



## Get in the Game! Event Guidelines

### Take Membership Recruitment High-Tech

Geocaching teaches leadership, problem solving, cooperation, and teamwork—not to mention basic navigation skills. It's also a fun way to introduce people to Scouting adventure! And, there's no age limit. Even Tiger Cubs can become active geocachers. Here are basic guidelines start you on the quest to find members and volunteers, reconnect with Scouting alumni, and raise community awareness.

#### Plan Your Event

Creating a Get in the Game! event can be very simple, but there are some important considerations to keep in mind.

##### *Secure a site.*

Pick a location where four to six caches can be easily hidden—but that won't involve players tromping over fragile landscapes in their excitement! Try to avoid heavy tree cover or tall buildings that could impact your GPS signal. And, of course, get the proper permissions you'll need to use the venue.

##### *Decide on a theme.*

The game will be more meaningful if you can pull all of the pieces together to make an important topic resonate. Additional theme ideas can be found on Geoscouting.com and in the Get in the Game! toolkit on YourSource. But, here are some examples to start your thinking:

- **Cub Scouts** — Theme your event around Cub Scout Advancement using tokens that show each of the Cub Scout ranks. Have each boy find them all.
- **Boy Scouts** — Highlight outdoor adventure by placing pictures of exciting troop activities like camping, hiking, or fishing into the caches.
- **Venturers** — Showcase the specialty of the crew with pictures of crew events or gear in the caches. For example, a SCUBA based crew could include pictures of SCUBA gear. You can even consider assembling something like a tank or regulator as you debrief the day's events.

##### *Invite potential members!*

You can create a large group activity that packs, dens, troops, crews, and even school and church groups will love. Or, you could simply ask each Scout to invite a non-Scouting friend for a fun afternoon or evening.

##### **Set the Course**

You'll want to do your final preparations the night before or early the day of the event — before your group of excited treasure-hunters arrive.

##### *Fill the caches.*

Grab Tupperware containers or old jars (plastic preferred) and fill them with prizes, messages, riddles, recruitment information, alumni reconnection cards, and more! Prizes are important because they add excitement, but they don't have to be expensive. You can use something as simple as a paper token.

**Hide the caches.**

Tailor your level of difficulty to the age group you're working with. Make the hides fairly obvious for Cub Scouts so there's fun without frustration. For Boy Scouts and Venturers, hides can get a little harder, but you still want to give them plenty of opportunities to succeed. Be sure to mark the coordinates. You'll need those for the game.

**Program the navigation devices.**

This will vary significantly based on the age and technological savvy of your audience. Our recommendations:

- **Cub Scouts** — Pre-program four to six navigation devices with a single cache location in each. That way, the boys just have to follow the arrow, without getting into more complicated navigation functions. Tape a picture of the prize to the device, so they'll know what they need to find.
- **Boy Scouts and Venturers** — Program the navigation devices with the cache locations. If you're using GPS units, each device can have all the waypoints pre-loaded. Or, you could let them enter the waypoints themselves.

**Play the game**

Use the first 10 minutes of the activity to give a high level overview of what the global positioning system is and why it's important. Explain how to use the GPS unit, or other navigation device, but let players know that it will never take you to the exact spot. They will still have to do some hunting to find the cache when they get close.

Remember, keep it simple, fun, and age-appropriate. For Cub Scouts, you can use the "hot/cold" game to describe what will happen—as the distance number decreases they are getting "warmer." For Boy Scouts and Venturers, you can get more technical in your introduction. Be sure to teach them how to switch between waypoints if that is a part of your game.

**Collect contact information.**

This will be important for your recruitment follow-up. But, also from a safety standpoint, it's important to have contact information for the players and their parents.

**Explain the rules.**

Stress safety ... and to not step on the flowers. But make sure you also get them excited about this "amazing race" for hidden treasure.

**Start the search!**

Send the groups off into the wilderness—or city park, depending on the location you chose. You may choose to have a parent or older Scout go with each group.

- **Cub Scouts** — Have players find individual caches, come back, report in, and get a new device to help them find the next box.
- **Boy Scouts and Venturers** — Send them on their way to find all of the caches, and let them know when they need to be back. Think about hiding something special in the last cache that players get to keep. Don't use food as a prize, though, as this models incorrect cache etiquette.

**Debrief the game.**

When they return from finding all the caches, ask if they had fun—and if they learned anything. For the non-members, point out all the fun things that they can do in Scouting, and ask if they want to join!

**Leave no trace.**

If the last group to find a cache doesn't bring the container back, or a cache doesn't get found, be sure to pick it up before you leave.

**After the Event**

Well, you got through the hard part. You brought Scouting to a non-Scouting audience. Now, make sure

that you don't miss out on the larger opportunity.

***Follow up.***

Invite attendees to another Scout activity or to join you at the next pack, den, troop or crew meeting. Be sure to talk about how much fun the activity was, but also what they learned through the experience—leadership, teamwork, problem solving and link those back to Scouting.

***Reward your recruiters.***

For every new recruit to a pack, den, troop or crew, reward the person who invited him or her to the Get in the Game! event with a 100th Anniversary Recruiter patch.

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Again, these are general guidelines. Use your imagination! And, if you come up with fun ideas you think other councils could use, share them on the discussion forums on both *YourSource* ([Scouting.org/100years](http://Scouting.org/100years)) and [Geoscouting.com](http://Geoscouting.com).

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