

### **Competitive Compass Game**

This compass game is designed to help teach elementary compass requirements so that it is both fun and simple.

#### **Layout of course**

First, you have to measure out a step course 100 feet long (or 200 feet long if space permits), to check the players' step-length. Place markers at 25' 50' & 75' feet for step measurements. Then place twenty markers five feet apart on a straight East-West line. Number the markers consecutively from 1 to 20, with number 1 on the marker farthest West.

An alternate method is to fasten tags five feet apart on a rope and number the tags consecutively from 1 to 20. Then all that is necessary to setup the course is to stretch the rope in an East -West direction with number 1 on the West end.

#### **Equipment Needed**

Each Player will need a score card, a pencil and a compass.

#### **Preliminary Instruction to players**

Permit each player to check the length of his step over the measured step course. To make calculation of distance easy, he should learn to take steps while measuring that are 2 feet,  $2\frac{1}{2}$  feet or 3 feet long. Explain how to use the compass. With most, turn the dial to the desired degree reading. Then, without changing the dial setting, hold the compass in such a direction that the magnetized needle points to "N". When held in that manner, the arrow on the transparent plate points in the correct direction to walk.

#### **Playing the game**

Start each player at the marker which corresponds with the first "Starting Point No." on his score card. Players will then travel according to the degrees and distances indicated. When the player has traveled the course he will write on his score card the number of the marker nearest to the actual destination he has reached. Player will then proceed to the marker indicated by the second "Starting Point No." on his score card and repeat the procedure. Repeat again over the third course.

#### **The Score**

The correct destination of each course is shown on the reverse side of this card. (Note: each destination is within one foot of being mathematically correct.) If a player reaches a correct destination, his score is 100 for that course. Otherwise deduct five points for each marker missed from the correct one. For example, if a player on course No. 4 finishes at (or nearest to) No. 11, he missed the correct destination (No.8) by three markers and his score for the course is 85. After determining the scores for each of the three courses, add the three scores to obtain the total. Highest total score is the winner. The highest possible total score is 300.



**Correct Destinations**  
Of compass courses on accompanying score

Starting Point No.	Correct Destination	Starting Point No.	Correct Destination
1	7	11	10
2	15	12	13
3	2	13	12
4	8	14	13
5	16	15	13
6	8	16	10
7	8	17	6
8	9	18	10
9	15	19	12
10	19	20	16

This game was reproduced from game available from the Boy Scouts of America circa 1960s

CATALOG NO.1133

A COMPETITIVE  
**COMPASS GAME**  
SIMPLE-FUN-CONSTRUCTIVE

This is an excellent game for almost any outdoor occasion and may be used by small or large groups. Each set accommodates 20 players. Space required is only 100 feet by 100 feet. The game is designed for competition and fun and at the same time provides excellent compass training with out elaborate advance preparation. Twenty separate trails, each having three direction of travel, are automatically established by setting put a row of stakes.

( Detailed Instructions Inside)



BOY SCOUTS OF AMERICA