GeoCaching is a real-world treasure hunting game. Players locate hidden containers (geocaches) using GPS, their navigational skills, and wits.

Participants in GeoCache OFWIM (GO!) have been grouped into Teams that will compete throughout the conference to score the most points and win the GO! Trophy.

Don Schrupp
Crego Ramiro
Beth Stys
Tony Spicci
Danny Lewis

Sabra Schwartz
Jim Husband
Julie Prior-Magee
Dean Jue
Tom Treiman
Keith Wethington
You can sign up any time during the conference – we’ll just assign you to an existing Team or if several people want to form a new team, that’s okay too! Feel free to join a Team for a day as an ad hoc member, as well. This is all about the fun and getting to know your fellow OFWIMmers better.

Each team will need at least 1 person with a GPS unit and 1 with a camera.

All OFWIM caches are “virtual” – there are no hidden containers to find. The directions for each site tell you what you must do to prove you found it and earn points for the find.
The point values for each site depend on how difficult it is to locate, including distance from the hotel.

Harder sites have clues to help you find them, easier ones do not.

Most sites are within walking distance. The 3 few sites that are farther away ("You’ve Said It All", "Don’t Be Scared", and "Slake Me Thirst") are all in the same direction from the hotel.

There was a Field Trip site also (a member of each Team was present on the Field Trip so they should have already gotten that one).

Teams must strategize whether to try to concentrate on local sites with lower point values or make the investment to go further away and hit the “big point” sites.

Many of the sites will take you to historical St. Louis locations so you can do some great site-seeing while playing GO!
HOW TO PLAY:

The first task for each Team will be to come up with their Team Name (in case of a tie, team with the best name wins).

Next they decide when & where to look for sites based on the site descriptions and clues.

GoogleMapping is cheating.

There is only 1 site where answering the “proof” question requires information that cannot be found at the site. The clue for that site tells you this.

Teams can validate their “finds” by checking in with the GO! Director at any time. Updates on which Team is leading will be made throughout the conference.
FERRIS WHEEL:

90° 11’ 56.9” W