

7. Describe the four steps to finding your first cache to your counselor.

1. 2. 3. 4.
 Then mark and edit a waypoint.

8. With your parent's permission*, go to www.geocaching.com. Type in your zip code to locate public geocaches in your area. Share the posted information about three of those geocaches with your counselor.

1.
 2.
 3.
 Then, pick one of the three and find the cache.

*To fulfill this requirement, you will need to set up a free user account with www.geocaching.com. Ask your parent for permission and help before you do so.

8. Do ONE of the following:

a. If a Cache to Eagle® series exists in your council, visit at least three of the 12 locations in the series. Describe the projects that each cache you visit highlights, and explain how the Cache to Eagle® program helps share our Scouting service with the public.

1. Project 3. Project
 2. Project Explain:

b. Create a Scouting-related Travel Bug® that promotes one of the values of Scouting.

"Release" your Travel Bug into a public geocache and, with your parent's permission, monitor its progress at www.geocaching.com for 30 days. Keep a log, and share this with your counselor at the end of the 30-day period.

c. Set up and hide a public geocache, following the guidelines in the Geocaching merit badge pamphlet. Before doing so, share with your counselor a six-month maintenance plan for the geocache where you are personally responsible for the first three months.

After setting up the geocache, with your parent's permission, follow the logs online for 30 days and share them with your counselor.

d. Explain what Cache In Trash Out (CITO) means, and describe how you have practiced CITO at public geocaches or at a CITO event.

Then, either create CITO containers to leave at public caches, or host a CITO event for your unit or for the public.

9. Plan a geohunt for a youth group such as your troop or a neighboring pack, at school, or your place of worship. Choose a theme, set up a course with at least four waypoints, teach the players how to use a GPS unit, and play the game.

- Theme
 Set up a course
Waypoints:
 1. 2. 3. 4.
 Teach the players how to use a GPS unit
 Play the game.
 Tell your counselor about your experience, and share the materials you used and developed for this event.

Scout Name

Address

Troop Number

Counselor Signature

Unit Leader Signature

Date Completed

Counselor: Initial next to the box located to the left of the requirement completed in class. Sign the space that states Counselor Signature.

Scout: Complete the spaces above for Scout Name, Address and Troop Number. Complete all highlighted areas outside of class.

This form replaces the traditional "Blue Card".