(2013) Staff Directions

Name of Game	"Heading for the Woods"
Scout craft Skill(s)	Orientation and Nature (tree identification)
Featured	
Area Needed	Open field
Supplies provided by	Stakes, photo copies of tree leaves in plastic jacket, Worksheet, stopwatch, one pencil for
staff	each patrol. Plus several extra compasses for patrols that do not supply their own.
Supplies provided by	Compass (deduct 10 points if patrol has to borrow a compass from staff)
Patrol	
Scoring	50 points total (5 points for each correct tree at headings on score sheet, 1 point each for
	the first 4 additional species & 2 points for each for all other additional species. Time
	allowed is to be determined.
Setup	A center stake is driven into the ground and 19 additional stakes are in a 30' diameter
	circle around the center stake. Six of the additional stakes are located at the following
	degrees from the center stake; 34, 80, 138, 208, 260, & 327. All other stakes are spaced
	on the circle as shown in the layout. Attached to the stakes are pages from the <i>Native</i>
	Trees of Georgia publication (with the name of the tree cut off). Also, any hints in the
	text describing the tree should be cut out. See this website for the publication:
	http://www.gatrees.net/resources/education/native-trees/NativeTreesGeorgia.pdf There
	are multiple circles so patrols can all do the game at the same time. Each patrol will be
	assigned a circle and given a score sheet.
Directions	This is a timed team event, not a relay, everyone can work together.
	You need a compass, pencil, and score sheet. See staff for score sheet and pencil. If you
	do not have a compass borrow one from staff and deduct 10 points.
	You have been given a score sheet listing six headings (A through F). When the start
	whistle blows, with your compass, go to the center stake of your assigned circle. From
	this point, using a heading degree listed on the score sheet, go to the closest stake at the
	perimeter of your circle and identify the species of tree attached to stake. Write the species on your score card in the corresponding blank. After you have identified all six
	species you may gain extra points by identifying additional species and their approximate
	heading from the center of the circle. If you finish before the final whistle, give your
	patrol yell so staff can note the time. When the second whistle blows the game is over.
	Return your score card to staff.
Example of Score	Patrol Name
Card	Compass Borrowed (Y/N) Additional Species & Approx Headings
	Heading Species Name Heading Species Name Heading Species Name
	A. 260° 1 7 7
	B. 80° 2 8
	C. 34° 3 9 9
	D. 208° 4 10 10
	E. 138° 5 11
	F. 327° 6 12
	(See PowerPoint for exact score card and compass rose to setup game)
Foul Weather Plan	Use rain gear.

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