

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 without elaborate advance preparation. Twenty separate trails, each having three directions of travel, are automatically established by setting out a single row of stakes.

(Detailed Instructions Inside)



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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 either 2 feet, 2½ feet or 3 feet long.

Explain how to use the compass. With the SILVA, 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" 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" 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 the 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 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 winner. The highest possible total score is 300.