



# MIG 2021: Orienteering Punch Cards

## HOW TO USE PUNCHCARDS:

1. Every participant/partner group will have their own punch card. The punch card is used to “prove” that you visited each of the controls, by marking the punch card with the stamp/punch pin that is at that control
2. When the participant arrives at the control:
  - a. Check what number control they are at
  - b. Use the stamp/punch pin to mark the box associated with the correct control #
3. When the participant has visited each of the controls, they will return to Home Base and hand in their punch card to the supervisor.
4. The supervisor will double check to make sure each of the boxes are marked with the correct stamp/pin punch



| Control 1 | Control 2 | Control 3 | Control 4 | Control 5 | Control 6 | Control 7 | Control 8 | Control 9 | Control 10 |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
|           |           |           |           |           |           |           |           |           |            |

| Control 1 | Control 2 | Control 3 | Control 4 | Control 5 | Control 6 | Control 7 | Control 8 | Control 9 | Control 10 |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
|           |           |           |           |           |           |           |           |           |            |

| Control 1 | Control 2 | Control 3 | Control 4 | Control 5 | Control 6 | Control 7 | Control 8 | Control 9 | Control 10 |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
|           |           |           |           |           |           |           |           |           |            |