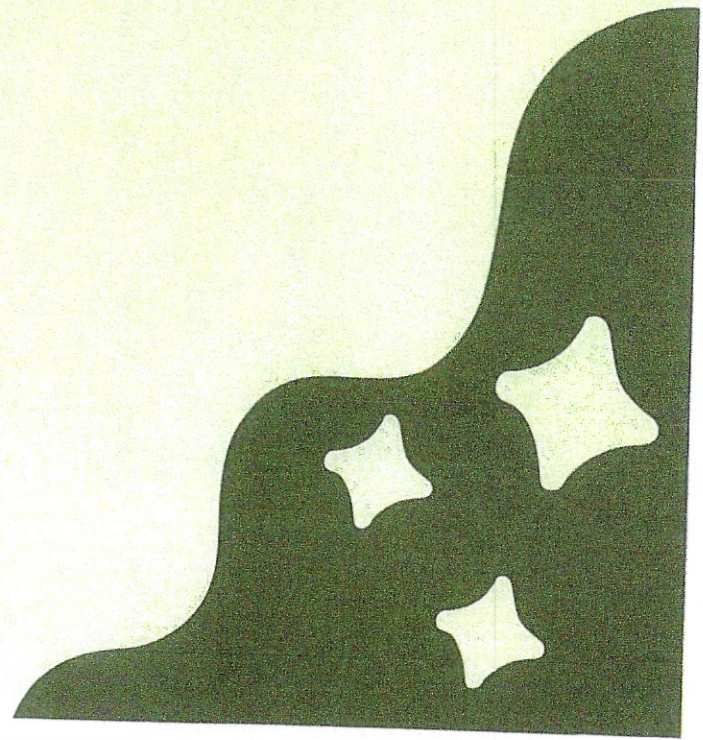


# OUTDOOR BADGE WORK AT WISTAGOMAN



Silver Award Project 2025  
Addie, Caroline, and Elizabeth  
Troop 1968





# Letterboxing

To earn your letterboxing badge, you will need to:

1. Get started with letterboxing
2. Find your own stamp
3. Practice solving clues
4. Search for a letterbox
5. Make a letterbox

The letterboxing experience at Wistagoman will check off steps one, three, and four. Troop leaders can help girls find their own stamp and make their own letterboxes.

## What is letterboxing/How to letterbox:

What you will need to go letterboxing:

-a notebook

-a stamp

When you go letterboxing, you will have a clue that tells you where to find the first letterbox. The clue will lead you to a box that contains the clue to find the next box! Inside the box there will be a stamp that you can stamp on your letterboxing notebook. In return, you can stamp your personal stamp in the letterbox's notebook. Inside the letterbox, you may also find a small, tradeable item. If you want, you can replace this item with another item of equal or greater value.





# Letterboxing Continued

## Starting Clue for Wistagoman's Letterboxing Experience:

Follow this clue to find the first letterbox:

You will find me where Lili's busy bugs rest, but if I were a bird, I'd be in a nest.

When you find the box, it will contain a clue to find the next box.


## Hey Troop Leaders!

Please note that this letterboxing experience is best when girls are in groups of 4 or less!

The whole letterboxing system takes the Girl Scouts all around Camp Wistagomen's property, so make sure they are wearing good walking shoes!

On average, it should take a group about an hour and a half to complete Wistagomen's Letterboxing Experience!

We recommend having troop leaders go with the girls to make sure that they don't get lost, and that they have help with the clues if they need it! Troop leaders can find a document with all of the clues and letterbox locations in case the Girl Scouts get stuck!





# LETTERBOXING

## Troop Leader Notes

**WARNING:** This document is for leaders only!! Use this if girls have trouble remembering clues along the way, or if they need a hint to help them find the next letterbox.

Starting Clue: You will find me near the lodge where Lili's busy bugs rest, but if I were a bird, I'd be in a nest.

- ★ This clue leads to Letterbox 1, E, located beneath the bee house in the pollinator garden.

Letterbox 1, E's Clue: Continue your hike on the path past Shelter 1, head down to the water to have some fun! It may seem far, but continue on the path until you see a tree that's taking a bath.

- ★ This clue leads to Letterbox 2, O, located by the fallen tree in the water at the lake.

Letterbox 2, O's Clue: Head back the way you came, till you see the grass, the hill should be on your left as you pass. You might think this word is funny, but take a walk down past the dunny! Ten minus seven you'll find me there, but watch out for spiderwebs in your hair!

- ★ This clue leads to Letterbox 3, K, located at Shelter 3.

Letterbox 3, K's Clue: Go back into the open grass, up the hill, under the wires you will pass. In this little home no one can live, but behind it, a clue it will give.

- ★ This clue leads to Letterbox 4, O, located by the well House.

Letterbox 4, O's Clue: Stand at the entrance to the place where Girl Scouts go to have fun- don't get hit or you'll be out of the run! Look to the left, behind a tree that's taller than the rest, and you might pass this test.

- ★ This clue leads to Letterbox 5, C, at the trees to the left of the Gaga Ball Pit.

Letterbox 5, C's Clue: Not over the rainbow, but under I will be- another Silver Project helps hide me!

- ★ This clue leads to the last Letterbox, located under the bridging bridge.



# Geocaching

## The Badge:

To earn the Junior Geocacher Badge, you have to complete these 5 requirements:

1. Prepare for your adventure.
2. Learn to use a GPS receiver.
3. Make a trade item.
4. Go on a geocaching adventure.
5. Take part in a bug's travels!

At Wistagoman, you can accomplish steps 1, 2, & 4, but you'll have to complete the rest with your troop leader.



## What is Geocaching?

Geocaching is a fun outdoor adventure that is played worldwide by people of all ages. Traditional Geocaching uses an app called the Geocaching Official Blog that tells you a description of the Geocache, including the name, the coordinates, a hint, and other information.

## The Coordinates:

1. Slam Dunk  
34.574904\* N, 82.685623\* W
2. Nailed it!  
34.575562\* N, 82.684734\* W
3. HOLEY-MOLEY  
34.576813\* N, 82.684544\* W
4. Bullseye  
34.577009\* N, 82.686527\* W
5. Omie Sturgill  
34.574692\* N, 82.685125\* W

## How to Geocache:

The laminated sheets below list all of the geocaches. You will find the name and coordinates for each one. You will need to use a GPS or a phone to help find the coordinates of the geocaches. If the laminated sheets are missing, the same information can be found to the left of this paragraph, under the heading "The Coordinates."

Once you find the Geocache, (remember that it may not be in plain sight), write your name/troop and the date. Then, return the Geocache exactly as you found it.

Above are the coordinates set by a Garmen Etrex GPS. Not all phones/GPS devices show the coordinates in the same place. If you have trouble finding them, have your troop leader check the Troop Leader Notes page below.



# Coordinates handout

Feel free to take with you or take a picture, just  
make sure to return me!

1. Slam Dunk

34.574904\* N, 82.685623\* W

2. Nailed it!

34.575562\* N, 82.684734\* W

3. HOLEY-MOLEY

34.576813\* N, 82.684544\* W

4. Bullseye

34.577009\* N, 82.686527\* W

5. Omie Sturgill

34.574692\* N, 82.685125\* W

If you used the provided GPS, please don't forget to return it to the lock box once finished.

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# Coordinates handout

Feel free to take with you or take a picture, just  
make sure to return me!

1. Slam Dunk

34.574904\* N, 82.685623\* W

2. Nailed it!

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34.577009\* N, 82.686527\* W

5. Omie Sturgill

34.574692\* N, 82.685125\* W

If you used the provided GPS, please don't forget to return it to the lock box once finished.



# Troop Leader Notes

## Geocaching

### 1. Slam Dunk

Slam Dunk is located at the basketball court. It is a black magnetic key holder at the bottom of the far hoop.

### 2. Nailed it!

Nailed it! is located on a nail on the left wall of Shelter 1. It is a black vial hanging on a nail.

### 3. HOLEY-MOLEY

HOLEY-MOLEY is located in a hole in a tree. If you follow the trail down to the lake, it should be shortly after the tree fallen in the water on your right. It is a fake brown hedgehog or "mole"

### 4. Bullseye

Bullseye is a silver vial hanging on the right side of the archery netting.

### 5. Omie Sturgill

This is a black magnetic key holder on the doorframe to the left of the Omie Sturgill sign in the shelter that is behind the lodge.

## Using a GPS

Even with advances in technology, a handheld GPS remains a valuable tool for outdoor explorers! Though GPS's vary, they all have the same four basic functions.

1. Display position: The GPS tells you where you are, what your coordinates are, and shows your position on a map.
2. Record tracks: The GPS tracks where you have been, so that you can easily retrace your path.
3. Navigate point to point: The GPS shows you how to get to a location.
4. Display trip data: This function tells you how far you've come.

For this adventure, you will only need to navigate point to point, but you can also experiment with the other functions of a GPS. You will find the GPS in the lock box at Wistagoman. The code is 2638. Make sure you return it when finished for others to enjoy. To use the GPS, you must power it on using the button on the top and use the up, down, OK, and back buttons to find the "navigate" option. Then find the "coordinates" option and enter the coordinates using the up, down, and OK buttons. Use the Map and other features to guide you to the geocache.

Please note that the GPS isn't perfectly accurate. Each of the coordinates is up to 10 feet from the geocache, so use the name as a clue and look around. The GPS may lag when being used underneath trees and roofs because it must communicate with satellites.



# ORIENTEERING



## What is orienteering and how do you do it?

Orienteering is a skill that uses a compass to navigate between checkpoints. Each Girl Scout will start at the Trefoil rosette stone and follow a series of directions and coordinates that end at a marker. The markers will have a fun Girl Scout word on them and that word will be recorded on the coordinates sheet.

### How will orienteering help to earn the Trailblazing badge?

By participating in this activity, you can complete step 4 and 5 for the Trailblazing badge.

### Requirements for the Trailblazing badge

1. Start planning your adventure
2. Get your body and your teamwork skills ready
3. Create your menu
4. Gain some trailblazing know-how
5. Head out on the trail



### Orienteering Courses

- Review the compass directions before starting the course.
- Each "step" is an average step when walking naturally.
- Each course will lead you to a marker. Write the name of the marker down on this sheet.
- Start each course at the Trefoil Stone next to the flag pole.

#### Course 1

60 steps @ 174°

76 steps @ 274°

72 steps @ 27°

43 steps @ 343°

31 steps @ 310°

33 steps @ 258°

Marker: \_\_\_\_\_

#### Course 3

39 steps @ 38°

73 steps @ 354°

63 steps @ 262°

48 steps @ 218°

23 steps @ 310°

18 steps @ 242°

Marker: \_\_\_\_\_

#### Course 2

58 steps @ 286°

70 steps @ 10°

45 steps @ 230°

68 steps @ 346°

33 steps @ 170°

20 steps @ 230°

Marker: \_\_\_\_\_

#### Course 4

69 steps @ 30°

36 steps @ 256°

55 steps @ 0°

43 steps @ 294°

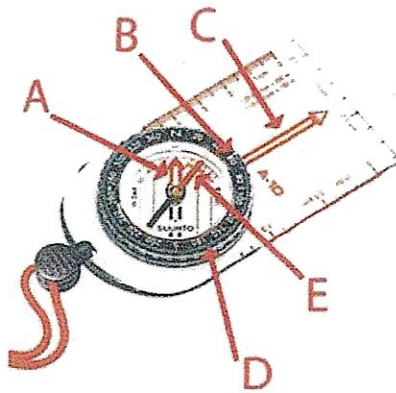
75 steps @ 238°

37 steps @ 176°

Marker: \_\_\_\_\_



## HOW TO USE A COMPASS WHILE ORIENTEERING



- A. The Shed
- B. The white line that never moves. This is where you will line up the number on the dial.
- C. This is Fred and is the direction of travel.
- D. The spinning dial. You will line the number on the dial with the white line (B).
- E. This is Red. It is the part of the compass needle that always points north.

### Put Red in the Shed and Follow Fred

- Step 1: Stand on the Trefoil Marker next to the flag pole.
- Step 2: Keep the compass flat at waist level.
- Step 3: Turn the dial on the compass to the first direction heading so that the number lines up with the white line that never moves (B).
- Step 4: Turn your body until Red (E) is in the Shed (A). This means that the north pointing part of the compass will be between the two red lines.
- Step 5: Follow Fred (C) the number of steps listed on the Orienteering Sheet.



