

I developed this activity for the Have GPS Will Travel class presented by Ed & Nancy Gorny of GIS2GPS.com. We have run the race twice and everyone enjoyed it! I am currently working on developing a kid's version for junior high students that will take them to various locations around our town.



I selected several locations in the community for cache stations and recruited volunteers for each one. A listing of the cache locations and clues in the form of poems or riddles is provided pages 2-5. You will need to organize your caches based on what is available in your community. Be creative!

The volunteers at each station were given an envelope with clues for each team. Each team had a different route to follow (see box at right), so the clues in the volunteer envelopes were color-coded. Once the team had completed the task, the volunteers provided them with the next clue. See page 8 for more details.

Team Routes & Clues:	
Red Team	– 1A, 2, 3, 4, 5, 6, 7
Purple Team	– 1B, 6, 2, 3, 4, 5, 7
Blue Team	– 1C, 3, 4, 5, 6, 2, 7
Yellow Team	– 1D, 4, 5, 6, 2, 3, 7
Green Team	– 1E, 5, 6, 2, 3, 4, 7

NOTE: You may want to stagger the starting times rather than rearrange the team routes. Keep track of starting and ending times to determine the winning team.

The teachers in the class were divided into five groups and assigned a team color. The teams completed a registration form (see page 6). After reviewing the race rules and answering questions the teams had, teams were provided with their first clue and Ed announced the start of the race!

Race Tips:

- Double (or triple) check your coordinates to be sure they are accurate.
- Provide an “in case of emergency” contact for the teams especially if they are not familiar with your area.
- Have the teams complete a registration form that includes the name and cell phone number for one member of their team and signatures of all team members.
- Provide “lost hints” for each cache. Teams would have envelopes for each cache with the hints inside. The hints give specific directions to the correct locations, but do not tell the “hiding” spots. The envelopes must be turned in at the last cache and 15 minute penalties for each lost hint that was used would be figured into their final times.

Other materials...

Pages 2-4 – Descriptions of each cache location, related tasks, and sample clue slips

Page 5 – Alternate cache locations that were used on the second run of the race

Page 6 – Team registration form

Page 7 – Information for volunteers that were at each cache location.

Page 8 – Organization information

Questions: E-mail me at ttrimpe@sciencespot.net for more information.

Race Stations & Tasks:

1 – Dickson Mounds – A, B, C, D, E

Task – Find the clues hidden in various locations in the museum – snack shop, dugout canoe, front desk, discovery room, and gift shop.

Description - Envelopes were placed at each location with a clue inside that would send the team to the second cache.

**Amazing
GPS
Race**

Dickson Mounds is a great place to explore,
It's filled with Indian artifacts, history, and more.
Find the snack shop for a clue to start your quest,
Be the first team to finish and you'll be named the best!

Cache 1A

Waypoint: None Needed

2 – Bellrose Island

Task - Make your way to the beach, find a golden shell and give to the “Island Queen” to get the next clue

Description – Golden shells (regular flat shells spray painted in gold) were placed on a beach near the river. Teams had to find the shell that had the correct clue (team color) for the third cache taped to the bottom.

**Amazing
GPS
Race**

A sandy beach on Bellrose Island is where you'll next be seen,
Search for a golden shell to present to the Island Queen
She'll help you on your quest with another clue,
And your team will be closer to winning the “blue”.

Cache 2

Waypoint: N 40° 18.479, W 090° 04.020

3 – Lakewood Supper Club

Task – Find the microcache (film canister) and tell the waitress the answer to the question to receive the next clue

Description – Film canisters were placed in the garden areas outside the restaurant and labeled by team color. The clue directed the teams to go inside to the hostess station and use the menu to find the cost for a “horseshoe”. The hostess provided them with their next clue.

**Amazing
GPS
Race**

The next stop will be on Route 78, a few miles south of town,
You'll need to find the pretty flowers and take a look around.
Follow the directions in the microcache to receive your clue
to the next locale,
Your team will be last in the end if you fail!

Cache 3

Waypoint: N 40° 12.271, W 090° 07.812

4 – Library

Task – Find a specific book inside library for the next clue.

Description – Teams had to find a sign on the library door that directed them to find the library sign and the date that the library was established. Teams searched the library to find the correct book and their next clue.

Amazing GPS Race

Cache 4

Books of mystery, love, & lore line the walls of this place...
You need to find the task posted near the entrance space.
Use your book smarts to help you complete this task...
And your team will be soon on your way to the next cache!

Waypoint: N 40° 17.940, W 090° 03.768

Amazing GPS Race

LIBRARY

To complete this task you will need to:

- 1 – Find the year the Havana Library was established.
- 2 – Divide this number by 2.
- 3 – Search the library stacks to find a book with that call number.
- 4 – Your clue will be hidden inside the book that would be listed first in alphabetical order. Be sure to take the correct clue!

5 – Yetter Cemetery

Task - Find the car near “Little Willy” and take it to the house to receive the next clue.

Description – Teams had to find a small family cemetery and search to find the headstone for a little boy named “Willy”. Hot Wheels cars (one for each team color) were hidden near the headstone. The teams had to find the correct color of car and take it to a house across the road to get their next clue from the volunteers.

NOTE: Be sure to get permission for any caches placed in a cemetery.

Amazing GPS Race

Cache 5

The cemetery on Route 136 is where you’ll make your next stop.
Find a toy car in your team’s color near “Little Willy’s” final resting spot.

Take it next door for your clue to continue this race,
To finish first you’ll need to pick up your pace!

Waypoint: N 40° 17.824, W 089° 59.937

6 – School Garden

Task – Find the microcache (film canister) hidden near the frog and complete the task. Tell the answer to the garden guide for the next clue

Description – Teams had to find the microcache located near a frog sculpture and then find the perimeter of the garden. A garden guide was on hand to check answers and give teams their next clue.

Amazing GPS Race

Cache 6

Blooms, birds, butterflies, and more is what you might see
Find the microcache located near the frog & sweet peas.
Work together to figure out the answer to the question inside,
Then get your next clue from the lovely garden guide!

Waypoint: N 40° 17.791, W 090° 02.985

Amazing GPS Race

Garden

Put your GPS to the test!

Use your receiver to find the perimeter of the garden by
walking along the outside of the wooden fence. Tell your
answer to the garden guide to find your next clue!

7 – Marina (Final Cache)

Task – Teams had to make their way to the Blue Heron to finish the race!

Description – The coordinates would direct the teams to the parking lot for the Blue Heron, a local marina. Teams had to find their way to the finish line! Winning teams were awarded medals and bragging rights! All participants enjoyed some cool beverages and treats.

Amazing GPS Race

Cache 7

Make your way to the Blue Heron as this is your last clue...
A cool drink and something sweet will be waiting for you.
Jump in your car and be the first team to arrive
To take home the super-duper first prize!

Waypoint: N 40° 18.324, W 090° 03.924

Alternate Caches (Used for the second race)

Post Office (Replaced the garden task from the first race)

Task – Teams had to make their way to the local post office and find a specific zip code!

Description – Each team had a different city based on their team color. Teams had to use the zip code book at the post office to find the correct zip code and tell it to the postmaster to receive their next clue.

Cities Used:

Red Team - Red Rock in the Grand Canyon state

Blue Team - Blue Rapids in the Sunflower state

Yellow Team - Sunshine in the Mardi Gras state

Purple Team - Violet in the Mardi Gras state

Green Team – Green River in the Cowboy state



The city of _____ can be found in the _____ state.
Find its postal code in the book with help from your mate.
Tell it to the clerk to receive your next clue for this race,
Then put some “zip” into your step to pick up the pace!

Cache 6

Waypoint: N 40° 17.957, W 90° 03.827

Golf Course (Final cache for the second race – replaced the marina)

Task – Teams had to make their way to the local golf course and complete a putt on the practice green!

Description – Teams were provided with one putter and one golf ball. Four different putting areas were set up using small flags on the putting green. Each team member had to try to putt from the 1st spot (furthest away from the hole) and continue moving to the closer spots until at least one of them made the putt. The “golf pro” recorded their final time on the registration form before sending the team to the nearby restaurant to wait for the awards ceremony. I was at the restaurant to check in all the materials (clues, lost hints, and items) and calculate the final scores.



The last stop will be on Route 78, a few miles south of town,
You’ll need to find the clubhouse and “putter around.”
Complete this final task before all the other teams,
And first place will be more than just a dream!

Cache 7

Waypoint: N 40° 12.271, W 090° 07.812

Registration Form

Contact Information

Team Color: _____

Team Name: _____

Team Leader: _____

Cell Phone #: _____

Race Rules ...

1 – Read your clues carefully and follow the directions to complete each task. If you have an item to find, be sure to bring it with you to the final cache!

2 – Observe speed limits and other traffic laws.

3 – Safety first! Caches have been placed in areas that should be easy to access. Keep your eyes open for poison ivy, ticks, & other hazards.

4 – Play fair! Teams are not allowed to sabotage other teams by moving caches, stealing clues, etc.

5 – Teams are not allowed to ask volunteers for help or hints.

6 – All cache hint envelopes, the seven clues, and any items that you were required to find must be turned in at the last cache in order for the clock to “stop”. A 15-minute penalty for each lost hint used and clues or items not turned in will be added to your final time.

7 - Participation in the event is voluntary and all participants assume their own risks.

We have read and understand the rules of the event. We assume all risks associated with the event.

Team Member Signatures: _____

Starting Time: _____ Arrival Time: _____

Total Time: _____ + Penalties: _____ = Final Time: _____



Volunteer Information

Thank you for volunteering to help with the first Amazing GPS Race! A few things you will need to know...

- 1 – The race will begin at Dickson Mounds Museum starting at 3:00 pm with instructions and teams should be on the road by 3:15 pm. You should expect the first team to arrive 15-20 minutes later.
- 2 - The participants will be divided into 5 teams and assigned a specific color – red, blue, purple, green, and yellow.
- 3 - Each team will need to visit your cache and complete the required task to get the next clue. Be sure to ask for the team’s color and provide the correct clue so they can proceed in the correct order.
- 4 – The order of the caches has been scrambled for each team so they will be following a specific order. Hopefully this will prevent one team from following another, but it will depend on how fast the teams make their way to the cache stations.
- 5 – This envelope contains the materials you will need – team clues, an overview of the race stations and tasks.
- 6 – The race rules are outlined below. In addition, the teams are not allowed to ask for help or directions!

Amazing GPS Race Rules...

- 1 – Read your clues carefully and follow the directions to complete each task.
- 2 – Observe speed limits and other traffic laws.
- 3 – Safety first! Caches have been placed in areas that should be easy to access. Keep your eyes open for poison ivy, ticks, & other hazards.
- 4 – Play fair! Teams are not allowed to sabotage other teams by moving caches, stealing clues, etc.
- 5 – Teams are not allowed to ask volunteers for help or hints.
- 6 – All cache hint envelopes, the seven clues, and any items that you were required to find must be turned in at the last cache in order for the clock to “stop”. A 15-minute penalty for each lost hint used and clues/items not turned in will be added to your final time.
- 8- Participation in the event is voluntary and all participants assume their own risks.

- 7 – Contact me at XXX-XXX-XXXX if you have any questions.
- 8 – After the last team has visited your cache station, you are invited to join us at the final cache!

Organization – Materials Needed:

Registration Forms – 1 for each team

Color-Coded Team Envelopes for Cache 1

Each team will need an envelope that contains the clue to the location of their first cache. I placed colored stickers on the envelopes and the backs of the cache clues to help me keep them organized. You could also print the team clues on colored paper or use markers/highlighters.

Volunteer Information

Copy of the volunteer sheet for each cache

Envelope with the clues for each team (1 envelope per cache)

Since I modified the routes for each team, the volunteer envelopes needed to contain the correct clues. If you decide to keep the route the same (1-2-3-4-5-6-7) and stagger the starting times, each volunteer would need the same clue for each team. Below is a listing of the team clues that were needed at each cache station.

Clues Needed at each Cache

Team Routes & Clues:

Red Team – 1A, 2, 3, 4, 5, 6, 7
Purple Team – 1B, 6, 2, 3, 4, 5, 7
Blue Team – 1C, 3, 4, 5, 6, 2, 7
Yellow Team – 1D, 4, 5, 6, 2, 3, 7
Green Team – 1E, 5, 6, 2, 3, 4, 7

Dickson Mounds

Red Team - 1A → Snack Shop - 2
Purple Team - 1B → Gift Shop - 6
Blue Team - 1C → Discovery Room - 3
Yellow Team - 1D → Front Desk - 4
Green Team - 1E → Dugout Canoe - 5

Cache 2 – Bellrose Island

Red Team – 3
Purple Team -3
Blue Team -7
Yellow Team -3
Green Team -3

Cache 3 – Lakewood Supper Club

Red Team – 4
Purple Team -4
Blue Team -4
Yellow Team - 7
Green Team -4

Cache 4 – Library

Red Team – 5
Purple Team -5
Blue Team -5
Yellow Team -5
Green Team -7

Cache 5 – Yetter Cemetery

Red Team – 6
Purple Team -7
Blue Team -6
Yellow Team -6
Green Team -6

Cache 6 – Garden

Red Team – 7
Purple Team -2
Blue Team -2
Yellow Team -2
Green Team -2