

NEW CACHES at the AJACS 6th Annual Campout Event!

CORRECTED and UPDATED 3/3/2010

A.J.A.C.S. Reviews! (Again!)

by Sprocket1980

GC23M0X

Puzzle ?

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 2.0 Terrain: 3.5

THE CACHE IS NOT AT THE ABOVE COORDINATES!

You must solve the following puzzle to learn the true coordinates. The answers to the questions are available in the logs for GC1KX3J or on the AJACS REVIEWS Page of AJACS Web Page.

Parking is available very close by the actual cache, if you have a high clearance vehicle, but you'll still have to climb a small hill on foot.

Add Z to the decimal fraction portions of the posted coords to get the actual cache location, where

$$Z = ((B / ((C - D) + (E + A)) \times G) - F$$

and

A = the number of times **AZ Cactus Jumpers** have participated in the AJACS Most New Caches Found contest (as of March 22, 2009.)

B = the major milestone cache that **Bucky & McGee** found during the weekend of the AJACS 5th Annual Campout Event Cache.

C = the number of members of the **HornyToad** team that had a good time at the AJACS 5th Annual Campout Event Cache.

D = the number of events that **Jeepers-Creepers** had attended prior to the AJACS 5th Annual Campout Event Cache.

E = the number of questions that **AzCelts'** youngest child had when they got home Sunday, following the AJACS 5th Annual Campout Event Cache.

F = the number of feet away from camp that **AzCelts** saw a rattlesnake at the AJACS 5th Annual Campout Event Cache .

G = the number of cache events that **Moosejive116** had attended, as of March 22, 2009.

H = the number of vowels plus the number of consonants in the password for 2010.

Rockman's Paradise

by coyotecachers

GC1NCP9

GC23M3K

Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 2.0 Terrain: 2.0

About 1/4 mile hike from trail with nice looking rock formations. Trail is accessible with high clearance vehicle. Be careful of things that bite and cactus.

Wataview
by coyotecachers

GC23M3N
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _ _
Difficulty: 3.0 Terrain: 4.0

Steep climb near the top with a beautiful view of the surrounding area.

Many Armed Giants
by coyotecachers

GC23M3Q
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _ _
Difficulty: 2.0 Terrain: 2.0

This is located by some of Natures desert giants that would love to get their arms around you. A short hike from a trail. Be wary of desert critters and things that like to stick you.

Father and Sons
by coyotecachers

GC23M3C
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _ _
Difficulty: 1.5 Terrain: 2.0

Short hike from trail. You are looking for a large cactus with two smaller ones with it. Accessible with high clearance vehicle. Be careful of sticky things and things that bite.

Turn Back!
by Sprocket1980

GC23M1D
Multicache

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _ _
Difficulty: 2.0 Terrain: 3.0

Another desert cache hidden in the desert, desert-style.

While camping near the Middle Mountains in November of 2008 with a group of friends, we decided to take a drive and pick up some of the area caches that we hadn't logged yet, Everyone else in the group were on quads or in 4WD vehicles. I was in my 2WD pickup. After finding Coyote Tank we headed for Rock Tank. The second and final stage of this cache is near where I decided not to attempt the steep rocky climb to the east and instead I turned back and took the long way around via 96 Ranch Road while the rest of the group went ahead.

Clifford
by Sprocket1980

GC23M2M
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _ _
Difficulty: 2.5 Terrain: 2.5

A pretty area between the 96 Hills and the Middle Mountains.

Pincushions Galore
by Sprocket1980

GC23KV9
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _
Difficulty: 2.0 Terrain: 3.5

A fairly simple cache, placed in conjunction with the nearby AJACS 6th Annual Campout Event Cache (GC1ZXPQ.) Try not to step on the little cacti.

Hint: (encrypted) N fubeg jnyx hc n fgrrc uvyy.

For Flatlanders
by Sprocket1980

GC23M2Z
Multicache

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _
Difficulty: 2.0 Terrain: 1.5

The second (and final) stage is an easy cache once you get close. You can get close with a high clearance vehicle or a good pair of hiking shoes. The first stage is even easier to get to but will test your caching instincts.

Lavender!
by Sprocket1980

~~GC1N949~~

GC23KWY
Multicache

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _
Difficulty: 2.5 Terrain: 3.0

A high-clearance vehicle will get you close to the second and final stage but you will have to walk from there.

Drawing a Blank
by Sprocket1980

GC23M34
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _
Difficulty: 2.5 Terrain: 1.5

An easy walk from the road. The hard part is traveling on that road. You will need a high clearance vehicle or ATV.

The Cache With No Name
by TKW 98

Size: Regular

GC23V8K
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _
Difficulty: 1.5 Terrain: 1.5

When we placed this cache we were stumped as to what to name it. We figured if a horse could be in the desert with no name so can a cache. This is an ammo can.

8x12 Mounds
by Sprocket1980

GC23M2E
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 1.5 Terrain: 1.5

A high clearance vehicle or ATV will get you within .4 miles, but no closer. You'll have to make the final trek on foot.

End of the trail
by coyotecachers

GC23M3R
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 1.5 Terrain: 1.5

This is a short hike from the end of a trail roundabout. Be wary of things that poke, bite, scratch and annoy you.

Crossroads
by Sprocket1980

GC23KXF
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 2.0 Terrain: 3.5

A number of Jeep/ATV trails converge nearby. The trick will be choosing one. A high-clearance vehicle will get you close but you will have to walk from there.

Hint: (encrypted) N fgrrc pyvzo znl or erdhverq, qrcraqvat ba lbhe ncebnpu.

Another Hill
by Sprocket1980

GC23M0F
Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 2.0 Terrain: 3.5

Another hill you have to climb. A high clearance vehicle or ATV will get you within 600 yards but you will have to hike the rest of the way. A short steep climb will be required.

That Darned Cat!
by Sprocket1980

GC23PDC
Multicache

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 1.5 Terrain: 1.5

An easy 2-Stage cache once you get close but you will need a high clearance vehicle or ATV to get close.

There'll Be No Beano Here

by TKW 98

Size: Regular

GC23V8A

Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 1.5 Terrain: 1.5

This is hidden near the pipeline road. It's a short trek in the desert to GZ. This is an ammo

Sentinal Shadow

by TKW 98

Size: Regular

GC23V81

Traditional

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 1.5 Terrain: 1.5

Ammo can hidden among the shadows. Should be able to get close to this with most vehicles, then it's just a short walk to GZ. This is an ammo can.

Red Heart Ridge

by Sprocket1980

GC23M2R

Multicache

N 32° _ _ . _ _ _ **W 111°** _ _ . _ _ _

Difficulty: 2.0 Terrain: 2.0

A 2-stage multi.

A relatively easy hike of about a fifth of a mile from the nearby Jeep trail will put you at ground zero for the final stage.

Decryption Key

A|B|C|D|E|F|G|H|I|J|K|L|M

N|O|P|Q|R|S|T|U|V|W|X|Y|Z

(letter above equals below, and vice versa)

MOST NEW CACHES FOUND CONTEST RULES

1. You must register for the contest at the registration table to be eligible to win. Even if you pre-registered online, you still need to check in at the registration table and be verified.
2. Inside each of the above caches, you will find a zip-loc baggie with small sheets of stickers in it. You must take one (and only one) sticker and place it on your game card in the square with the matching color letter or symbol. Do not "tear off" any stickers from the sticker packet. Peel one off and stick it on your game card.
3. The team captain or leader must be present at all cache finds and must sign the log book in each cache.
4. Each team that takes a sticker **MUST** be physically present at the cache and must sign the log book. (No "group" signing!)
5. No one may take more than one sticker from each cache. No exceptions!
6. The team the most correct stickers will be deemed the winner, provided they turn in their game card prior to the the 4:30PM deadline on Saturday.
7. Late entries will not be accepted.
8. In case of a tie, a winner will be drawn from all of the tied game cards.
9. **DO NOT DRIVE OFF ROAD** with any motorized vehicle to reach any of the caches. (It is against the law.) Stay on the pre-existing roads and jeep trails. You will have to walk a short distance to many of the caches.
10. You must be present when prizes are awarded (Saturday after dinner) to win.
11. The decision of the AJACS Event Hosts is final.
12. Have fun but be careful and practice eco-friendly caching.