

2026 Navigator Challenge

*Orienteering & Geocaching Workshops and
Navigation Courses*

March 13-15, 2026



Leader's Guide

The **Navigator Challenge** is a council regional camporee event that combines a Scout-O orienteering event with a geocaching event. Both events will have training workshops in the morning followed by in-the-woods orienteering courses and geocache searches in the afternoon. Scouts can choose to do one or the other track.

The **Navigator Challenge** is open to all Scouts BSA, Venturers, Sea Scouts, and Explorers. There are a limited number of spots for each track.

The **Navigator Challenge** will take place the weekend of March 13th – 15th at Camp Crooked Creek, Shepherdsville, KY.

Scouts.....\$25
Adults.....\$10

To register go to
<https://lhcbasa.org/eventsandactivities/>

To request a campsite or ask questions, please email Matt Scobee (event chair) at mscobee@gmail.com

Event Staff and Contact Information

Matt Scobee
Event Chair
(502) 819-2979
mscobee@gmail.com

Dan Curley
Event Chair - Emeritus
(847) 652-0849
northernpoint@gmail.com

Sarah Rathburn
Seneca District Director
(502) 400-5377
Sarah.Rathburn@scouting.org

Directions to Camp Crooked Creek

Camp Crooked Creek is located in Clermont, KY.



From I-65, take Exit 112 (Clermont Rd/KY-245) eastbound for approximately 1 mile. Turn right onto Plenmar Dr. You will enter a residential subdivision. Turn left onto Terry Drive. You will enter Camp Crooked Creek. The road ends at the camp's administration building (and main parking).

Registration and Campsite Requests

For more information and to register online, please visit

<https://lhcbasa.org/eventsandactivities/>

or

<https://lh.tentaroo.com/admin2/events/8101/35165/2026-Navigator-Challenge>

\$25 per Scout participant and \$10 site fee per adult if paid prior to March 6th.

Register how many Scouts are doing the Orienteering track and how many are doing the Geocaching track in Tentaroo.

Campsites can be requested by e-mailing Matt Scobee, mscobe@gmail.com

Campsites will be assigned on a first-come, first-served basis, and depending on unit size and needs, you may be sharing a campsite with another unit.

Before departing on Sunday morning, the Senior Patrol Leader must check-in with the Campmaster to arrange a campsite inspection.

Lincoln Heritage Council/District Refund Policy

- A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge if a written request is made at least 30 days prior to a council or district program/activity.
- No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.
- No refund request will be accepted after 7 days of the activity.
- Fees are transferable to other Scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or canceled check.

Camp Policies and Procedures

Guide to Safe Scouting and Safeguarding Youth (formerly referred to as Youth Protection): All participants are expected to adhere to Scouting America National Guidelines as outlined in the Guide to Safe Scouting ([Guide to Safe Scouting | Scouting America](#)). In particular,

- One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.
- Two registered adult leaders 21 years of age or over are required at all Scouting activities.
- All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in.
- A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.
- For additional (and the most up-to-date) information, please visit: [Youth Protection and Adult Leadership | Scouting America](#) and [Youth Protection and Barriers to Abuse FAQs | Scouting America](#)

The Law is the Rule - Everyone is expected to abide by the Scout Law, Scout Oath, Scout Slogan, Scout Motto, Outdoor Code, and Leave No Trace.

Buddy System: Everyone will use the Buddy System at all times.

Camp Security: All camp visitors must sign in at the Admin Building. A sign-in log will be maintained, and positive identification will be required. A visitor nametag will be issued. Upon conclusion of their visit, guests will sign out so that camp administration will know who is on camp property at all times.

Alcoholic Beverages: Neither alcohol nor non-prescribed controlled substances (drugs) are allowed at Camp Crooked Creek. Possession, use, or signs of intoxication will result in immediate dismissal from camp and will likely result in law enforcement involvement.

Smoking: Scouting America guidelines require a smoke-free environment for Scouts. If you must smoke, please do so out of sight of youth participants and not within any buildings. Please “field dress” your butts and dispose of them properly, remembering the ever-present danger of forest fires.

Vehicles: The Health and Safety Committee along with the Camping Committee has established a written policy and procedure for vehicles in camp.

- Only ONE vehicle will be allowed per campsite per unit. At sign-in, a vehicle pass will be issued for this vehicle.
- Unit leaders must ensure that all other vehicles are parked only in designated parking areas (at the administration building).

- Weather permitting, trailers will be allowed in campsites.
- 3 mph (walking-speed) speed limit
- Seatbelts must be worn when a vehicle is not parked. One person per seatbelt. No riding in truck beds.
- No ATVs, no RVs, no generators, no golf carts (with the exception of staff carts).

Stoves and Lanterns: Follow Scouting America regulations regarding fuels. Keep open flames out of and away from tents, chairs, and buildings.

Campfires: Use established fire rings only. Do not cut standing trees. Do not bring wood from out-of-state. Only use charcoal or dead wood from downed trees. Never leave a campfire unattended, especially when preparing for bed. As a general rule, the only things you should remove from a fire are food and cooking implements (like skewers). While in use, fire guards should be posted in accordance with a Unit Fire Guard Chart, with water and/or sand on hand. When no longer in use, all campfires should be completely extinguished and cool to the touch.

Food: Units are expected to bring and prepare their own meals and/or snacks.

Campsites: Ensure that your campsites are completely cleaned up (with all campfires extinguished) and contact camp administration for a walkthrough before departure.

Firearms: No firearms are permitted at Camp Crooked Creek, whether open or concealed.

Knives, Axes, Saws: No chainsaws or fixed-blade knives are permitted. Folding or pocketknives are only to be carried and used by Scouts who have earned their Whittling Chip (Webelos) or Totin' Chip (Scouts BSA). Axes, bowsaws, and camp saws are only permitted in axe yards of Scout Troops or Venture Crews, by Scouts who have earned their Totin' Chip. Unit Leaders are responsible for ensuring knife, axe, and bowsaw safety within their own units.

Rocks and Sticks: Although tempting, rocks must not be thrown and sticks should not be swung. Injury/damage to property or people is the normal result of such horseplay and may result in dismissal from camp.

First Aid: The Health Lodge will be staffed for this event. Following immediate First Aid/CPR, medical emergencies should be directed to the Health Lodge. Minor First Aid (band-aids, tick removal, etc.) can be administered at unit campsites, if practical. Remember to wash your hands.

Health Forms: Troops are required to have Scouting America Health Form A and B for all youth and adult participants. Troops will be in charge of their possession.

Emergencies and Severe Weather: In the event of any emergency, staff will sound one long blast of an air horn (to be repeated 30 seconds later). During the event, if you hear one long blast of an air horn, please proceed immediately to the Dining Hall.

During the event, the Dining Hall will be used as the primary emergency shelter. In an emergency where the Dining Hall is unsafe (for example, Dining Hall is on fire), all units will gather on the parade field.

In any emergency, unit leaders should call roll and report any missing persons to camporee staff.

In the event of severe weather (at any time), the following are considered Severe Weather Shelters. In the case of an immediate threat of severe weather, report to one of the following severe weather shelters.

Severe weather shelter	Suggested for anyone staying in the following sites*
Dining Hall	Sites 1 - 6
Staff lounge and staff cabins	Sites 1 - 4
Sales shelter	Site 5 - 6
Adirondacks	Shelter in place
Health lodge	Anyone
Bunk house	Sites 8 - 9
*During a severe weather incident, <i>all listed shelters are open to everyone</i> . If a warning is sounded, go to the nearest shelter.	

Suggested Personal Gear

In addition to the gear you would normally pack for a typical late-winter campout, you should include:

- Shoes/boots appropriate for going off trail
- Long-pants & long-sleeved shirt (or jacket) appropriate for going off trail
- Compass or GPS unit
- Insect repellent

Master Schedule of Events

Friday, March 13, 2026

- 5:00 - 9:00 PM Check-in @ Admin Building and camp set-up
- 8:30 – 9:30 PM Leader Meeting for SPL, ASPL & Scoutmaster @ Dining Hall
Turn in youth rosters for Orienteering and Geocaching selections
Turn in master roster to the Campmaster
- 11:00 PM Lights out

Saturday, March 14, 2026

- 7:30 - 8:30 AM Unit Packet Pickup & Late check-in @ Dining Hall
- 8:45 AM Flag Raising Ceremony @ Dining Hall Field
- 9:00 – 9:10 AM Morning Instructions @ Dining Hall
- 9:10 – 12 Noon Workshops – split between Orienteering or Geocaching
See breakdown schedule in each program track section
- 12 Noon – 1 PM Lunch on own in campsites
- 1:00 PM Orienteering Courses and Geocaches open
- 1:30 PM Maze-O Opens @ Dining Hall Field
- 4:00 PM All courses close – Scouts must return to Dining Hall
- 4:15 PM Flag Lowering Ceremony @ Dining Hall Field
- 4:20 PM Awards Presentations @ Dining Hall
- 6:00 PM Dinner on own in campsites
- 11:00 PM Lights out

Sunday, March 15, 2026

- 9:00 - 10:45 AM Check-out with Campmaster
- 11:00 AM Campsites cleared

GENERAL INFORMATION

WHO: This event is for Scouts BSA members.

PATCHES: Event patches will be provided for all who pre-register.

WE GO RAIN OR SHINE: Scouts should be prepared and dress for the weather.

WAIVER OF LIABILITY: EACH *ORIENTEERING* participant must have a signed Waiver of Liability form presented at registration. Youth under 18 must have a parent or guardian's signature on the form. This form is at the end of this Leader's Guide.

REGISTRATION: **All Scouts must pre-register.** It is expected that Scouts will participate through their troop. Scout registration fee is \$25 per youth Scout and adult site fee is \$10 per adult leader. All adults camping overnight must be registered leaders in Scouting America.

THIS IS NOT A DROP OFF EVENT

BUDDY SYSTEM: SCOUTMASTER – **Please list Scouts in teams of two** (close to similar age/rank) on the roster included with the registration packet, per Orienteering or Geocaching Track. If there is an odd number, combine three Scouts as a team and list them last on the roster.

9/1/2024 BUDDY SYSTEM UPDATE FOR Scouting America:

- A buddy pair cannot be mixed gender, where appropriate a third youth must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age, with permission from their parents or legal guardians.
- Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but **must** be no more than two years for all tenting.
- When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.

The roster must be turned in at the Friday night leaders' meeting. If your unit is arriving Saturday, please email the roster to mscabee@gmail.com by Wednesday, March 11th so that it can be printed in time by the staff and brought to camp.

MASTER ROSTER: Please turn in on Friday night the master roster (included with the registration packet and also available from the Campmaster) to the Campmaster accounting for everyone on-site.

VOLUNTEERS: It takes a lot of people to make this event successful! We are asking that each troop provide at least one adult volunteer to help with some part of the day. Volunteers with orienteering or geocaching experience can help with the morning training workshops. We also need volunteers to assist with the afternoon orienteering courses—at the start, at the finish to check Scouts back in, and at the Maze-O.

All volunteers will get a free lunch, have their orienteering course fee waived if they want to go out on a course in the afternoon and will receive a patch. Please list the volunteer on the registration form. Please contact Matt Scobee at mscobee@gmail.com with questions.

CAMPING: For this event, each unit will operate in their campsite independent of Camporee Staff. Each unit will be responsible for all meals, basic first aid and cleanliness of respective sites. On Sunday, check out will be conducted following the direction of the campmaster for the weekend.

*****CAMP SITE REQUEST**CAMPSITE REQUEST**CAMPSITE REQUEST*****

After registering on the council's Tentaroo site, please email Matt Scobee at mscobee@gmail.com with the three campsites that you would like. Please don't call the council office – they will just send you to Matt ☺ Campsites will be assigned in the order that their registrations were received. Units may have to share a campsite with another unit, or overflow in Camp Lowe.

If troops need to be assigned to overflow sites in Camp Lowe, we ask that leaders drive their Scouts down to Crooked Creek for the workshops, then back and forth for lunch. We know this is not ideal but we appreciate your help.

The following buildings are reserved for the camporee program: Pool Shelter, Rotary Shelter, Admin Building & Dining Hall.

RANK & MERIT BADGE REQUIREMENTS: There will be several requirements for rank and merit badges that will be worked-on during this event. Due to the large number of participants at this event, camporee staff will be unable to work with Scouts individually to sign them off. This guide will list what requirements were covered. **It will be the Scout's responsibility to either show, demonstrate or explain to a troop leader or a merit badge counselor what they learned or did to complete the requirement and get the signature.**

TICKS: We are seeing ticks come out earlier now as winters are getting shorter and warmer. All participants will go into the forest at some point. Bug spray with deet is required.

WEATHER: Weather in March in Louisville varies wildly. Overnight can get very cold and winter-like. Mornings may need a pull-over, gloves and a knit hat, Afternoons could be a long-sleeve T-shirt. Scouts should be prepared for the wide range in temperatures. Remind them to wear layers that can be removed.

ORIENTEERING TRACK

Orienteering is a high-energy sport in which the map is more important than the compass and your brain is more valuable than your brawn.

ACTIVITIES

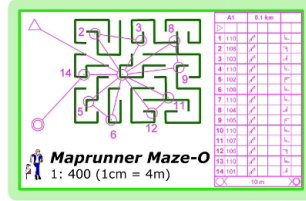
ORIENTEERING INSTRUCTION STATIONS - In the morning to learn or brush up on the skills needed to navigate cross-country with a map and compass. There will be five classes providing instruction on:

- Compass Skills
- Pace Counting
- Guided Map Hike
- Contours
- Map Symbols

ORIENTEERING COURSES - Scouts will pair up into buddies and complete a one-mile orienteering course (good for the First Class rank requirement and one of the three courses needed for Orienteering merit badge). After they complete the course, they may do additional courses that increase in difficulty. Awards will be given for the top three fastest finishers with accurate scores based on their course category.

O-COURSES:	White	Yellow	Orange	Brown	Green
LENGTH:	2.5 km	3 km	4 – 5 km	3.7 km	4 – 7 km
DIFFICULTY:	Beginner	Novice	Intermediate	Advanced Short	Advanced Medium
AWARDS FOR:	New Scouts & Tenderfoot	Second & First Class	Star, Life, Eagle	Experienced Orienteers Only	Experienced Orienteers Only

THE MAZE-O! – Scouts who have returned from the course can challenge themselves individually on THE MAZE-O! Awards will be given for the three fastest and accurate scorers for youth and adult. *Note – the Maze-O does not count for rank or badge requirements – it is just really fun to do. Example of a Maze-O:*



ORIENTEERING TRACK SATURDAY SCHEDULE

7:30 – 8:30 AM	Packet Pick-up & Late Check-in @ Dining Hall				
8:45 AM	Flag Raising Ceremony @ Dining Hall Field				
9:00 AM	Welcome Instructions @ Dining Hall				
9:10 AM – 12:00 PM color groups:	Orienteering Workshop training rotation by assigned				
	9:10 AM	9:45 AM	10:20 AM	10:55 AM	11:30 AM
1 Guided Map Hike	Yellow	Red	Green	Orange	Blue
2 Contours	Blue	Yellow	Red	Green	Orange
3 Compass Skills	Orange	Blue	Yellow	Red	Green
4 Pace Counting	Green	Orange	Blue	Yellow	Red
5 Map Reading & Symbols	Red	Green	Orange	Blue	Yellow
12:00 PM – 1:00 PM	Lunch on own in campsites				
12:45 PM	Map selection and pick-up opens in Dining Hall				
1:00 PM	Orienteering courses open! @ Dining Hall Parade Field <i>Scouts may do as many course as they like.</i>				
1:30 PM	Maze-O Opens!				
2:00 PM	Orange Course Starts Close				
3:00 PM	Yellow Courses Starts Close				
3:15 PM	White Course Starts Close				
4:00 PM	Courses Close – All Scouts must return @ Dining Hall				
4:15 PM	Flag Lowering Ceremony @ Dining Hall Field				
4:20 PM	Awards Presentation @ Dining Hall				

COURSE DESCRIPTIONS

WHITE COURSE: 2.5 km (1.5 mi.) routes are all on trails or use “handrails” such as fences, powerlines, and streams. Route choices are simple and are designed to teach how to keep the map oriented to the north and which way to turn at an intersection. This is a good course for first timers, new Scouts and Tenderfoots. Clue sheets will have words and symbols.

YELLOW COURSE: 3 km (1.9 mi.) routes are again on trails or “handrails,” but control markers are placed slightly off the beaten path. Route choices are still simple, but require that the orienteer figure out where to look into the woods to find each marker. This is a good course for those with map reading experience, Second and First Class Scouts. Clue sheet will have words and symbols.

ORANGE COURSE: 4 – 5 km (2.5 – 3 mi.) routes. At this level, the orienteer begins to have the choice between easy, but long routes and shorter cross-country routes. Compass use becomes necessary as routes become more complicated. Intermediate skill level is required, or having completed the two previous courses. This course is good for Star, Life and Eagle Scouts. Clue sheets will have symbols only. Scouts may request a clue decoder sheet.

BROWN COURSE: 3.7 km (2.3 mi.) routes are Yellow in length, but are almost entirely cross-country. Route choices are challenging mentally and markers may be harder to find. Compasses are required. Clue Sheets have symbols only.
EXPERIENCED ORIENTEERS ONLY – REQUIRES EVENT DIRECTOR’S PERMISSION.

GREEN COURSE: 4 – 7 km (2.5 – 4.3 mi.) routes are Orange in length, but are almost entirely cross-country. Route choices are challenging mentally and markers may be harder to find. Compasses are required. Clue Sheets have symbols only.
EXPERIENCED ORIENTEERS ONLY – REQUIRES EVENT DIRECTOR’S PERMISSION.

Scouts should have completed the Orange course or several other previous orienteering events before attempting advanced courses. Scouts will need permission from the Event Director to attempt the Brown or Green Courses

E-PUNCHES

Each Scout *team* will be loaned an orienteering Electronic Punch (E-Punch, also called a fingerstick). The E-Punch provides a timed electronic log of each Scout’s progress at each control and provides a finish time.

Either during lunch or prior to the start of the courses, your Senior Patrol Leader will need to pick-up the zip-lock bag of E-Punch sticks that will be pre-assigned to

the Scouts in your troop. Please pass out the numbered stick to the corresponding name of the Scout based on the information we received on the roster form. The numbered stick will reflect the name we have entered into the computer for results.

Please remind your Scouts that these are loaned to them. Each stick has a strap that goes around the wrist to prevent it from being easily lost. The replacement cost for a lost stick is \$50.00.



BUDDY SYSTEM

Orienteering is generally an individual sport. To comply with the Scouting America Buddy System guidelines, two-person competition teams are being used at this event. A Scout team is exactly 2 participants who compete together on the same color course (only exception made is if the troop has an odd number of Scouts, then one team may be made up of 3 Scouts).

Both participants will receive a map. Each Scout will take a turn leading the navigation to the next control. The Scout whose last name is lowest on the alphabet will lead the navigation to the odd number controls (1, 3, 5, 7, etc.). The other Scout will lead the navigation to the even number controls (2, 4, 6, 8, etc.).

EQUIPMENT

Each Orienteering participant will need:

- The Scout 10 Essentials
- **Compass!**
- Watch
- Pen or pencil
- Water bottle or canteen
- Small backpack/rucksack
- Long pants
- Rain gear
- Bug spray with deet to protect against ticks in the forest

COMPASSES

There are lots of different types of compasses out there. Some are much better suited for orienteering than others.

CLEAR BASE COMPASS: This is the **preferred and recommended compass** to use for map work and orienteering. They are clear and allow the map to be seen when the compass is over top. The other key requirement is the straight edges on the sides. This compass can be found at outdoors stores as well as the Scout Shop, Quest Outdoors, REI, Dicks Sporting Goods and Walmart in the camping section. They are typically under \$20.00 and with proper care, last a lifetime.



MILITARY COMPASS: A lot of Scouts may have these as they have been passed down from a parent or perhaps received it from an army surplus store. While not as good for this style of orienteering, they “*will work*” for what the Scout needs to do as it has straight edges on the sides. But the clear base compass above is still highly preferred for orienteering and map and compass land navigation.



LENSATIC & OTHER COMPASSES: Since these compasses don't have a straight edge on the sides, **they are not usable for orienteering.**



Orienteering Louisville has a small number of loaner compasses. We would prefer to save these for Scouts who may have trouble affording a compass and would otherwise not participate in this event.

We ask that troop leaders encourage their Scouts to acquire a clear baseplate compass for this event. If your troop owns a compass set, we ask that you bring them.

RANK ADVANCEMENT & MERIT BADGE

Camporee staff will cover the following rank or merit badge requirements. Scouts will either be able to complete requirements, or gain the knowledge to explain, show or demonstrate to a merit badge counselor or leader what is required for completion. **The troop's leaders will have to sign off completion.**

SECOND CLASS RANK



3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.

FIRST CLASS RANK



4a. Using a map and compass, complete an orienteering course that covers at least one mile. *(Note we will not be doing the second part of this requirement requiring measuring height or width. This should be a troop activity and can be done at our event. We suggest measuring the flag pole's height.)*

ORIENTEERING MERIT BADGE



2. Explain what orienteering is.
3. Do the following:
 - a. Explain how a compass works. Describe the features of an orienteering compass.
 - b. In the field, show how to take a compass bearing and follow it.
4. Do the following:
 - a. Explain how a topographic map shows terrain features. Point out and name five terrain features on a map and in the field.
 - b. Point out and name 10 symbols on a topographic map.

- c. Explain the meaning of *declination*. Tell why you must consider declination when using map and compass together.
- d. Show a topographic map with magnetic north-south lines.
- e. Show how to measure distances on a map using an orienteering compass.
- f. Show how to orient a map using a compass.
- 5. Set up a 100-meter pace course. Determine your walking and running pace for 100 meters.
Tell why it is important to pace-count.
- 6. Do the following:
 - a. Identify 20 international control description symbols. Tell the meaning of each symbol.
 - b. Show a control description sheet and explain the information provided.
 - c. Explain the following terms and tell when you would use them: attack point, collecting feature, catching feature, aiming off, contouring, reading ahead, handrail, relocation, rough versus fine orienteering.
- 7. Do the following:
 - a. Take part in three orienteering events. One of these must be a cross-country course.
 - b. After each event, write a report with (1) a copy of the master map and control description sheet, (2) a copy of the route you took on the course, (3) a discussion of how you could improve your time between control points, and (4) a list of your major weaknesses on this course. Describe what you could do to improve.

Please note – the orienteering merit badge cannot be completed in one day.

Scouts will have the opportunity to complete most of the requirements, however requirements 1, 8, 9 and 10 need to be completed on their own after the event. The most practical way to complete the rest of the requirements is to participate in future Orienteering Louisville club events. Of course, scouts and troops can also complete the requirements on their own.

ORIENTEERING TRACK WAIVER

Release and Waiver of Liability, Assumption of Risk, and Indemnity Agreement

In consideration of being permitted to participate in any way in the Orienteering USA member club events, I and/or my minor child, our personal representatives, assigns, heirs, and next of kin:

1. Acknowledge, agree, and represent that I and/or my minor child understand the nature of orienteering activities and that I and/or my minor child are qualified, in good health, and in proper physical condition to participate in such activity. I further agree that if at any time I believe conditions to be unsafe, I and/or my minor child will immediately discontinue further participation in the activity.

2. Fully understand that (a) orienteering activities involve risks and dangers of serious injury or in extreme cases, death. (risks) (b) these risks and dangers may be caused by me and/or my child's own actions, or inaction, or the actions or inaction of others participating in the activity, the condition in which the activity takes place, or the negligence of the "releasees" named below; (c) there may be other risks either not known to me or not readily foreseeable, and I fully accept all such risks and responsibility for losses, costs and damages, I and/or my minor child incur as a result of my participation in the Activity.

3. Hereby accept and assume all such risks, and assume all responsibility for the losses, costs and/or damages following such injury, or death, even if caused in whole or in part, by the negligence of the "releasees" named below.

4. Hereby release, discharge and covenant not to sue the member club, their respective administrators, directors, agents, officers, officials, volunteers, and employees, other participants, any sponsors, advertisers, Orienteering USA, Orienteering Louisville, Scouting America, The Lincoln Heritage Council, host third party operators and if applicable, owners and lessors of premises on which the Activity takes place, (each considered one of the "releasees" herein) from all liability, claims, demands, losses or damages on my account caused or alleged to be caused in whole or in part by the negligence of the "releasees" or otherwise, including negligent rescue operations, and I further agree that if, despite this release and waiver of liability, assumption of risk and indemnity agreement I and/or my minor child, or anyone on my and/or my minor child's behalf, makes a claim against any of the releasees I will indemnify, save and hold harmless each of the releases from any litigation expenses, attorney fees, loss, liability, damage, or cost which may incur as the result of such claim.

5. I have read this agreement, fully understand its terms, understand that I have given up substantial rights by signing it, and have signed it freely without the inducement or assurance of any nature and intend it to be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid the balance, notwithstanding, shall continue in full force and effect.

Event Site: **Crooked Creek Navigator Challenge 2026 – March 14, 2026**

Signature of Participant

Print Name

Date

Signature of Parent/Legal Guardian
(If Participant is under age 18)

Print Name of Minor Child

Date

Telephone _____ (where we can contact you today if needed)

GEOCACHING TRACK

Geocaching is an outdoor recreational activity, in which participants use a Global Positioning System receiver or mobile device and other navigational techniques to hide and seek containers, called "geocaches" or "caches", at specific locations marked by coordinates all over the world.

ORIENTEERING or GEOCACHING?

We recommend first year Scouts and recent Arrow of Light crossovers to do the Orienteering Track first, then the following year, come back and do the Geocaching Track. The Orienteering Track will teach the basics of land navigation, which apply to geocaching. We have noticed that a lot of first year and AOL Crossovers struggle with the technology part of the GPS.

ACTIVITIES

GEOCACHING INSTRUCTION STATIONS - In the morning to learn or brush up on the skills needed to use a GPS to search for hidden geocaches around the camp. There will be five classes providing instruction on:

- Using a GPS
- All About Caches
- Waypoints
- Geocaching Terms & Maps
- Virtual Cache Hunt

GEOCACHE SEARCH - Scouts will pair up into buddies and search the camp for temporary hidden geocaches in the afternoon. There will be a course for younger scouts and one for older scouts. Teams will be timed with staggered starts. The fastest three will receive awards.

BUDDY SYSTEM

Scouts participating in the Geocaching tract will need to be buddied up into teams of two. If the troop has an odd number, only one team can be made up of three Scouts.

EQUIPMENT

Each Geocaching participant will need:

- The Scout 10 Essentials
- **Handheld GPS Device, or a Smartphone with GPS Capabilities!**
- Spare batteries
- Compass

- Watch
- Pen or pencil
- Water bottle or canteen
- Small backpack/rucksack
- Long pants
- Rain gear
- Bug spray with deet to protect against ticks in the forest

GPS DEVICES

Each scout participating in the geocaching track must bring their own handheld GPS device OR a smartphone with GPS capabilities

HANDHELD GPS DEVICE: Compared to a smartphone, a handheld GPS has some major advantages, including superior durability and a much longer battery life. Most Scouts will probably not have these as they tend to be more expensive. If a parent already owns one, this device would be ideal to bring to camp. **PLEASE DO NOT GO OUT AND BUY A HANDHELD GPS JUST FOR THIS EVENT.**



SMARTPHONE WITH GPS CAPABILITIES: Most smartphones have GPS capabilities. These will also work for geocaching. While there are many geocaching apps, they require cell service to function. There is **no reliable cell service** at Camp Crooked Creek. But we will be using the Google Maps app – see below

PLEASE REVIEW THESE GUIDELINES FOR THE USE OF SMARTPHONES FOR THIS ACTIVITY:

- **The camporee staff and council are not responsible for personal electronics, including lost, damaged or exposed to water infiltration.**
- Individual Troops rules on electronics should be followed. Suggestions for Troops could be:
 - The Scoutmaster collects personal electronics at the start of the camporee on Friday night and securely stores them in a vehicle or troop trailer. They are then re-issued on Saturday morning and then recollects them prior to Saturday dinner.
- Electrical outlets are very limited at the camp. Do not plan on being able to charge a smartphone while at camp. The phone should be fully charged upon arrival to camp. Phones should be turned off overnight

Friday night. Bring a charging brick and make sure other apps are turned off so as not to drain the battery are highly suggested.

- There is no reliable cell service in the camp, so specialty geocaching apps will not be used as they won't connect to any cell data. We will be using **Google Maps App** for all geocaching. This must be set-up with an "offline" base map prior to arrival at camp – see the Google Maps Instructions at the end of this Leader's Guide.

GEOCACHING TRACK SATURDAY SCHEDULE

7:30 – 8:30 AM Packet Pick-up & Late Check-in @ Dining Hall

8:45 AM Flag Raising Ceremony @ Dining Hall Field

9:00 AM Welcome Instructions @ Dining Hall

9:10 AM Introduction to Geocaching @ Dining Hall

9:45 AM – 12 PM Geocaching Workshop training rotation by assigned letter groups:

	<u>9:45 AM</u>	<u>10:20 AM</u>	<u>10:55 AM</u>	<u>11:30 AM</u>
1 Waypoints	A	D	C	B
2 What is a Cache	B	A	D	C
3 Virtual Cache Hunt	C	B	A	D
4 Geocaching Terms & Maps	D	C	B	A

12:00 – 1:00 PM Lunch on own in campsites

1:00 PM Geocaching Search Starts! @ Dining Hall Field – Scouts
Must find the start location with the coordinates given to get assigned a start time and receive the sheet with coordinates of the geocaches.

1:30 PM If Scouts doing Geocaching finish early, they may do the Orienteering Maze-O in the Dining Hall Parade Field

4:00 PM All Searching Ends, everyone must report back to Dining Hall

4:15 PM Flag Lowering Ceremony @ Dining Hall Field

4:20 PM Awards Presentation @ Dining Hall

RANK ADVANCEMENT & MERIT BADGE

Camporee staff will cover the following rank or merit badge requirements. Scouts will either be able to complete requirements or gain the knowledge to explain, show or demonstrate to a merit badge counselor or leader what is required for completion. **The troop's leaders will have to sign off completion.**

FIRST CLASS RANK



4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.

GEOCACHING MERIT BADGE



2. Discuss the following with your counselor:
 - (a) Why you should never bury a cache
 - (b) How to use proper geocaching etiquette when hiding or seeking a cache, and how to properly hide, post, maintain, and dismantle a geocache
 - (c) The principle of Leave No Trace as they apply to Geocaching
3. Explain the following terms used in geocaching: waypoint, log, cache, accuracy, difficulty and terrain ratings, trackable. Choose five additional terms to explain to your counselor.
4. Explain how the Global Positioning System (GPS) works. Then, using Scouting's Teaching EDGE, demonstrate to your counselor the use of a GPS unit. Include marking and editing a waypoint, changing field functions, and changing the coordinate system in the unit. **The second and third parts of this requirement will not be covered at the workshops.*
6. Describe to your counselor the four steps to finding your first cache. Then mark and edit a waypoint.

Please note – the Geocaching merit badge cannot be completed in one day

Scouts will have the opportunity to complete most of the requirements, however requirements 1, 5, 7 and 8 need to be completed on their own after the event.

GOOGLE MAPS APP SET-UP INSTRUCTIONS

This must be done prior to arrival at camp

Since there is no cell/data service in Camp Crooked Creek proper, each Scout using a smart phone as a GPS will need the Google Maps app and download an “offline map” of Camp Crooked Creek. We will not be using the official Geocaching app for this activity as it requires data signal.

iPhone Instructions to Download a Map to Use Offline

1. On your iPhone or iPad, open the Google Maps app .
2. Make sure you're connected to the internet and not in incognito mode.
3. Search for ***“Camp Crooked Creek Main Parking Lot”***
4. At the bottom, tap the name of the place “Camp Crooked Creek Main Parking”
5. Then tap the three buttons in the top right corner for More < *** >
6. Tap **Download offline map**.
7. Tap TWICE on the center of the map to get it to expand the area that will be mapped.
8. Tap **DOWNLOAD**

Android Instructions to Download a Map to Use Offline

1. On your Android phone or tablet, open the Google Maps app .
2. Make sure you're connected to the internet and [signed in to Google Maps](#).
3. Search for ***“Camp Crooked Creek Main Parking Lot”***
4. At the bottom, tap the name or address of the place
5. Tap the three dots for More < ⋮ >
6. Tap **Download offline map**.

Camp Crooked Creek Campsites

Site	Latrine?	Shelter?	Adirondacks?	Fire Pit?	Electricity?	Size	Notes
1	Y	N		Y	N	Large	
2	Y	N		Y	Y	Medium	Half of site is on a hill, half is on lower open field near the lake
3	Y	N		Y	N	Small	On a hill, backpacking access only
4A	Y	N		Y	Y	Small	ADA site with concrete tent pads, limited grass area for tents
4B	Y	N		Y	Y	Medium	ADA site with concrete tent pads, grass field just to the south for tents
5A	Y	N		Y	N	Small	Concrete tent pads
5B	Y	Y		Y	Y	Large	Concrete tent pads
5C	Y	Y		Y	Y	Large	Shelter is next to Ecology Lodge
6A	Y	Y		Y	Y	Large	Concrete tent pads
6B	Y	N		Y	N	Large	Concrete tent pads
7A	Y	Y	Y	Y	Y	Medium	
7B	Y	Y	Y	Y	Y	Medium	
8A	Y	Y	Y	Y	Y	Medium	
8B	Y	Y	Y	Y	Y	Medium	
9A	Y	Y	Y	Y	Y	Medium	
9B	Y	Y	Y	Y	Y	Medium	
10	Y	N		Y	Y	Medium	
11	Y	N		Y	N	Small	Wood tent platforms
12A	Y	Y	Y	Y	N	Medium	
12B	Y	Y	Y	Y	N	Medium	
Kiwanis	note	Y		Y	Y	Medium	Port-A-Johns
Bunk House	note	N		Y	Y	Medium	Port-A-Johns by Kiwanis
Sales Shelter	note	Y		Y	Y	Medium	Latrine is in site 7
Frontier Town	note	N		Y	N	Medium	Port-A-Johns by Kiwanis
Lakefront Amphitheatre	Note	N		Y	N	Large	Port-A-Johns by Kiwanis

Water Sources in March

Frost-Free Hydrants: Site 4 (closer to Rotary Shelter), Ecology Lodge (near site 6) and Dan Boone Hill

Hose Bib on Buildings: Admin Building, Health Lodge and the Camp Directors Log Cabin

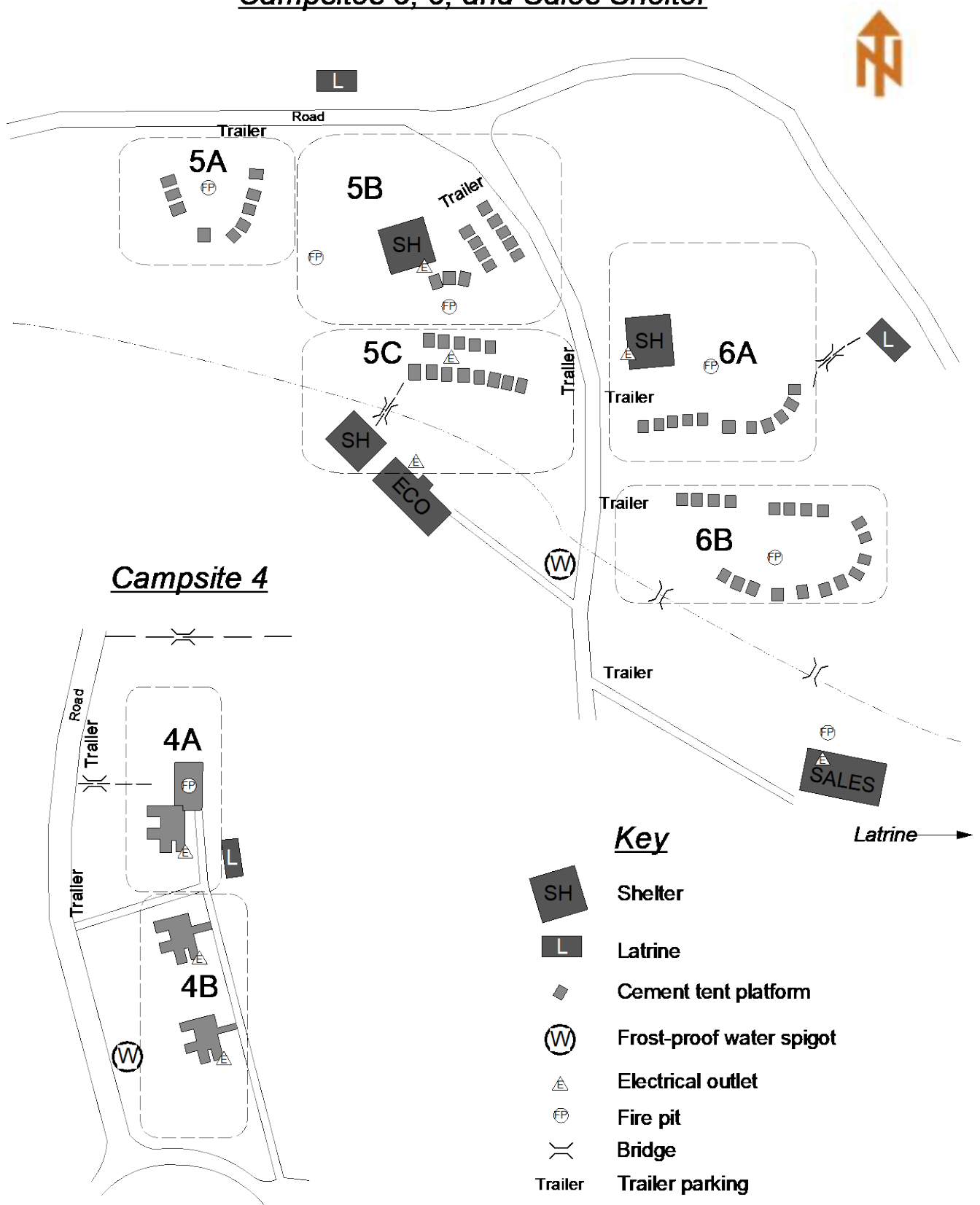
Indoor Restrooms in March

The shower houses will be winterized and closed still in March. The trading post's exterior entrance restrooms will be open as well as the restrooms on the west side of the dining hall.

Parking in Campsites in March

Due to the ground being soft, particularly in sites 1-4, the ranger and the campmaster request that vehicles park in the gravel lot next to the staff lounge lodge. Trailers can be at the sites. Due to the high volume of participants in sites 5, 6 and Sales Shelter area, parking priority has to be given to troop trailers first. The roadways must remain clear for fire trucks, EMS and the ranger's vehicles to pass. Once available parking spots are filled, vehicles will have to park in the main parking lot.

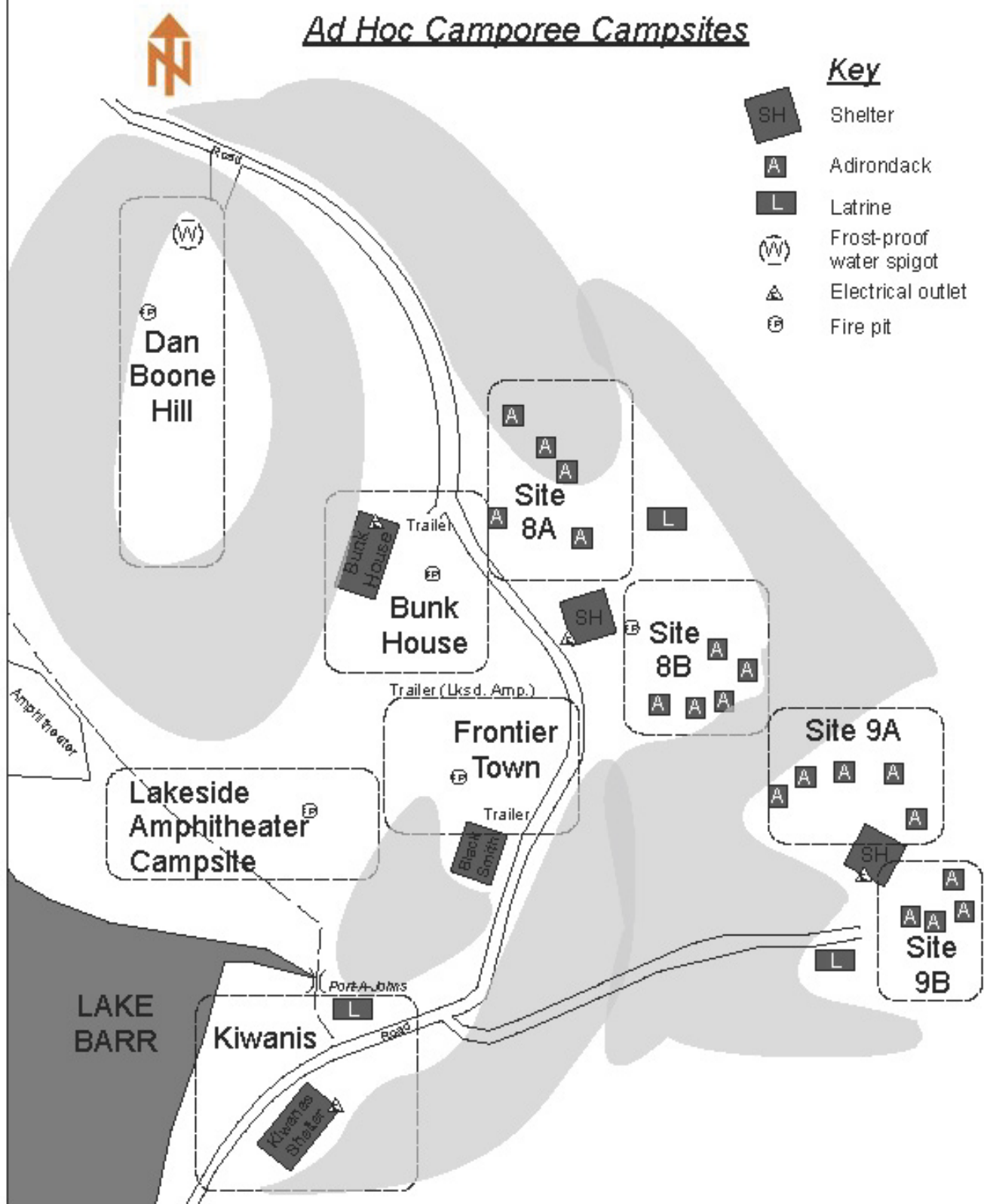
Campsites 5, 6, and Sales Shelter

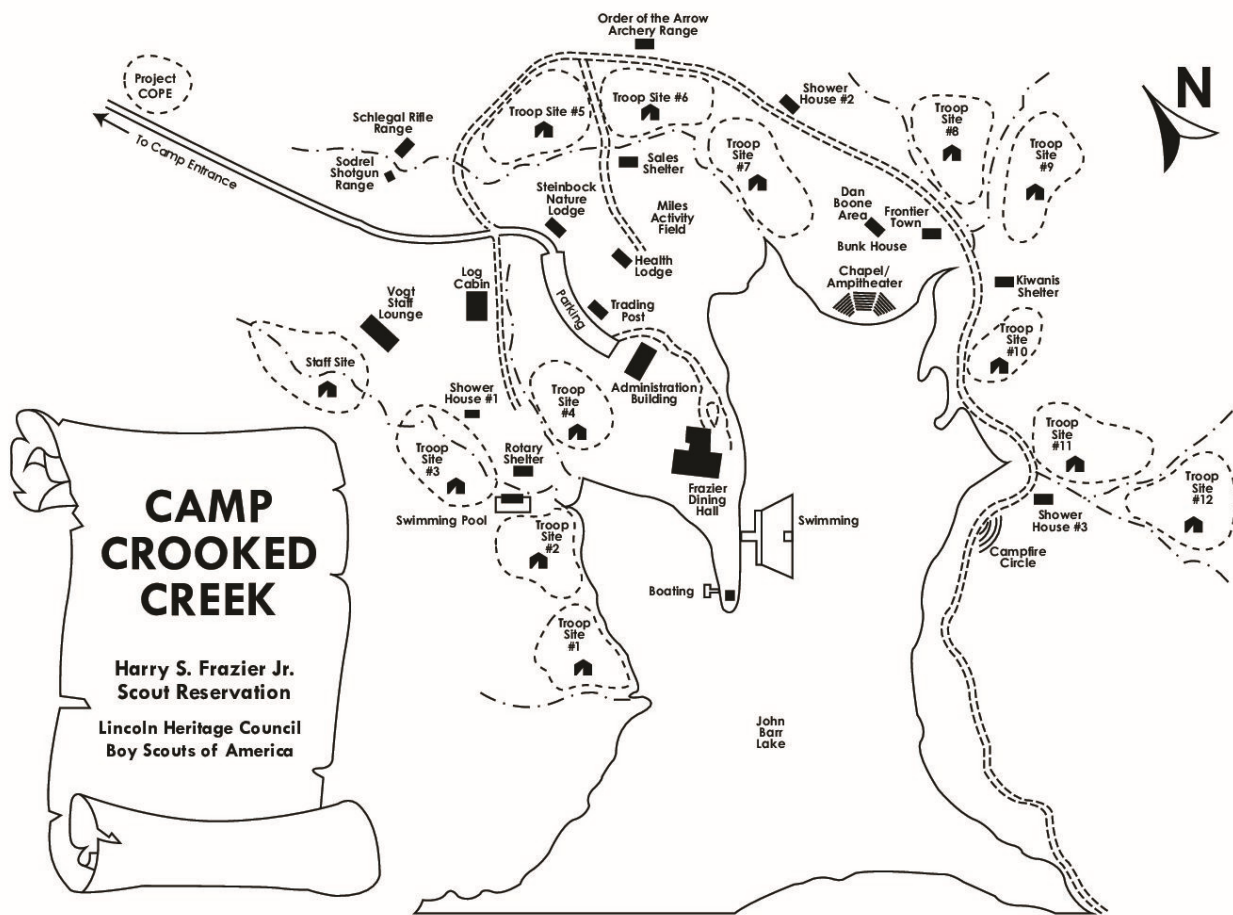


Ad Hoc Camporee Campsites

Key

SH	Shelter
A	Adirondack
L	Latrine
(W)	Frost-proof water spigot
⚡	Electrical outlet
⦿	Fire pit





Camp Lowe Overflow Campsites

Site	Latrine?	Shelter?	Adirondacks?	Fire Pit?	Electricity?	Size	Notes
1	Y	N	n/a	Y	N	Medium	
2	Y	N	n/a	Y	N	Medium	
3	Y	N	n/a	Y	N	Medium	
4	Y	N	n/a	Y	N	Medium	
6	Y	N	n/a	Y	N	Small	
7	Y	N	n/a	Y	N	Small	
8	Y	N	n/a	Y	N	Medium	
9	Y	N	n/a	Y	N	Medium	
Shelter 2	Y	Y		Y	Y	Small	Shelter with walls, limited tent area
Shelter 3	Y	Y		Y	Y	Medium	Shelter with walls

Water Sources in March

Frost-Free Hydrants:

- Site 1, Site 3 and Site 7

Indoor Restrooms in March

The Brotherhood Lodge will be open.

