such as runners, is essential. Other clothing as determined by the weather.

Equipment: Each team is to supply their own compasses (at least two per team), and each competitor should carry a water bottle, as well as a Personal First Aid Kit.
GPS units including Smart phones are not allowed and competitors will be penalized if they are used. Orienteering is a skill with a map and a compass.

Water: Each competitor should carry at least one litre of water. Water will be available at the start point and at one distant control point around the course.

Food: Competitors are responsible for their own Lunch, snacks, fruit etc. **A SAUSAGE SIZZLE AND DRINKS WILL BE AVAILABLE AT THE START/FINISH POINT.** These will be at the normal Scout prices of \$5.00 for a Sausage in a bun and a drink.

Prizes: The winning teams in each class will receive a magnificent hand-crafted trophy.

Each team will receive a certificate of participation, on which you can write your team number, the group or unit and the total points scored for display at their HQ.

Badges: Each paying competitor will receive a uniquely designed blanket badge for competing. These will be handed out at the end of the event and are becoming collector's items.

In addition to the above badge the event should also qualify Scouts or Guides for parts of their Campcraft and other outdoor challenge badges in their respective award schemes. This will need to be done in conjunction with their Scout or Guide Leader.

Map: Each team will receive a coloured map with all the control points marked on it. The map is a high-quality orienteering map, which has magnetic north lines only.

Check in: On the morning of the event, after all members of each team have arrived, one representative of every team must report to the start desk with every team members Y3 Application to Attend form. A plastic pouch with the map and a Control Punch card will be given to the team member.

Note: For Safety reasons no participant may leave the site without first being checked out by the organisers.

Outdoor Code: This event is being held in a National Park and Public Area therefore all participants must adhere to their respective Scout and Guide codes of conduct. There must be strictly no interfering with native Flora and Fauna at this event. Please respect the Environment and other users of the park.

Teams: There are 7 categories of teams

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| 1. | Scouts with Leaders | Teams are to be a minimum of 2 Scouts. (Age 11-15) |
| 2. | Guides with Leaders | Teams are to be a minimum of 2 Guides. (Age 11-15). |
| 3. | Scouts without leaders | Teams are to be a minimum of 3 Scouts. (Age 11-15) |
| 4. | Guides without leaders | Teams are to be a minimum of 3 Guides. (Age 11-15). |
| 5. | Venturers/Ranger Guides | Teams are to be a minimum of 3 Venturers or Ranger Guides (over 15 years). |
| 6. | Adults | Teams are a minimum of 2 Leaders, Rovers or Adults, including parents. |
| 7. | Families | Teams are to be a minimum of 1 Adult and 1 Child of the same "family". |

Scouts 2 deep Policy. As in all Scout activities, teams with adults must adhere to the two- deep policy.

Entry: This year entries for Orienteering 2021 closes on **Friday 7th May 2021**

Your link for the registrations is here: <https://waylenbayscouts.org.au/events/orienteering-2021/>

Late entries will be accepted on the day at the increased cost but pre entries will have priority registration.

Payment: EFT is preferred. Cheques and cash will only be accepted as a last resort.

EFT Entry fees to:

Waylen Bay Orienteering

BSB: 086-136

Acct No: 784718634

Ref: 'Team Name'

Please print off your EFT receipt in case we need proof of your payment when checking in on the day.

Any further information can be obtained from:

Bruce Pilgrim

Phone : 0417 991 252

Email: roverroa@gmail.com