

# SEEKER

10th Anniversary  
Yorkshire Mega  
Piratemania 11

Enjoy the Sunshine  
Plan your Summer

Summer 2018

#36



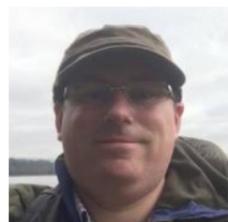
# The 2018 Committee



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*Sharant*  
GAGB Chair



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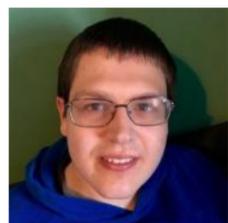
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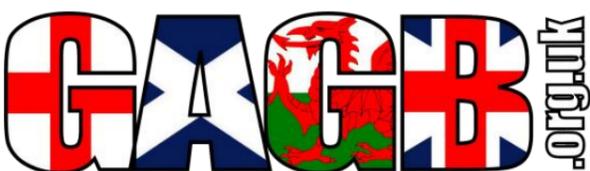


**Dominic Murray**  
*geocaching womble*  
Friends/  
co-GLAD Manager



*Cover: Newby Hall, Yorkshire. Courtesy of Yorkshire Mega Team*

*Above: Staithees, Yorkshire. Courtesy of Yorkshire Mega Team*



**The Geocaching Association of Great Britain (GAGB)** is the leading UK Geocaching body, recognised by and acting on behalf of geocachers. The Association was established in 2003 to provide a national organisation that represented geocaching, and to serve as a UK point of contact for geocachers, landowners, the media and others with an interest in geocaching. Find us online at [www.gagb.org.uk](http://www.gagb.org.uk).

Contributions to Seeker are welcome; please contact [editor@gagb.org.uk](mailto:editor@gagb.org.uk). The Association is unable, at the present time, to pay for submissions. Copyright in all such contributions will revert to the author on publication of the subsequent issue. Pictures are published on a single-use, non-exclusive UK editorial rights basis, under which copyright remains with the photographer.

**Seeker 36** layout by Sharon Reid (*Sharant*), proof read by Angie Brook (*twoofnine*)

## SEEKER 36

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# Chair's Message

Sharon Reid

Sharant

GAGB Chair, 2017



Welcome!

The summer of 2018 brings a lot of new things for us geocachers to try out.

In July we have the GAGB Makers Madness event—a cache-making workshop. Take a look on page 6.

All summer Groundspeak are running an experiment in Augmented Reality mystery caches—to find out what they are, take a look at our article on page 7, and for how to play one, some hints and tips are on page 10.

Painted Rocks are new too—they aren't geocaches, but how does a muggle know that? Dominic & Ant can tell you a story about that (page 12).

Some things are new-yet-strangely-familiar... our regular guide to the two Mega Events is on pages 13 & 14—we hope you find it useful when planning.

It's July, so time to plan your September CITO events. Get some advice on page 15. Hosting a CITO is best if planned far in advance—get your skates on.

We also talk to GAGB Friend Harri Boorman about 3D caches, and get some advice on how to solve some cipher codes. *Happy caching!*

# Members' Discounts...



10%

Discount

Pulse72 Geocaching are happy to offer GAGB members a 10% discount on their wide range of geocaching products.



5%

Discount

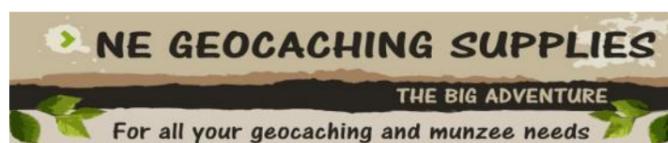
Cache & Carry, who specialise in custom 3D printed caches, offer GAGB members a 5% discount.



15%

Discount

Cotswold Outdoor offer a wide range of outdoor clothing and other gear. They offer GAGB members a 15% discount.



5% Discount

NE GEOCACHING SUPPLIES are happy to offer GAGB members a 5% discount on their wide range of geocaching products.



5% Discount

Base of Tree geocaching supplies are happy to offer GAGB members a 5% discount on all geocaching supplies



10% Discount

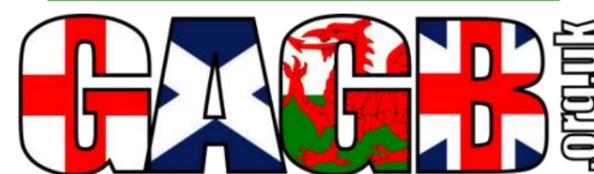
GeocacheKit are pleased to be able to offer all GAGB members a 10% discount on all items on the website [www.geocachekit.co.uk](http://www.geocachekit.co.uk). Including geocoins, trackables, readymade caches and much more.



5% Discount

UK Geocachers are happy to offer GAGB members a 5% discount on their products.

In order to obtain your discount, you need to email UKgeocachers and set up an account, so that the discount is applied to each order.



Select items £1 off!

Until July 15, GAGB are very happy to offer a special limited period discount on geocoins. Take a look at our new clothing range, get yourself some practical geocaching items.



5% Discount

Geocache Land are happy to offer GAGB members a 5% discount on their wide range of geocaching products

All codes are available to GAGB members at:

<https://www.gagb.org.uk/forums/>

## GAGB SWAG Weekend 2018: August 25-27

(Bank Holiday Weekend in places)

The cache box is large enough, but there's nothing in it! Or your kids open the box all eager, and all they find is a used train ticket. Or the only swaps are faded lumps of plastic from a happy meal, and a bent 2p coin. Does this sound familiar...?

Who's to blame for the poor state of the swag in many of our caches? Not the CO – we often see that the cache was launched with fantastic prizes, but by the time we get to the cache it's just a stick and a dodgy-looking lollipop!

At the end of summer (or in Scotland, the start of Autumn!) let's all gather up

# GAGB.org.uk

## News Round-up

some cool stuff we don't really use and distribute some good SWAG around the country.

#GAGBSWAG Weekend is Aug 25-27. It's all about removing the tat and putting in stuff we would like to find. The usual rules apply – don't leave money, food, or perishables. Family-friendly, please. Ensure the lid is on properly when you are done.

### Constitution update

As all members will know, we updated our constitution this year. One of the main changes is that we can now properly organise events for geocaching - our Roving Events have been a success, but they had to be small (i.e. free locations) and had to focus on educational matters - i.e. aimed at helping new cachers to learn more. These have been a great success and we'll keep up the series, but now we can - if we wish to - get involved in helping to organise other, bigger events and ones that are aimed at just having fun, not primarily educational.

Another big change is that we can - again if we choose - work alongside commercial folk - perhaps stalls at events, have someone selling teas, ice creams, or running a bar, sponsoring elements of the event. Previously we

couldn't do any of that but we can now, so long as any commercial aspect remains completely optional to attendees and members.

The other big change is around elections, with the Chair now committing to a two-year team of office and the arrangements around inactive members and new members being relaxed a lot.

Finally, we've formally included the new GAGB *Friends* group in our constitution. *Friends* are folk who want to help other geocachers in many different ways, but don't really want to stand for election, make executive decisions, or be held responsible for the Association. *Friends* is a great innovation and we hope that many of you reading this very sentence will pick up your mouse and go click the button to become a *Friend*.

One minor change is that the GAGB now 'primarily' operates in the UK - this reflects the fact that we're interested in and help with geocaching in other places, from time to time, such as the Isle of Man, the Republic of Ireland, and Mega events anywhere in the world. But primarily our interest remains the same - in the UK.



## Elections in 2018

The position of Chair and the 8 national executive committee positions fall vacant this December. In November we will open up nominations for these - first for Chair, and then for the rest of the committee places. If you are interested in helping the Association take the right direction and do the right thing, please come forward and help us - find two members to nominate you in November, or talk someone else into standing and nominate them.

Committee members can no longer nominate each other - we are not interested in a clique running things forever - so everything is in your hands. Step up - or push someone forward! - and let's achieve even more in 2019.

If you'd like to learn more about the GAGB, what we do, and what being on the committee entails, why not first become a *Friend*? You can help us field queries local to you, help us re-negotiate agreements with landowners, test out new shop products for us, and help us write articles (or proof-read etc) for *Seeker*. Or lots of other things that give you a taste of what life would be like on the committee.

**Nominations for Chair will open on Nov 1st, with the committee nominations following afterwards.**

## GAGB Annual Weekend 2018

### Start organising your GAGB2018

Following on from the success of the GAGB10 events in June 2013, we hold a GAGB weekend annually in September with a focus on CITO's.

The GAGB can now confirm that the GAGB Annual Weekend 2018 will be the weekend of Saturday 15th September 2018 and Sunday 16th September 2018.

We therefore invite all our members to hold CITO (Cache In Trash Out) events on these dates. Cache In Trash Out is an ongoing environmental initiative supported by the worldwide geocaching community. Since 2002, geocachers have been dedicated to cleaning up parks and other cache-friendly places around the world.

Through these volunteer efforts, we help preserve the natural beauty of our outdoor resources. You can find out more about how to organise and host a CITO' on our webpage at [gagb.org.uk/cito-host.php](http://gagb.org.uk/cito-host.php), and later in this magazine on page 14. There is a sample letter to email organisations, along with a template for the CITO event page.

We need your help and support to make our 2018 Annual Weekend even **BIGGER** with more CITO's on the map. Contact us at [contact@gagb.org.uk](mailto:contact@gagb.org.uk) if you need help.



**GAGB CITO Weekend**  
Saturday 15th September &  
Sunday 16th September 2018  
Why not organise a CITO?

## How to organise a CITO...



1

### What type of CITO do you want to hold?



**Litter Pick**



**Planting**



**Fence building**



**Coppicing**



**Anything else that helps improve or conserve the natural environment**

2

**Speak to the local council, park ranger, or whoever manages the land**

3

**Confirm date (September 15th or 16th) and time**

4

**Create event page and submit for review**

**#GAGB2018**

Based on an article published in [Seeker Issue 35](#) written by Jamie Douglas

# Roving Event #10

<https://coord.info/GC7QFX7>

*On July 14th, while the 3rd place game is played in the World Cup, the Ladies' Single Final is played in Wimbledon, and the geoNord Mega event is happening in France, the GAGB will be hosting a refuge for people who prefer their events to be small and cache-shaped.*

This is - without doubt - going to be the best geocaching event in the Midlands on Saturday (mainly because it's the only one), so come along and have fun.

This event is called "Makers' Madness" - and it's a fantastic workshop with loads of cache-making raw materials and samples for ideas. Come along and find out how to make 'log' caches (we provide the logs, ready-drilled!), Grassies, Woollies, and all sorts of clever caches. We'll also have log sheets available, GAGB pencils, and some SWAG (please bring more of your own). We have glue guns, and people who know how to use them. If you can't make your own but have ideas, discuss with others at the event and talk someone skilful into helping you.

We also have placed an augmented reality cache in Yarnfield. If you don't know what 'AR' is, how it works, or why Groundspeak are experimenting in AR, why not come along and find out with guaranteed ability to find the cache - we might even loan you a 12-year old to press the buttons.

What's the catch? It's a cache! All GAGB ask is that if you make a cache using our materials, you make two and donate one to us. We'll also have a few games - to try out - and prizes, and teas & coffees available.

## When is it?

GAGB Friends - please come along at Noon to help us organise. The event starts at 1pm and runs until 4pm. *By the way, there is a 'Soccer Crèche' operating in the Little George in nearby Eccleshall, so if you need to drop off some football-crazed acquaintance of yours then you can do so anonymously and safely while you attend our Cache Creators' retreat in the quiet village of Yarnfield.*

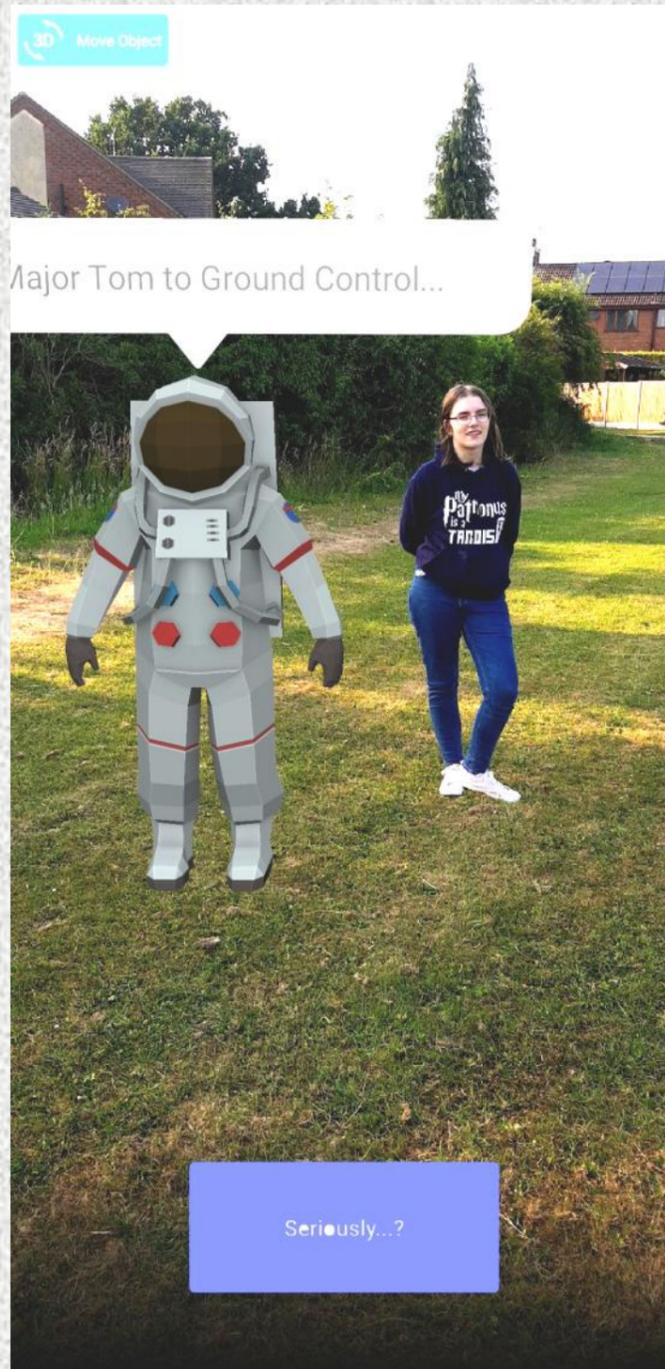
# Augmented Fundamentals

***What are "AR Geocaches"? Ant built one to learn more. First we discuss what AR is all about, then we find out how to build one, and finally how to use one.***

## First, some basics

AR is "Augmented Reality". This is when you turn on a smart phone's camera while within an app and you see other 'things' through the camera screen - the phone somehow knows where the ground is, and adds images and tracks them as if they are 'there'. It's quite spooky when done well. Pokemon Go is an AR game. Sometimes AR uses headsets too, but we're only concerned with the smart phone variety.

Recently, Groundspeak started an experiment in [AR geocaches](#) that runs until September 6th. During this time we can build and publish geocaches that require an AR app to solve - there's a list of recommended apps to use - so there's a bit of a 'rush' on to get some



published and then to find them, as after Sept 6th these geocaches might be archived, and new ones are unlikely to be allowed until Groundspeak decide the long-term future of AR. They're asking us to [answer a survey](#) to help them get this right, which is a nice touch.

At its core, AR means projecting images on top of the real-world camera image, and then being clever enough to anchor the image to the ground (or some other real-world thing) so it appears realistic. Here you can see a 3d astronaut alongside my assistant - I can walk around the astronaut and see it from all angles - it remains fix so I can see its back. Also, my assistant kept walking 'through' poor old 'Tom', but because he isn't real, no-one seemed to mind.

A good AR geocache will have several locations, like a multi-cache has, and each location will have a 2D or 3D image, perhaps some sound, maybe a clue, and so on. Eventually the 'game'

will give you coordinates or lead you to the geocache's location, where a normal cache and log book really exist in the real world.

On the following page I describe the basics of building an AR experience, and grouping several experiences into a multi-location 'game'. Then I explain how to play one of these - finding, downloading, and getting it going.

## Building an AR geocache

### The apps on offer

I first looked at **HP Reveal**, but that seems to be a bit dull - more like a marketing or sales thing where you point the camera at some text and an image of their product (or whatever) shows up. It would be useful if there was a museum, or sculpture park, or similar, but when in a rush I always fall back on what I know best - storytelling is my thing - so this seemed a bit dry to me.

I then looked at **Metaverse**, and this seemed like something I could work

with. As with many new age technical things, this is 'object oriented' (where things have 'properties' and 'methods' that can do things), but there's no real structure to what you need to do, so I flailed around for a bit before I understood the building blocks of the app and mentally switched gears to a 'lego' world - if you follow me...?

### Metaverse - getting started

Imagine a Lego house, where you have walls, and each wall is made of unique bricks. Just like that, a Metaverse AR 'game' consists of a 'group' of 'experiences', and each experience has so-called 'scenes', where things happen.

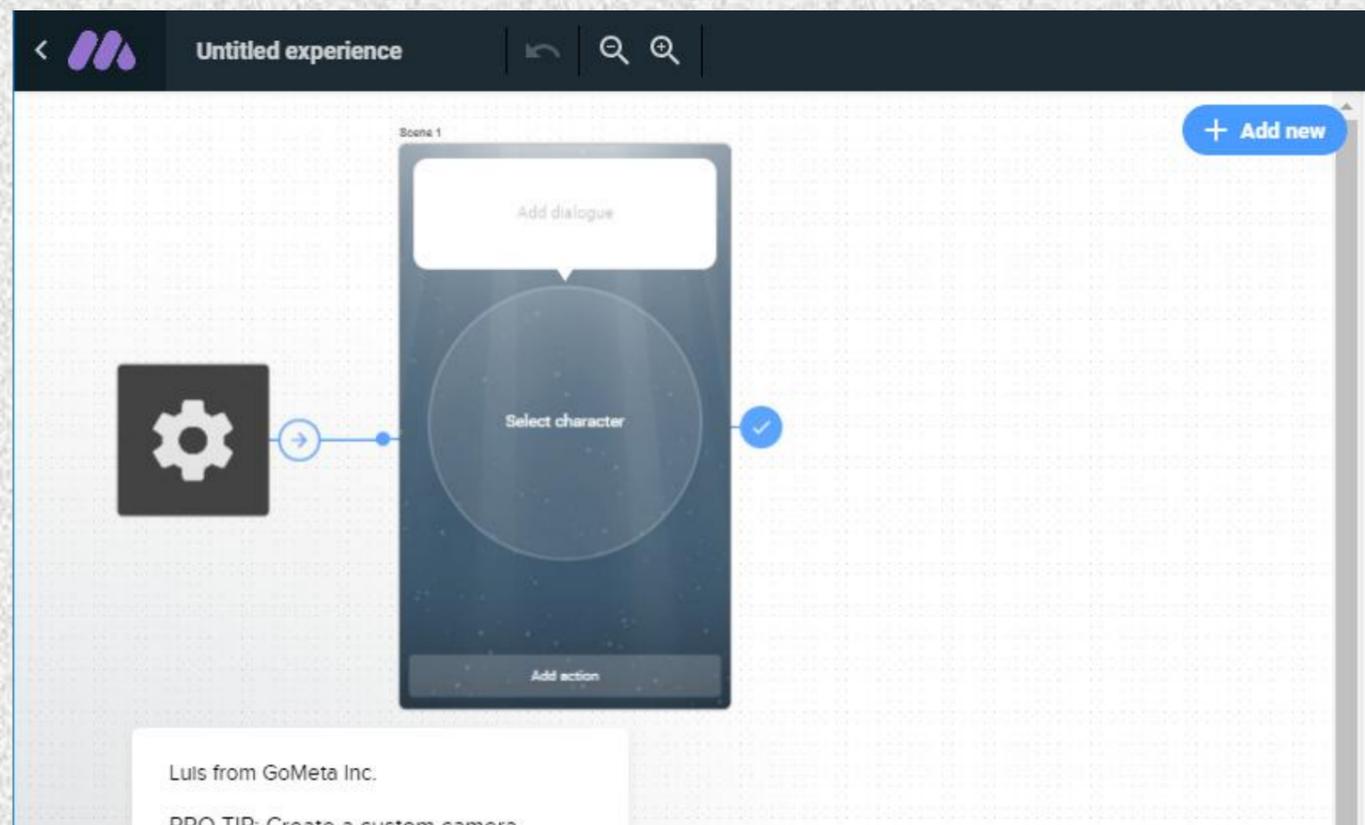
#### Overall:

Each experience can be fixed to one or several places in the real world, like 'walls' that could be left, right, front, or back, etc. So the first thing you do is to create an experience, and work on your first scene (brick). For me, this scene is a character - I found an image from the app's library, and made up a dialogue to set up the story - what does the geocacher need to do? It was a simple matter of adding scenes, selecting images, and dragging-and-dropping to

connect things together and build my 'experience'. The Metaverse system allows for an 'inventory', so you can collect things, and variables, so you can count things. There are many hundreds of 2D and 3D characters in the library, and you can use any of them. You can also upload your own - perhaps scanned in yourself using a 3D scanning app on your phone - but I didn't - I just used theirs.

#### Make an experience:

Open up, register, and login to <https://studio.gometa.io/discover/me> - 'My Experiences' will show up, which will be empty. From the top-right, click 'create experience', and you'll see this:



Click 'select character' to pick a 2D or 3D image to be 'someone' or a thing, and then in the 'Add dialogue' bit type in some text to welcome your player - the panel on the far right is where you type in and select things.

**Tip** - say less. On some devices the text gets truncated if there's too much.

This is your first 'scene' (where it says 'scene 1' you can give it a name, eg 'welcome'). When happy with your scene, click on 'Add new' to add a second scene - perhaps another piece of dialogue - and do similar. Link these snippets of conversation together with

button actions - at the bottom of each scene click on 'Add Action', give your button a name (like 'next', or be friendlier, like with my astronaut) and then link it to the next scene. It's easy to 'branch' - have the player choose what to say and do. Simply add a second 'action' and link that to a different scene.

**Tip:** At the final scene, add an action to end the conversation, and instead of linking to a scene, you select 'end experience'. If you don't do this, the conversation ends automatically, and your player may not have read everything yet.

When you are happy with this experience, you can test it. Select 'Test' and a QR code will show up. Now switch to your mobile device, open up Metaverse, and select 'Scan QR'. Now you can test your experience in your own home. Run through it a few times and if you have branches try them.

Once you are happy with your whole experience, name it and then it's time to publish it - click 'Publish'. Give it a name and short description, then click 'Advanced'. Here you have some settings to select:

- you **must always** make sure it's **part of a group** - this is a Groundspeak requirement, as it allows the experience to be geofenced (fixed to one place in the real world). For the first experience you must name the group, and for subsequent experiences you can simply select the same group. Name the group well, as currently you cannot rename groups, and provide a good description too, as you can't change that either.
- Don't allow **cloning**, otherwise a cheating geocacher can copy your experiences and so find the final coordinates in your source code.
- If you selected 'Part of Group', you now have the 'Group' settings showing up as well:
- Choose if this is a once-only experience or it is allowed to be repeated.
- Choose 'Requires proximity' - Select the GPS locations for the AR experience - you can type in a street address, scroll around the map, or use the 'pencil' to enter coordinates (in decimal degrees, so

not our usual format). You can have multiple locations - it will show up in multiple places.

Then, you can practice your new experience in the real world. Again you get a QR code - this time for the group - and this one will only work in the correct location.

Experiences are not just dialogues, of course. You'll see many other scenes where you can ask questions, take photos or videos, use Google Vision to check what can be seen (is it an animal? Is the person angry?), and have photos uploaded to a special 'wall' linked to your geocache. You can also do programmatic things using scenes or more complex ones using 'blocks', like set and check variables, give and take 'items' using an inventory (like a virtual rucksack), and more. Link to scenes and blocks in exactly the same manner.

'Items' are odd - you can create things to give and carry around (perhaps a glass is given early on, then used to get a drink later on). You create items from within the scene or block that you first use them - so have your graphics handy to upload, and name them well. I can't currently see how to edit items later, so

get them right first time.

### Building a group

Build several separate experiences in the same way, and each time select the same 'group' as before. When you are happy with your entire group, during publishing you can view that group QR code - this will open the group, and you can test them all. That's the QR code you'd put on your geocache listing page, and the URL on the same page is the URL you also put on your listing. Don't share the links to your experiences - only share the group QR code and URL.

If you have a 'first' and a 'last' experience in your group, name them well, and make it clear which is which on your listing page. That's because any nearby 'experience' will show up with closest first, and players could easily get confused if you have a definite starting and ending place. I can't see how to 'hide' and 'show' experiences - that's not what AR is about - so if you want to control the order to tell a story, consider using items or variables.

I suggest 'Start Here' might be a good name for your starting experience.

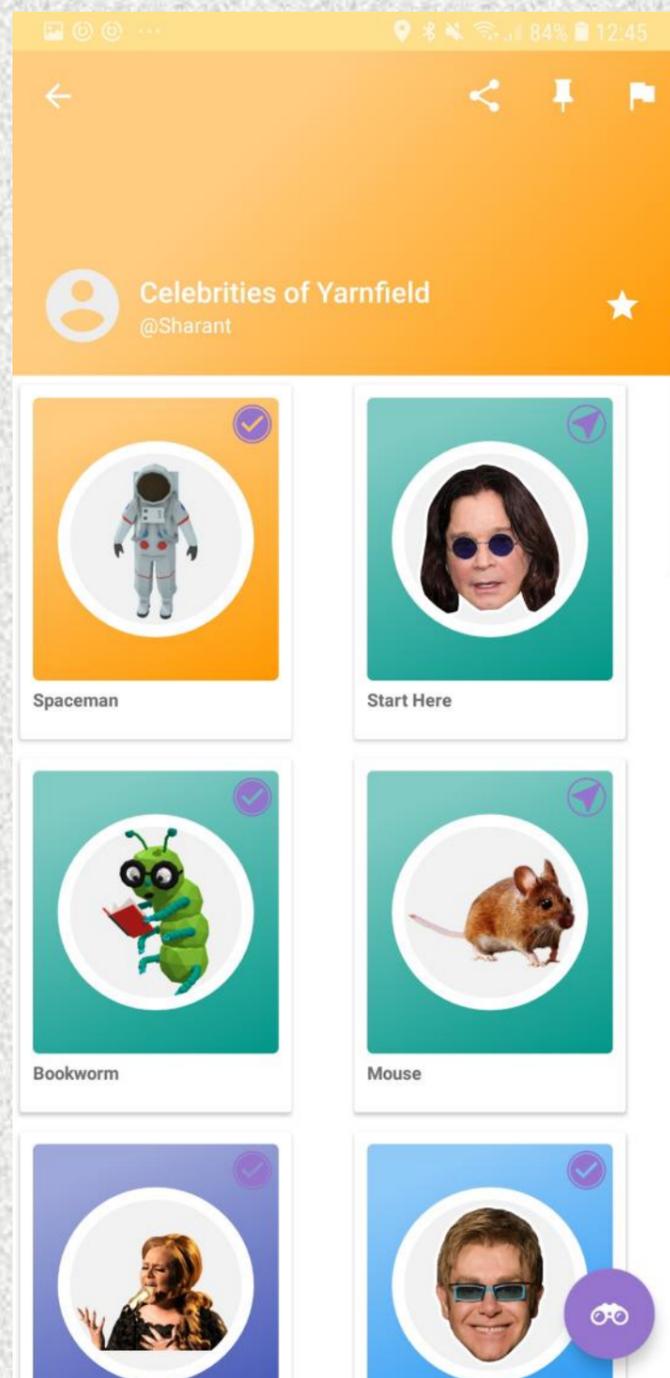
**Tip:** Experiences have quite a wide radius, so space them out at least 30-50ft from each other.

**Tip:** the Google Map used in the system is not detailed at all. When you test in the real world, take note of GPS coordinates of where you'd like to move things to, eg to avoid nettles or a large pond, or be near a nice park bench. You can then re-publish, delete the bad coordinates, and enter the new ones manually using decimal degrees (which looks like "52.77372" - Google Earth and other apps can help you convert from the decimal minutes that we know).

**Tip:** if you use variables and items in your game, these don't always get reset when you exit. You may want to clear the Metaverse app storage cache (on Android this is in Settings - Apps - Metaverse - Storage - clear cache) after each test run, so you become a 'new' player.

## Playing an AR Geocache

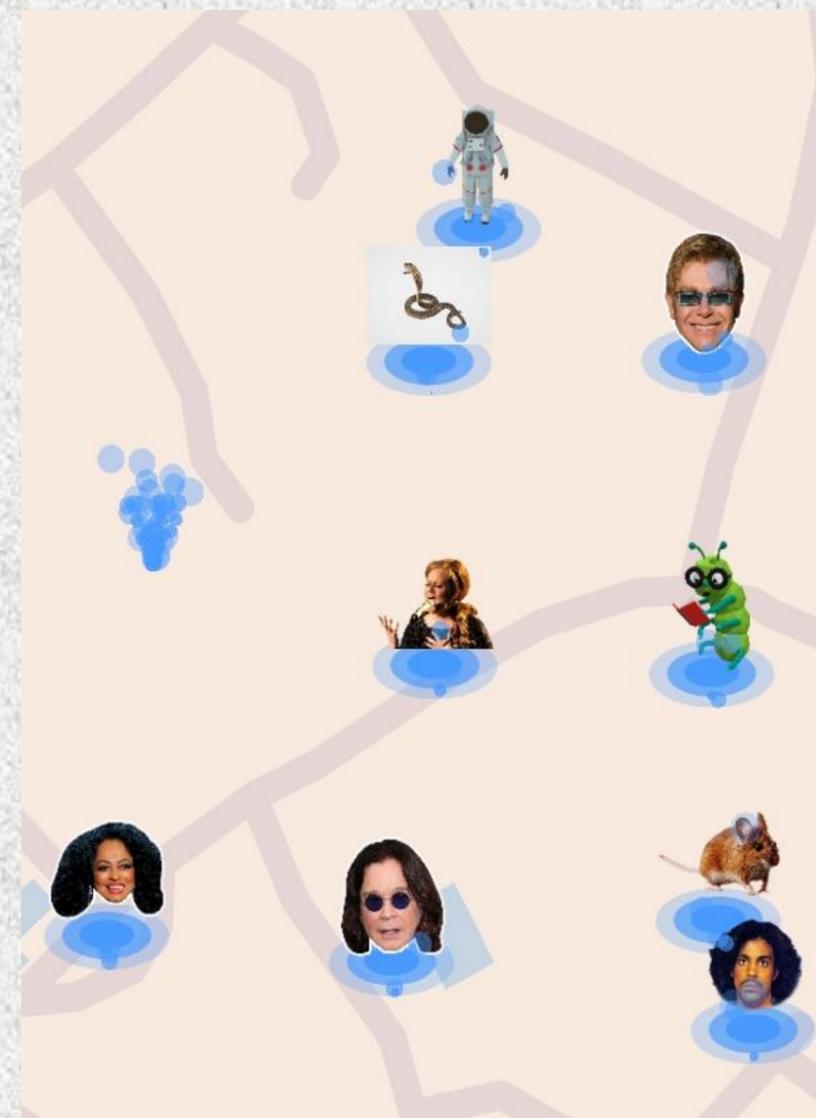
You need the app - my geocache uses 'Metaverse', but others are available so check the cache listing page. For sure you need a good 4G mobile data connection. I suggest a generous data plan, too.



The app takes up a LOT of Mbs of storage on your phone, and then each game can require 10-30Mb downloaded as you walk around. It does 'cache' images, so if the same AR graphic is used several times, it doesn't re-download it.

**Before leaving home** use your mobile device to scan the QR code provided on the geocache listing page, and see if it opens. I suggest you add it to your 'favourites' (click the 'star' in the header') as it should be hidden from normal users - you can only find these from the QR code on the cache page. If it opens, click on the binoculars and you should see a map showing all the locations within the game. See if there's one that is obviously a starting location (or look for instructions on the cache listing page). If that all works OK, head on out.

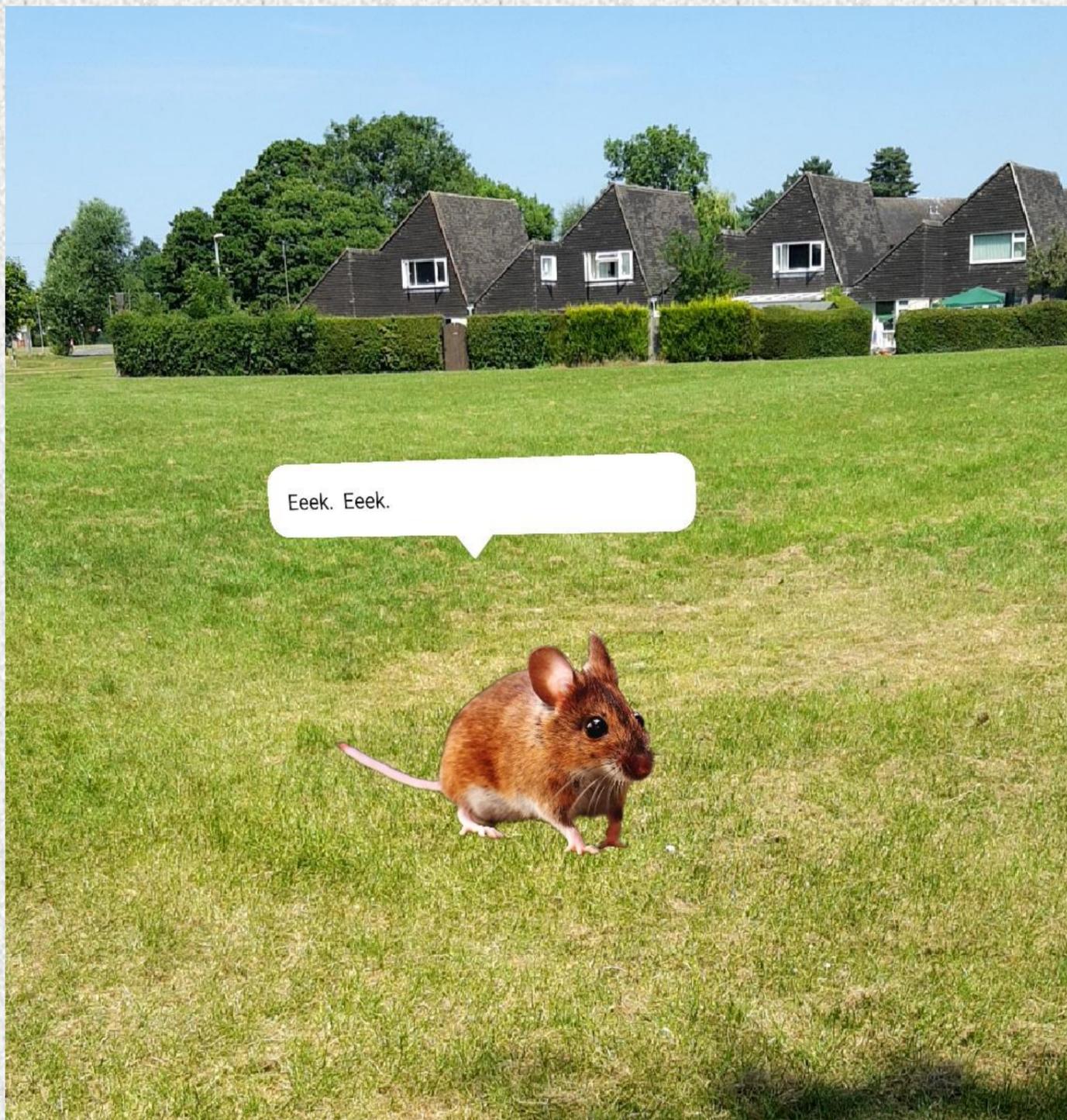
**Tip** - don't click the 'flag' - that reports the group to server admin for unspecified violations. I accidentally reported my own before I worked out what a flag meant.



When you get to the right area, open the app up again and click on the binoculars. Pick an experience and head towards it. When you get close enough, nothing happens automatically - you need to press the image for something to pop up.

**Be patient!** Don't click anything too soon. Wait for the image. Here's what should happen:

1. Your camera opens up - it may ask you for permission to do so, the first time.
2. The device checks all its sensors - older phones may not have every sensor and you may get warned.
3. The experience loads, and perhaps a button appears within your camera view. Be patient, don't press it yet.
4. The experience downloads some kind of graphic, and maybe sound as well. Depending on your mobile network, who knows if this'll take a second or more like ten seconds?
5. If you are pointing your camera in the wrong direction, you may have a hint to 'look up' or something. Move your camera around and see if you can spot whatever it is.
6. Usually the item has a speech bubble above it - if that is written sideways or backwards, walk 'around' the object until you can read it properly.



As you move your camera around, the image should sort of stay with the ground - it might be 2D (flat if looked at from the side) or 3D (looks different as you walk around it), but it should stay in one place and lined up with the ground. It may be larger or smaller

than you expect...

There are three 'AR' modes available - if your device is super up-to-date use the 'core AR' mode to take full advantage of this. You can switch to 'lite' AR mode - on Android this is from the three dots top-right of the AR camera screen. You

can also turn AR off - the game will still play, but all the cool effects will be replaced by a simple graphic stuck on top of your camera view - less fun, true, but less buggy as well. Some older phones may only have the 'no AR' mode available, and if you have said 'no' to those permissions that we discussed earlier, again you may only have 'no AR' as an option..

The other thing available from here is the 'move object' button - top-left on Android. This is for when your device has pinned the AR graphic to the wrong flat surface - eg if a person is standing on their side on a wall, and so on. Pressing it gives you an oval, which changes colour and shape as you move around. Pick a place where it is nice, large, and fairly circular and press 'pin'.

If you've ever played a wherigo, from here on it's much like that - whatever happens can vary a lot, and that's up to whoever wrote it. In my own AR geocache you have to help Ozzy Osbourne find all his friends, and avoid certain enemies. When he's got enough friends to have a party, you go to the

final location and he'll reveal where he keeps his secret 'stuff' - guess what that is (not a bat).

### Thoughts

It's pretty fragile and buggy. The platform itself changed a lot even while I was trying to build using it, and the help guides are all video-based (which I hate!). Some things are ridiculously hard to do - like link from one experience to another, or hide and show experiences from the player based on progress. The graphics are cute and the real world-game links are fun. The 3D snake completely scared me when I first played it in my house.

Above all it's an experiment and Groundspeak want to know our opinions, and that alone makes it a 'win' for me.

### Finding them:

All AR geocaches have a name that starts with "AR\_". So search for geocaches with "AR\_" as the cache name and you'll find 'em right away.

<https://www.geocaching.com/play/search?ot=4&kw=AR>

# Painted Rocks

*Mysterious geocaches, invisible online, and appearing where they aren't wanted...*

Recently the GAGB have had several complaints from the general public who find what they think are "geocaches" on the property or near to playgrounds. In two recent cases neither us nor the Groundspeak reviewers could find any signs of a geocache at the coordinates now or ever, on the website, so what was going on? We had a mystery. Ant and Dominic worked with Red Duster (our Reviewer liaison) to work out what was going on...

Our first sign of this new fad was in April. We had a call from Peterhead, near Aberdeen, about a geocache that was too close to a children's playground and people were loitering. Nothing on the website, no puzzle caches nearby, and our reviewer could find nothing either. We assured them it wasn't a formal geocache, and were left wondering.

Our second sign was from a homeowner in Fife. She was very worried about litter being left in her garden, and her neighbour told her it was a geocache. Could we help? We again looked into it, looked for nearby puzzle caches, checked with Red Duster, and again drew a blank, but this time we could ask for a description. It was Red Duster who solved it - this was a "painted rock".

## What is a painted rock?

These coloured and illustrated rocks are not part of geocaching, as there are no actual coordinates for them, but they do have an online presence. Here's one that Ant found recently near Stafford. We have found several on our walks this past month, some left by gates and one even right by a geocache. We can all move them on to other locations, as that's what they want, but let's be respectful of other

people's property and don't leave them where they may be a problem. They are a big hit with families and the idea is to paint your rock with a pretty design or make it into a character, take a photo and post it to your local rocks Facebook group to let them know where you have hidden it so others can find it. Search for 'UK Rocks' in Facebook to find a local group.



**GAGB** .org.uk **SHOP**  
The Geocaching Association of Great Britain

GAGB Snowdonia National Park Geocoin **£14.00**

GAGB Dartmoor National Park Geocoin **£14.00/£18.00**

GAGB Large Green Cache Label **£1.00**

GAGB Medium/ Small Green Cache Label **£2.50** for 5 or **60p** each

6 GAGB Pencils **£1.00**

**www.gagb.org.uk/prestashop**

GAGB OFFICIAL GEOCACHE  
CONTENTS HARMLESS  
PLEASE REPLACE WHERE FOUND  
Cache Name: \_\_\_\_\_  
Cache Number: \_\_\_\_\_  
In case of problems contact GAGB on 033 3340 4242

# Three Ridings, Two Megas, One Big Party!

*Traditionally Yorkshire had three ridings and one city - how times change, eh? This year, for geocachers, God's Own County has a geography all of our own.*

*Let's take a look at Piratemanía and the 10th Anniversary Mega event to see what's up, and what to expect.*



## A bit of History



On Sunday the 3rd of August, 2008, in Harrogate, 928 geocachers gathered for the UK's first mega event, GC17W59. The doors of the Cedar Court Hotel opened at 12 Noon, and made history.

Derbyshire on Saturday July 26th of the same year, a smaller event was taking place. Never had there been such a bunch of reprobates as gathered there in Pinedale Farm for

Even for the first there was a Mega Week of side events, only five though, running from the Wednesday to the Saturday. We'll be visiting a few of the same places in this year's 8-day week of 15 events. See elsewhere in this edition of Seeker for more details on that. Just a week earlier, in

GC1812B, with barbeques, cutlasses at dawn, and, I dare say, a tot o' rum? Both events have moved around the country a fair bit, and both have come

together in their anniversary year to celebrate Yorkshire in all its finery and ruggedness. Let's find out a bit more about what to expect.



## Piratemanía 11

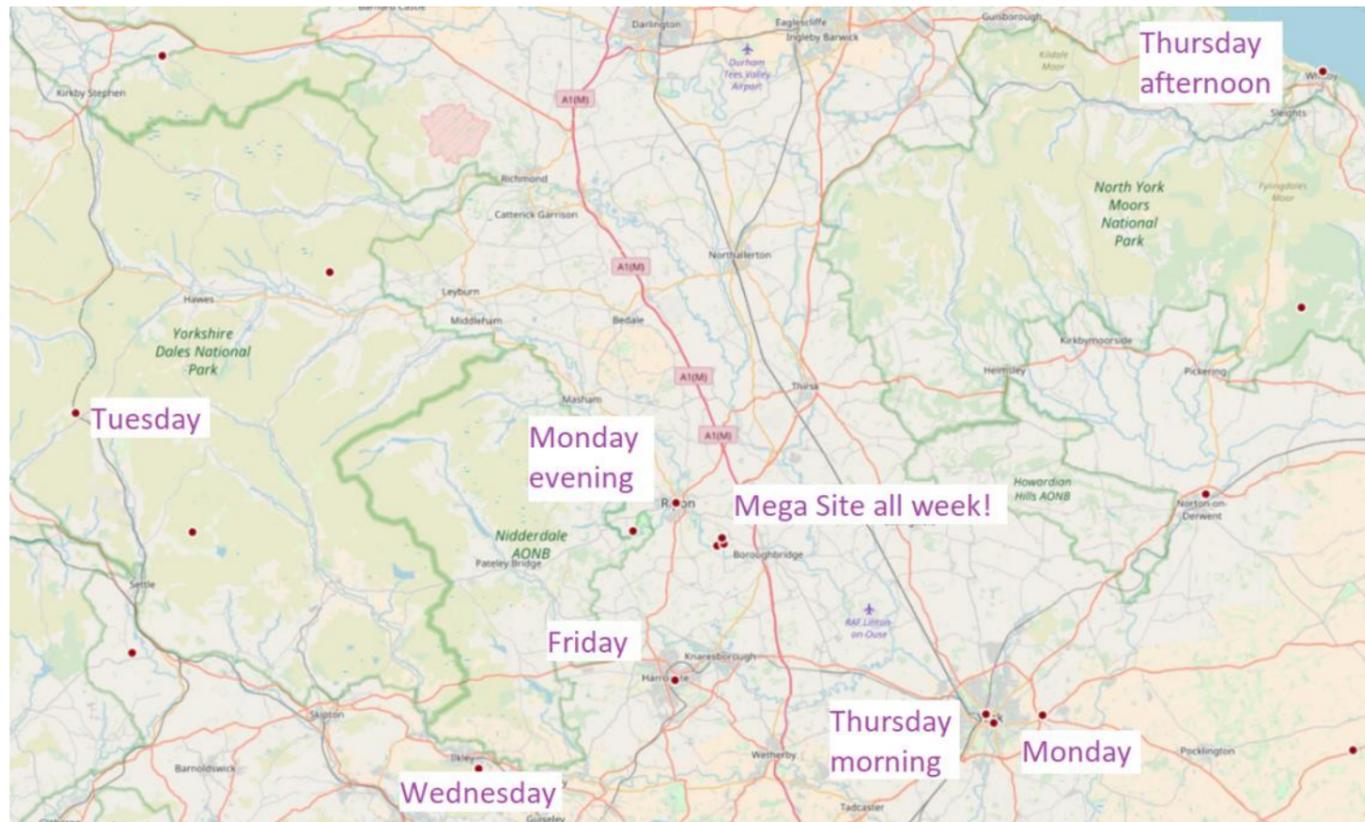
*July 28th, Dalby Forest, North Yorkshire*  
<https://coord.info/GC7FWD6>

## 10th Anniversary UK Mega Event - Yorkshire 2018

*August 4th, Newby Hall, North Yorkshire*  
<https://coord.info/GC7ABCC>

# Mega Week Yorkshire 2018

## Calendar and Map of Events



### Monday 30th July

⇒ 11:30am until 2pm

YM18 - Meet The Imp [GC7JK5B](#),  
Welcome to Yorkshire! Pop in & say hi

⇒ 20:50pm until 9:30pm

YM18 Meet The Hornblower  
[GC7HMo4](#) Ripon

Recreate a tradition - Blow a Horn,  
Meet a ghost, & have a drink Nuff sed?

Later, at the Marquee...

*Bottle Bar*

### Tuesday 31st July

⇒ 10am until 3pm

YM18 - Overground Underground  
[GC7JQQA](#) - Ribbleshead Viaduct

If you signed up early, you'll be off to  
the Yorkshire Underground, or else go  
'over the top' up Wharfedale.

⇒ 11am until 11:30am

YM18 - A Dog Walk In The Park  
[GC7HM3W](#) - Fountain's Abbey

For the less adventurous, join the dog  
walkers of Yorkshire for a casual time at  
Studley Royal, part of the Fountain's  
Abbey estate. Find a few caches too...

Later, at the Marquee...

*Open Mic & Quiz Night*

### Wednesday 1st August

⇒ 10am until 11am

YM18 - Yorkshire Day  
[GC7J48K](#) - Ilkley Moor

August the 1st is Yorkshire Day, so  
we're all off to the most logical place  
of all - Ilkley Moor. This event is  
especially well placed for nice view  
and earthcaches, so it'll no doubt be a  
grand day out.

Later, at the Marquee...

*Country & Western Duo*

### Thursday 2nd August—AM

⇒ 10am until 10:30am

Flashmob - [GC7J1XH](#) - York

Morning flashmob in York - get there,  
hide, mingle, and upon hearing the  
whistle at 10 sharp, reveal  
yourself! No, it's not that kind of  
flashmob - this one is noisy though so  
bring earplugs as well as stuff to bang  
and clang and clatter. Use the park-and-  
-ride, by the way, so this'll take some  
planning, especially if you then want  
to race off to Whitby...

### Thursday 2nd August—PM

⇒ 1pm until 4pm

YM18 - A Grand Trip To Whitby  
[GC7JK4R](#) - Whitby

Whitby Crabs - grab a bucket and  
avoid vampires, basically. The  
committee will be in Whitby all  
afternoon and it's a fun, yummy, and  
(in some respects) tiring place to be,  
depending on whether you take in  
the cliff-top abbey ruins or go chasing  
vampires.

Later, at the Marquee...

*Caribbean Evening*

### Friday 3rd August

⇒ 11am until 1pm

YM18 - A Teddy Bear's Picnic  
[GC7JC7B](#) - Harrogate

This is where it all began, ten years  
ago! Come back and find out how  
much has changed since 2008. Bring a  
teddy bear for the picnic ("yum"). In  
fact, bring a picnic, too ("good point").

Later, at the Marquee...

*10th Anniversary Party & Games*

### Sunday & Monday

There are more events & a CITO on  
the days following the Mega, too.

More details are available on the [Yorkshire Mega event week web page](#).

*In September every year the GAGB holds a special weekend event to encourage as many CITO's as possible.*

# GAGB CITO Weekend

## Cutting, Clearing & Cleaning

**Our Annual CITO Weekend 15th & 16th September 2018:**

**Start organising your GAGB2018**

*Every year for many years, GAGB members up and down the country have been organising events on GAGB Annual Weekend in September. We encourage you all to organise one, and get together with your friends. CITO events are the best kind of event, as they're fun, and you have a chance of 'giving back' to the countryside you've been 'using' all summer. Feel free to organise any kind of event you like, but a CITO event will also get you a souvenir on this weekend, thanks to Groundspeak.*

Last year 21 CITO events were brought under the GAGB banner, and we used our membership and Facebook group to spread the word and get so many folks to attend. Can we get more this year?

Photo by Sharon Reid (Sharant)



### How to organise a CITO event

This takes a bit of calling around. First of all, find two or three locations that look like they need a litter pick or a lot of weeding - somewhere that geocachers go is best, and somewhere run by some hard-up charity makes us all 'feel good' - but anywhere will do. Once you spotted a location, call up or call round to the folks that manage the land, and offer them a dozen helpers for that weekend - most will grab the chance.

Take a look at [this brilliant article](#) by PaperBallPark last year for tips on getting your event organised. He's also got some great ideas for interesting options for CITO events.

### How about a celebration event as well?

CITOs are great fun, but can be thirsty work. Many organisers lay on water, a tea urn, or suchlike, but others organise a follow-up event in a hostelry nearby. If you only want to organise a follow-on event, that's easy too! Just make sure that a) it's welcoming to everyone - it can't be just for people who attended the CITO, and b) it's after the nearby CITO - it is considered to be 'taking the mickey' to have a party and make a mess, then have a CITO to clean up your own mess! Hold your event after the CITO, and THEN tidy up again if you have to, LOL.

# In conversation with Harri Boorman

In our occasional series of interviews, this time Ant talks with Harri, who is a young entrepreneur from Hastings and knows about 3D printing and how that relates to geocaching.

## Hi Harri, Tell us a bit about yourself

Hi I'm Harri Boorman, for those who don't know me I'm a GAGB *Friend* in the South of England. The topic I will be talking to you about is 3D printing.



## Why 3D Printing? What do you know about this?

I'm very passionate about this topic because my brother 3D prints lots of different things. For example he has made his own swag item which has the traditional cache icon and has his username on the back. He has also printed different types of containers - for instance he has a "maze" cache container where you have to get the maze solved to get to the log sheet. He also has a custom screw top container which looks similar to a bison tube.

## What is 3D printing?

3D printing is made out of very fine layers of plastic. The printer itself is very expensive, however my brother goes to a certain supplier where they have lots of equipment and you can make lots of creative things that you wouldn't normally be able to get because of cost.

Much like with a normal colour printer, where different layers of ink are placed on top of each other to make a whole



image, with 3D printing multiple layers of plastic are laid down according to a certain plan to build up shapes. These can, of course, be solid or hollow, and can be very intricate. 3d printers can be found virtually anywhere - there's even one in space.

## What do these look like?

Well, when 'hot of the press' they just look like plastic, of course, but with a bit of camo paint or whatever, they can look pretty cool. I tend to use black, so they hide well in both countryside and towns, but it's whatever you want. And of course they can be made to order - whatever I want them to look like.

**Editor's note:** *this is a personal interview. While from time to time the interviewee may be providing a service, such as being a reviewer for a listing site, selling geocaching items, or similar, neither the interviewer nor GAGB have commercial interests in the service, we do not receive any compensation in any way for the interview, and provide this interview on the basis that our members will primarily learn something about the matter at hand.*



Cache Karoke No2

# Ciphers, Codes and Strange Alphabets (part 1)

This is a quick guide to some commonly used text cyphers and how they are used in Mystery caches. By Grahamthegray

## 1. Bacon Cipher

No it's not got anything to do with a pork product - this was devised by Francis Bacon. The Baconian cipher is a method of steganography. Steganography is the art of writing hidden messages in such a way that no one suspects the existence of the message. For this cipher, each letter is encoded with a series of 5 characters, consisting of a number of A's and B's. If AAAAA represents the letter 'A', and AAAAB represents 'B', then AAABA would be the letter 'C', and so on.

However, in a text encoded with this cipher, you will rarely see these series of A's and B's. They are hidden within a text. An example is the coding through typeface, for example normal and italic letters. The normal letters might represent an A and the italic letters represent a B. In this way we can hide a secret message within apparently normal text. For example "a quick guide to ciphers" would decode to "aabba aaaaa aabba aaaab", which gives us "GAGB". For geocaching puzzles you can find examples of both plain "A B" and "hidden" codes as well.

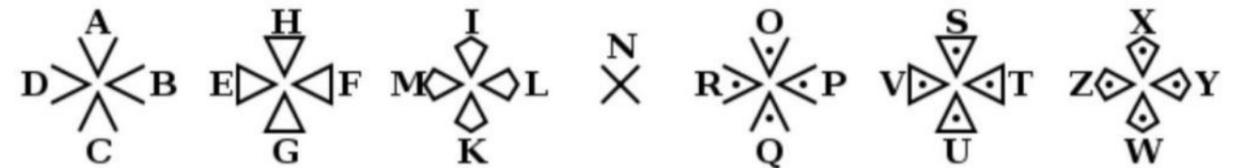
## 2. Pigpen Cipher

The pigpen cipher (sometimes referred to as the masonic cipher, Freemason's cipher, or tic-tac-toe cipher) is a geometric "simple substitution" cipher, which exchanges letters for symbols which are fragments of a grid. There are lots of different types based on this - not all of them have a dot in a box (or a "pig" in a "pigpen") but the basic principle is always the same. An example of how pigpen might look is below - note how the letter T is always represented by the same symbol - so once you've got one letter, the rest become easier to work out. This is a "simple substitution".



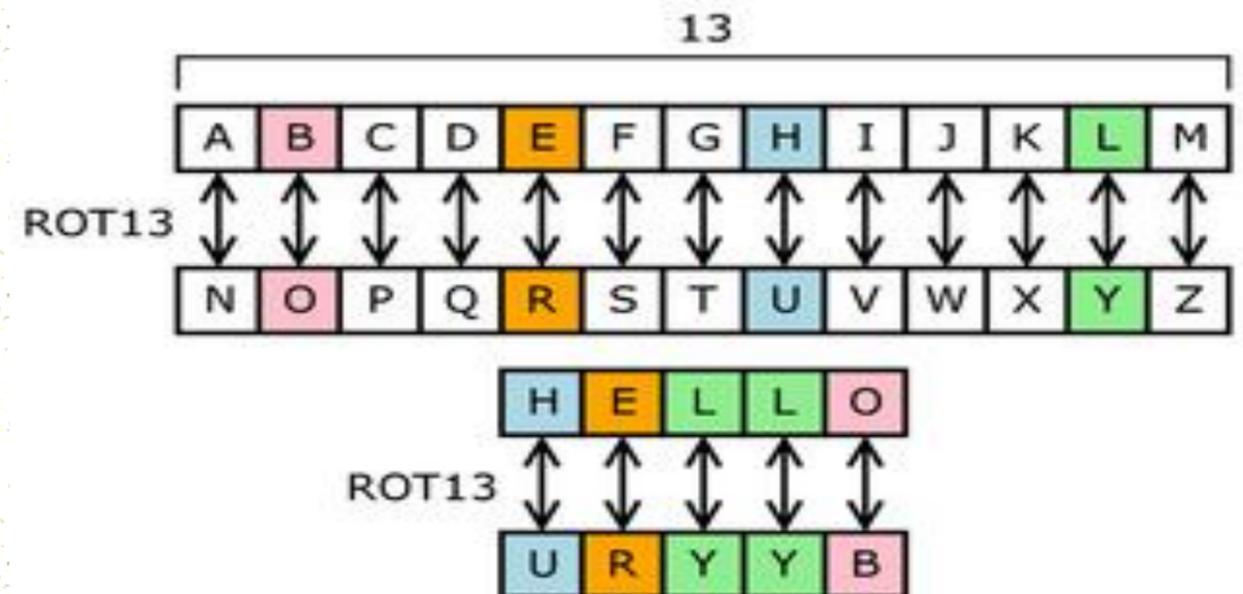
## 3. Templar Code

Templars code is a variation of pigpen but uses a Maltese cross as its base like this:



## 4 Caesar Cipher

The Caesar cipher (or "shift cipher") method also uses a simple substitution encryption, but not using graphics. This means that every character is substituted by another character according to a specific system. The substitution character is determined by "rotating" the alphabet. For example, the well-known and mostly used ROT13 method shifts the alphabet by 13 positions, this results in: A=>N, B=>O etc, which we all know from the hints system used with geocaches. Every other shift from 1 to 13 is also possible. There are a number of tools on smart phones and the internet for deciphering this type of cipher.



## 5. Moon Alphabet or type

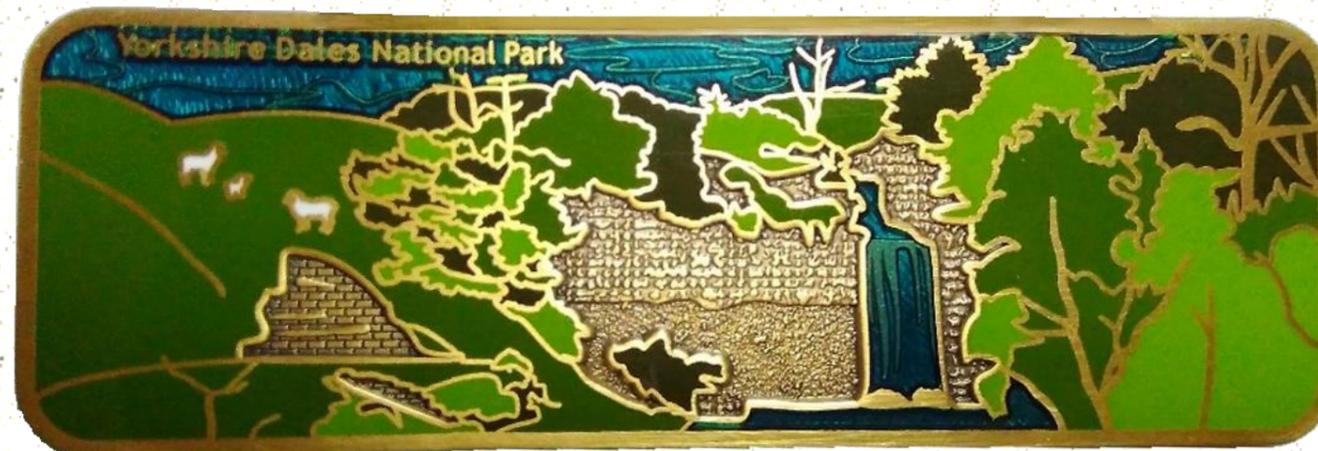
Moon type was developed by Dr. William Moon, a blind Englishman living in Brighton. At age 21, after a bout of scarlet fever, Moon lost his sight and became a teacher of blind children. He discovered that his pupils had great difficulty learning to read the existing styles of embossed reading codes, and devised his own system that would be "open and clear to the touch."

Moon first formulated his ideas in 1843 and published the scheme in 1845. Moon is not as well-known as Braille, but it is a valuable alternative touch reading scheme for the blind or partially sighted people of any age. It's also used by a few of those cache puzzle setters. Each symbol should be raised so it can be felt using fingers, but we can also see the system and 'read' it with our eyes: This is again a "simple substitution".

^	l	C	3	┌	┐	└	o		J
a/1	b/2	c/3	d/4	e/5	f/6	g/7	h/8	i/9	j/0
<	L	└	N	o	<	>	\	/	—
k	l	m	n	o	p	q	r	s	t
u	v	w	x	y	z	wh	ch	number sign	
!	7	:	.	..	.	—	..	..	
!	?	:	,	.	'	-	(	)	

*That's the simplest ciphers - next time we'll discuss more complex forms of encryption.*

# Ingleton Falls - the Yorkshire GAGB National Park Geocoin



Our geocoin series celebrates the National Parks of Great Britain, and this time we celebrate one of Yorkshire's National Parks with an image inspired by the fabulous **Ingleton Falls** - We love the uppermost of many falls in the series, Thornton Force - a spectacular waterfall at N 54° 10.370' W 002° 28.172' (or if you prefer, [GC1H8A6](#)).

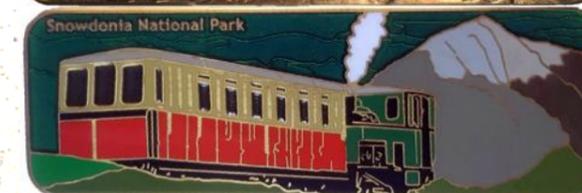
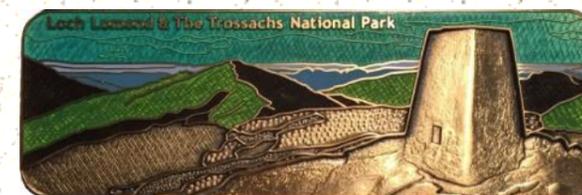


These waterfalls are truly amazing, and Thornton (which we're celebrating) is arguably the best! .

This coin joins three others in our National Parks series, each chosen from parks near to Mega Events to celebrate the area. We hope you'll enjoy the Mega event, explore what

Yorkshire has to offer, and celebrate by getting a hold of our 2018 geocoin.

Available in 'dry weather' Antique Gold, as well as 'wet weather' antique silver. See how the rock changes in different conditions. Initially available only in Yorkshire, if we have any left we'll put them up on our website store for others to collect.



# GAGB RACING HOUNDS

Are you a geocache *Retriever*, or do you prefer to be a *Pointer* for others to go get it? Do you prefer being a *Setter* of caches? Or perhaps, knowing your love of Tupperware, are you a *Boxer*? No matter which kind of Geocaching Hound you are, you'll want to join in the GAGB Racing Hounds game.

## How to take part

Official GAGB Racing Hound TB's are automatically eligible in the competition regardless of the date purchased or activated - they can join the game late, as we know who they are before even you do. We'll compile a leaders' board in September and update it regularly so you'll know how well you are doing. The owner of the winning activated TB at the time of the Aberdeen Mega Event will be the winner of the prize. You don't even have to be a GAGB member.

There are four prizes in our competition, which will be judged by the GAGB tags that arrive back at the GAGB stall, in Aberdeen, at the 2019 Mega Event by 3pm. There will be a special basket to collect them. The organisers will use GSAK or similar systems to collect data and publish Race progress regularly.

- **Retriever:** the prize for the TB that is picked up the most times. 'Visit' logs do not count, this TB needs to be dropped off and then picked up for it to count.
- **Pointer:** the TB that has the most 'discover' logs.
- **Setter:** the TB that sets off around these isles of ours and clocks up the most mileage without leaving the British Isles.
- **Boxer:** The TB that is dropped off or visits the most caches that are 'small' or larger - no 'micro' and no 'other'/'unknown' size logs count, just proper-sized boxes here. The TB can visit non-eligible cache sizes without disqualification, however only caches of eligible sizes will count towards the winning total.



# GAGB Friends

To apply to be a GAGB Friend, please contact [friends@gagb.org.uk](mailto:friends@gagb.org.uk)

*Are you a friendly sort of person? Like to help others out, or get stuff done to make life easier for everyone? In geocaching, maybe you are first with hints & tips, advice, and support? Or you spot something slightly wrong and like to help to get it right - a website that you can help with, or a place that doesn't have geocaches and you can help get permission? Maybe you are technical, and prefer fiddling with GSAK and HTML, or maybe you are more of a people-person, and like to get involved in events?*

If this sounds like you, then the *GAGB Friends* group is aiming to be full of people just like you - folk who want to help make geocaching better, but who don't want to be a full-blown Groundspeak Reviewer, GAGB Executive Member, or Facebook group admin. See if **any, some, or all of these** sound like you, or contact us with your own idea of what you would love to do as a GAGB Friend.

**Local Point of Contact:** you could act as a local point of contact for cachers, not only attending events on behalf of the GAGB but also liaising with cachers at other times and providing feedback to the Committee when needed. 'Eyes and Ears'...

**Specialist Techy:** If you have a special skillset maybe offer to help either GAGB or other geocachers with their websites, databases, HTML code, using apps, launching or running trackable races, or anything like that. It's a rare skill that you have - let's use it to have some fun.

**Eventer:** If your 'thing' is meeting people and making them welcome, why not organise some GAGB Roving Events, or help out at our larger events or stands at the Megas. New cachers in particular love to talk and find out more - can you help?

**Designer:** Do you have a creative skill? Can you draw? Get involved in geocoin or travelbug design? Come up with interesting geocaches? Create artwork for the magazine? Do you know how to use Publisher and lay out pages? Can you write articles or interview notable geocachers for us?

**Talker to Strangers:** GAGB often help non-geocachers, such as organisations that want to do some geocaching, or people who need to be convinced to host geocaches. This could be councils to reassure them about what we do and explain CITO's, or wildlife trusts, charities. If you are an organised sort of person, and have a good record of being trusted and convincing, being involved in GAGB Friends might well help you to achieve more - armed with business cards and leaflets, and backed by us, just think of the places we could get geocaches placed.

## GAGB Friends Guidelines

- ◇ All Friends are most welcome to host Roving Events but do let the national committee know so we can promote the event - and we'll try to have a committee member attend if at all possible. Try to publish these events 12 weeks in advance - we want them to have 'status'.
- ◇ Stay up-to-date on what GAGB is doing generally - so that you can field any questions. We've got a Facebook group and a forum to help with that.
- ◇ Why not attend other events "on behalf of" the GAGB? Take a few leaflets and so on in case people are interested.
- ◇ There is an informal Facebook chat channel in addition to the group, in order to share ideas or get help quickly.
- ◇ You are always welcome to suggest new ways of GAGB being useful, and we are always open to you trying out innovative things, as long as we can all talk it through first. All reasonable ideas and solid plans will be considered by the committee.