



## Get in the Game! Frequently Asked Questions

### Take Membership Recruitment High-Tech

#### What is geocaching?

Geocaching is a sport where players use GPS units or other navigation devices to find hidden treasure containers, called “caches” or “geocaches.” Geocaching players have hidden literally hundreds of thousands of caches across the nation for others to find.

#### How does geocaching work?

Players hide a cache, then post its location and a description of its contents online—typically on “the official global GPS cache hunt site,” Geocaching.com. Each cache contains an individual logbook. When the cache is located, the geocacher that finds it signs the log and then re-hides the cache. Once home, the “find” is logged on Geocaching.com, journaling the experience.

#### How can Get in the Game! help my council?

Kids love technology, and this technology gets them outdoors having fun, helping with membership retention. It also opens up a new audience to our message and method for recruiting new members. Geocachers are often the same outdoor-loving families with Scout age children that we try to recruit time and again. Many, in fact, are the Scouting alumni who we want to reach. The synergy with Scouting is tremendous.

#### Why should we use Geocaching.com?

Besides being recognized as the authority on the sport, Geocaching.com lists over 800,000 public caches, has six million players, and has over 90 million page views per month! That is an incredible audience for potential new youth members, volunteers, and donors and could go a long way towards increasing public awareness of Scouting.

#### What do we post on Geocaching.com?

Templates are available in the Get in the Game! toolkit on YourSource. Using these will ensure that your council is following Geocaching.com guidelines and will help promote consistent BSA message across councils.

#### Can units hold events without posting cache locations publicly?

It is easy to set up a private, geocaching courses for units and camps. You just need an outdoor area, a game, some containers and a few navigation devices. Game ideas and rules are available in the Get in the Game! toolkit. There are also activities on Geoscouting.com—the geocaching Web site for Scouting volunteers. Packs, troops, and crews can invite others to join their game, including: schools groups, sports teams, church groups, and others. After the game, Scouters can point out how much fun it was, talk about upcoming unit activities, and ask who would like to join!

### What is a “trackable item” or “Travel Bug®”?

Geocaching.com hosts a variety of “trackable” items including coins and Travel Bugs. These items have unique ID numbers that are tracked on the site. A player picks up the item from one cache, moves it to another, and logs the move online. Trackable items move tens of thousands of miles and pass through hundred of hands.

### How is a Travel Bug different from a cache?

Caches stay in one location. Some of the contents might get taken out, but the cache itself stays put. In geocaching, it’s OK for people to take prizes from the caches, as long as they leave a prize in the place of the one they took. Travel Bugs, true to their name, travel. People take them from one cache and move them to others. They don’t have a geographical “home” the way caches do. Instead, they are tracked by their ID number.

### Do we have to buy GPS units?

No. Many phones have GPS applications. The iPhone now even has a Groundspeak geocaching app. — learn more about that at Geocaching.com. It’s also possible to participate using Google Earth maps or even a simple map and compass, although this method does detract a bit from the high-tech appeal. Of course, part of the Get in the Game! program involves capturing new members who are current geocachers and already have GPS devices. And, many individual geocachers or even geocaching clubs would be happy to loan devices to help your packs, troops, and crews. Just ask the Get in the Game! team for contacts in your area if you need help.

### Should we buy GPS units?

Councils may choose purchase a few GPS devices to check out for free or a small cost to units. Having these can serve you well for many programs, and they would pay for themselves quickly. Many councils have discount programs in place with retailers that carry GPS devices like REI, Cabela’s, and Bass Pro Shops. In those cases, just show your BSA identification card to receive your discount.

### What should we use for prizes?

Prizes inside the cache can be almost anything—paper tokens, patches left over from past council events, trinkets, and other “swag” you may have lying around. Avoid using food and breakable items. To jumpstart your program, the National Council will supply councils with a few coveted prizes, including custom trackable 100th Anniversary geocoins to each local council, that can be given out to winners of drawings or contests. Quantities will be limited, and you must make a formal request to receive them. You can also request recruiter patches for prizes in unit games from Get in the Game! Volunteer Lead Mary Stevens at [bsagetinthegame@gmail.com](mailto:bsagetinthegame@gmail.com).

### Can my unit get a council starter kit?

One Get in the Game! starter kit is being supplied to every BSA local council that requests it. Unfortunately, we do not have the resources to supply each unit. Please contact your local council to work through how to make the best use of these resources.

### How do we get our council starter kit?

Ask for your council kit if (and only if) you plan to participate in Get in the Game! The national team will supply each local council with one starter set of prizes. There is a [request form](#) in the Get in the Game! toolkit on *YourSource* ([Scouting.org/100years](http://Scouting.org/100years)). Fill it out, and send it to Get in the Game! Volunteer Lead Mary Stevens at [bsagetinthegame@gmail.com](mailto:bsagetinthegame@gmail.com).

**How much does Get in the Game! cost?**

If you're resourceful ... nothing! Again, you can borrow GPS units from individual local geocachers or geocaching clubs—or use a different navigation device like a cell phone. For cache containers, you can use old peanut butter jars, coffee cans, or any number of inexpensive or free options. The “work” of setting up the program is minimal and can be done by volunteers or older Scouts. And, again, prizes don't have to cost a lot—raid your local dollar store. Or, include leftover items from past council, district, or unit events.

**Where else can we go for help?**

In addition to the materials in the Get in the Game! toolkit on YourSource and information on Geoscouting.com, we're hosting a series of Webinars to help you maximize your Get in the Game! experience. If you can't join a session, each will be posted in the Get in the Game! toolkit and will be available for your committee to watch online.

**Who should be on our Get in the Game! committee?**

Use your council newsletter, Web site, Round Table, or other venues to find out if there are Scouting volunteers in your council with geocaching experience. The national Get in the Game! team can also provide you names of local geocachers to help out if there is no expertise in your current council volunteer base.

**How do we capture contact information for new members?**

In the toolkit, there are information cards that should be included in each cache. We have two versions — one that offers an incentive to fill out the form and another option that does not. Have non-BSA members fill out an information card or come in to the council office for the chance to earn a prize. We are grateful to our partners at Geocaching.com for allowing us to do this. The site has strict "no solicitation" policies, but has agreed to help the BSA maximize the impact of this program. Additionally, councils will be able to send e-mails to people who add comments to the cache logs through the site.