Instructions

This is an orienteering activity for four teams using markers within a ~500m radius of Windermere Chalet (Great Tower). It requires copies of the map in "GT Map with grid.pdf", printed actual size- **not scaled to fit**- so that the grid is 10cm square. Groups of cubs then use the 8 figure grid references to locate orienteering markers, note the letter or letters on each marker and use the cipher to decode the name that all the markers make.

Names are;

1 Baden Powell

2 Maclean Cubs

3 Brownsea Isle

4 Gillwell Park

Each of the four sheets has them looking for 8 seperate markers, though each marker might be used more than once (if they're smart enough they'll notice before walking!)

Risk assessment:

|  |  |
| --- | --- |
| Risk | Control measures |
| Getting lost, and CP | Lone cubs should never leave line of sight to an adult. They should always be in groups, and at least one person in the group- preferably all- should have a whistle.  We could insist that all cubs stay with an adult, but this is unnecessarily restrictive given we're on a busy scout site, a controlled area with people around and with perimeter boundaries. Yet it IS a large site, and even though this activity is intended to be confined to a particular area that depends on the cubs' navigational skills. So we tell them that if they get lost, head south until they hit something they can see on the map or the perimeter. If they hit the perimeter, head west until they come to the main entrance, and from there follow the roads back up to camp center and from there to the accommodation. As they're walking, watch out for other people and if they find any ask where on the map they are.  They're likely to be out of contact with the hut- they won't be able to hear a whistle blow to come back. So at least one person in each group should have a watch, and be able to use it, and a return time should be specified.  Cubs should wear their neckers, to make it easier for site staff etc to identify them. |
| Injuries | There's rugged terrain. The intended area avoids crags, but they should still be told not to climb on anything and not to run on uneven ground. If anyone is injured and wants to return to the hut under their own power, the whole group comes back with them and then can carry on with the activity after the dropoff. If someone's injured and cannot walk, the whole group should stay together and someone should sound the distress signal- six loud blows of the whistle, wait a minute and repeat, continue until help arrives. |

Hidden Messages 1

There's a name hidden around the site. The letters are on markers that look like that over there >>>>. A white square with a red triangle. They might be nailed to trees, or rocks, or anything else that we think you'll be able to see if you get near enough. To find them, you need a map and compass, and you need to go to the grid references on this sheet and write down the letters on the marker you find there. Some markers have one letter, some have two. To make it easier once you find the right place, the description says something about where the marker is.

When you've found the letters, the word is in code. You'll have to decode them using the cipher to get a name you should recognise.

Markers

|  |  |  |  |
| --- | --- | --- | --- |
| Marker number | Grid reference | Description | Letter |
| 30 | 2396 7778 | Track |  |
| 8 | 2497 7740 | Crag (East end) |  |
| 12 | 2461 7714 | Building (South end) |  |
| 41 | 2495 7758 | Path junction |  |
| 9 | 2524 7720 | Track Bend |  |
| 10 | 2495 7707 | Dead Tree |  |
| 11 | 2468 7701 | Gateway |  |
| 12 | 2461 7714 | Building (South end) |  |
| 6 | 2464 7746 | Track junction |  |

Cipher

To use the cipher, the original letters are on the left and the code is on the right.

So "hello" in code becomes "zowwa". So look for the letters you've found on the right of each pair, and the real letter is then on the left.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| A | B |  | I | M |  | Q | H |  | Y | Q |
| B | P |  | J | K |  | R | N |  | Z | D |
| C | G |  | K | Y |  | S | C |  |  |  |
| D | R |  | L | W |  | T | L |  |  |  |
| E | O |  | M | F |  | U | J |  |  |  |
| F | I |  | N | U |  | V | S |  |  |  |
| G | X |  | O | A |  | W | T |  |  |  |
| H | Z |  | P | E |  | X | V |  |  |  |

Hidden Messages 2

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When you've found the letters, the word is in code. You'll have to decode them using the cipher to get a name you should recognise.

Markers

|  |  |  |  |
| --- | --- | --- | --- |
| Marker number | Grid reference | Description | Letter |
| 7 | 2463 7732 | Track junction |  |
| 8 | 2497 7740 | Crag (East end) |  |
| 9 | 2524 7720 | Track Bend |  |
| 11 | 2468 7701 | Gateway |  |
| 41 | 2495 7758 | Path junction |  |
| 8 | 2497 7740 | Crag (East end) |  |
| 10 | 2495 7707 | Dead Tree |  |
| 9 | 2524 7720 | Track Bend |  |
| 3 | 2418 7711 | Corner of Archery |  |
| 12 | 2461 7714 | Building (South end) |  |

Cipher

To use the cipher, the original letters are on the left and the code is on the right.

So "hello" in code becomes "zutty". So look for the letters you've found on the right of each pair, and the real letter is then on the left.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| A | R |  | I | K |  | Q | X |  | Y | C |
| B | H |  | J | Q |  | R | V |  | Z | M |
| C | E |  | K | D |  | S | O |  |  |  |
| D | I |  | L | T |  | T | F |  |  |  |
| E | U |  | M | G |  | U | B |  |  |  |
| F | N |  | N | A |  | V | J |  |  |  |
| G | L |  | O | Y |  | W | S |  |  |  |
| H | Z |  | P | W |  | X | P |  |  |  |

Hidden Messages 3

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When you've found the letters, the word is in code. You'll have to decode them using the cipher to get a name you should recognise.

Markers

|  |  |  |  |
| --- | --- | --- | --- |
| Marker number | Grid reference | Description | Letter |
| 1 | 2444 7711 | Track junction |  |
| 3 | 2418 7711 | Corner of Archery |  |
| 7 | 2463 7732 | Track junction |  |
| 8 | 2497 7740 | Crag (East end) |  |
| 10 | 2495 7707 | Dead Tree |  |
| 9 | 2524 7720 | Track Bend |  |
| 11 | 2468 7701 | Gateway |  |
| 8 | 2497 7740 | Crag (East end) |  |
| 12 | 2461 7714 | Building (South end) |  |
| 10 | 2495 7707 | Dead Tree |  |

Cipher

To use the cipher, the original letters are on the left and the code is on the right.

So "hello" in code becomes "zaoob". So look for the letters you've found on the right of each pair, and the real letter is then on the left.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| A | E |  | I | T |  | Q | V |  | Y | I |
| B | C |  | J | Y |  | R | L |  | Z | D |
| C | J |  | K | X |  | S | R |  |  |  |
| D | N |  | L | O |  | T | F |  |  |  |
| E | A |  | M | U |  | U | M |  |  |  |
| F | Q |  | N | G |  | V | P |  |  |  |
| G | W |  | O | B |  | W | H |  |  |  |
| H | Z |  | P | K |  | X | S |  |  |  |

Hidden Messages 4

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When you've found the letters, the word is in code. You'll have to decode them using the cipher to get a name you should recognise.

Markers

|  |  |  |  |
| --- | --- | --- | --- |
| Marker number | Grid reference | Description | Letter |
| 1 | 2444 7711 | Track junction |  |
| 6 | 2464 7746 | Track junction |  |
| 7 | 2463 7732 | Track junction |  |
| 8 | 2497 7740 | Crag (East end) |  |
| 6 | 2464 7746 | Track junction |  |
| 9 | 2524 7720 | Track Bend |  |
| 11 | 2468 7701 | Gateway |  |
| 12 | 2461 7714 | Building (South end) |  |
| 41 | 2495 7758 | Path junction |  |

Cipher

To use the cipher, the original letters are on the left and the code is on the right.

So "hello" in code becomes "zrwwx". So look for the letters you've found on the right of each pair, and the real letter is then on the left.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| A | T |  | I | L |  | Q | V |  | Y | H |
| B | K |  | J | S |  | R | O |  | Z | A |
| C | F |  | K | U |  | S | I |  |  |  |
| D | M |  | L | W |  | T | B |  |  |  |
| E | R |  | M | D |  | U | N |  |  |  |
| F | P |  | N | J |  | V | Y |  |  |  |
| G | C |  | O | X |  | W | G |  |  |  |
| H | Z |  | P | E |  | X | Q |  |  |  |