



Outdoor Adventures



Life's better outside.®

PROUD PARTNER

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Scot McClure scot@dallasecologicalfoundation.org

February 2014

News

Writing Competition – your student can win a new laptop.

Red River Shoot Out Archery Tournament

Angler and Boater Education - Zebra Mussels Poster

10 Compass Activities – Thanks from Bonnie Newcombe

CALENDAR OF EVENTS

- Youth Wildlife Conservation Experience – Jan. 15, 2015
- Texas Archery in Schools State Tournament, March 6, 2014
- DSC S.A.F.E.T.Y. Event – May 3, 2014

Teacher Training

New Teacher Training (Details on Page 3)

- TPWD Angler Education
- TPWD Boater Education Instructor
- TPWD Hunter Education Instructor
- National Archery in Schools Program
- Dutch Oven Cooking - CPR/First Aid

High School Fishing Teams!

There are several organizations promoting fishing teams. NorthTexas High School Bass Association:

<http://www.northtexashighschoolbassasn.com/>

Another program is the Texas Bass Federation. More on their program from TPWD on page 5

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TEXAS OUTDOOR WRITERS ASSOCIATION



Junior Outdoor Journalist Writing Competition

The theme for essays should be the writer's first or early outdoors experience (hunting, fishing, camping or other outdoor adventure) and why such adventures are important in your life with and a conservation message in the essay is essential.

The contest is divided into two divisions:

- Middle school (grades 6-8)
- High school (grades 9-12).

•First Place winners receive a new laptop or tablet computer

•Second place winners receive \$100

•Honorable mention receives \$25.

ALL Winners receive an invitation to the 2014 TOWA Conference in New Braunfels, Feb. 27 - March 1

Stories will be judged on originality, creativity, grammar, punctuation, and writing style.

- Only one submission per student
- Maximum word count: 500.
- Essays must be typewritten (minimum 12-point font) on 8.5-by-11-inch paper.
- No illustrations

Submit stories to: TOWA (attention TJ Greaney), 9508 Chisholm Trail, Austin, Texas 78748.

Entries: All submissions MUST be received by midnight Feb.15, 2014

Welcome to the 4th Annual Red River Shoot Out

Where : [Loy Lake Arena, Denison Texas](#) 1000 RC Vaughn Rd. Denison, TX

When: Saturday, April 26, 2014

Flight Times: Friday 7:00 pm, Saturday 10:00, 11:10, 1:00, 2:10, 3:20. 80 archers per flight. (More flights will be added if needed)

Who: All Texas and Oklahoma NASP School Students eligible to attend their respective state or regional tournaments. 3rd – 12th grades.

What: You've competed for yourself and your school now compete for your state! Texas vs Oklahoma have been friendly rivals for years.

This competition format will have Texas Archers competing against Oklahoma archers. We will take the top twelve archers from each state, add up the scores and determine a Red River Champion! We will also award the top three places in each division and gender. The top place in each division and gender as well as the top twelve of the winning state will also receive Red River Belt Buckles. **NEW THIS YEAR – TEAM AWARDS** for the top two team in each division, teams as per NASP rules. Awards ceremony will follow tournament.

Rules: [All NASP scoring rules for the national tournament will apply for scoring in this tournament.](#)

Cost: \$10 per archer payable at the door or click on Payment link to pay using paypal. All checks need to be made to St. Mary's School.

Schools needing an invoice please contact info@rraso.org.

<https://www.facebook.com/RedRiverArcheryShootOut>

Registration: Online registration open January 27 through April 19at www.rraso.org/registration-page

Shirts: Pre Order Shirts on the website www.rraso.org available mid February. **Other:** [Frontier Village Days and 5K run.](#)



Teacher Training RSVP

940-465-0366

RSVP for each training. I have provided several dates for each training. Please check your schedules and let me know today! The Texas Parks and Wildlife Department's Hunter Instructor and Boat Safety will require some home work prior to the training. I will review the requirements for each upon your RSVP.

RSVP: scot@dallasecologicalfoundation.org

Teacher Training in North Texas for Spring 2014 – Location – Argyle, TX

TPWD Hunter Instructor.....	9:00 AM – 2:00 PM	Feb. 22
TPWD Boater Instructor.....	3:00 PM – 7:00 PM	April 18
TPWD NASP BAI.....	8:00 AM – 4:00 PM	TBA
TPWD Angler Instructor.....	9:00 AM – 1:00 PM	TBA
Dutch Oven Cooking/First Aid/CPR.....	9:00 AM – 2:00 PM	May 9

Additional Hunter Instructor Classes

AUSTIN	Sat	Mar 1, 2014	8:00 AM	(512) 633-0164	graciela@moonandback.org
AUSTIN	Sat	Jul 19, 2014	8:00 AM	(512) 633-0164	graciela@moonandback.org
AUSTIN	Sat	Sep 27, 2014	8:00 AM	(512) 633-0164	graciela@moonandback.org
CORPUS CHRISTI	Sat	Feb 7, 2015	8:00 AM	(361) 853-8644	
SAN ANTONIO	Sat	Jun 14, 2014	8:30 AM	(000) 000-0000	jthompson6@satx.rr.com
SAN ANTONIO	Sun	Sep 21, 2014	8:30 AM	(000) 000-0000	jthompson6@satx.rr.com
WACO	Sat	Mar 22, 2014	8:00 AM	(254) 722-5660	

Additional NASP – BAI Courses – contact burnie.kessner@tpwd.state.tx.us

Feb. 8, 2014 – Nacagdoches, TX

Feb. 22, 2014 – 7:45-4:00, Fort Worth, TX

Additional Angler Education Instructor Classes

Feb. 22, 2014 – 9:00-3:30 PM, Austin, Caleb Harris, caleb.harris@tpwd.texas.gov 512-389-4472

Additional Dutch-Oven Cooking classes

Feb. 22, 2014 – 3:00 PM – 4:15 PM, Richard Moody, Purvis Creek State Park, 903-425-2332

Mar. 12, 2014 – 3:00 PM – 4:15 PM, Richard Moody, Purvis Creek State Park, 903-425-2332

Mar. 29, 2014 – 3:00 PM – 4:15 PM, Richard Moody, Purvis Creek State Park, 903-425-2332

Teacher Training in North Texas for Summer 2013 – Location – Argyle (DFW)

TPWD Hunter Instructor.....	8:00 – 2:00	June 9, July 14
Texas Archery in Schools Program.....	8:00 – 4:30	June 10, July 15
TPWD Boater Education Instructor.....	8:00 – 2:00	June 11, July 16
TPWD Angler Instructor	8:00 – 2:00	June 12, July 17
Dutch Oven Cooking/ First Aid/CPR.....	9:00 – 3:00	June 13, July 18

ZEBRA MUSSELS HIDE HERE.

CLEAN, DRAIN, DRY YOUR BOAT.



Clean Your Boat. Save Your Lake.

Zebra mussels are small invasive species that can spread from lake to lake by hitching a ride on your boat and trailer. One female can have up to a million microscopic larvae. They mature quickly, attach to hard surfaces and can damage your boat and engine. They hurt aquatic life, ruin ecosystems and fisheries – even affect your water supply. You can keep that from happening by cleaning your boat, motor, trailer and gear of all debris and draining it of all water. Then dry it for at least a week or wash it all with hot, soapy water before boating in another waterbody. Learn more at www.texasinvasives.org.

**HELLO ZEBRA MUSSELS.
GOODBYE TEXAS LAKES.**



High School Fishing: “Catch it at Your School”



MARK GINTERT – Texas Bass Federation National Youth Director

For just a moment close your eyes and take a drive through your local neighborhood on a spring Saturday morning. Just imagine looking out your passenger side window going by several baseball fields that are lined with boys and girls of all ages playing and both sidelines filled with parents cheering on every hit or strikeout. Now look out the driver's side window and see a cluster of soccer fields that have even more kids and again parents lining the sidelines.

Now for just a moment, ask yourself, why can't this be fishing?

Let's face it; fishing has been "America's Game" long before Mr. Doubleday even thought of hitting a round object with a club! Statistics also tell us that the number of anglers in this country greatly exceeds the number of baseball/softball and soccer players combined!

So why don't we highlight fishing like we do these other sports? It's hard to answer that question. Maybe the reason is that Fishing has transformed from a means of survival, to a terrific family oriented pastime and for some unknown reason we have taken it for granted.

Well those days are coming to an end in the state of Texas as The Bass Federation and the FLW Outdoors are working hard to bring fishing back into the main stream of competitive sports with the creation of the Student Angler Federation. The SAF as it is known to high school students across the country is on fire in the Lone Star State and if you have anything to do with the outdoors, it couldn't come at a better time. Young people today are in an unusual position of being bombarded with options. If you do play sports, the age of specialization is upon us. Those participating in traditional sports have to choose one sport to specialize in and spend the majority of their time honing their skills in that chosen sport. Or, students today find themselves absolutely glued to their hand-held device or home video console talking about who knows what or playing countless number of games that range from traditional sports to eliminating all of the zombies and warlocks from the universe ... or worse!

Enter High School Fishing into the picture. In approximately 60 Texas schools, students, parents and faculty advisors are working hard to bring the fantastic movement of High School Fishing to life and the results are building quickly.

From 2007 to 2009, The Bass Federation put together the components to build a turnkey program that schools across the country could adopt and bring in High School Fishing as a club sport in their schools. The SAF program provides four key ingredients that include insurance coverage, fundraising capabilities, unmatched educational components, and a series of state and national fishing events for student participation. This formula for success has obviously worked as the number of participating "Student Anglers" in the state of Texas has topped the 1,000 mark and is growing every day!

Schools are now hosting their own Fishing Invitational Tournaments just like they do in golf and cross country and in some places the movement has gone beyond that. East Texas is a prime example. A group of 27 schools has developed a five-event tournament trail with over 600 students involved!

And here is the best part or the equation. Nationwide, over 60% of the students involved in High School Fishing previously did not participate in any extracurricular activities for their schools. This program is fostering an entirely new group of students and parents to represent their schools.

Want to bring this program to your school? The process is quite simple. Go to www.highschoolfishing.org and get all the information that you need to get started. To give you a head start, here is a link to the video that describes how the whole process works. http://youtu.be/YeAAW_frzel

High School Fishing ...

You need to "Catch it at Your School"

Compass Games

Compass Basketball

If there is a basketball court near your meeting site, organize a game of Compass Basketball to help Scouts learn compass points. Mark circles on the court to represent the eight main compass points. (North is just below the basket, South behind the foul line.) Divide players into two teams. When the leader calls a compass point, the first player must go immediately to that position on the court and shoot at the basket. If the Scout goes to the wrong point, he may not shoot. Score two points for going to the correct mark and one point for making a basket. After all players from the first team have had their turns, the other team takes over. Compare total scores.

Dutch compass

Equipment: A broomstick, tape

How to Play: Set up a circle with the tape about four metres in diameter. Mark with the tape the eight compass points around the circle. The blank space on the compass becomes north. The leader stands in the middle of the circle with a broomstick held upright with one end on the ground. He calls out a compass point and at the same time releases the broomstick from his grasp. The player standing on that position must run in and catch the broomstick before it hits the floor. If the player is successful, the game continues as usual; if he fails to catch the broomstick, he goes to the north position. His empty space on the compass becomes the new north position. Allow players a few seconds to figure out where they are, then resume again. If the game becomes too easy or you want to include more people, expand the compass into its full sixteen points.

Find your place

Equipment: Tape, 16 cards (each marked with one of the sixteen points of a compass)

How to Play: Using the tape, make a large circle on the floor. Place the sixteen cards face down on the floor and have each player take a card. The leader finds the player who has North and places him anywhere on the circle. On command "This is North, find your place!", the other players have to try to find their appropriate places on the circle. Place the cards face down again and try it again. When the Cubs begin to catch on and become proficient at this, make it more difficult by placing any player (e.g. WSW) on the circle and saying "This is West South West, find your place!"

Minesweepers

This game will teach Scouts how to work together in a team, and how to use a compass.

Equipment: newspapers; compasses

How to play: Line your players up in groups. Scatter opened pieces of newspaper in front of each group so the floor is completely covered. With a leader who acts as an umpire, identify a number of pieces of paper that will represent mines. Don't tell the first person standing in line which papers represent mines. (You might even want to place some obstacles (like chairs) around on the newspaper to make the task more confusing.) On "Go!" the first person in each line must follow compass headings called out to him by the last person in line to find a safe path through the mine field. (E.g. "Two steps at a heading of 220°.") If the person being guided through the minefield steps on a mine, the Scout must return to the start.

Use this activity to discuss why Australia played such an active role in the land mine treaty signed in 1997.

Today, there are over 100 million mines in the world. Mines are a constant hazard to people in many countries. Most victims of mine accidents are children.

Silver Dollar

This challenge will help reinforce compass bearings.

Equipment: Each participant requires one orienteering compass, one fake "silver dollar" (3-inch circle from tin can top), and one card with distances and directions. Each card should have the following same directions with "X" being different for each player.

Directions for Card: 1. Take 50 steps at "X". (For this example we will use 90 degrees for "X") 2. Take 50 steps at "X" (90 degrees) plus 120 degrees. (i.e. $90 + 120 = 210$) 3. Take 50 steps at "X" (90 degrees) plus 240 degrees. (i.e. $90 + 240 = 330$) This should create a triangle which will bring your Scouts back to their Silver Dollars.

How to Play: Scatter participants widely over a field with fairly tall grass. Place a "silver dollar" at the feet of each Scout. On the signal, "Go!", each Scout sets his compass for the direction on his card, and walks the specified distance. Do this again for the second and third bearings. When done, the "silver dollar" should be at the Scout's feet (or at least within immediate sight). The patrol with the most Scouts winding up within $7\frac{1}{2}$ steps of their "silver dollars" (5 percent error) wins.

Compass Scavenger Hunt

Materials: A compass per team, about ten cards per team, pegs

What to Do: Prepare a simple orienteering course outdoors. Peg small cards to the ground. Each card should have on it a bearing and the distance to the next card. The card also contains a jumbled up word for the team to unscramble. The words in the sequence produce a message. The first team to finish the orienteering trail and decode its message, wins.

Find your bearings

In this game you'll be creating words using compass bearings.

Equipment: Each Scout should have a pencil, paper and compass.

How to Play: Mark out a circle in a field and place stakes in the ground with a single, highly-visible letter on each stake. Each Scout (or patrol) must spell out a word by finding its compass headings. For example, if assigned the word "SYMBOL", a Scout would take a compass reading to the first letter ("S") from the centre stake. After marking the bearing down, the Scout would walk to the "S" and take a bearing to the next letter ("Y") and continue until finishing the word. Leaders must check to make sure the bearings are correct. Depending on the size of the circle, you could have groups of Scouts all playing at once.

That's Backwards!

Equipment: several "obstacles" set up along a course; compasses

How to play: In a forest, several leaders set up a number of obstacles separated by distances ranging from 100-300 metres. Then Scouts get a list of bearings (all bearings) to each obstacle. For example, if the true bearing to obstacle #1 is 360 degrees, then the bearing given would be 180 degrees. The Scouts must turn around and walk backwards to the obstacle following the compass bearing of 180 degrees. When the Scouts have reached their destination, they must face forward and complete the obstacle, at the end of which they find their next backward bearing. You could try this as a relay race by starting at opposite ends of the obstacle course. You could set this course up with a hiking, camping or wilderness quiz at each station.

Astral Navigation

Equipment: Cardboard boxes painted in a team colour (one for each player), compasses (one for each player), short sticks with a flag of a team colour (one for each player), cards with the correct compass bearing and distance from the starting area to the centre area.

How to Play: Have each of the teams stand at their starting area. Give each team member a flag, compass and a box which he places over his head. After everyone's head is covered, pass out the cards with the compass bearing on it. At a signal, every player walks the distance from the starting area to the centre spot, using the compass bearing as his guide. When he thinks he has completed the distance, the player can then stand still, raise his flag and remove the box from his head. The winning team is the one with the most players within five yards of the target. The players must not be aware that there is one centre spot that all the teams are being directed to. They must be led to believe that each team will end up at its own finishing spot. They can even be told that the flag of their team colour will be placed at the point to which their team has been directed. When everyone is blindfolded (so to speak), a person holding one of each team's flags can proceed to the centre spot and stand there until the game is over.

Compass Relay

Scouts will gain increasing familiarity with compass points by playing this game.

Equipment: You will need something to draw a compass on the floor or ground, and cards (to be used as markers). How to Play: Form teams into relay formation. Opposite each team is a compass circle drawn on the floor or on the ground. The points are shown, but only North is marked. When the leader calls out a compass point, the first player on each team places a mark (before the leader counts to six) on the compass circle in front of her team at the point where the leader called. If the player is correct, she falls in behind her compass circle. If wrong, she goes to the back of her team. The next compass point is called and the next player marks it on the compass circle. (Position a judge at each compass circle and remind players that coaching is not allowed.) The team getting all of its players behind the compass circle first, wins.