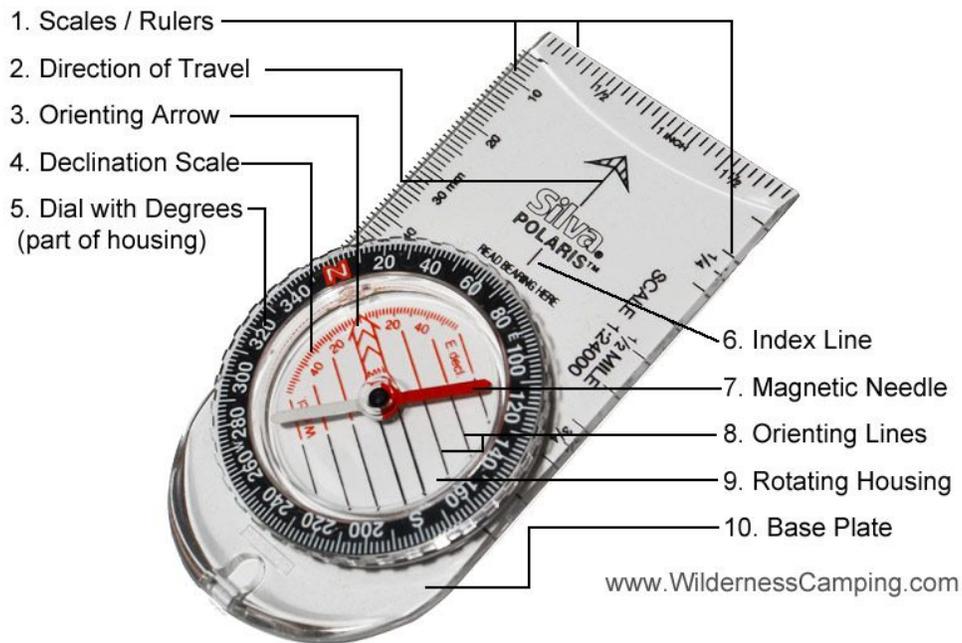


Nature Quest: Compass Basics

Parts of a Compass



To Set a Bearing/Heading

For the event you will need to be able to set a compass bearing and follow it. You will need to be able to use the eight bearings listed in the table below.

Heading Abbreviation	Bearing Degrees
N	0° (360°)
NE	45°
E	90°
SE	135°
S	180°
SW	225°
W	270°
NW	315°

Step 1: Find the correct degree heading on the rotating housing/dial and line it up with index line (it connects to the arrow of travel).

Step 2: Hold the compass level and so you can see the dial clearly. Try this: place your hand under the compass with your thumb on one side pointing in the direction of travel (parallel to the travel arrow on the compass) then rest the side of your hand on your belly and make it level (the compass is level when the magnetic needle can freely move).

Step 3: Turn yourself until the red end of the magnetic needle lines up with the orienting arrow ("put red in the shed"). Now look up and find the flag you should go to!

Pacing a Square Game

You can practice using the eight headings/bearings you need to know by playing this simple game. You will need an object to place on the ground and a compass.

First: Place an object on the ground. This is your starting point.

Second: Set a bearing with your compass using the instructions above.

Third: Walk a set number of steps/paces in the bearing direction.

Fourth: Reset your bearing by adding 90° your original bearing and repeat the third and fourth steps.

You should end up back at your object on the ground after pacing out a square.