

T1W3 Part 1  
RemWest



# Geocaching



**Before we start...**

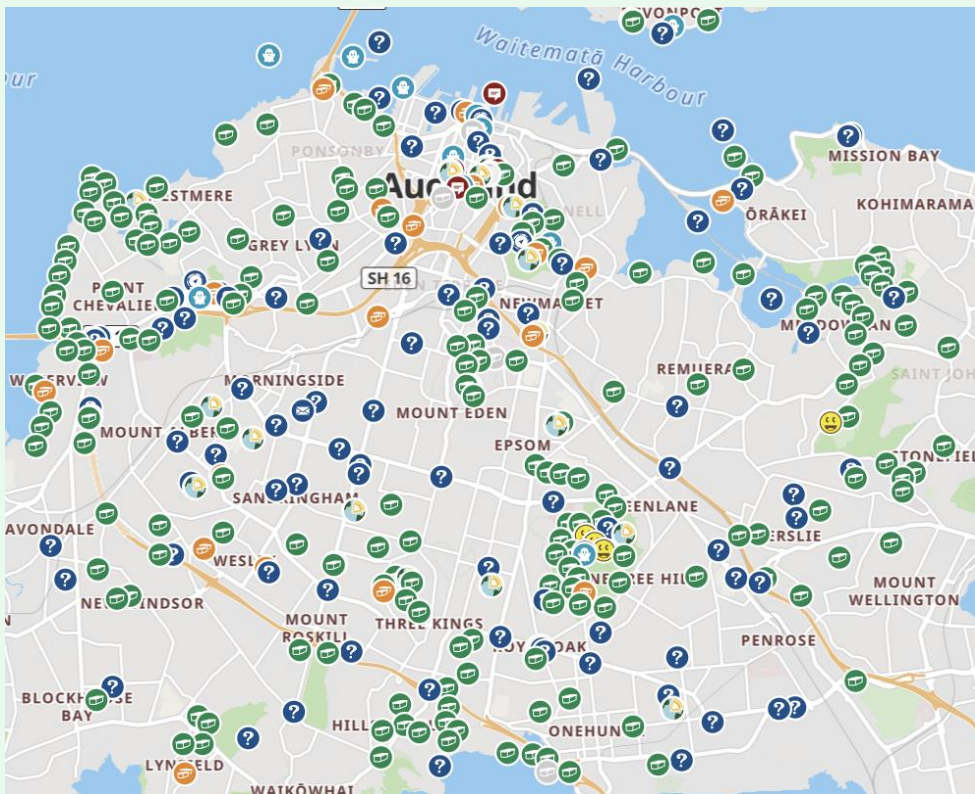
# Before we start...

What is this?



# Geocaches in Auckland

Just a few...



# What does a Cache look like?

There are multiple types of caches

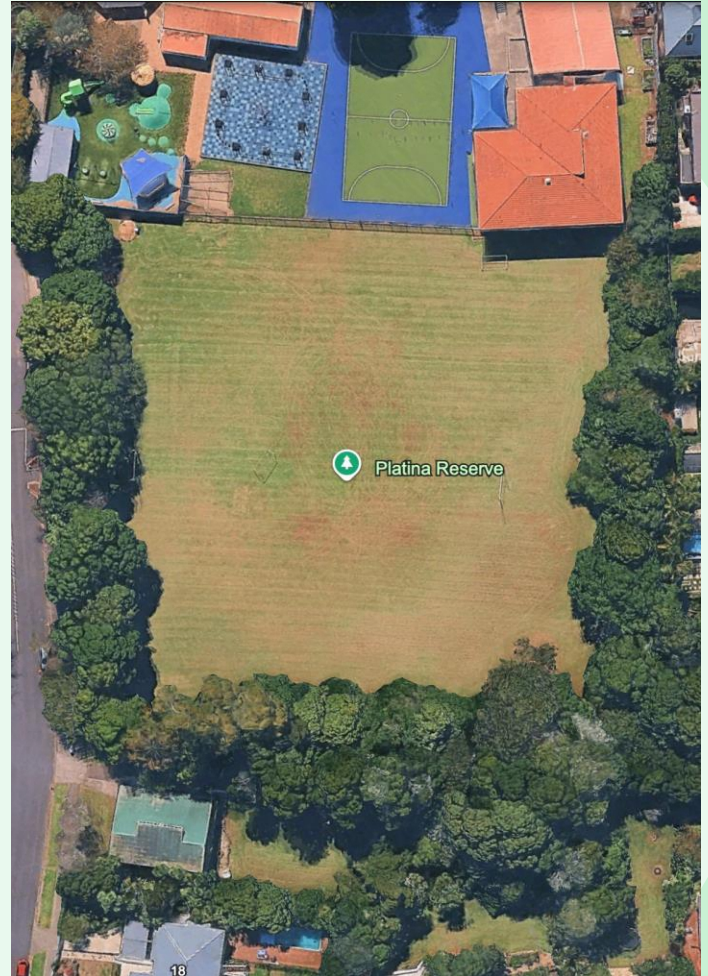
# What does a Cache look like?





# Our Area

If you couldn't tell, this is a map of platina reserve.



# Task time!

In your groups (on the next slide) you're  
going to do an activity on the next slide!  
(Bus Stop)



# Generated Groups

Hop over to event suite to view  
groups!

# How this will work

Half of you will be inside  
doing general geocache  
activities

Half of you will be outside  
FINDING some geocaches

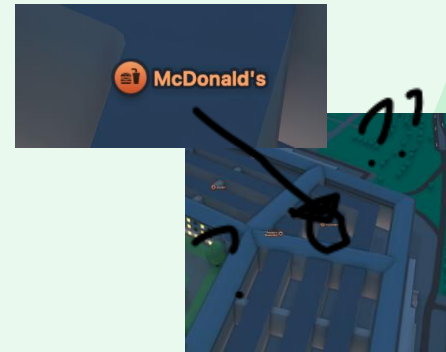
Then, you will ROTATE to the next  
activity

# If you are good scouts

You will get to watch a video

# Task time!

Geocaches are hid around the field, see if you can find them!



# Gadget Caches!

Gadget caches are more like a puzzle than a regular cache, lets do one together!

# Gadget Caches!

Four workmates decided to spend their lunch hour exploring different parts of the Auckland Domain. They met back at the Wintergardens an hour later to compare notes.

**Priya** walked through the Formal Gardens. "I found this amazing sculpture," she said. "It's a sundial, but it's mounted on a column. The Roman numerals go all the way around it."

**Marcus** explored near the museum. "I was looking at that war memorial — the one with the cenotaph. There's an inscription on it. I counted the words in the first line. There were seven."

**Lily** wandered down to the duck ponds. "I sat by the lower pond for a bit. I counted how many fountain jets were running in the middle. There were three."

**Jordan** checked out the band rotunda. "That wooden structure is cool. I walked around it counting the corner posts holding up the roof. Eight posts total."

## Your challenge:

- Each person's number represents one digit of the code:
  - Priya's number (highest numeral visible on the sundial)
  - Marcus's number
  - Lily's number
  - Jordan's number



# Gadget Caches!

The code was 12738!  
Lets do another!

Shane and Dean set four scouts a challenge during a den night: explore the den and report back with specific observations.

One was sent to check the kitchen pantry. "I found a can of spaghetti at the back," they said. "The best-before date was 2022."

Another was looking at the jamboree LED signs in the main area. "I counted the signs from jamboree."

Another checked teamreach. "Shane asked me to count how many nights were left in the term." The last scout was organising the storage cupboard. "Dean told me to count how many gas bottles we had downstairs. There were twelve."

Your challenge:

Each number becomes part of the code:

- Expiry date
- LED Signs
- Number of nights left in the term
- Gas Bottles

The code was 20223712  
One more?

## Shane's Temu Map Disaster

Shane got excited and bought a "premium quality world map" off Temu for \$3.50. It arrived last week and... well, you'll see. Your challenge is to examine Shane's actual Temu map (it's displayed in the room) and find all the errors.

### Your Task:

Carefully inspect the map and count the errors.

Hint: Some errors are obvious, some are sneaky. Work as a team and double-check each other's counts!

The code was

# General Caching Things

Cache in; Trash out (CITO): Geocachers are encouraged to pick up rubbish they encounter while searching for geocaches.

DNF: A type of log on the geocaching website saying that you did not find the cache, but looked for it. It stands for Did not find.

Muggle: A non-geocacher. Someone who doesn't know about geocaching and might accidentally discover or disturb a cache.

TFTC (Thanks for the cache): Shorthand way to say thanks in cache logs.

Swag: Small trinkets or toys left inside larger geocaches for trading. The rule is "take something, leave something".



# Bugs!



A travel bug is a special hitchhiker that moves from cache to cache with a mission. It's a metal dog tag with a unique tracking code attached to an item (toy car, figurine, keychain, etc.).

How they work:

- Someone creates a travel bug on geocaching.com and gives it a goal (e.g., "Travel to every continent" or "Visit as many beaches as possible")
  - They place it in a cache
- You find it, log the tracking code online, and move it to another cache
  - The next person does the same, and so on
- The owner can watch their bug's journey on a map as it travels the world

Important rules:

- Always log it online when you take it (enter the tracking code)
  - Move it to another cache quickly — don't keep it for weeks
- Never keep it — travel bugs aren't swag, they're meant to keep moving
- Help it achieve its mission if you can (if it wants to visit beaches, move it toward the coast)