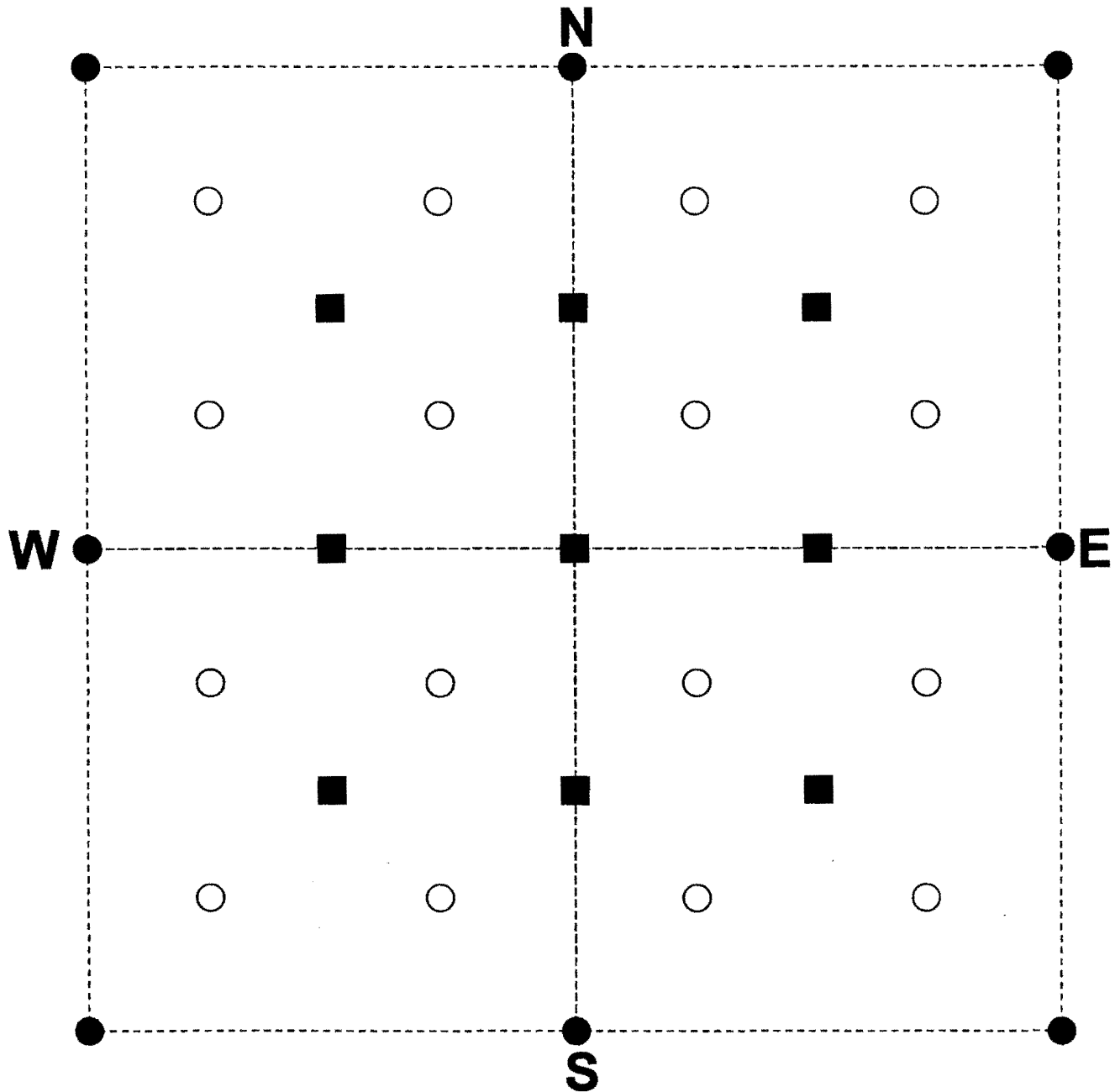


## **Get Your Bearing**

### **Science Olympiad 2010**

1. The entire Get Your Bearing field will be approximately 30meters X 30meters.
2. There will be four (4) entry points or gates (N, S, E, W) so that four teams can be doing the event simultaneously.
3. The field will be set up into four quadrants (see drawing on reverse side) and each quadrant will have the same number of markers and be the same number of meters in total length. Markers will be flags, stakes, cones, and poly spots.
4. Participants will be given a list of azimuth readings and distances in meters. They will follow the directions on the test sheet by using directional means and pace, and locate control markers as they proceed. None of the directions given will lead the team outside the perimeter of the Get Your Bearing Field. Once located, the code on the control marker must be written down in the space provided.
5. Students may not use a meter wheel or measuring tape during the competition. Therefore, it is important for students to know how to align their compasses and how to pace in meters.
6. Students must provide their own compass, pencil, and clipboard. Notes and calculators are permitted. Students are reminded to avoid metal objects on their person and clipboard while competing.
7. This event runs regardless of weather—excepting lightning of course – so students need to come dressed appropriately. If it is going to rain, plastic protector sheets will be provided to cover tests but it will be the students responsibility to keep their tests as dry and legible as possible.
8. Teams will earn points per correctly identified marker. Time on course will be the tie-breaker.



School: \_\_\_\_\_ Color: \_\_\_\_\_

Start at the (East) gate

1. Go 230° for 10.6 m. to \_\_\_\_\_
2. Go \_\_\_\_\_ for \_\_\_\_\_ m. to \_\_\_\_\_
3. Go \_\_\_\_\_ for \_\_\_\_\_ m. to \_\_\_\_\_
4. Go \_\_\_\_\_ for \_\_\_\_\_ m. to \_\_\_\_\_
5. Go \_\_\_\_\_ for \_\_\_\_\_ m. End at \_\_\_\_\_

Total Score: _____	Time: _____
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