

Welcome to Delaware Valley Orienteering Association's  
**23rd Annual NJ Scout Orienteering Championship 2019**

**Sunday, October 20th**

**Quail Hill Scout Reservation – Manalapan, NJ**

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DVOA's again offers our Annual NJ Scout Orienteering Championship right in the middle of New Jersey at Monmouth Council's Quail Hill Scout Reservation. This offers troops the option of camping at Quail Hill that weekend, then after breaking camp Sunday morning, joining us for the 22nd Annual O-Championship. Please pass along word among scouting friends of yours who may not be aware of the event. We welcome all scouts: Boy and Cub Scouts, Girl Scouts and Brownies, Venture Crews – any troop throughout New Jersey, even troops of a NJ council who live in PA.

**Note:** *The camp is already filled for that weekend, but if interested in camping there, please contact Margie Ramirez at the Council Office to see if last minute arrangements are still possible.*

**Please check the DVOA website periodically for possible updates about this event - [www.dvoa.org](http://www.dvoa.org)**

This Registration Packet is organized into groups of topics to make the information easy to follow and to navigate to whatever is most important to each troop.

### **Registration Guidelines**

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### **EVENT GUIDELINES**

- \_\_\_ **WE GO RAIN OR SHINE!** The maps are protected in plastic bags – everyone dress for the weather.
- \_\_\_ **Participant Equipment:** Each team should have at least one compass and whistle. *Can be rented.*
- \_\_\_ **Pre-Registration is required for all groups entered in the Scout Championship.** You will find additional information about registration details in the following pages. Scouts are still welcomed .
- \_\_\_ **All competitors must be members of NJ scout groups.** *General public, including non-registered scouts and jrotc cadets, are always more than welcome to run a course.*
- \_\_\_ **Registration is first-come first-served.** Our event permit caps the number of participants.
- \_\_\_ **Introductory Instruction** will be available from DVOA veterans, starting at least 30 minutes before Start times, so that everyone, regardless of prior experience, can successfully compete in the competition.

***Please read the section about pre-event instruction – HIGHLY ENCOURAGED.***

- **Electronic Equipment** DVOA uses electronic scoring for the competition. As part of the registration fee, each competing team (or individual) will be provided with an “e-punch.” This “fingerstick” is inserted into an electronic box at Registration, Start, at each Control, and at Finish. All the e-punches and boxes (plus the associated computer equipment) represent a substantial investment made by DVOA. So any team who loses their finger stick will be charged a \$45 replacement fee. So please don’t lose it – they come with an elastic band to keep it on your finger.
- **Scout Leaders Interested in Having Their Group Camp at Quail Hill:**  
Reservations and any troop/council permits and insurance are the responsibility of the unit.  
Monmouth Council now uses online reservations at [www.monmouthbsa.org/qhsr-weekendreg](http://www.monmouthbsa.org/qhsr-weekendreg). Please contact the Monmouth Council Office at **(732) 536-2347** if you have any questions.
- **We ask larger groups to provide an adult volunteer to assist the event staff.** This person does not need to know anything about orienteering...just be able to follow directions and be willing to help. We will have club staff manning Registration, Start, Finish, and running the electronic system. But in an event this size we would appreciate help from adult leaders to assist staff, manage lines, etc.
- **Courses** There will be courses at four distinct, progressively more challenging levels of difficulty, competed in teams of 2 (or 3 at most). White (beginner), Yellow Short (experienced beginner), Yellow Long (advanced beginner), and Orange (intermediate) so all scouts can take on a challenge suited to their level of skill and experience. Scout leaders or senior scouts with extensive orienteering experience will be allowed to run advanced courses that are provided for club members and general public.

## **WHICH COURSE TO RUN?**

Ideally all scouts should compete with other youth of the same rank and orienteering skills. Otherwise it can be embarrassing and/or frustrating for all participants. Four courses will be offered for Scouts, with an additional three courses for advanced O-club members and highly experienced general public. If in doubt as to what course is appropriate for each participant, please read the general guidelines below. If still uncertain, contact the Event Director: Bob Burg (856) 258-2859 – [bburg@comcast.net](mailto:bburg@comcast.net).

**White** *Cub Scouts, Webelos, Brownies, Juniors, Tenderfoot Scouts, ANY beginner.* For safety’s sake, it is fine to have an adult “shadow” the youngest teams as long as the shadow doesn’t assist the team.

**Yellow Short** *Second Class and First Class Boys; Girl Scout Cadettes.* Any Scout competing on a Yellow course should have prior experience successfully navigating a White course. Scouts compete in pairs to follow BSA and GSUSA guidelines, the only possible exception to be senior Scouts who have sufficient orienteering experience.

**Yellow Long** *Star, Life, and/or Eagle Boy Scouts, Venturers, Girl Scouts, Seniors* and scouts of any rank who have successfully completed a Yellow Short. Any successful experienced scout is welcomed.

**Orange Experienced orienteers ONLY** *(older youth or adults) may run alone on a typical Orange level course.* Scouts generally run in pairs to comply with GSUSA/BSA guidelines. Event Staff may move a participant to a less difficult course if the participant does not have enough experience to run Orange.

***Moving from Yellow to Orange (Intermediate) is the largest leap of orienteering levels. While Orange generally uses easier features than advanced courses to find, Orange does encourage advanced cross terrain (off trail) navigation. Just because someone has completed two Yellow courses does NOT mean they are ready for Orange. When Yellow level navigation is experienced as easy to complete and they really understand subtler features on the map, only then are they ready.***

### **When Is It Time to Move Up a Level?**

Completing one or two courses at a specific level is NOT reason to move up to the next level next time around. Only when scouts **successfully complete** a course and clearly show a level of mastery should they consider moving to the next course level. Taking 2 ½ hours to finish the White course shows that they are NOT yet ready for Yellow. The best rule of thumb is that when the level of the course they are running feels easy – **AND their time matches** that self-assessment – only then are they ready.

**Size of Teams** We strongly encourage you to keep teams to 2 members, at most 3. From years of experience we have found that the larger the team gets, the more some will simply follow the group, learning nothing about map reading and navigation, of relocating after making a wrong turn, or the joy of completing a course on their own. In other words, those simply following the group will not be orienteering. So whether qualifying for a merit badge or competing for a medal, maximize what your scouts get out of this event.

The exception to this rule is if a leader prefers to take a group of their **youngest inexperienced** scouts as a larger team experience. If lead by a troop leader, that team will not be counted in troop results.

**The following courses are open ONLY to experienced advanced scout orienteers:**

**Advanced Courses – Brown** (shortest) – **Green** (medium) – **Red** (longest)

**Open to O-Club members and very experienced General Public** *Advanced orienteers typically run alone on any of these courses and require prior cross-terrain orienteering experience. So only Scout leaders and senior scouts with lots of experience will be permitted to run an advanced course.*

## **PRE-COURSE INSTRUCTION !!!!!**

### **ALL GROUP LEADERS, Please Read This:**

*Historically in scouting, orienteering training has emphasized compass skills and pace counting. But orienteering successfully depends PRIMARILY on reading the map symbols and matching them to the surrounding terrain, then choosing and navigating their course by knowing where they are on the map at all times. Compass and Pace are more advanced skills that are largely not useful on beginner courses beyond making sure they're going in the right direction. Then it's all about recognizing and checking off features they should be passing on the way to the next flag, and know when they are getting close to their target, and need careful navigation.*

*So we strongly encourage you to recommend (even require) your scouts to attend basic instruction (available throughout the morning from veteran DVOA orienteers) BEFORE they run their course. Many scouts who have run a beginner course in 2+ hours think they are fully qualified to run the next level up. But wandering around lost for 45 minutes on a beginner courses shows that participants are not yet accurately reading and navigating the map.*

*Help your group have the most successful experiences (and results) possible. The more your scouts understand the map and how to navigate on it, how to pick the best route and "relocate" themselves when they need to get back on track, the better they will do on their course, the more fun they will have.*

**Feel free to hand out the attached article on the Basics of Orienteering Navigation – "[Staying On the Map](#)"**

## **PRE-REGISTRATION PROCESS**

### **Rosters, Fees, and Payment**

In order to make the event as much fun as possible for all of us, we do our best to streamline the day-of-event process, avoiding long waiting lines at Registration. We are a volunteer staff with limited time to deal with all the details. The sooner you get us information, the easier it is for us to enter that information into our spreadsheets and computer, organize the day, and prepare check-in packets for each group.

After submitting your official Entry Form, you will still be allowed to make minor changes even on the day of the event, but much of what we plan depends on accurately anticipating and organizing all the detail we need to manage.

**BASIC ENTRY FEE for SCOUTS** – In order to encourage maximum participation we keep our fees as low as possible, even below our member and youth group fees at our local events.

**Cost / Individual Scout – \$6 + \$2** fee that Quail Hill charges each participant entering camp. **Total \$8/scout**  
**Troops Who Camp at Quail Hill** for the weekend will have already paid the \$2 fee, **Reg Fee – \$6/scout**

**LATE ENTRIES** will be charged an extra **\$2/person late fee** – i.e. emailed **later than Tuesday Oct 16<sup>th</sup> or postmarked later than Friday Oct 12<sup>th</sup>**. In the case of special circumstances, late fees *may* be waived at the discretion of the Event Director. We allow you to change details as you get details nailed down. Day-of changes will not be penalized. BUT please keep any such changes to a minimum.

To avoid groups contacting us **very late** in the process because they haven't heard about the event, **please pass this information along to all group leaders you know** AND refer them to [www.dvoa.org](http://www.dvoa.org) and [www.scoutorienteering.com](http://www.scoutorienteering.com) for the Entry Form, and stay tuned to [www.dvoa.org](http://www.dvoa.org) for last minute postings.

**Refunds** Because the courses are preprinted on your maps, as well as a variety of extra expenses for an event this large, we do not refund any registration fees. However we can mail course maps and patches to groups who register and are then unable to attend.

## **ENTRY FORM LOGISTICS** (refer to these when filling out your Entry Form online or email attachment)

### **Start Times Assigned**

When pre-registering, you may also ask for a desired starting time window for your unit. We generally fill start slots earliest to latest. So requests for early start times arriving near the deadline will most likely not be accommodated. All scheduling decisions made by the DVOA Registrars will be final.

### **Team Composition**

You may change the exact make-up of the teams on event day. When each troop leader checks in that morning, we will provide a team form with assigned e-punch numbers (used in scoring for each team). You then complete the form with the names of each team's members, and return the completed form to the registration table. Each unit may have **one** three-person team on any one course in order to allow for odd numbers. *Exception for youngest, least experienced scout groups where larger groups are okay.*

### **Submit One Entry Form Per Each Distinct Group**

**DO NOT** register different categories of units on the same form *even if you are affiliated* – such as a Cub Scout Pack and Boy Scout Troop, or Girl Scout Troop Cadettes and Juniors, etc. Please use separate forms for each group so as to avoid any confusion.

**Payment** Make checks payable to "Delaware Valley Orienteering Association" or "DVOA".

**Questions? – Contact Event Director: Bob Burg – (856) 258-2859 – [bburg@comcast.net](mailto:bburg@comcast.net)**

## **TO REGISTER – We Offer Two Options – Whichever Serves You Best**

Preferred Method	Emailed Entries	Deadline is Tuesday, Oct 15th
Traditional Method	Snail Mail	Deadline is <u>postmarked</u> by Friday, October 11th.
All PAYMENTS	Snail Mail <u>postmarked</u> by Friday, October 12th.	

**If using EMAIL, send ENTRY FORMS directly to BOTH of our Co-Registrars:**

Jerry Smith Registrar [rainsburgpa@gmail.com](mailto:rainsburgpa@gmail.com)  
Organizes all Entry Information, Schedules Start Times, Rosters and Day-Of Packets

Robert Hesketh Registrar [rphesketh@yahoo.com](mailto:rphesketh@yahoo.com)  
Enters All Information into Computer, Assigns eChips and Day-Of Packets, Manages Computer Day-Of

**ALL SNAIL MAIL including Checks to:** Jerry Smith, 2716 Westwind Lane, York, PA 17404

**Remember, you are not officially registered until we receive your payment.**

## GUIDELINES ABOUT GOOD SPORTSMANSHIP AND ORIENTEERING ETIQUETTE

This is designed to be a friendly NJ Scout championship. Please let's keep it that way.

- **Behavior** DVOA is responsible for providing good courses, accurate maps, clear instructions and organization of the event. Group leaders are responsible for proper supervision and discipline of their scouts. Youth must not move or remove any of the controls or event equipment. **Tampering with meet equipment is unfair to other units and will result in disqualification of the entire unit.**
- **Electronic Communications** In the past, there have been occasional problems with groups using electronic communications on their courses. Except in emergencies, participants using cell phones or hiker radios is forbidden. **If anyone is seen using such equipment to coach a team through a course, the event director will disqualify all teams from that unit for awards consideration.**
- **On-Course Behavior** In order to keep the competition fair, even well-intended advice to teams that are confused and trying to figure out where they (or their next control flag) are, is considered making the competition unfair to other teams who might never receive such help. Let everyone have the same chance. Besides, getting lost and relocating where you are is part of the fun. 😊  
  
For the same reason, it is considered only fair to not linger at a flag which gives away its location to other teams in the area. E-punch at the flag and move away from that location *before* you study your map. Or better yet, know which way you need to go towards your next control BEFORE punching the control box at the flag, and immediately leave in that direction. You can always stop during that leg to make sure you *are* on target. *Please Do Not Linger at a Flag.*
- It is considered **distracting to talk to other teams**. Please keep friendly exchanges with other teams to a minimum.

## AWARDS PRESENTATION

Using DVOA's electronic system, we can get team, individual, and troop results soon after all teams complete their courses –so we can compile full troop and crew scores rather quickly. So we invite your group to stay for the presentation of awards once all competitors have finished. If that is not possible for you, awards will be mailed to you.

Individual Medals (1st through 3rd) for each course level in each group category

Team Plaques (1st through 3rd) on all courses, White, Yellow Short, Yellow Advanced, and Orange.

## EVENT LOGISTICS

**Parking** As you enter the camp, there will be signs directing you to the staging area – some are simple orange and white arrows similar to an orienteering flag, others are larger with text on them. Registration, Start, and Finish will all be in our Staging Area. Parking is limited near Registration. So if already filled up, carpools should drop off their scouts and equipment, then drive back to available parking (just inside the camp when you drive in) which we will direct drivers to.

**Start times** will be assigned as we receive entry registrations – first come, first served. Whatever we can do to speed up the process, we will. Pre-Course Instruction will begin at least by 9:30am. If everything is ready to go **before** the official 10am Start time, we will start sending out teams on their courses, continuing until approximately Noon. But don't count on Starts occurring any earlier than 10am. Courses Starts for the general public will be open until 1pm.

**Courses Close at 3pm.** Courses will be considered closed and flags will be picked up starting at 3pm.