

# Interpatrol Compass Games

## Compass & Map Relay Game

### **Required:**

For each patrol: compass, map, pencil, 8-12 index cards.

### **Preparation:**

On each index card write the names of 2 towns or easily identified features of the map. Copy these cards for each patrol.

### **Notes:**

practice map reading, orienting a compass.

### **Instructions:**

- Patrols line up single file.
- Place the cards and pencil for each patrol about 20 feet away from the start line.
- Give a compass and map to each patrol leader.
- On 'Go' signal, patrol leader runs out and picks a card. He locates the two points on the map and plots a bearing from the first point to the second. He writes his patrol name and bearing on the card and takes it to the judge. He then runs back to hand the compass and map to the next scout in line.

## Compass Reading Game

### **Required:**

- compass, paper, and pencil for each scout
- 8-10 stakes in the ground with arrow markers stapled to top.

### **Preparation:**

- Place the stakes out in the play area so that each arrow points at a distant object.
- Write a number on the stake or marker on top - 1 through 10.
- Each scout should write the numbers 1-10 on his paper, with 3 lines empty between numbers.

### **Notes:**

Good for newer scouts to build compass experience.

### **Instructions:**

- Set a time limit of 6-8 minutes.
- On go signal, scouts go to any stake they want. At each stake, write down what object they believe the arrow is pointing at by the corresponding number on their paper. Then, figure the bearing from the stake to that object and write it down. (Or, just find the bearing of the arrow on the marker)
- When all stakes have been done or when time is called, each scout turns his paper into the judge.