

# Planning a Geohunt for a Youth Group

Use this form to plan your Geohunt for Geocaching Requirement #9

## 1. Make a Plan

WHO is the game for:

WHAT is the THEME of the game:

WHERE will the game take place:

STARTING POINT:

WAYPOINT 1:

WAYPOINT 2:

WAYPOINT 3:

WAYPOINT 4:

ENDING POINT:

WHAT supplies do you need:

GPS Units for each team with coordinates loaded or ready to be entered

Cache containers with stash inside

HOW will you teach the game:

Explain:

Demonstrate:

Guide:

Enable:

WHO will run the game:

WHO will clean up:

## 2. Get Permission

Permission from property owners

Permission from Scout Leaders, Troop Committee, or Leaders in charge

## 3. Set Up the Game

Create cache containers

Load coordinates in GPS Units

Hide caches

Invite participants

\*\*Make sure your theme is evident in all of the planning and setting up

## 4. Have Clear Rules and Objectives

Go over safety rules before starting

Review Leave No Trace principles with participants

## 5. Play the Game!

## 6. Debrief the Activity

Evaluate with participants - what advice did they give you:

## 7. Clean Up

Pick up cache containers; clean up area around cache sites and between waypoints