



# Notes from the Briar Patch

Delaware Valley  
Orienteering Association

Sept. 2006

Vol. 29 Issue 3

July 16, 2006

## The O-Mazing Daniel Boone Spell-O

By Ron Bortz, course setter

This event came about out of a desire to give something back to a club that gives so much to all its members. It was not my intent to do an event at Daniel Boone Homestead in the middle of the summer. However, procrastination at making a commitment to which venue to set courses for landed Boone in my lap after one Bob Meyer stole Nolde Forest from me (just kidding).

First thought: "What the heck can you do with Boone in the dead of summer?" This event had to be something different than running people through thorny thickets and mud baths (too many already knew well enough to stay away from Boone in the "GREEN" season).

What to do to entice people to show up? Hmm. It wasn't too far back that I had to search my memory. In January 2006, along with a few other venturesome DVOA'ers, I attended the Anza Borrego Desert O-Fest in California at which they held a MAZE-O in the slot canyons of the desert, one of the most interesting O courses I have ever been on.

Thinking about Boone and all the trails, the thought occurred to me: "Boone sure is a 'maze' of trails." How can it be made interesting to run on trails? How about putting lots of controls out there along the trails and have people make lots of decisions as to how to "go around" all the green. As my thought processes progressed on the idea, a few more twists started popping up. How about assigning letters to the controls and have everyone SPELL something? How about putting more than one letter at each control and make the runners choose which letter to use?

Well, that's how the SPELL-O came to be: lots of controls to choose from, two or three letters at each control, runners must stay on trails or open land; this made for an unlimited number of route choices.

The best I could tell after the event, no two runners did the course the same. It was truly o-mazing to see all the "smiling" faces even in the sweltering heat. Everyone seemed to enjoy the fact they could make up their own course, and if they screwed it up, they couldn't blame the course setter for setting a bad or difficult course. As it was, you could make your day as short as possible or as long as you would like, based on your choices of which controls to visit.

The maps were picked up after the competitors punched start. Some chose to get out on the course immediately while others took their good old time planning their route.

Since this event was based on using letters, it's only right to use just initials to relate the events of the day.

There were two SPELL-O courses to choose from, a short course and a long course. The short-course runners were to spell out in order GOORIENTEERING and the long course runners DANIELBOONEHOMESTEAD.

Some of the "twists" were: 1) You could punch any control only once (decide which letter you are punching), 2) The park was divided into territory A and territory B, 3) You could not punch more than two of any given letter in either territory.

(Reminder to self: "protect the innocent; initials only".)

One person who we will call A(nn) F(itch) was seen spending 30 minutes plan-

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*The president's corner*

## Falling into another season of O

Where did summer go? It seems like just yesterday we were looking forward to the long days of summer. I always welcome those extra hours of daylight. It seems like one can get



more done on summer days. The earlier sunrises get us going sooner, and the lingering twilight makes us want to do more, sometimes at the expense of sleep. Remember the rainy month of June? I remember setting an orienteering course for the Brandywine Creek State Park Adventure Race and thinking to myself I was content not to be a participant that day. When we moved into July, it was soon hard to tell we had a rainy June. July slipped by so fast, I'm having trouble remembering what I did. I do recall it was unbearably HOT! On perhaps one of the hottest, if not *the* hottest, day of the heat wave, I met an adventure racer at Fair Hill to do some O-training.

Anyway, Fall is here, and the O-calendar is full. From September into December, there are events on the scheduled with venues across the four-state region. Just think: you can orienteer in Delaware, Maryland, New Jersey and Pennsylvania.

As this edition of the BP goes to press, another great weekend of training will have taken place at Hickory Run. DVOA has become renowned for this excellent weekend of training, great food, fun and of course orienteering on one of the best maps we have. Later this month DVOA will hold the 2<sup>nd</sup> annual Delaware Scout Orienteering Champs at Brandywine Creek State Park. We expect turn out for this event to increase each year, and more help will be

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## O-mazing Daniel Boone Spell-O

ning out the perfect route. This strategy paid big dividends as this competitor won three categories: 1) the best time of any female on the long course; 2) the longest long course of any female; and 3) the shortest long course of any female. Have you figured it out? (Hint: Ann was the only female to do the long course.)

During the instructional session, the competitors were told that, since this was a just-for-fun day and didn't count for ranking points, they could do the course any way they wished. One certain long-course competitor took complete advantage and ran the course (no names, please) the "Wrongway" (meaning spelling DANIELBOONEHOMESTEAD backwards) and also cutting through the green at one point and crossing the stream illegally (another "twist" to the game).

The courses were designed to be confusing if you did not pay extremely close attention to exactly where you were and what the rules were. Many of the controls were placed so you could attack them from 360 degrees, making it almost mandatory to record the ones you already punched so you didn't punch the same one twice. A few unnamed runners fell victim. One very competitive orienteer—we'll call him J(ohn) C(ampbell)—punched the control with the letters EAR twice, guess he didn't EAR the instructions well enough.

As you can see, on the short course there were two Gs required to spell GOORIENTEERING, one in the beginning and one at the end of the course. Since all controls had multiple letters assigned to them some runners fell short on the "plan ahead" aspect by punching the only three controls with Gs which were at the beginning of their chosen course, leaving them with no G to finish. Most of these runners did not realize they were out of Gs until at least halfway through the course. Said one nameless person, D(ale) P(arson), to another, J(ulie) K(eim): "I'll sell you a G!" I guess it was the heat that caused others to punch all three Es on the short course in one territory. Don't worry, S.A. with the dog; we won't mention names.

One competitor loved the heat so much he decided to alternate territories every time he got one but no more than two letters. By the time he was at the "M" in HOMESTEAD and he talked to another orienteer, he had already switched territories seven times. Everyone would like to know who U.B.(ollineni)?

Coming down from New York just for this event was no problem for Flavius Craciunis. Being a little late for the early instructions, he received a condensed version from Sandy Fillebrown. The language interpretation apparently wasn't 100 percent as F.C. didn't punch start but succeeded in getting all 30 controls, in no particular order, but as quickly as he could. He said, "It was good training anyway."

There are a few swampy, marshy, wet-type areas at Boone, and that might have been the explanation for some flashes of light seen by some orienteers. Mark Frank, who was doing last-

minute control placement, reported that while hanging GOD he heard nothing but was suddenly startled by a flash coming by him and by the time he got a response from the speeding flash, the response was indiscernible since it was already too far gone. Yet another report from the Bortz group of two adults, a 10 year old, a 5 year old and a 2 year old of a flash of light across a trail had me intrigued. After seeing the time posted by the fastest person on the long course, it was easy enough to figure out the flashes of light. It was "Blazing Eddie" B(ergeron), who figured out (along with one or two others) how to squeeze through an almost indiscernible trail and cut through a tall grass area which I didn't expect anyone to utilize and was really figured in the master plan not to be allowed, but by the rules it was "legal" to cross.

There are many other stories from this event that would fill this whole issue of Briar Patch. Hopefully you will be lucky enough to get some of the attendees to share them with you and pique your interest enough that maybe by mandate this type of event could be a regular on the schedule. Although I did not opt to be the meet director, just the course setter (I prefer someone else to do all the administrative tasks), I will assume the responsibility to thank the many, many helpful people.

First and foremost is my wife, Ali, for putting up with my obsession with this seemingly sadomasochistic sport and for her keeping me company sometimes on my forays into the field to scout out courses and her help at registrations and on e-punch. Thanks also to:

Sandy Fillebrown for programming and setting up the e-punch and posting results (which really streamlines events like this).

Janet Porter, who with her impossibly busy schedule and the many, many other events she and her husband are involved with, for helping to find help.

Mark Comish for control setup and pickup, without whose help at 6:30 in the morning this event would

not have happened. (I wanted to set up Sunday morning since all the controls were on trails or in the open).

Sandy Ahlswede for being so gracious as to do registration on the spur of the moment.

Mark Frank for his very last-minute help setting some controls just in front of some runners. (I was expecting another helper early Sunday morning). Mark wasn't feeling too great when he got there in the morning, but I think all the happy smiling faces and stories of the "twisted" things people were doing with these courses got him feeling much better to the point that he wished he had his orienteering gear along (next year).



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**Susquehanna Valley Orienteering announces****9th Annual Susquehanna Stumble****Fair Hill - Big Elk Chapel, Maryland □ Sunday, October 1, 2006**

The Susquehanna Stumble is a Billygoat-inspired event with a couple of twists. The competitors run between numbered windows in sequential order, but within each window there are several controls which can be visited in ANY order.

**WHERE:** Fair Hill - Big Elk Chapel, Maryland**WHEN:** Mass start at 12:00, Sunday, October 1, 2006**WHAT:** The Long-Stumble event will be ~15 km in length, with commemorative towel for the first 20 finishers and the first 5 female finishers.

The Short-Stumble will be about 8 km, with commemorative towels for the first 10 finishers and first 3 female finishers.



E-punching will be used for the stumble events. You will be able to rent an e-punch if you do not have one. The course setter is Randy Hall.

Normal white, yellow, and orange recreational courses will also be available with starts any time between 10 and 1 (no e-punch, no pre-registration needed).

**NOTE:** This will actually be a normal DVOA event with the Stumble taking the place of the green, red, and blue courses.

**COST:** \$15 for the Long-Stumble, \$10 for the Short-Stumble, normal DVOA fees (\$4 for members \$7 for non-members) for recreational courses. The prices are for those who register by September 27 (send name, course, phone to: Brad Whitmore, 20801 S. Ruhl Rd, Freeland, MD 21053). Late, or morning-of-event registration is also okay, but prices are \$20 and \$15, and you may have to draw your own course if we run out of pre-printed maps. **YOU CAN ALSO REGISTER BY E-MAIL AND PAY THE REDUCED RATE ON THE DAY OF THE RACE.** Just send a note to Brad at whitmore@stsci.edu and tell him whether you are doing long or short.

**DIRECTIONS:** Take Rt. 273 west of Newark Delaware or east on 273 from the crossing of MD Rt. 213. Look for O-signs.**Spell-O—continued from page 2**

I was running overtime on the early starts and had some setup to do yet. People saw this and just jumped right in without asking. Udaya Bollinani, Eddie Bergeron, Michael Forbes, Rick Whiffen and others helped to set up start and hang the finish banner and place e-punch stands. Control pick up had a lot of helpers. Thanks to Mark Cornish, Sandy Fillebrown, Eddie Bergeron, Petr Hartman, and Michael Forbes, the controls were brought in quickly and efficiently so we could all go home, out of the heat and hopefully enjoy the rest of the day.

Thanks to anyone not mentioned here as I know there were others who helped with various things that you saw needed someone. And thanks to everyone for enjoying the watermelon. Help like this is the icing on the cake for anyone running an event. THANK YOU!

If you enjoyed this event and would like to see others like it (maybe in a cooler season,) please let your club officers and other club members know; talk to them, e-mail them, snail mail them, contact them anyway you can. IT'S YOUR CLUB!

**President's column—Continued from page 1**

needed each year to make this event successful.

October has us revisiting Fair Hill for the Susquehanna Stumble. You can also visit French Creek twice and cross over the Delaware River for two events in New Jersey.

In November DVOA will host an A-event. This year it will be in New Jersey. Day one will be on a new map called Batsto and the other will be on an updated version of the Four Mile Circle – Lebanon State Forest - Pakim Pond map. Vadim Masalkov is the event director and needs your help to make this event successful. Please contact him and offer to make this another bench mark quality A-Meet hosted by DVOA.

Finally, don't forget the Mid-Atlantic Championships will be hosted by Quantico Orienteering on December 10<sup>th</sup>. Mark this date on your calendar and plan on helping DVOA will the championship. We close out the season at Valley Forge.

See you in the woods!

*Ralph Tolbert*

quaggy (KWAG-ee) adjective

- Marshy; flabby; spongy.

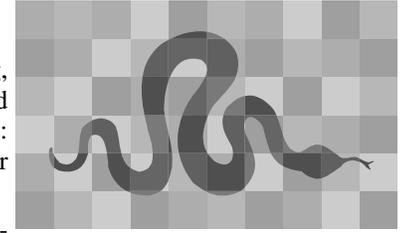
[From quag (marsh), of unknown origin.]

The River Quaggy is a small river in London (UK) flowing through the boroughs of Bromley, Greenwich and Lewisham. "The car's right rear tire rolled up over a boulder, slid, and sank into a quaggy hole."

E. Annie Proulx; *The Half-skinned Steer*; *The Atlantic Monthly* (Boston); Nov 1997.

-Anu Garg (garg@wordsmith.org)

## Snakes on a course



Imagine you're loping along on your O course at a good clip, when suddenly you see a long, dark snake sunning itself right on the spot your foot is headed for. What do you do: scream and jump back, or stop carefully to watch what the snake will do? And what does the snake do: lunge for your gaiter-protected shins or high-tail it away from you as fast as it can? The answer depends on what kind of snake it is and what kind of a person you are.

The most likely reaction from the snake is that it will move away as fast as it can! However, if you chase or attempt to pick up or strike the snake, you may discover that some snakes are bad tempered and will bite when they feel threatened. Surprisingly, non-poisonous snakes are often the most aggressive. The northern water snake is well-known (among herpetologists) to have a nasty disposition. This snake can inflict a severe bite that will bleed profusely, and it tends to bite repeatedly! Perhaps the water snake can be forgiven for its temper: because of their thick bodies (which they tend to flatten when alarmed), large heads and color patterns, they are often falsely identified as water moccasins or copperheads and end up being killed due to mistaken identity. The colorful eastern milk snake is very pretty, so people often want to pick them up, but they also almost always bite. Once I had a tiny one hanging off my thumb even though its teeth were too small to even pierce my skin. I've also seen a northern black racer fling itself at a hiker that came too close to where it was sunning itself. Like most snakes it prefers to flee, but if it feels trapped or cornered, it will go on the offensive and it will bite. It is also one of several non-poisonous snakes that can vibrate its tail quickly in the leaf-litter, making a scary "rattlesnake" noise. This snake is very large, reaching lengths of 3 to 5 feet, so having a snake that big "rattle" or come at you can be very startling, to say the least!

There are only three poisonous species of snakes in Pennsylvania: northern copperhead, timber rattler, and eastern Massaguaga. The timber rattler lives in mountainous regions of the state, and the Massaguaga is endangered and only lives in a few counties in western Pennsylvania. All three are pit vipers, which means they have a heat-sensing pit between the eye and the nostril that can detect the body heat of potential prey. If you are close enough to see a snake's eyes, you can easily tell if it is poisonous or not. All Pennsylvania's non-poisonous snakes have round pupils, while all the pit vipers have pupils that look like vertical slits. However, if you are close enough to any snake to see its eyes, you probably need to move back!

Like all snakes, the pit vipers swallow their prey whole. Venom is a useful tool for making sure the prey animal is dead first, and nicely injected with some digestive juices to boot. Snakes are marvelously constructed with elastic jaws that allow them to swallow things bigger than their heads (such as bird eggs, bullfrogs and small mammals). Since people are too big to swallow, most copperheads and rattlers would rather save their precious venom for prey animals. Given a chance, all three of Pennsylvania's poisonous snakes prefer to crawl away to safety rather than bite. When they feel cornered and do bite, they can also choose to withhold their venom and inflict a "dry" bite. However, if you are bitten, you should seek medical help at once. If the snake does inject venom, you are going to have tissue damage and lots of pain without proper medical treatment.

Luckily, most of Pennsylvania's snakes are not only non-poisonous, they are also fairly mild-mannered. The snake you are most likely to see (moving away from you very fast!) is a garter snake. This is a small snake, never getting much more than 2 feet long. Though it's harmless, you don't want to pick it up because it can release a foul-smelling musk that will leave your hands stinky for hours. The largest snake in our state (the black rat snake, up to 6-7 feet!) can also release a foul stink if handled (though why anyone would want to pick up a wild, 7-foot snake is beyond me!). Farmers like having this snake near their barns because it eats rats and mice. It can also climb trees easily, so if you see a very large snake in a tree, it's most likely a black rat snake.

A snake I haven't seen yet and would dearly like to meet is the astern hognose snake. It has an upturned nose and an attractive pattern of blotches. When this snake is threatened, it flattens out its neck until it resembles a cobra, hisses and lunges (without biting). However, if this fearsome display doesn't scare off the attacker, it rolls over, sticks out its tongue and plays dead!

So, the next time you meet a snake, try to stop at a respectful, non-threatening distance. Back away if you have to (so that you are more than the snake's body length away), and watch it carefully. Don't be alarmed by its unblinking stare (it has no movable eyelids!) or its flicking tongue (this is how it smells its surroundings). Take note of the color and pattern of its scales (the better to identify it later). Marvel at how it is able to slide away so quickly, without the use of limbs. And if it rolls over and plays dead, find me at the finish and take me out to see it!

*Kathleen Geist*

Congratulations to DVOA members who won medals at the US Champs that just concluded in Colorado: Heather Campbell 2nd in F-12, Jim Eagleton 3rd in M50+, Valerie Meyer 2nd in F45+. I was 2nd in F50+. Alison Campbell was running well and poised to take gold in F-16, but unfortunately was running so fast that she blew right by her penultimate control on Day2. Next year...

*From posting on DVOA web site Aug 20, 2006*

Autumn is a second spring when every leaf is a flower.  
*Albert Camus, writer and philosopher (1913-1960)*





Scenes from...  
**DVOA's Canoe-O on  
the Lehigh River,  
July 23rd**




**DO YOU HAVE  
WHAT IT TAKES?**

**2007  
Interscholastic  
Orienteering  
Championships**  
Fair Hill, Maryland

**Remember the date:**  
Friday, March 30  
to Sunday, April 1  
No fooling  
*(at least, not before the event!)*

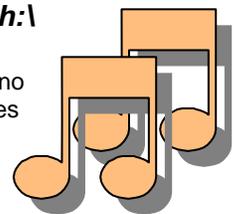
www.dvoa.org  
Registrar: Sandy Fillebrown  
215-482-9479  
FairHillRegistrar@yahoo.com



**Follow-up to "Name that O-Tune," appearing in the June 2006 issue of the Briar Patch:!**

Here's some background music for Sunday at French Creek. Can you name the tune and the artists?  
It's a beautiful morning, ahh Each bird keeps singin' his own song (so long) I've got to be on my way now (Ain't no fun just hangin' around) I've got to cover ground, you couldn't keep me down It just ain't no good if the sun shines and you're still inside (Shouldn't hide) still inside

A: "It's a beautify morning," by the Rascals.  
(posted by Kathy Urban, Aug. 11, 2006)



*Editor's note: This seemed an appropriate topic as we head into the cooler months... and because I'm putting this issue together on Labor Day weekend, amidst the effects of Hurricane Ernesto.*

## Orienteering Games for a Rainy Day (or to Improve Your Skills)

**Reprinted from the newsletter of the Tucson Orienteering Club, August 2005**

At least seven orienteering simulation games are available on the Internet. Some are good introductions to orienteering; one or two might be useful for training when you can't get outside to the park.

### **For Windows:**

**Catching Features:** By far the most realistic simulation of a sporting event. This game reproduces a complete A-meet with day-1 and day-2 courses, other wildlife, great maps and wet creek crossings. The scenery is detailed with good terrain, various water features and all kinds of vegetation. This level of complexity requires a fast, new computer and lots of disk space; the download is 17 megabytes. ([www.catchingfeatures.com](http://www.catchingfeatures.com))

**WinOrient:** This program has very good graphics in both full-screen and windowed mode. There is not much variety in vegetation; every tree looks the same: no thickets, no bushes. The map is a bit sparse, but it has good-looking, moss-covered rocks! It takes a long time to complete each leg. This is closer to real time, but I don't want to spend an hour in front of the computer to complete one course. This one has no sound. I couldn't find a replay option. Replaying your route enables you to learn from your mistakes. ([www.mirakron.com](http://www.mirakron.com))

**Virtual Ori:** Here is a new Windows game with nice OpenGL graphics. The program is currently under development, so send the author an e-mail and encourage him to add features. The program is currently under development. With a few more features, this could be a very good orienteering game. Watch for a new version soon. (<http://virtualori.pt.vu>)

**Navigate:** The graphics and map quality are very good, but the movement controls do not allow the participant to "run." Instead, the player "hops" ahead a set distance to a new location. The audio in this program is entertaining. There is all manner of animal sounds, plus heavy breathing and comments from competitors as they pass you in the woods. ([www.ozemail.com.au/glawford/navigate.html](http://www.ozemail.com.au/glawford/navigate.html))

**WinOL:** A good overall program, though less sophisticated. The software controls are most intuitive and therefore make a good introduction to those unfamiliar to orienteering. The demo version fits on one floppy disk, so you can give it to those people who ask, "What the heck is orienteering?" The map quality is not quite as good as *Navigate*. The program does allow you to run through the scenery by holding down an arrow key. After a run, *WinOL* will replay your route choices on the map. A good review but very embarrassing. ([www.melin.nu/winol/indexe.html](http://www.melin.nu/winol/indexe.html))

**Lost in the Woods:** This display is not your typical Windows screen. The program requires you to run a graphics program that redraws the screen. Your display is divided into a left half that displays terrain and a right half that displays the map and compass. The trees are very dense; you cannot see more than a few yards (I mean meters) in front of you. This one will challenge your navigation skills. *Lost in the Woods* creates its own new maps every time it runs. ([www.efd.lth.se/~e96pd/Losteng.html](http://www.efd.lth.se/~e96pd/Losteng.html))

**Orienteering at Home:** This program presents a birds-eye view of the runner as your mouse pulls him through the park. The map is a bit sparse, since there are no contours. There are fences and firs, stumps and streams, marshes and meadows. The one window requires flipping back and forth from map to terrain to clue sheet. This one-window view promotes map-memory skills. All functions are mouse-controlled. This program is more game-like and the least able to simulate real orienteering. (<http://members.aol.com/dwildfogel/OAtHome.html>)

Review by Kevin Haywood: *Catching Features* is a great game experience, definitely the best, but it requires a high-performance computer. *WinOL* is very good and lost of fun, and it can be played on almost any machine. The small disk size means that you can carry around a copy and share it with your friends. Of the seven programs, *WinOL* is my favorite. The electronic music is addictive. I enjoy being able to pass the disk around to friends who try orienteering for the first time. For a challenge, *Lost in the Woods* is the best. The thick trees will limit your visual cues and require you to stay in constant contact with the map. Try one for yourself.



### **For Apple Macintosh:**

Not much available, but the above reviewed game *Orienteering at Home* also works on the Mac. Web address is the same.

### **Other orienteering games/teaching aids:**

**O-Controls:** A flashcard-style game that helps you learn international control descriptions. (<http://www.orienteering.Iviv.ua/ocon23.shtml>)

**Sunnto's Computer Orienteering:** A teaching aid to help you learn about maps and compasses. The most game-like part of the program is where you learn about route choice. This is sold through various retailers.

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# Missing jogger survives 4 days stuck in swamp

Article by Pedro Ruz Gutierrez; reprinted from *Orlando Sentinel* ; Posted September 5, 2006

A jogger missing for four days was found stuck in a waist-deep swamp Monday -- disoriented and dehydrated but in good shape otherwise -- in the backwoods of the University of Central Florida.

Eddie Meadows, 62, left to run at lunchtime Thursday and did not return to his workplace at the nearby university research park.

His disappearance sparked daily searches through the Labor Day holiday weekend and pleas from his family and friends.

Meadows, a contract employee with the U.S. Army Program Executive Office for Simulation, Training and Instrumentation, was described as thirsty after his ordeal.

"He had great spirits, and he was very adamant about getting a drink of water," said Sgt. Woody Furnas of the university police department.

Furnas used his police dog, a German shepherd named Buddy, to get to Meadows after Ron Eaglin, a UCF computer-engineering professor, called 911 to report their location.

Meadows, who had bug bites all over his body, was hospitalized at Florida Hospital East and reunited with his wife, Ardis, and two adult sons.

Because he survived in part by drinking swamp water, he underwent extra blood tests for possible infections.

The remote marshy area where Eaglin found Meadows is thick with brush, trees and other vegetation that is home to deer, fox, raccoons and other species.

Rescuers and authorities surmise that Meadows got lost while jogging off a trail and ventured into sticky muck, where he got stuck until Eaglin discovered him about 10 a.m. Monday.

Furnas said some of the wooded area near the UCF astronomy observatory has thick silt and muck that can act as "glue."

A hospital spokeswoman would not discuss Meadows' hospitalization but said his "condition is being assessed." The family, in a statement, expressed "gratitude to everyone for their involvement."

Members of University Carillon United Methodist Church, where Meadows is a member, were ecstatic.

Several rushed to the wooded area off Neptune Drive where Meadows was found when they heard about the rescue.

"That's all I can say: Thank God," said Tammy Voodre, who sings in the church choir with Meadows and noticed his absence from practice Thursday night.

On Monday morning, Eaglin said he was searching for Meadows when he heard a sloshing sound and found the lost jogger about 430 yards inside a canopied marsh, thick with brush, palmettos and pine trees.

When he got closer to investigate, he called out, "Hello." Meadows replied and upon seeing Eaglin summoned enough strength to pull himself out.

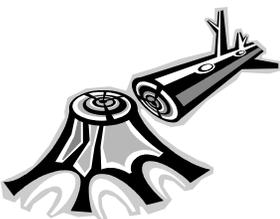
"He's a strong guy. He's in good shape. He's a marathoner," Eaglin said. "He said he slept a lot and stayed down in the water. And he's been having to drink the swamp water."

About 50 volunteers, some with the Florida Orienteering Club and armed with maps of the campus, trekked through wooded areas looking for a sign of Meadows.

"I really thought we were looking for a body," Eaglin said. "I was very happy when it wasn't a body we found."

Bob Putnam, a Florida Orienteering coordinator, said Meadows may have survived by avoiding sun exposure and drinking swamp water.

"He had a couple of things going for him," Putnam said. "He was able to immerse himself in water, and that kept him from becoming dehydrated. And the fact that the bayhead [canopy] he was in was quite shady."



Any fool can destroy trees. They cannot defend themselves or run away. And few destroyers of trees ever plant any; nor can planting avail much toward restoring our grand aboriginal giants. It took more than three thousand years to make some of the oldest of the Sequoias, trees that are still standing in perfect strength and beauty, waving and singing in the mighty forests of the Sierra.

*John Muir, naturalist, explorer, and writer (1838-1914)*

## *O Games for a Rainy Day—continued from page 6*

For Mac: *Map Memory*: A flashcard memory game that helps you learn map symbols. This program has upbeat music and a cheering section to encourage the user. (<http://innovad.net/mapmemory/>)

## **Web site for Juniors:**

There is a web site for junior orienteers and their supports at: [www.thewaterstop.org](http://www.thewaterstop.org).

There is a topic of the week, on which junior can post their own remarks and opinions, in addition to many other pages that could be useful and fun.

**Ideas for event directors...**

# O Events Unlimited

*Reprinted from Grapevine newsletter June 1996*

A member of Houston's orienteering club, Loretta Hudelot, was looking for ideas for future O events. She inquired over the Internet and received these replies from all over the world. Enjoy!

**Score-O:** A limited time (perhaps two hours) to get as many points as possible, choosing your own route with no specific controls required.

**Color-O:** This works best in a park with lots of man-made objects. Pick a color theme (i.e., red) but don't announce the color to runners. Instead of controls, use objects, signs, letters, etc. that are red. See how long it takes runners to figure out the theme color.

**Shape-O:** Similar to Color-O except that instead of a certain color being used, shapes are used (i.e., triangles, squares, etc.)

**Scrabble-O:** This works best in a park with signs. Instead of controls, use letters from signs, monuments, billboards, etc. At the end of a set time limit, runners who make the most words using the correct control letters win.

**Mystery-O:** At the start, runners are given a brief description of a murder, where the murder took place, who died, etc. At each control, a clue is placed giving more details about exactly what happened. The first runner to correctly guess WHO killed the victim and WHY in the shortest amount of time is the winner.

**O-Mazes:** Construct a 5 by 5 or 6 by 6 maze and scatter the controls all over the park as for a Score-O. Each control has attached to it a card showing "allowable movements" either in terms of control codes or a control number. People must visit controls, accumulating allowable movement information and will, at some point accumulate enough information to reveal the allowable sequence from start to finish. (contributed by Bob Putnam. Former DVOA President Ed Scott used this format at the 2004 President's Cup event at Daniel Boone.)

**Poker-O:** Pin a playing card to a control. Don't use all 52 cards, but use a lot of controls and treat the event like a Score-O. Within a certain amount of time, players get the best hand they can; 30 to 40 minutes is common. Each competitor can only punch 5 boxes. Runners run around to the controls and try to remember what cards are at each control. Then they go back and punch the best hand.

**Memory-O:** The next control is only shown at the control you are at. You can't write it down on your blank map. (This format was used at the 2005 President's Cup Event at Hibernia.)

**Weird-O:** Funny and different things happen at each control. One person or group is responsible for the control. Examples: Have runners toss a hoop around a bottle before you can go on; have a Boy Scout troop make runners tie different kinds of knots; have a moving control dressed up like something and restrained to a certain area like 100 sq meters (the area is properly outlined on the map).

**Question-O:** At the start, runners only have the first control printed on the map. They run there and find a map with three controls marked A, B and C. Together with the map there is a question. Example: Which is a Swedish car? A) Dodge B) Cadillac C) Volvo. In this case, there is a control only at C along with the next question.

**Puzzle-O:** Cut the map in pieces and glue it on a sheet of paper.

**Talk-O:** In teams of two, one member of the team explains to the other how to find the control but does not show him on the map.

**Compass-O:** You get a map with missing parts, and you have to rely on your compass in the empty areas.

**Reduce-map-O:** Have a map with only a few features printed, e.g., brown and green features.

**Precision-O or Line-O:** Each control has a compass bearing and perhaps a distance to go; participants have to travel along the heading looking for the next control.



**Clock-O or Kite-O:** The start/finish is a central point, with a circle of control sites around, usually seven to nine. Runners are divided into teams of two. Each team receives one control kite (or other marker) and a map with sites marked on it. Sites are numbered in different orders so visits won't occur at the same time (i.e., one team has sites ABCDEF and another team has sites FEDCBA). At the start, partner A sets off with the kite to site #1 and hangs the kite there. He returns with the map, and partner B then goes to site #1, collects the kite, moves it to site #2 and returns. Partner A then goes to site #2, moves the kite to site #3, and so on. Winners are the first team to return to the finish line with the correct kite.

**Grocery Store-O (or Price is Right-O):** Like a Score-O, except items from a local grocery store are hung at each control. People are told they have to spend as close to \$XX.XX without going over, with the added problem that each had to "purchase" a randomly chosen item (e.g., visit a specific control).

**Vampire-O:** Like a Score-O. Everyone has a normal control card, except for the vampires, who have a different color card. (You might have one vampire for every ten competitors.) Everyone, except vampires, starts in a mass; the vampires start two to three minutes later. If a vampire touches a normal competitor, they change control cards, and the vampire becomes a normal competitor with the points already on that card. The new vampire then tries to touch someone else, and so on. Variations can have some

## Looking to the future: Growing orienteering through our young people

*Some thoughts from the USOF Board of Directors planning meeting in May 2006, and expanded at the AGM in Colorado in August, which set USOF's focus in 2007 on improving and expanding our youth training and programs. This focus will also be reflected in the annual fund-raising to be announced this fall. Financial support for youth programs will be voted upon at the Board meeting in November in New Jersey.*

*By Chuck Ferguson, USOF President*

The Board of Directors met on May 20 for the purpose of discussing one topic: where should USOF focus its manpower and financial resources. During on-line discussions prior to the board meeting, there was a strong sentiment that USOF should only pick one, perhaps two areas, for its efforts. While there are many needs at the club and national levels, we had to balance the needs against the limitations of available revenue and manpower. The discussion produced four focus areas:

1. Expand the quantity, content and quality of orienteering events.
2. Build depth in the administrative ranks of USOF with a goal to identify people (especially people under 50) willing to carry out programs and jobs at the regional and national levels.
3. Market orienteering to people both outside the O community and within.
4. Support programs designed to increase and sustain participation by high-school and college-age students in orienteering.

Support for the junior program was voted as the primary focus for USOF. Juniors are under 21. The goals include retaining their interest in orienteering through the years to adulthood and providing more opportunities for them to compete at the national level. In turn, this would build a foundation for the future of the senior teams. Tasks for USOF include finding team administrators and regional coaches. Another goal is to offer the chance to travel to foreign competitions, not as a representative team but as a group to have the competitive experience and build camaraderie.

Clubs are essential to the effort to support junior orienteering. Clubs are where the kids begin their orienteering experience and receive the encouragement and coaching they need to advance to competitive events at the national level. I am taking this opportunity to review, or perhaps bring to your attention, ways in which the clubs can help their juniors, whether they are O kids (children of adult members), JROTC, or members of high-school or college teams.

1. Recruit a club member to coach juniors. And help the coach become certified. If necessary, obtain a grant from USOF to pay the expenses to send a club member to a workshop for certification. Contact Bob Turbyfill (TurbyfillRF@bowheadsupport.com) about the certification process. If you have a coaching manual, the certification requirements are within.
2. Offer a training clinic, designed for juniors, which takes into consideration that kids are looking for a social component in their sports activities. Clubs may apply to USOF for a grant to put on a training event. The parameters for grants are currently being drafted (for instance, should grants be on a matching basis), and your ideas are welcomed.
3. If your club has a program offering grants to juniors to attend sanctioned events, regularly advise club members of their availability through the newsletter and website. If your club does not yet have a travel-grant program, please consider setting one up. As a 501(3)(c) organization, your club can solicit and receive donations to underwrite the expenses of juniors going to events such as Interscholastic, Intercollegiate and U.S. Championships and to JWOC.
4. Promote awareness of the junior development team. If you have a junior in your club who is on the development team, recognize this achievement. Put that news in the club newsletter, tell his school newspaper or local newspaper, and introduce him at the next club social event.
5. If your club does not have a junior on the development team, talk to promising or interested juniors (or her parent or school coach). Talk up the opportunity to compete beyond the local level.
6. Hold a one-day ranking event for juniors. This suggestion is a new idea. Many juniors do not have the chance to travel to regional A-meets. But many local events meet the standards for sanctioning, and clubs can get sanctioning for an event that hosts mainly local orienteers the B meet. The courses and class would be fewer than a full-blown A-meet. Probably the number of participants would be small (no parking problems or dinner arrangements). For clubs already hosting events that attract large numbers of juniors, the additional effort for sanctioning would be minimal. [Note: despite rumors to the contrary, sanctioning is



DVOA's Junior Coordinator Janet Porter and her daughter Corinne at a recent DVOA event.

*Continued on page 10*

***Growing orienteering—Continued from page 9***

neither difficult nor complex. It is a two-page report of what you're doing anyway, and with some FREE USOF expertise to help, not hinder!] It isn't even necessary that the students obtain USOF membership. Currently all participants in sanctioned events receive ranking points. However, USOF membership would be needed if the junior wanted to try out for a national team. Form a regional team if you wish.

7. Send your club schedule to the school papers at local colleges, universities and technical schools. And arrange transportation, too.
8. Make your club members, both adults and juniors, aware of The Water Stop, a website devoted to junior orienteers. ([www.thewaterstop.org](http://www.thewaterstop.org)) Put it in your club newsletter permanently and add a link on your club website.
9. Finally, we are looking for ways to help juniors with the logistics of attending A-meets when their parents or coaches cannot also attend. (Since the parents' airfare and meals plus lodging more than doubles the cost of travel, the expenses are often prohibitive. Minors cannot rent hotel rooms or cars, and anyone under 18 needs adult supervision.) There are several approaches to this need. Club members going to an event could offer transportation in the car to a junior, share a hotel room or campsite, take the child to the event venue, and make sure the child has meals. Clubs putting on events might designate someone to help with this issue and coordinate juniors-in-need with adults willing to help, perhaps pair up the junior with a local family who is attending. Or the regional rep could take this on to assist the club.

It isn't enough to write or talk about these things; we must do them. I hope every club will find a champion for juniors within its ranks. And USOF needs to track our progress on these tasks. Thus, I am asking the executive director of USOF to request the following information at the time of club re-chartering:

- The name of the junior coach in your club.
- Is the coach certified?
- How many juniors do you estimate are participating in your club events on orange, brown, green and red courses?
- How many juniors in your club are on the junior development team? [The Junior Development Team concept is being fleshed out currently, under the leadership of the Vice President of Competitions.]
- Did you hold an event that provided ranking points to juniors? This would include an A-meet hosted by the club.
- Does your club have a travel grant program for juniors?

Many JROTC instructors, high school and college coaches, and other adults are working diligently to involve juniors in orienteering. They need our support to make orienteering more accessible to their students financially and logistically. As in any family, the future is in our children. At all levels of our sport we need to identify the ways to help our juniors and commit to making them happen.

USOF truly is YOU.

***O Events Unlimited—Continued from page 8***

people with "holy water" (a balloon one-quarter filled with water), which can be thrown at a vampire to protect yourself. "Chains of garlic" are another variation. This is a paper chain that totally protects the wearer from vampires. They are hard to maintain while running in the forest, especially if they are long.

**Scavenger-O:** In a scavenger hunt, you have a list of things to find and receive points for how many you get. In Scavenger-O, you are told an item to find at each of the controls you visit.

**Block-O:** The area is divided into a number of blocks, and each block has some distinctive features in it that were present in each of the blocks. The competitors are only told what features are in use, not which one.

***Moments in Compass History***

*(Reprinted from Tucson O' Club Aug. 1994 newsletter)*

In the early 1840s, when the Gold Rush to California began, there was a huge exodus of young men from the eastern seaboard states, intoxicated with the idea of making a fortune in gold mining. Many of these young men were completely inexperienced in navigation and had never before been away from cities. Many were getting hopelessly lost, wandering around in circles, and eventually ending up back home, tired, poor and discouraged.

A man named Josiah Tate came up with the idea to build a better compass. This compass, while using the traditional magnetic north to navigate, actually had the arrow skewed so that it pointed west! All the would-be gold miner had to do was to follow the way the arrow pointed. This greatly simplified matters for the new adventurers, and the Tate Compass was a great success. However, after the Gold Rush, they fell into disuse and were eventually forgotten.

Many years later, a crate of Tate Compasses was discovered in the attic of a general store in Kentucky. They had been very well made to withstand hard usage and still had clear glass crystals and shiny silvers cases (perhaps a little tarnished). The owner of the general store was thrilled to be able to offer such a nice item at a very reasonable price (having paid nothing for them, and they sold out rapidly). However, they had not come with any instructions.

And this is where the old saying originated: He who has a Tate is lost.

The **Delaware Valley Orienteering Association** is a non-profit organization founded in 1967 for the purpose of providing education and organized events in the support of recreational and competitive orienteering in New Jersey, Delaware and southeastern Pennsylvania. DVOA is a mid-Atlantic regional member club of the United States Orienteering Federation (USOF) and the International Orienteering Federation (IOF). Inquiries about orienteering should be sent to DVOA, 14 Lake Drive, Spring City, PA 19475-2721, or use the DVOA telephone hotline (610) 792-0502 ( 9 a.m. to 9 p.m. EST) or e-mail at Frankdvoa@aol.com

**Officers:**

President	Ralph Tolbert	610-255-4181	410 Gypsy Hill Rd, Landenberg, PA 19350
Vice President	John DeWolf	610-692-3632	1033 S. New St., West Chester, PA 19382
Secretary/Treasurer	Mary Frank	610-792-0502	14 Lake Drive, Spring City, PA 19475-2721

**Trustees:**

## Term Expires

2007	Bob Meyer	610-489-0875	274 Level Rd, Collegeville, PA 19426
2008	Bob Gross	610-404-1185	2668 Plow Rd, Birdsboro, PA 19508
2009	Ron Bortz	610-987-9766	50 Bull Rd, Oley, PA 19547
2010	Karl Ahlswede	215-887-0377	169 Greenwood, #B-5, Jenkintown, PA 19046
2011	Maryann Cassidy	610-446-6574	5205 Arrowhead Lane, Drexel Hill PA 19026

**Other key personnel:**

Publicity	Maryann Cassidy	610-446-6574	5205 Arrowhead Lane, Drexel Hill PA 19026
Education & Clinics	Mark Frank	610-792-0502	14 Lake Drive, Spring City, PA 19475-2721
Training	Fred Kruesi	610-363-7459	703 Brooke Rd., Exton, PA 19341-1918
	Wyatt Riley	610-491-9179	540 Stevens Dr, Apt 208, King of Prussia, PA 19906
Scout Activities	Ed Scott	610-582-2128	1608 Cocalico Rd, Birdsboro, PA 19508
Mapping	Jim Eagleton	215-283-0137	2507 Navajo Path, Ambler, PA 19002
Technical Director	Tom Overbaugh	302-368-8168	210 Fieldstream Dr, Newark, DE 19702-3115
Statistics & Ranking	Kent Shaw	610-917-9944	117 Oakwood Lane, Phoenixville, PA 19460
Teaching Kits	Mary Frank	610-792-0502	14 Lake Drive, Spring City, PA 19475-2721
Equipment Admin.	Fred Kruesi	610-363-7459	703 Brooke Rd., Exton, PA 19341-1918
Equipment Set #1	Tim & Peggy Walsh	610-446-3255	554 Strathmore Rd, Havertown, PA 19083
Equipment Set #2	Ralph Tolbert	610-255-4181	410 Gypsy Hill Rd, Landenberg, PA 19350
Equipment Set #3	Mark & Mary Frank	610-792-0502	14 Lake Drive, Spring City, PA 19475-2721
Equipment Set #4	Gerry Smith	732-922-8125	27 Oxford Dr, Ocean, NJ 07712
Equipment Set #5	Ed & Judy Scott	610-582-2128	1608 Cocalico Rd, Birdsboro, PA 19508
String-O Coordinator	Victoria Lingg	610-286-0327	2386 Conestoga Creek Rd, Narvon, PA 17555
Archives & Library	Caroline & Kent Ringo	856-429-2677	212 Westover Dr, Cherry Hill, NJ 08034
Briar Patch Editor	Nancy Sharp	610-921-1133	3439 Fairfield St., Laureldale, PA 19605
A-Event Coordinator	Mike Bertram	610-783-7036	1763 Hamilton Dr., Phoenixville, PA 19460
Junior Coordinators	Janet Porter	215-679-7829	438 Main St., Red Hill, PA 18076
	Mark Cornish	610-404-0317	4923 Apple Dr., Reading, PA 19606-3442
Web Master	Kent Shaw	610-917-9944	117 Oakwood Lane, Phoenixville, PA 19460
Permanent Courses	John DeWolf	610-692-3632	1033 S. New St., West Chester, PA 19382
Social Coordinator	Sharon Siegler		

**USOF:** The United States Orienteering Federation membership entitles you to reduced rates at national events, national ranking points for "A" class participants, and receipt of Orienteering North America™ eight times a year. Contact DVOA secretary for membership forms and information on nationally sanctioned two-day events.

USOF Exec Dir Robin Shannonhouse 404-363-2110 PO Box 1444, Forest Park, GA 30298  
E-mail: rshannonhouse@mindspring.com

Regular Club Rep	Jim Eagleton	215-283-0137	2507 Navajo Path, Ambler, PA 19002
Alternate Club Rep	Ralph Tolbert	610-255-4181	410 Gypsy Hill Rd, Landenberg, PA 19350

**"Notes from the Briar Patch"** is DVOA's official newsletter. It is published four times a year and is sent to currently enrolled members. Its purpose is to communicate information and serve as a forum for the exchange of ideas and opinions. Articles and letters are welcome and should be sent to the Briar Patch editor, who retains the right to print, edit or reject submitted material on the basis of its appropriateness to this publication and space limitations.

**DVOA Hotline: 610-792-0502 (9 a.m. to 10 p.m. EST)**

**Visit DVOA on the world-wide web at [www.dvoa.org](http://www.dvoa.org)**

What will you find there? Schedule of upcoming events, with event director's phone number and e-mail and directions to the event as well as list of courses offered... results from past events (more than five years' worth)... e-board, an electronic message board on which DVOA members can post questions, comments, suggestions and others can respond... a whole section for event directors to make their job easier: guide, checklist, reports, signs to use... links to other web sites of interest to orienteers, including USOF, other O clubs... a list of the permanent O courses (looking for a way to entertain out-of-town guests?)... AND MORE!



Still time to register for DVOA's

## BATONA 500 A-Event

Run the Unique South Jersey Pinelands – November 11<sup>th</sup> and 12<sup>th</sup>, 2006

Day 1: Middle/Classic Distance Event – Batsto, Wharton State Forest, NJ

Day 2: Classic Distance Event – Pakim Pond, Brendan T. Byrne State Forest, NJ

Maps both days- 1:10 000, with 2.5 meter contours

Event Director – Vadim Masalkov Course Setters – Rick Slater and Bob Burg

Registrar – John DeWolf Map Coordinator – Eric Weyman Course Vetter – Karl Ahlswede

The **Batona Trail** is approximately 50 miles long and passes through both parks, which means that on both days, you will be running along and/or across this favorite local trail. The Batona Trail was planned as a wilderness trail, and yet only low rolling hills and occasional sandy or wet areas are its most severe test. It traverses features typical of the Pinelands – slow meandering, tea-colored, cedar water streams supporting cedar swamps and bogs; sandy high grounds anchoring tall pitch pines; and deserted sand roads that once led to thriving towns and industries, passing through oak-pine forests, along cranberry reservoirs and blueberry farms.

### TERRAIN

Both Batsto and Pakim Pond are part of the New Jersey Pinelands, formerly known as the Pine Barrens, home to the mythical Jersey Devil, namesake of the NHL hockey team. Despite the name, the forest is not entirely pines. While much of the Pinelands is flat, thick and wet pine and cedar lowlands, the upland forest where most of the orienteering will take place changes to a mix of pine and oak. Though not hilly by normal standards, these uplands are high enough to possess small pockets of detailed contour features. Blueberry and similar bushes dominate the ground vegetation, but become shorter and sparser with elevation gain. Unique to the area is an extensive network of fire ditches, some as distinct as trails, some only subtle depressions in the woods.

the boulders and steep hillsides to wear you out.

**Come join us in November for two days of special orienteering on these two never-before-used maps!**

*Full event details and online registration are available on the DVOA website at [www.dvoa.org](http://www.dvoa.org)*



Delaware Valley Orienteering Association

14 Lake Drive

Spring City, PA 19475

First-Class Mail

Forwarding service requested