



This is a compass game, which may be played in any open area (a park, football field, or a gymnasium\*). To play, the participant must be able to find a direction with a compass, once given a bearing. No pacing of distances is necessary. The course consists of 8 labeled markers placed in a large circle. While playing the game, all players are contained by the circle.

\*Care must be taken to insure that magnetic influences are not present.

## PREPARING THE GAME

The course consists of 8 markers in a large circle. The accuracy of the bearings on the instructions cards depends on the careful positioning of these markers.

## EQUIPMENT REQUIRED

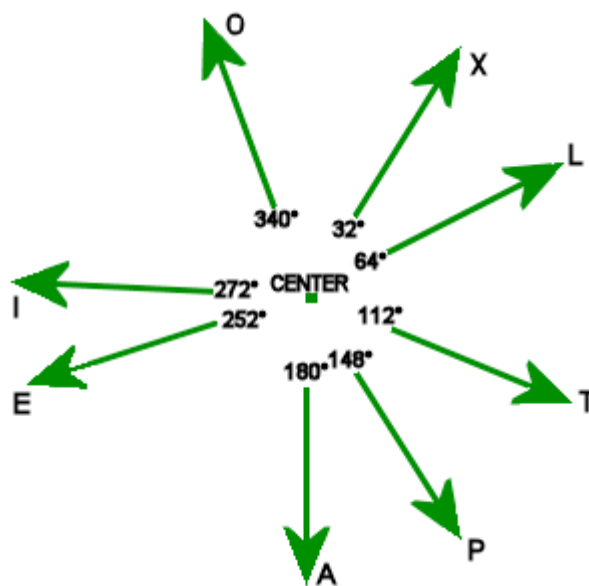
A Silva compass (instructor: Type 15 Ranger model which incorporates a sighting device; Participants: Type 7 NL Polaris or Boy Scout Type 1070).

Eight stakes labeled with one of the following letters – I, O, X, L, T, E, A, P

One unlabeled center stake.

Measuring tape or string.

Place the unlabeled stake in the center of the area which will be used for laying out the course. Attach the measuring tape or string (about 50 feet long) to the center stake. Working from the center stake each time, set the compass bearing as indicated in the illustration and walk the required distance. Place the labeled stake in the correct position as illustrated. The radius of the course may be changed to suit either the available space or the number of players participating.



## PLAYING THE GAME

Each participant receives an instruction card. This card tells the players their starting positions as well as bearings which direct them from marker to marker around the course. Each player copies down the letter on each marker along their route. The six letter code word thus produced is checked against the respective code word on the answer sheet. No two instruction cards describe the same route.

### EXAMPLE

A player receives the following instruction card:

#66                    E  
26, 136, 342, 242, 78

#66 This is instruction card number 66. No other instruction card will have the same information.

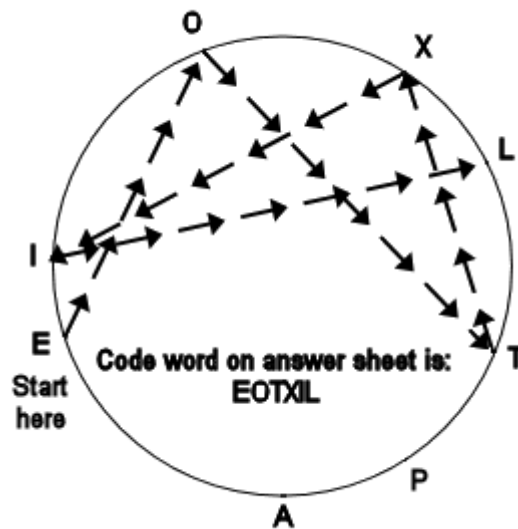
E                    The player must start at marker labeled "E".

26                  At post E, the player follows a bearing of 26° which will lead to the next marker on the route.

26                  At the next marker, the player sets a bearing of 136° and continues until arriving at the marker indicated by the bearing 78, the last bearing on the instruction card.

The code word produced (ie. EOTXIL) is checked on the answer sheet.

#### ROUTE #66



## Beginner's Compass Game - Answer Sheet

<b>1</b> ALPETO 32 196 290 92 316	<b>21</b> XIOTLA 242 36 136 358 212	<b>41</b> AEITOP 306 352 102 316 154	<b>61</b> XTOPLI 162 316 154 16 258	<b>81</b> AIXOLP 316 62 276 112 196
<b>2</b> EXLIPA 52 138 258 120 254	<b>22</b> LOATPI 292 170 56 220 300	<b>42</b> ETXAOI 92 342 196 350 216	<b>62</b> LAXTEO 212 16 162 272 26	<b>82</b> ETPIOA 92 220 300 36 170
<b>3</b> ITEPOL 102 272 110 334 112	<b>23</b> TXALPO 342 196 32 196 334	<b>43</b> ILOTXP 78 292 136 342 180	<b>63</b> TLAPXE 358 212 74 0 232	<b>83</b> ILXATO 78 318 196 56 316
<b>4</b> OTALIX 136 236 32 259 62	<b>24</b> PXLOEA 0 138 292 206 126	<b>44</b> OEIPAX 206 352 120 254 16	<b>64</b> PAIETL 254 316 172 92 358	<b>84</b> OITAEI 216 102 236 306 68
<b>5</b> XILEPT 242 78 248 110 40	<b>25</b> AOEXLP 350 206 52 138 196	<b>45</b> XLTAEO 138 178 236 306 26	<b>65</b> AOPTLX 350 154 40 358 318	<b>85</b> XAILOT 196 316 78 292 136
<b>6</b> LOPIAE 292 154 300 136 306	<b>26</b> ETLIAX 92 358 258 136 16	<b>46</b> LIXTEA 258 62 162 272 126	<b>66</b> EOTXIL 26 136 342 242 78	<b>86</b> LEXPTA 248 52 180 40 236
<b>7</b> TPILXO 220 300 78 318 276	<b>27</b> IAXPOL 136 16 180 334 112	<b>47</b> TAOEXL 236 350 206 52 138	<b>67</b> IEAXPT 172 126 16 180 40	<b>87</b> TAPIXE 236 74 300 62 232
<b>8</b> PLIXEA 16 258 62 232 126	<b>28</b> OEXPTL 206 52 180 40 358	<b>48</b> POXATL 334 96 196 56 358	<b>68</b> OTPEAX 136 220 290 126 16	<b>88</b> PXTIAE 0 162 282 136 306
<b>9</b> APLXTO 74 16 318 162 316	<b>29</b> XLEAPO 138 248 126 74 334	<b>49</b> APOTIL 74 334 136 282 78	<b>69</b> XPOEIA 180 334 206 92 236	<b>89</b> AOXEIT 350 96 232 352 102
<b>10</b> ELOIXP 68 292 216 62 180	<b>30</b> LXIAPT 318 242 136 74 40	<b>50</b> ELPAXO 68 196 254 16 276	<b>70</b> LAPOTI 212 74 334 136 282	<b>90</b> EXOALT 52 276 170 32 178
<b>11</b> IEOPXT 172 26 154 0 162	<b>31</b> TEAPOL 272 126 74 334 112	<b>51</b> IOTPLE 36 136 220 16 248	<b>71</b> TLEOXP 358 248 26 96 180	
<b>12</b> OTLXPI 136 358 318 180 300	<b>32</b> PEIAOT 290 352 136 350 136	<b>52</b> OXIPTA 96 242 120 40 236	<b>72</b> PIOXEL 300 36 96 232 68	
<b>13</b> XPEOIL 180 290 26 216 78	<b>33</b> ALXETP 32 318 232 92 220	<b>53</b> XEILPO 232 352 78 196 334	<b>73</b> ALIXEP 32 258 62 232 110	
<b>14</b> LPTIXO 196 40 282 62 276	<b>34</b> ETAOIP 92 236 350 216 120	<b>54</b> LIOETP 258 36 206 92 220	<b>74</b> ETOXAI 92 315 96 196 316	
<b>15</b> TOELPI 316 206 68 196 300	<b>35</b> IPETAO 120 290 92 236 350	<b>55</b> TPOEXI 220 334 206 52 242	<b>75</b> IOPXAE 36 154 0 196 306	
<b>16</b> POITEL 334 216 102 272 68	<b>36</b> OLAPTX 112 212 74 40 342	<b>56</b> PLOXEA 16 292 96 232 126	<b>76</b> OTIALE 136 282 136 32 248	
<b>17</b> AIPXEO 316 120 0 232 26	<b>37</b> XAPLTO 196 74 16 178 316	<b>57</b> ALTIXE 32 178 282 62 232	<b>77</b> XOALTI 276 170 32 178 282	
<b>18</b> EIXAOL 352 62 196 350 112	<b>38</b> LAEPIO 212 306 110 300 36	<b>58</b> EIPAXO 352 120 254 16 276	<b>78</b> ETPXEI 178 220 0 232 352	
<b>19</b> IOAPXE 36 170 74 0 232	<b>39</b> TOLIEX 316 112 258 172 52	<b>59</b> IOLEAT 36 112 248 126 56	<b>79</b> TILPAO 282 78 196 254 350	
<b>20</b> OAXIEP 170 16 242 172 110	<b>40</b> PLEIAT 16 248 352 136 56	<b>60</b> OATPLI 170 56 220 16 258	<b>80</b> PLXTOA 16 318 162 316 170	