

ACTIVITY DETAILS AGE 12+

MATERIALS

Maps Controls with punches

TIME

20 minutes

GOAL To have fun!

SET UP

- INSTRUCTIONS
- Plan a score-o course with many controls in a small area
- Print maps with punch cards
- Place controls

ACTIVITY

- Select 1/3rd of the group to be vampires
- Provide each non-vampire participant with a map
- The participants with maps visit and punch at as many controls as they can. Vampires try to tag non-vampires
- When a vampire catches someone, they take that person's map and punch card and continue trying to collect punches. The person who is tagged becomes a vampire and must chase down a non-vampire for a map
- Vampires are not allowed to tag participants at a control or to tag back the person who tagged them
- The first participant who arrives at the finish with a completed punch card is the winner
- This game works well with older juniors who will tag based on strategy rather than speed. With younger juniors, the slowest ones can get stuck as vampires early in the game and never manage to catch anyone

WWW.ORIENTEERING.CA

