

## Simple Compass Game for Scout Units

### Setup Instructions: 5 to 10 minutes

1. Take 3 equal lengths of rope (paracord) (Recommend 100 ft) or 3 long tape measures
2. Have 3 scouts (or ASM's) hold the ends of 2 ropes to make a triangle (see diagram)
3. Have the scouts mark the position of their corner. (use a stake or a vertical PVC pipe stuck vertical in the ground.)
4. Remove the rope.
5. Measure the bearing of Leg 1 and record.
6. Add 120 degrees to bearing of 1st leg to calculate turn 1 going clockwise and record.
7. Add 120 degrees to bearing of 2nd leg to calculate turn 2 going clockwise and record.

You now have both distance and direction for all 3 legs of the triangle. This is your master key.

### Example:

If the triangle has 100 foot sides  
(or any length of equal sides)

Then each turn (outside angle) will be 120 degrees (calculated by 180 degrees- 60 degrees (inside angle))

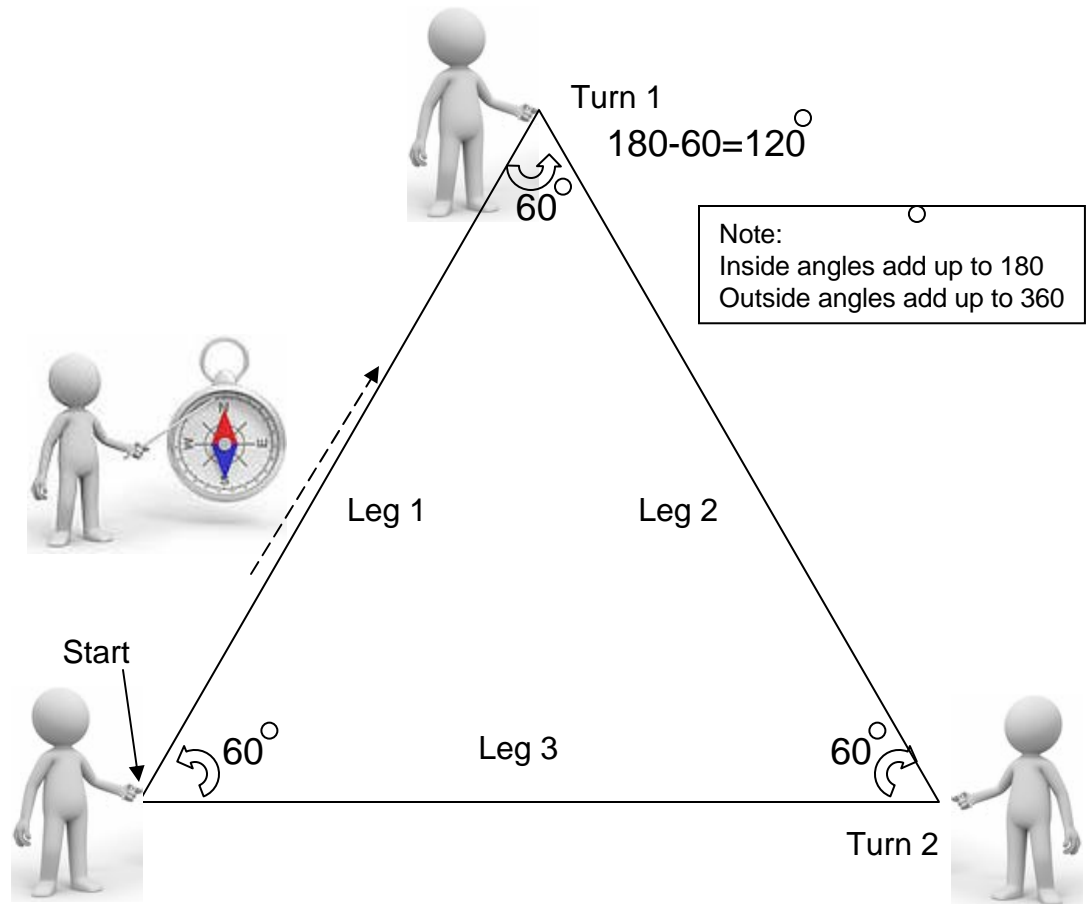
So, if the first leg is north (360 on the compass)

Then if leg 1= 360 degrees, leg 2 = 120 degrees, & leg 3 = 240 degrees.

Upon setup, you can make the 1<sup>st</sup> bearing any you want and then adjust your answer sheet for the other 2 sides.

### Complete the exercise (< 5 minutes for each scout)

1. Each scout should walk the compass course starting at the same point and traveling in the same direction (ex: clockwise or counterclockwise)
2. Have each scout record what he thinks is the bearing and distance for each leg
3. Record his name and answers on a 3x5 card and give to scoutmaster.
4. The scoutmaster will compare each scout's answer to his master key.



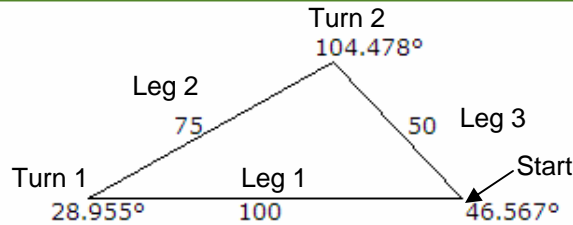
### Materials List

- Rope or tape measure x 3
- Stakes or PVC pipe as marker x 3
- Compass x 1

# Changing Things Up

## Triangle Calculator

Result



Side 1: **100** opposite angle: **104.478°**  
 Side 2: **75** opposite angle: **46.567°**  
 Side 3: **50** opposite angle: **28.955°**  
 Total Area: **1815.4609435347**

If you want to change things up a little once the scouts catch on to the equilateral triangle, go to the below web site and plug in different numbers to get new measurements.

<http://www.calculator.net/triangle-calculator.html>

- Setup will still be the same using pre-cut rope of differing lengths according to what you program into the web site.
- Get 3 bodies to hold the corners and place your corner markers in the ground.
- Remove the rope.
- Then measure 1<sup>st</sup> leg's bearing and subtract the first turn angle from 180, then add to 1<sup>st</sup> bearing to get your 2<sup>nd</sup> bearing.

Enter the side lengths here and click Calculate

Answers are generated upper left

- Subtract each "inside angle" from 180, then add to the bearing of your 1<sup>st</sup> leg to get your 2<sup>nd</sup> bearing.
- Bearing 3 will be the inside angle subtracted from 180, then added to bearing 2.

In this case, if leg 1 of 100 ft is 360 degrees (same as 000), leg 2 of 75 ft will = 151 ( $180 - \underline{28.995} = 151 + 000$ ), leg 3 of 50 ft will = 226.5 ( $180 - \underline{104.478} = 75.5 + 151$ ) (rounded)

There are infinite combinations so scouts can see a different problem every time you do this exercise.

The first leg can be any bearing, just add the correct Degrees to get the 2<sup>nd</sup> bearing and 3<sup>rd</sup> bearing.