



Geocaching Patrol Competition Game!!



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SCOUTS BSA: TROOP 1028/1029



**Note: this is a
draft from my 2014
version, check it
out for ideas**



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SCOUTS BSA: TROOP 1028/1029



Geocache Game – Week 1

1028

1029



Geocaching

- Each patrol will search for three mysterious geocaches around the Moose Lodge
- Limit: 1 GPS unit
- Next week each patrol will hide geocaches for the other patrols
- **EVERYONE MUST FOLLOW RULES !!**





Game Rules: Where Geocaches Cannot Be Hidden

1028

1029



Geocaching
Merit Badge

- Outside the “OK ZONE” shown on previous page
- On pavement
- Inside or under any buildings (including shelter)
- Within 6 feet of any vehicles
- Behind the Moose back fence or Troop 1028 shed
- More than 6 feet into the tree line
- Within 6 feet of plumbing, gas, or electrical connections
- In any potentially unreachable or unsafe location





Game Rules: Keep It Fun

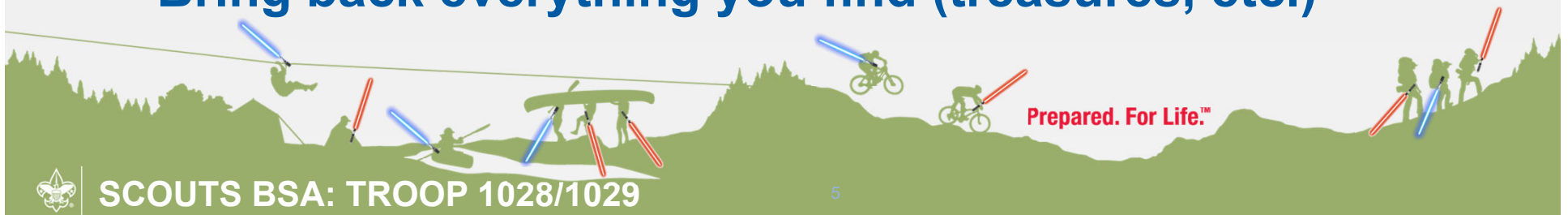
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Geocaching
Merit Badge

- **Three patrols : Wolverines, Cobras, Mountaineers**
 - Moose Patrol can split up to help
- **Find only your assigned geocaches - if you find the wrong one, put it back before another patrol sees**
- **Let everyone try the GPS unit**
- **Once you reach the coordinates, spread out to search carefully as a team**
- **Remember there WILL be nasty microcaches like evil pennies, evil rocks, evil bolts, etc.**
- **Bring back everything you find (treasures, etc.)**



Get your assignments and start !!



**Nobody goes outside until
all patrols have their first
waypoint entered**

**Meet back here with all
three geocaches –
if you can 😊**



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The Plan for Today

Part Two – Geocaching.com

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Geocaching
Merit Badge

Troop 1028 Merit Badge Counselors

Eric Cutright, Jeff Monroe, and Susan Saliba

Geocaching Game – Patrol Competition

Patrol 1 & 2 – Hide and record geocaches

Patrol 3 & 4 – Geocaching.com overview presentation

Switch and repeat

Finding a Geocache

4 steps including safety guidelines

Hiding a Geocache

4 steps including placement guidelines

How to Finish the Geocaching Merit Badge





Geocaching Patrol Competition Game!!



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Geocache Game – Week 2

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Geocaching

- Each patrol will hide four geocaches around the Moose Lodge for other patrols to find
- Limit: 1 GPS unit and 1 micro-cache
- **EVERYONE MUST FOLLOW RULES !!**





Game Rules: Where Geocaches Cannot Be Hidden

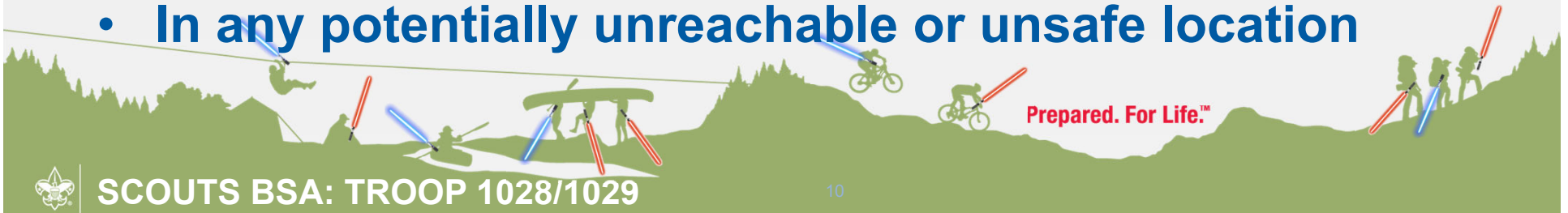
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Geocaching
Merit Badge

- Outside the “OK ZONE” shown on previous page
- On pavement
- Inside or under any buildings (including shelter)
- Within 6 feet of any vehicles
- Behind the Moose back fence or Troop 1028 shed
- More than 6 feet into the tree line
- Within 6 feet of plumbing, gas, or electrical connections
- Can be covered with grass/leaves but not buried
- In any potentially unreachable or unsafe location





Game Rules: Keep It Fun

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1029



Geocaching
Merit Badge

- 4 patrols : Wolverines, Cobras, Mountaineers, Moose
- Find only your assigned geocaches - if you find the wrong one, put it back before another patrol sees
 - Geocaches are labeled (except for micro-cache #1)
- Let everyone try the GPS unit
- Once you reach the coordinates, spread out to search carefully as a team
- Geocache #1 WILL be a nasty micro-cache like evil penny, evil rock, evil bolt, etc.
 - Need a strategy - save it for last??
- Bring back everything you find (treasures, etc.)

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Now We Split into Two Groups

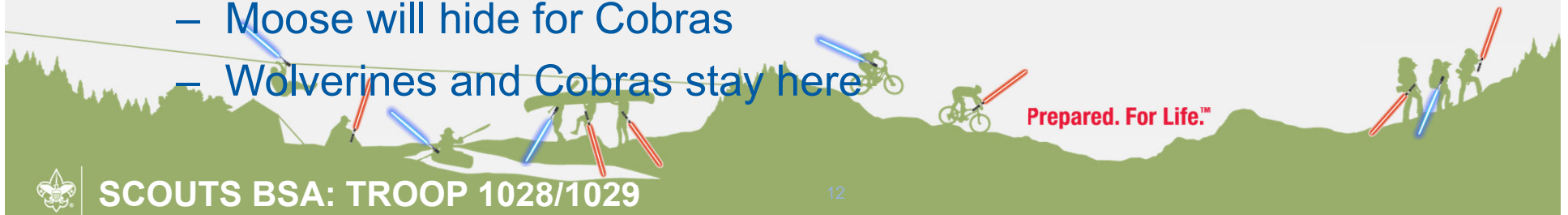
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Geocaching
Merit Badge

- **Hiders must use the finder's GPS unit**
 - Write down coordinates on finder's sheet
 - Only cache #1 can be an evil micro-cache
 - Put stickers on each cache (except #1)
- **First Hiders**
 - Wolverines will hide for Mountaineers
 - Cobras will hide for Moose
 - Mountaineers and Moose stay here
- **Second Hiders**
 - Mountaineers will hide for Wolverines
 - Moose will hide for Cobras
 - Wolverines and Cobras stay here





Questions?

Hmmm, questions have you ??



~~Mr. Eric, BB-8. For Life.™~~

