



## SAFE OPERATING PROCEDURE

# Geocaching

- 1 Activity Supervisor per 12 participants
- Up to 7 GPS units per group
- A pencil or pen is needed to fill in answers
- Participants need to be reminded that the ground could be uneven and to take care
- Be careful of potential electric fences in farm paddocks
- We recommend sending participants off in groups of 3.
- Supervisor to be in a known position to be available if needed
- Be aware that there may be animals in paddocks, please leave gates as you have found them and use stiles to cross fences
- Covered footwear is recommended
- Take appropriate medicine with you (e.g. inhalers)
- Wear a hat and sunscreen

**All damage and injuries must be reported to CYC Staff as soon as practicable**

**Failure to follow these instructions could result in injury.**

**CYC reserve the right to close this activity if these instructions are not followed.**

**To contact CYC Staff go to the office**



## Geocaching Information

- Using the GPS units you have been given, find as many of the cache containers as you can in the allocated time. They have been hidden all around the camp. **None are hidden in or near buildings.**
- Leave the caches in the exact place and position you found them.
- Be careful with the caches. Some are fragile.
- Spare batteries are located with the Supervisor.
- Turn GPS units on 5 mins prior to using. Units do not work inside.

## Guide

- To select a waypoint:
  - Press MENU to get menu page
  - Select WAYPOINT MANAGER
  - UP or DOWN to select a waypoint you want to find (e.g. '001')
  - Press ENTER
  - Scroll to select GO
  - Press ENTER
  - Move in a straight line in the direction of the arrow for 10 steps, then adjust your heading every 10 steps to align with the arrow.

## Hints

- Start moving with the GPS unit to reset the arrow
- Trust that the GPS unit is taking you in the right direction
- Check the name of the cache and use the waypoint as a guide
- Decrypt the cache hints to help you

*Aim to find 6 caches for an hour rotation and have fun!*

