



# PASSPORT

## Cache Across Maryland 2017



The Maryland Geocaching Society welcomes you to the 2017 edition of Cache Across Maryland! Each of the eleven CAM 2017 geocache contains an attribute icon which will be required in order to determine the location of the CAM 2017 Picnic. The icons can be found on the inside front covers of the logbooks as well as on the inside surfaces of the cache containers. **Keep a record of which attributes you find by circling them below.** By the time you have successfully completed CAM, you should have at least ten attributes circled. The CAM Decoder will publish during the last week of April. At least ten of the eleven correct attributes must be entered into the Decoder to obtain the coordinates to the picnic. Any geocacher who completes at least ten CAM geocaches **and attends the CAM picnic on May 6th** (GC6Y6G1) will receive a Certificate of Completion and a CAM 2017 Geocoin. We hope you have an enjoyable CAM!





# CAM 2017: Biscoe Gray Heritage Farm

GC6Y6GC — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Permissions



Conditions



Hazards



Facilities



Listed Coordinates: N 38° 29.125 W 076° 35.012

## Additional Waypoints

Parking	N 38° 29.186 W 076° 35.013
1. Plumer-Cranford Barn	N 38° 29.125 W 076° 35.012
2. Coop Door	N 38° 29.063 W 076° 35.033
3. Cow Shed	N 38° 29.056 W 076° 35.041
4. Fill Pole	N 38° 28.943 W 076° 35.087

## Additional Hints

Ammo can in log



## Biscoe Gray Heritage Farm

### The History

The Biscoe Gray property was a holding of John Laveille, a French Huguenot who arrived in Calvert County in the late-seventeenth or early-eighteenth century. In 1902 a portion of the site was sold to George E. Rice, an African-American farmer who lived on the property with his wife Mary until 1938. William B. Gray then purchased the property, which was adjacent to his extensive landholdings along Grays Road. Gray's son, Biscoe Gray, inherited the property in 1947 and, in turn, passed it on to his children, who sold the land to Calvert County in 2004 which purchased it as part of the Rural Legacy Program.

### Historical Road Trace (Rolling Road)

The road trace that is a major physical feature of the site has existed since at least 1865 but likely was in use as early as ca. 1725 based on evidence of early historic occupations on the property. By 1892 the road took a sharp southeasterly turn toward the unnamed creek, then crossed over the creek to the adjoining Laveille property where it then turned southwesterly to directly meet Battle Creek. As the archaeological report notes, "this arrangement likely indicates the presence of a wharf along Battle Creek immediately south of its confluence with the unnamed stream."

The historic Rolling Road was a primary transportation route for those who lived on the Biscoe Gray property. More importantly, it was the mechanism for transporting tobacco and other goods to boats on Battle Creek in the eras in which the Creek was still navigable for larger vessels. Specifically, rolling roads were named such because of the practice of loading tobacco in hogsheads (wooden barrels) weighing up to 800 pounds. Sometimes loaded onto carts and sometimes attached to the carts and rolled behind, hogsheads were the primary tobacco packing and transport method until the 1930s. Few rolling roads are accessible or interpreted for the public, underscoring the importance of preserving the Biscoe Gray Rolling Road, maintaining its distinctive physical and experiential presence, and enhancing its interpretive value.

The Rolling Road is easily discernible along some of its length. The Money Crop Trail, located along the Rolling Road, invites visitors to journey along the same path that farmers used, driving oxen, mules, and horse-drawn carts more than 250 years ago.

**Link to Biscoe Gray Heritage Farm:**

[www.calvertparks.org/bghf.html](http://www.calvertparks.org/bghf.html)

**Link to trail map:**

[goo.gl/bl0NHp](http://goo.gl/bl0NHp)

# The Geocache

This geocache is not located at the listed coordinates. From parking, carefully cross the road, visit the four locations listed below, and do a bit of number pulling to determine the final location.

## 1. Plumer-Cranford Barn (N38° 29.125', W076° 35.012')

Count the number of vertical boards forming the barn door (hidden by the CAM logo in the image below):



- **A** = # of vertical boards

## 2. Coop Door (N38° 29.063', W076° 35.033')

Count the screws connecting the metal hasp to the coop door (hidden by the CAM logo in the image below):



- **B** = # of screws

### 3. Cow Shed (N38° 29.056', W076° 35.041')

The cow shed is south of the George E. Rice House. Enter the bay on the left and find the window door on the left wall of the shed. The bracing on the window door resembles a letter of the alphabet. Assigning a numerical value to each letter of the alphabet (A=1, B=2, C=3, etc.), what is the value of the letter the bracing resembles?

- **CD** = two-digit value of the letter formed by the bracing

### 4. Hill Pole (N38° 28.943', W076° 35.087')

From the cow shed, you can follow parts of the Rolling Road or walk along the fields until you reach the small hill. At the top of the hill, you'll find a section of grey tubing with 'GRAY SOUTH' and three digits stamped on its side.

- **EFG** = the three digits after 'GRAY SOUTH'
- **H** = A+1

The geocache is located at **N38° CH.AGG', W076° FB.DEH'**

The checksum of A+B+C+D+E+F+G+H is 35

As you make your way to the final location, you can follow parts of the Rolling Road or walk along the edges of the fields. When you reach birdhouse #23, bear left to follow the Farm Trail (red blazes). At no point will bushwhacking be required. The container is hidden about 20 feet from the trail.

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The Biscoe Gray Heritage Farm is open from dawn to dusk.

*The MGS extends its thanks to the staff of the Biscoe Gray Heritage Farm for permitting and approving this geocache placement.*





# CAM 2017: Black Walnut Point

GC6Y6G8 — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆ Size:  (regular)

Permissions



Conditions



Hazards



Facilities



Listed Coordinates: N 38° 40.755 W 076° 20.599

## Additional Waypoints

Parking	N 38° 40.765 W 076° 20.602
Gate	N 38° 40.674 W 076° 20.594
Trailhead	N 38° 40.616 W 076° 20.579
Trail Split 1	N 38° 40.641 W 076° 20.454
Trail Split 2	N 38° 40.651 W 076° 20.424
End of trail at water	N 38° 40.587 W 076° 20.398

## Additional Hints

Clear plastic container tucked under the edge of a fallen tree, 30 feet southwest of the 'F' marker



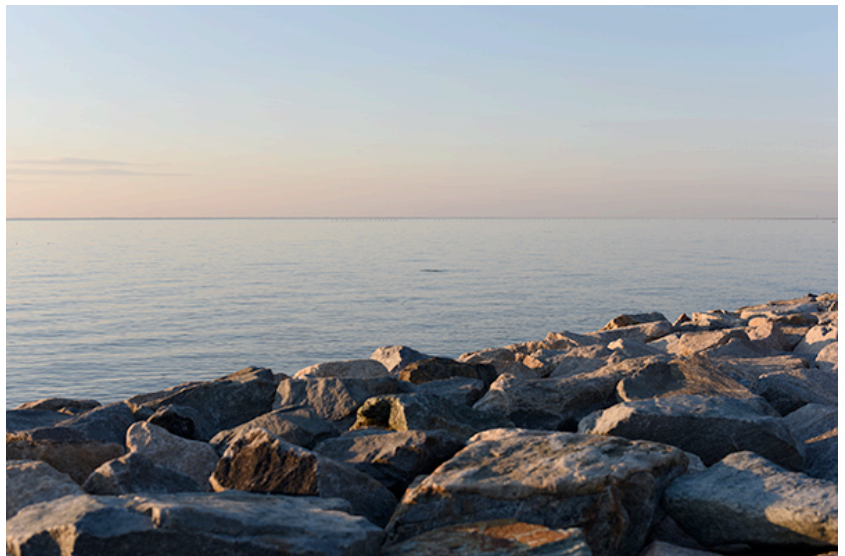
## Black Walnut Point

Tilghman Island is located north of where the Choptank River meets the Chesapeake Bay. The island is about three square miles in size. Its population is about 800 people.

According to the Tilghman Watermen's Museum, the first English settlers arrived in 1656. It became known as Tilghman Island after Matthew Tilghman inherited it in 1741. In the 1830's, the island's population began to grow as people moved in to be close to the Chesapeake Bay and the seafood industry, especially oysters. In the 20th century, boat building also became important. Then, the seafood and boat building industries declined towards the end of the 20th century. Today, the main activities on Tilghman Island are recreational: hunting, fishing, and heritage tourism.

Go to the farthest point south on the island and you'll find Black Walnut Point Inn, a private B & B located in a 52-acre bird sanctuary. Owners Bob Zumer and Tracy Staples call themselves "curators" of the historic farmhouse. According to Chesapeake Living, it's actually two houses that have been joined together over the years. As the tip of the island fell into the bay, the houses kept getting rolled back on logs and were eventually connected.

The road to the Inn goes past the WWII-era Naval Research Laboratory that is still in use by the federal government. There is a turnaround just before the Inn, and photographs from that point are welcomed, but please do not venture past the entrance to the Inn as it is private property.



# The Geocache

This geocache is a three stage multi-cache. The first stage of the cache will bring you to the Naval Research Laboratory. The second and final stages of the cache will take you into Black Walnut Point Natural Resources Management Area, a park on the southern end of the island. Parking is in the large lot just before you reach the Naval Research Laboratory. You may drive past the Laboratory through the gate but there is no parking and you will need to turn around at the Inn driveway. The round-trip hike is about .9 mile.

## Stage 1

Begin at the published coordinates. Complete the answers below using the nearby sign, then use the values to complete the coordinates for the second stage.

- **A** = In the second row of text, how many letters in the second word?
- **B** = The first digit in the number of acres originally occupied by the site.
- **C** = The number of acres currently occupied by the site.
- **D** = This number appears three times in a single row of text.
- **E** = Second digit in the height of the tower.

The coordinates for Stage 2 are **N38° 40.ABC', W076° 20.DEC'**

The checksum of A+B+C+D+E = 25.

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## Stage 2

Proceed down the road, past the gate to the trailhead on your left. Please note the park hours posted at the gate. The second stage is a small lock-n-lock container with the coordinates for the final stage. The trails are marked with red blaze.

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## Final

Proceed to the end of the trail where it meets the water, then proceed to the coordinates to find the geocache. The container is a regular size lock-n-lock.

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The park is open from 9am to 5pm. Sorry, no pets allowed.

*This geocache was placed by permission of the Black Walnut Point Natural Resources Management Area. The MGS thanks the Maryland Park Service for approving this cache placement.*



# CAM 2017: Centennial Park

GC6Y6G5 — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆ Size:  (regular)

Permissions



Conditions



Facilities



Listed Coordinates: N 39° 14.717 W 076° 51.521

## Additional Waypoints

**West Parking** N 39° 14.514 W 076° 51.893 (recommended)

**South Parking** N 39° 14.407 W 076° 51.615 (alternate)

**North Parking** N 39° 14.965 W 076° 51.175 (alternate)

## Additional Hints

Hidden beside a fallen tree (*GZ spoiler photo: [goo.gl/QFzgtx](http://goo.gl/QFzgtx)*)



## Centennial Park

Located between Ellicott City and Columbia, Maryland, Centennial Park has won awards for its natural design and sensitivity to nature. The 337-acre park features a spectacular 54-acre man-made lake, which is stocked with bass, trout, sunfish and tiger muskies by the State Department of Fisheries, and is home to a variety of wildlife such as white-tailed deer, beavers, foxes, turtles, herons, and many other bird species. You can walk, run or bike the 2.6-mile paved pathway that encircles the lake or the 7.3 miles of interconnecting paved pathway that includes links to surrounding neighborhoods. The park has four main areas: North, South, East, and West, each with its own entrance. Included are nine picnic pavilions available on a first-come, first-served basis (unless reserved) and three first-come, first-served picnic areas (propane grills are not permitted). From late spring through early fall, concessions, boat rentals and general store items are available.

The lake, field, wooded areas and wetlands that make up Centennial Park are home to abundant wildlife. A buoy line restricts access to a portion of the lake reserved as a Wildlife Area, providing a safe spawning area for fish and nesting sites for birds.



Fishing is permitted in the lake, but hunting, firearms, swimming, sailboarding, wind surfing, stand up paddleboarding, and inner tubing are all prohibited. Pets are permitted in the park except for in picnic pavilions, playgrounds, and sports areas. Pet owners are required to clean up any and all waste their pets produce. In order to keep the park clean, plastic bag dispensers are located around the park. The Howard County leash law is enforced.



## The Geocache

The cache is located 0.4 miles from the West Area parking. Additional Parking is available in the South Parking Area which offers stunning views of Centennial Lake. A detailed park map is included in the image gallery ([goo.gl/jvXXUB](http://goo.gl/jvXXUB)). The path back to the cache connects to the Lake Loop Trail just west of the bridge.

**There are four parking locations:** (see included waypoints)

- **WEST – recommended** (N39° 14.514', W076° 51.893')

Closest to the cache with a 0.4 hike along primarily paved trails. Accessed from the west entrance and abuts the paved trail.

- **SOUTH – alternate** (N39° 14.407', W076° 51.615')

Accessed through the south entrance on the opposite side of the lake.

- **NORTH – alternate** (N39° 14.965', W076° 51.175')

Additional parking is available at the north entrance area.

- **EAST** – The east entrance is only open seasonally and is closed until April.

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Centennial Park is open from 7am to dusk, or as posted.

*This geocache was placed by permission of the Howard County Department of Recreation & Parks. The MGS extends its thanks to the staff of Centennial Park for approving this cache placement.*



# CAM 2017: Chesapeake Bay Environmental Center

GC6Y6G6 — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆ Size:  (regular)

Permissions



Conditions



Hazards



Facilities



Listed Coordinates: N 38° 56.633 W 076° 14.013

## Additional Waypoints

**Parking** N 38° 56.905 W 076° 13.736

**Lake Trail** N 38° 56.875 W 076° 13.749

**South Meadow Trail** N 38° 56.884 W 076° 13.939

**Trail Split - bear right** N 38° 56.842 W 076° 13.942

## Additional Hints

Ammo can in tree stump



## Chesapeake Bay Environmental Center

The Wildfowl Trust of North America Inc. was founded in 1979 with the intent to protect wetlands for waterfowl while maintaining captive waterfowl collections for educational purposes. In 1981 the Trust purchased a 315-acre farm tract in Grasonville, Maryland on which it initially established Horsehead Wetlands Center and opened to the public in 1985. In 1998 the trust purchased an additional 195 acres and placed the now 510-acre preserve under conservation easement.

In 2002 the Trust revamped its mission to address the issues of declining water quality, urban sprawl and habitat loss and set a goal to be recognized as a leader in environmental education and bay restoration. The site was renamed the Chesapeake Bay Environmental Center to reflect the new focus of the mission.

In 2004 the State of Maryland recognized there was a need to find more effective and efficient restoration methods in order to meet the 2010 Chesapeake Bay Agreement and beyond. CBEC was designated as "the" site for testing and developing comprehensive restoration techniques resulting in bay-wide implications. As a result, partnerships with private businesses, universities, state and federal governmental agencies have afforded CBEC the opportunity to expand research and restoration capabilities while encouraging stewardship through volunteerism.



In 2008 CBEC opened a new LEED certified arts and education facility to meet the growing needs of its educational programs. The new facility itself is a teaching tool on sustainable building practices, serves as a model for green living on Eastern Shore, is a resource center for developers engaging in smart growth and a portal for visitors to admire the local culture through rotating art exhibits. (<http://www.bayrestoration.org>)



## The Geocache

Follow the Lake Trail west to the beginning of the South Meadow trail (waypoints included). The trail will split after about 330 feet; bear right to stay on the South Meadow trail. The geocache is located about 60 feet from the trail. The round-trip hike is about 1 mile.

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The park is open from 9am to 5pm.

*This geocache was placed by permission of the Chesapeake Bay Environmental Center. The MGS thanks the CBEC for approving this cache placement.*



# CAM 2017: Fort McHenry National Monument

GC6Y6GB — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆ Size: (regular)

Permissions



Equipment



Conditions



Facilities



Listed Coordinates: N 39° 15.796 W 076° 34.795

## Additional Waypoints

Parking N 39° 15.926 W 076° 34.809

Visitor Center N 39° 15.920 W 076° 34.783

1. Sally Port N 39° 15.807 W 076° 34.772

2. Jail N 39° 15.802 W 076° 34.777

3. Barracks #2: Door 1 N 39° 15.793 W 076° 34.781

4. Barracks #2: Door 2 N 39° 15.789 W 076° 34.786

5. Barracks #2: Door 3 N 39° 15.785 W 076° 34.790

6. Barracks #1: Door 2 N 39° 15.786 W 076° 34.802

7. Officer's Qrts: Door 2 N 39° 15.796 W 076° 34.811

8. Powder Magazine N 39° 15.806 W 076° 34.812

9. Commanding Ofc Qrts N 39° 15.807 W 076° 34.803

10. Flagpole N 39° 15.804 W 076° 34.783

11. Ravelin Magazine N 39° 15.812 W 076° 34.759

12. Stone Tablet N 39° 15.824 W 076° 34.772



## Additional Hints

'For Your Safety' – Chirp!

## Fort McHenry National Monument and Historic Shrine

Located in Baltimore, Maryland, Fort McHenry is a historical American coastal star-shaped fort best known for its role in the War of 1812, when it successfully defended Baltimore Harbor from an attack by the British navy from the Chesapeake Bay on September 13–14, 1814. It was first built in 1798 and was used continuously by U.S. armed forces through World War I and by the Coast Guard in World War II. It was designated a national park in 1925, and in 1939 was redesignated a 'National Monument and Historic Shrine'.

During the War of 1812 a storm flag (17 by 25 feet) was flown over Fort McHenry during the bombardment. It was replaced early on the morning of September 14, 1814 with a larger garrison flag (30 by 42 feet). The larger flag signaled American victory over the British in the Battle of Baltimore. The sight of the ensign inspired Francis Scott Key to write the poem 'Defence of Fort M'Henry' that was later set to the tune 'To Anacreon in Heaven' and become known as the 'Star Spangled Banner', the national anthem of the United States.

Fort McHenry was built on the site of the former Fort Whetstone, which had defended Baltimore from 1776 to 1797. Fort Whetstone stood on Whetstone Point (today's residential and industrial area of Locust Point) peninsula, which juts into the opening of Baltimore Harbor between the Basin (today's Inner Harbor) and Northwest branch on the north side and the Middle and Ferry (now Southern) branches of the Patapsco River on the south side.

Fort McHenry was named after early American statesman James McHenry (1753–1816), a Scots-Irish immigrant and surgeon-soldier. He was a delegate to the Continental Congress from Maryland and a signer of the United States Constitution. Afterwards, he was appointed United States Secretary of War, serving under presidents Presidents George Washington and John Adams.

Beginning at 6am on 13 September 1814, British warships under the command of Vice Admiral Alexander Cochrane continuously bombarded Fort McHenry for 25 hours. The American defenders



had 18-, 24- and 32-pounder cannons. The British guns had a range of 2 miles, and the British rockets had a 1.75-mile range, but neither guns nor rockets were accurate. The British ships were unable to pass Fort McHenry and penetrate Baltimore Harbor because of its defenses, including a chain of 22 sunken ships, and the American cannons. The British vessels were only able to fire their rockets and mortars at the fort at the weapons' maximum range. The poor accuracy on both sides resulted in very little damage to either side before the British, having depleted their ammunition, ceased their attack on the morning of 14 September. Thus the naval part of the British invasion of Baltimore had been repulsed. Only one British warship, a bomb vessel, received a direct hit from the fort's return fire, which wounded one crewman.

The Americans, under the command of Major George Armistead, lost four killed, including one African-American soldier, Private William Williams, and a woman who was cut in half by a bomb as she carried supplies to the troops, and 24 wounded. At one point during the bombardment, a bomb crashed through the fort's powder magazine. Fortunately for the defenders, either the rain extinguished the fuse or the bomb was a dud.

Francis Scott Key, a Washington lawyer who had come to Baltimore to negotiate the release of Dr. William Beanes, a civilian prisoner of war, witnessed the bombardment from a nearby truce ship. An oversized American flag had been sewn by Mary Pickersgill for \$405.90 in anticipation of the British attack on the fort. When Key saw the flag emerge intact in the dawn of September 14, he was so moved that he began that morning to compose the poem 'Defence of Fort M'Henry' which would later be renamed 'The Star-Spangled Banner' and become the United States' national anthem.

During the American Civil War, the area where Fort McHenry sits served as a military prison, confining both Confederate soldiers, as well as a large number of Maryland political figures who were suspected of being Confederate sympathizers. The imprisoned included newly elected Baltimore Mayor, the city council, the new police commissioner, members of the Maryland General Assembly, and several newspaper editors and owners. Francis Scott Key's grandson, Francis Key Howard, was one of these political detainees. In 1861, after President Abraham Lincoln delegated limited authority to the Army to suspend *habeas corpus* in Maryland, a drama unfolded involving the night arrest of John Merryman at his Cockeysville home by Union troops, his imprisonment in the fort, and the upholding of his demand for a writ of *habeas corpus* for release by Chief Justice Roger B. Taney. This resulted in a famous and controversial federal court case, the decision of which remains contested to this day. Around the same time, Fort McHenry also served to train artillery which is the origin of the Rodman guns presently located and displayed at the fort.

During World War I, an additional hundred-odd buildings were built on the land surrounding the fort in order to convert the entire facility into an enormous U.S. Army hospital for the treatment of troops returning from the European conflict. Only a few of these buildings remain, while the original fort has been preserved and restored to essentially its condition during the War of 1812. Fort McHenry served as a Coast Guard base during World War II.





The fort was made a national park in 1925; on August 11, 1939, it was redesignated a 'National Monument and Historic Shrine', the only such doubly designated place in the United States. It was placed on the National Register of Historic Places on October 15, 1966. It has become national tradition that when a new flag is designed it first flies over Fort McHenry. The first official 49- and 50-star American flags were flown over the fort and are still located on the premises.

The Fort has become a vital center of recreation for the Baltimore locals as well as a prominent tourist destination. Thousands of visitors come each year to see the 'Birthplace of the Star Spangled Banner'. Every

September, the City of Baltimore commemorates Defenders Day in honor of the Battle of Baltimore. It is the biggest celebration of the year at the Fort, accompanied by a weekend of programs, events, and fireworks. The United States Code presently authorizes Fort McHenry's closure to the public in the event of a national emergency for use by the military for the duration of such an emergency.

The flag that flew over Fort McHenry, the Star Spangled Banner Flag, has deteriorated to an extremely fragile condition. After undergoing restoration at the National Museum of American History, it is now on display there in a special exhibit that allows it to lie at a slight angle in dim light.

## Admission

**In order to complete this geocache, adults 16 and older will need to pay a \$10 fee in the Visitor Center for entrance to the historic area.** (Children 15 and younger can enter for free.) This fee provides the visitor with a 7-day entrance permit to Fort McHenry. Holders of NPS Annual or Lifetime Passes are not required to pay the fee.

**Admission will be FREE on the two National Parks Fee-Free weekends which fall during CAM 2017: April 15–16 and April 22–23.**

**Unsolicited advice:** *If you can spare an additional 10 minutes, be sure to watch the movie in the Visitor Center which plays every hour on the hour. It recounts the story of Fort McHenry and the Star-Spangled Banner, and it will really set the mood for your visit to the fort. The finale alone is worth the price of admission.*

# The Geocache

**This geocache is not located at the listed coordinates.** You will visit several locations within the Star Fort to determine the coordinates to the final location. You will also determine the combination to a lock you will need to open to access the container. Additional waypoints have been provided for all the locations. A flashlight might be helpful for Location 2.

## 1. Sally Port (N39° 15.807', W076° 34.772')

Enter the Star Fort by walking up the wooden ramp to the Sally Port. About midway through the port you will see an opening in the left wall bearing a sign: 'LOW CEILING WATCH YOUR HEAD'. Heed this advice as you enter and descend the stairs to the 'Bombproofs' interpretive sign. Find the floorplan on the right side of the sign and count the airshafts. *(Don't miss the one at the top.)*

- **A = # of airshafts, minus 2**

## 2. Jail (N39° 15.802', W076° 34.777')

Climb back up the stairs (*mind your head!*) and continue through the port. As you emerge into the Parade, turn left and enter the first door on your left. Once inside the room, you will see a gated entry to your right. Follow that passage to the farthest jail cell and look inside for the signs on the cell wall. *(A flashlight might be helpful here.)* Find the sign containing 10 lines of text.

- **B = line # beginning with 'a spy'**

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Stages 3 through 9 will take you on a clockwise tour of the various buildings within the fort. Each room you visit will provide an answer to a stage of the puzzle. Some buildings contain more than one room, and you will only be visiting the ground level rooms. When counting door numbers, always count from left to right.

## 3. No. 2 Soldiers' Barracks: Door 1 (N39° 15.793', W076° 34.781')

The first building, No. 2 Soldiers' Barracks, contains three rooms. Enter through the first door. Locate the 'Semper Paratus' sign, then examine the short wave radio beneath it.

- **C = the rightmost digit under the word 'WAVE'**

## 4. No. 2 Soldiers' Barracks: Door 2 (N39° 15.789', W076° 34.786')

Proceed to the second room and look for cannons (real cannons, not photographs).

- **D = # of cannons in the room**



### 5. No. 2 Soldiers' Barracks: Door 3 (N39° 15.785', W076° 34.790')

In the third room, find the sign picturing a drummer and two soldiers and consult the chart at the bottom-left.

- **E = the sum of the ages of the Pennsylvanian and the Baker, minus 50**

### 6. No. 1 Soldiers' Barracks: Door 2 (N39° 15.786', W076° 34.802')

Proceed to the next building, No. 1 Soldiers' Barracks. (*Door 1 is closed to the general public; doors 3 and 4 are restrooms.*) Enter the second room. Against the far wall stands a tall display case containing a cross-section of buried items. Find the Clothespin and the British Coin, and note the 3rd digit in each item's year. (example: ##?#, ##?#)

- **F = the sum of those two digits (?+?)**

### 7. Officers' Quarters: Door 2 (N39° 15.796', W076° 34.811')

Proceed to the next building and enter through the second door. (*Doors 1 and 3 are closed to the general public.*) Beneath the middle display window is a photograph of a dining table set with food. Three plates of oysters are pictured (not including the partial one at the top). Two of those plates contain the same number of oysters, while the third plate contains a different amount.

- **G = # of oysters on the third plate**

### 8. Powder Magazine (N39° 15.806', W076° 34.812')

Enter the building with the arched roof. Once inside you should notice a wooden ladder leaning against the far wall.

- **H = # of rungs on the ladder**

### 9. Commanding Officer's Quarters (N39° 15.807', W076° 34.803')

The Commanding Officer's Quarters comprises five rooms (including the antechamber), all accessed from inside the building. In the third room, find the large American flag display honoring Mary Pickersgill. Four of the red stripes contain rotating segments. Rotate the topmost movable segment.

- **W = # of British eyewitnesses**

Continue through the Commanding Officer's bedroom to leave the building, then find your way around the side of the building to the flagpole.

## 10. Flagpole (N39° 15.804', W076° 34.783')

Locate the interpretive sign near the flagpole.

- **X** = the first digit appearing in the text

## 11. Ravelin Magazine (N39° 15.812', W076° 34.759')

As you exit the Star Fort through the Sally Port, you will see an angled wall with two gated archways directly in front of you. Enter through either gateway and find the interpretive sign at the bottom of the stairs. In the lower-left corner of the sign is an illustration of powder kegs stacked upon two shelves.

- **Y** = # of powder kegs bearing the word 'CANNON'

## 12. Stone Tablet (N39° 15.824', W076° 34.772')

Upon exiting the Ravelin Magazine, turn right and follow the path. Affixed to the fort wall you will find a stone tablet bearing a bronze shield.

- **Z** = the most frequently occurring digit on the bronze shield

## Final

The checksum of A+B+C+D+E+F = **29**

The checksum of G+H+W+X+Y+Z = **26**

- The geocache is located at **N39° 1A.BCD', W076° 3E.FGH'**
- The lock combination is **WXYZ**

The park is open from 9am to 5pm, however the Star Fort and Visitor Center close at 4.45pm. The park is closed Thanksgiving, Christmas, and New Year's days.

*The Maryland Geocaching Society extends its thanks to the National Park Service for allowing us to place a geocache at this very special National Monument and Historic Shrine. **Geocaches may only be placed on National Park Property at the direction of National Park Service staff.***





# CAM 2017: Friendship Farm Park

GC6Y6GD — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆ Size:  (regular)

Permissions



Conditions



Hazards



Facilities



Listed Coordinates: N 38° 27.456 W 077° 08.687

## Additional Waypoints

Parking N 38° 27.378 W 077° 09.100

Trailhead N 38° 27.373 W 077° 09.022

## Additional Hints

Plastic ammo can hidden in log on east side of trail



## Friendship Farm Park

Friendship Farm Park is located off of Friendship Landing Road, just off of Route 425 in Nanjemoy. This scenic park overlooks the Nanjemoy Creek and offers a variety of passive recreational activities, such as hiking, fishing and kayaking.

Over seven miles of recreational trail provides public access to the park's 382 acres of forest and occasional agricultural fields. Visitors can explore the outstanding natural resources and serenity that surrounds Nanjemoy Creek. Amenities such as interpretive signs, benches and observation decks are highlights along the trail. Friendship Farm Park is also noted for reliable wildlife viewing opportunities. In addition to hiking, horses are allowed on portions of the trail from April to November.



A County-owned boat ramp is open year round (dawn to dusk) and offers easy access to the Potomac River. Limited shoreline and pier fishing is available. Maryland DNR has designated this small section of the park as a free fishing area – anglers are not required to possess a fishing license.



## The Geocache

You will be hiking the Dent's Landing Trail (yellow blazes). Hiking the entire loop in a counter-clockwise direction is recommended. (A trailhead waypoint has been provided.) The terrain rating reflects the moderately steep elevation change toward the beginning of the trail. Since it's a loop trail, it would be possible to avoid this section by hiking the loop clockwise to the CAM cache and then retrace your steps back to parking. A [trailmap](https://goo.gl/caMk72) has been uploaded to the image gallery (<https://goo.gl/caMk72>).

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Friendship Farm Park is open from dawn to dusk.

*This geocache was placed by permission of the Charles County Department of Public Facilities. The MGS extends its thanks to the staff of Friendship Farm Park for approving this cache placement.*



# CAM 2017: Herrington Manor State Park

GC6Y6GG — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Permissions



Equipment



Conditions



Hazards



Facilities



Listed Coordinates: N 39° 27.456 W 079° 27.110

## Additional Waypoints

Parking N 39° 27.477 W 079° 27.073

## Additional Hints

Ammo can hidden beside fallen tree

***If you are unable to project a waypoint:***

- Subtract .012 minutes to the North coordinate of the pole
- Add .045 minutes to the West coordinate of the pole



## Herrington Manor State Park

Located within Garrett State Forest in Garrett County, Herrington Manor State Park's development began in the 1930's with the aid of the Civilian Conservation Corps. A 53-acre lake was formed by damming Herrington Creek, and ten cabins were erected on a wooded knoll above the lake.



*Herrington Manor House, ca 1940*

The park derives its name from Herrington Manor, a former estate which included a large frame house, barns, and several outbuildings. A Baltimore land investor, Abijah Herrington, built the house in the mid-1800s. The state purchased the property in 1935, and the Herrington Manor House served in the 1930s as the headquarters for Swallow Falls, now Garrett – Potomac State Forest. State Forester Fred W. Besley held annual meetings at the Herrington Manor House. Some of the earliest pioneering Maryland forest conservation initiatives were formulated and launched at meetings in this building. Abraham Lincoln Sines, first resident Forest Warden of Potomac Forest Reserve, lived in the Herrington Manor House. Sines was

one of the first two forest wardens employed by the Maryland Board of Forestry, the other forest warden being Edmund George Prince. Both Sines and Prince served as forest wardens as early as 1913.

Near the present park office, visitors can still see the site of the manor house (N39° 27.258', W079° 27.053'), though only a foundation remains. Authorities razed the building in 1964.

Herrington Manor was designated as a state park in 1964, and encompasses 365 acres. The park offers swimming, canoeing, kayaking, picnicking, hiking, tennis, volleyball and 20 furnished log cabins for rental use year round. Interpretive programs are scheduled during the summer; and popular special events such as maple syrup demonstrations and apple butter making are held in the spring and fall of the year. The adjacently located Swallow Falls State Park is managed in conjunction with Herrington Manor.





# The Geocache

**This geocache is not located at the listed coordinates.** The listed coordinates will lead you to the starting point of the letterbox adventure. To locate the geocache container, read the story and follow the directions below. The total walking distance to the cache is less than a half mile.

Since this is a Letterbox Hybrid geocache, the cache container contains a stamp and inkpad. **Please do not take the stamp or inkpad!!** To obtain the CAM code for this geocache, use the stamp.

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## Introduction:

Who is Abijah Herrington? It is commonly held that he was a sergeant in the Sandy Creek Rangers during the Revolutionary War and that he settled in the area and became a wealthy land owner. He is rumored to have built the manor home near this spot during the 1750's. However the lack of records regarding his military service and the absence of any property records make him a mystery.

Read the following story from one of the descendants of Abijah Herrington who came to the park looking to uncover more information about his family heritage. Retrace his steps and find the cache and perhaps some notes he left behind.

## The Story:

Cam Herrington first visited this area back in early 1977. A friend had sent him a newspaper article about the dedication of a monument located in a western Maryland park. Initially Cam was confused because he lived in Oklahoma. Why would his friend send him a newspaper article about a monument commemorating the beginnings of state forestry in Maryland? After reading the first paragraph, he understood why. The monument was located in Herrington Manor State Park.

Cam had been researching the history of the Herrington name for many years, so naturally he wondered if the park was named after one of his relatives. An empty reference in Cam's family tree to an 'A.P. Herrington' matched the rough timeline of the mysterious Abijah Herrington. This was enough to convince Cam that he needed to dig further. Over the next few weeks he made many telephone calls in an attempt to uncover additional details, but his efforts were coming up empty. He decided to take an unscheduled vacation and visit the park looking for more information.

After a long drive in his car, Cam arrived at a parking lot near the lake. He found the stone monument described in the newspaper article and marked the location in his notes.

**1. Start at the monument located at N39° 27.456', W079° 27.110'**

Cam always kept a meticulous record of his research, so he could re-trace his steps if necessary. He grabbed a compass from his backpack and made a note of his position and heading as he walked toward the lake.

**2. Walk NORTHWEST across the dam**

Cam followed the path on top of the dam that the Civilian Conservation Corps built back in the late 1930s. He was headed toward a bridge that crossed over the dam spillway. When he finally reached the bridge, he made note of the company that manufactured the bridge 'Continental Custom Bridge Co.' After crossing the bridge, he turned left and followed a split rail fence to the end of the spillway.

**3. Cross the bridge and turn left**

Cam stood for a minute and watched the water pouring over the dam breast and wondered what the area looked like during the 1700s. After continuing past the dam breast, he turned left to walk back towards the lake.

**4. Walk along the fence past the dam breast**

**5. Turn left toward the lake**

Cam noticed a pole ahead that stood in brush by edge of the water. He walked right up to the pole and noticed that it had two wooden boxes attached to house bats and a platform on top to allow birds to nest.

**6. Walk over to the pole**

From the pole a path can be seen heading into the woods. Cam noted his compass heading of 250.14° and started walking. The trail soon disappeared, but he continued for roughly 225ft to an area of tall pine trees. Stopping momentarily for a rest, he sat down on some fallen trees and laid his compass down beside him.

**7. While standing next to the pole, make a note of your present coordinates**

**8. Project 225ft on a heading of 250.14° to determine the location of the cache**

**9. Enter the woods to find the cache**

As he moved to stand up, Cam accidentally bumped the compass, and it slid off the back of the log, making a metallic 'clank' as it fell into the tangle of broken branches. As he shifted aside the branches to retrieve his compass, Cam was surprised to find a green metal box with a hinged lid.

Herrington Manor State Park is open from 8am to sunset. There is a year-round per-vehicle charge for entrance into the park: \$3 for Maryland residents, \$5 for out-of-state visitors. On weekends between Memorial Day and Labor Day the charges are per-person.

*This geocache was placed by permission of the Maryland DNR Western Region. The MGS extends its thanks to the staff of Herrington Manor State Park for approving this cache placement.*







# CAM 2017: National Park Seminary

GC6Y6GH — A cache by the Maryland Geocaching Society

Difficulty: ★★★★★

Terrain: ★★★★★

Size:  (regular)

Permissions



Conditions



Hazards



Facilities



Listed Coordinates: N 39° 00.646 W 077° 03.377

## Additional Waypoints

Parking N 39° 00.646 W 077° 03.377

## Additional Hints

Listen to what Minerva told you



## National Park Seminary

National Park Seminary — later called National Park College — was a private girls' school open from 1894 to 1942. Located in Forest Glen, Maryland, its name alludes to nearby Rock Creek Park.

The campus began in 1887 as 'Ye Forest Inne', a summer vacation retreat for Washington, D.C., residents. The retreat did not succeed financially, and the property was sold and redeveloped as a finishing school, opening in 1894 with a class of 48 female students. The architecture of the campus remained eclectic and whimsical. In addition to various Victorian styles, exotic designs included a Dutch windmill, a Swiss chalet, a Japanese pagoda, an Italian villa, and an English castle. Many of these small homes with international designs were built from blueprints obtained by competing sororities, but all were designed by architect Emily Elizabeth Holman of Philadelphia, Pennsylvania. The campus also featured covered walkways, outdoor sculptures, and elaborately planned formal gardens. In 1936 it was renamed 'National Park College' and its focus was realigned with more modern education trends; it remained one of the most prestigious women's schools in the country.



*Ye Forest Inne*

With the onset of World War II, the United States Army began planning for the medical needs of returning soldiers. In 1942, the property was acquired by Walter Reed Army Hospital as a medical facility for disabled soldiers, thus closing the college. The Army paid \$890,000 for the land and buildings that became the Walter Reed Forest Glen Annex. The goal was to provide to seriously injured service members a quiet, green space for rehabilitation and recovery that was within a short drive from the heavily urbanized neighborhood surrounding the hospital. Following World War II and the Korean War, the Army attempted to maintain the space with progressively limited funds; the Army employed some of the unique sorority houses as base housing for military officers who organized themselves and enlisted soldiers to maintain the seminary space. Eventually, however, the Army lost sufficient funding from the U.S. Congress during the 1960s and '70s to maintain the space and was compelled to declare the property excess, pending transfer to the General Services Administration to find a new owner.

Although the Army was frequently criticized by local residents during the 1980s and '90s for allowing the undeveloped portion of the property to remain economically stagnant, it was largely government ownership that protected the space from overdevelopment. Once relinquished due to base maintenance funding cuts from Congress, the U.S. Army Walter Reed Medical Center lost what once had been a quiet, rehabilitative area for



On September 14, 1972, a 27-acre National Park Seminary Historic District was listed as a national historic district on the National Register of Historic Places. In the following years, the historical integrity of the property was threatened by neglect and vandalism. The Greek Revival Odeon Theater was lost to arson. Local preservation groups took action and 'Save Our Seminary' (SOS) was formed in 1988. In the late 1990s, the Army was encouraged to make repairs to some of the buildings and, ultimately, in releasing the property for development. With private donations, SOS began an exterior restoration project of the pagoda in 1999, completed in 2003.

*The Dance Hall*

2003, a development team began implementing a plan to preserve the campus as the core of a new residential neighborhood. The residential neighborhood consists of townhomes, condominiums, and apartments. The townhomes are in a variety of architectural styles from Spanish mission to colonial. The apartments, some of which are affordable housing, are in the main structure. Condominiums are located in several buildings that branch off of the main structure including the Senior House, Senior Annex, and Music Hall. There are condominiums in the Chapel and Aloha House.



In order to raise funds necessary to preserve most all of the historic buildings, portions of the abandoned seminary grounds were made available for townhouse development which began in 2006. The 12-acre old growth forest in the glen and most of the historically sensitive yards and courts were spared from redevelopment.



*The MGS extends its thanks to Save Our Seminary for granting permission for this cache placement. During the six weeks of CAM, the organization which oversees this property will offer two guided tours of the grounds and some of the buildings. Tour information can be found on the [MGS forum](#).*

( [goo.gl/AyBCJf](https://goo.gl/AyBCJf) )

## The Geocache

**This geocache is not located at the listed coordinates.** The listed coordinates are for parking and the starting point of the letterbox adventure. To locate the geocache container, read the notes and the story, then follow the directions below.

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### A few notes:

- Please only park along Linden Lane or Ament Street. **Do not park within the Seminary** as that is strictly for residents only and they do check for permits.
  - Please only seek this geocache between sunrise and sunset. **No night caching!**
  - You will be walking past very interesting buildings, many of which have been rehabilitated and are now used as residences; while they are used to visitors taking pictures of their home, please be respectful as you explore this area and stay on the public sidewalks. You will also be walking by statues and buildings that have been abandoned and reclaimed by nature; do not touch the statues and buildings, and **do not go into the abandoned buildings or onto their porches.**
  - Since this is a Letterbox Hybrid geocache, the cache container contains a stamp and inkpad. **Please do not take the stamp or inkpad!!** To obtain the CAM code for this geocache, use the stamp.
-

## The Story:

Jupiter, the leader of the Roman Gods, was growing very frustrated with mortals. Perched on his throne atop Mt. Olympus, he spent his days watching mortals destroy the home he gave them and constantly engaging in war with each other. Some Gods tried tirelessly to persuade Jupiter to get rid of mortals all together, while other Gods loved mortals and begged him to let them live out their lives uninterrupted by the Gods.

Jupiter decided to give mortals one last chance. He determined that he would entrust the safety of a metal box of his most prized possessions to mortals who displayed unwavering courage, physical prowess, tested and demonstrated integrity, and keen intellect. Jupiter proclaimed that geocachers have proven to hold all of these qualities, and they would be a perfect choice to entrust with the protection of the box. Jupiter declared that as long as the geocachers kept his box of prized possessions safe, no mortal would come to any harm at the hands of the Gods.

Jupiter selected a worthy geocacher to protect the box and explained the grave responsibilities of being the guardian of the box. The geocacher proudly vowed to protect the box, and he secretly carried it with him everywhere in a pouch by his side for many mortal years.

Jupiter had many children including Minerva and Silva. Silva was always jealous that her father favored Minerva, and she was also envious of the love that her father showed to mortals. One day she followed the geocacher as he was caching in the woods. She confronted him and with the snap of her fingers the box disappeared from within the pouch where the geocacher safely kept it at his side. Silva told the geocacher that she placed a curse on the box and it is now hidden deep within an enchanted glen and can only be freed if a geocacher finds it and scrawls his or her name on the magical parchment placed inside the box.

Realizing that his failure to fulfill his vow to Jupiter will lead to the destruction of mortals, the geocacher entered the enchanted glen in search of the box. He hasn't been seen since. The future of all mortals depends on other geocachers bravely taking on the quest to find the box in the enchanted glen and breaking Silva's curse before Jupiter realizes the box is missing.

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**To begin your quest into the enchanted glen, follow these letterbox clues:**

1. Park at the posted coordinates along Linden Lane or along Ament Street. It is vital to your mission that you park here and DO NOT park within the residential area of the Seminary or the Gods will have your car towed by a mortal and the box will disappear forever.
2. Walk NORTHWEST from your parking location to Dewitt Drive. Turn right onto Dewitt Drive and walk toward the tunnel. You will pass a magical Japanese Pagoda on your left. Go through the tunnel and it will take you to the Gods' enchanted glen.
3. Once through the tunnel walk to the fountain that contains three hippocampi (sea horses), three mermaids, and three griffin-like creatures.
4. Walk NORTHEAST from the fountain to the fierce lions guarding the steps. Pass between the lions and go down the steps.
5. Once down the steps, walk down the path and turn left, away from the Dutch Windmill. Mortals reside within the 118-year-old Dutch Windmill, so please do not disturb them and stay on the sidewalk.
6. Walk approximately 275 feet down the path until you come to the weeping Cyparissous. You will see that Cyparissous is weeping because he had a beloved pet deer, and while hunting he accidentally shot his deer.
7. Find the trail to the North of Cyparissous and walk down the trail for a short distance until you will see a dirt path that cuts to the left. Follow this dirt path and notice the decrepit ruins around you that reveal the previous victims of Silva's curses.
8. You will quickly find yourself on the top of a 150-year-old stone staircase. Be wary. This staircase has been cursed by Silva, and the curse makes the steps slippery when wet, sometimes uneven, and sometimes jagged. Hold on and tread carefully down the steps.
9. At the bottom of the steps follow the trail heading EAST (*turn right*). You will cross a very small stream which may require more dexterity after heavy rain. While walking along the trail keep an eye out for a secret grotto hidden on your right. This grotto is fed by a natural spring and the Gods believe it grants wishes. Go to the grotto and make a wish that you are successful in your quest (*don't toss in coins, as gold fish, frogs, and baby turtles live in the grotto's natural spring*).
10. To the EAST of the grotto (*over your left shoulder if facing the grotto*) find the steps hidden under a canopy of magical trees that are forever green. Carefully walk up the steps.



11. At the top of the steps you will be presented to the powerful Goddess Themis, also known as Lady Justice. She will blindly balance all sides of your quest, and if she determines that justice weighs in your favor, she will reveal a set of secret steps directly behind her.
12. Once you walk up the steps, walk EAST (*straight ahead and slightly to the left*) for approximately 186 feet until you find yourself before Minerva, the Goddess of Wisdom, War, Art, School and Commerce.
13. Minerva is familiar with her sister's malevolence and will take pity on you. She will help you by giving you the following hint to the location of the box: "The box is hidden under a pile of rocks where the red pipe meets an old stone wall." She will tell you that you can get there by finding the staircase towards the English Castle located approximately 180 feet behind you to the WEST-SOUTHWEST (*over your right shoulder if facing Minerva*).
14. Following Minerva's instructions, go past the yellow Italian Villa that was cursed by Silva and find the staircase that leads down towards the dilapidated English Castle, but please heed this warning: do not enter or touch these buildings, including the porches. Once down the stairs, follow the path towards the Castle but do not go off the path; the Gods have placed hidden debris under the overgrowth.
15. Once you are in front of the Castle, turn left to follow the dirt path, and then make an immediate right turn just past the Castle, always keeping the Castle on your right side. If you have reached an open field, you went too far.
16. Soon the path will turn left, away from the Castle. Follow the path as it turns into stone and go down the stone steps and stone path for approximately 50 feet. If you have reached a second set of stone steps that lead to a stone bridge over a creek, you have gone too far.
17. Go off of the stone path to the left and climb a hill for approximately 30 feet (*you will pass a large tree stump*). The box will be in the location that Minerva gave you. Sign your name to the parchment inside the box to break Silva's curse, and congratulate yourself for saving all mortals from destruction. Please make sure the box is completely hidden from all angles before you leave.


If you feel like you are being watched, it is because you are. If you look to the east, up the hill and through the woods, you will see Silva approximately 150 feet away watching your every move. You can try to reach her by walking up the hill and through the forest, or by walking along the road that runs from the villa, however, this is not necessary for finding the letterbox, and given her fickle temperament, may not be advisable.



# CAM 2017: New Germany State Park

GC6Y6GF — A cache by the Maryland Geocaching Society

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆ Size:  (regular)

Permissions



Equipment



Conditions



Facilities



Listed Coordinates: N 39° 37.942 W 079° 07.339

## Additional Waypoints

Parking N 39° 37.927 W 079° 07.351

Trailhead N 39° 38.063 W 079° 07.349

## Additional Hints

Clear plastic container tucked under the edge of a fallen tree, 30 feet southwest of the 'F' marker



## New Germany State Park

New Germany State Park is a public recreation area covering 483 acres nestled between the 2,900 ft. Big Savage Mountain to the east and the eastern Continental Divide along Meadow Mountain to the west. Named by early settlers due to its resemblance to their homeland, New Germany has diverse forests with ten miles of multi-use trails and a small lake suitable for fishing, swimming, and non-motorized boating.



New Germany has ten miles of multi-use trails. The trails wind their way through dense hemlock forest, colorful mixed hardwoods, rhododendron-choked stream valleys and towering pine and spruce plantation sites. Most trails are wide enough for two-way traffic, although several offer a narrower path typical of most hiking trails. Hiking, trail-running and biking are the most popular activities throughout the year. Whether walking along the lake or wetland, or hiking our scenic trails, visitors are sure to have an opportunity to view birds and wildlife.

Abundant bird species can be found throughout the area, such as pileated woodpeckers, black-capped chickadees, barred owls, great blue herons and an occasional osprey.

The park's lake was created when settlers John and Charles Swauger dammed Poplar Lick Run to create water power for the operation of a sawmill and grist mill. The lake was expanded to thirteen acres when the Civilian Conservation Corps replaced the original dam with a larger one. The CCC was active in the park from 1933 until 1942, maintaining forest roads, planting trees, and adding day-use facilities including bathhouse, gazebo, and picnic shelters. The CCC also built cabins for overnight stays and slopes that created the state's first ski resort. The CCC's recreation hall and officers quarters are still in use in the park.

When snow is adequate, the park staff will groom and track the trail surface for skiing. Snowshoeing is permitted but snowshoe users must stay off the ski tracks. Note: Motorized vehicles are not permitted on New Germany's trails.

# The Geocache

**This geocache is not located at the listed coordinates.** This is a two stage multi-cache. The first stage will lead you to the Swauger Mills information sign. Gather information from the sign to determine the location of the cache.

## Stage 1

Begin at the listed coordinates. Complete the answers below using the information sign, then use the values to complete the coordinates for the final stage.

- **A** = # of pictures on the right hand side of the sign.
- **B** = Total # of paragraphs on the sign.
- **C** = # of rooms in the McAndrews' home, minus 4.
- **D** = # of levels the mill had (including the basement).
- **E** = # of grain types processed in the mill, minus 2.
- **F** = The last digit in the diameter of the overshot wheel that was at the mill.

The geocache is located at **N39° 38.ABC, W079° 07.DEF**  
The checksum of A+B+C+D+E+F is 16.

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## Final

Proceed to the trailhead (waypoint provided) and follow the Orchard Loop (pink) trail to the geocache. The cache is located 25 feet from the trail.

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New Germany State Park is open from 8am to sunset. Between Memorial Day and Labor Day, there is a charge for entrance into the park on weekends: \$3-per-vehicle for Maryland residents, \$5-per-vehicle for out-of-state visitors. There is no fee for park pass owners.

*This geocache was placed by permission of the Maryland DNR Western Region. The MGS extends its thanks to the staff of New Germany State Park for approving this cache placement.*





# CAM 2017: Perry Point

GC6Y6G9 — A cache by the Maryland Geocaching Society

Difficulty: ★★★★★

Terrain: ★★★★★ Size: (regular)

Permissions



Conditions



Hazards



Facilities



Listed Coordinates: N 39° 32.799 W 076° 02.824

## Additional Waypoints

**Parking** N 39° 32.824 W 076° 02.806

**Sign 1** N 39° 32.799 W 076° 02.824

**Sign 2** N 39° 32.857 W 076° 02.832

## Additional Hints

Ammo can hidden beside fallen tree



## Perry Point

The first inhabitants of the Perry Point peninsula were the giant Susquehannock Indians. Many arrow heads and other relics of the tribe can still be found throughout the Point to attest to their long occupation of the area.

In approximately 1680, Lord Baltimore made a grant of 32,000 acres of land, designated as Susquehanna Manor, to his cousin George Talbot. A part of the grant included Susquehanna Point, the first name given to the peninsula. When Talbot was appointed Surveyor General of the grant to promote settlements on the land, he found that John Bateman was already established on the Point. Bateman had acquired the land in 1658 by a patent from Lord Baltimore.

In 1710, Captain Richard Perry acquired the land. Although the name 'Perry Point' has been ascribed to Captain Richard Perry, the original grant to John Bateman refers to the tract as 'Perry Point', thus proving that the change from 'Susquehanna Point' occurred earlier than 1658. In 1729, the Thomas family took ownership of the Point, and around 1750 the Mansion House was constructed from bricks brought over as ballast on ships from England. The Grist Mill, which was built around the same period as the Mansion House, indicates that there was a settlement of considerable size on the Point.

On October 13, 1800, John Stump purchased Perry Point, which presumably included an estate of approximately 1,800 acres. It was during the residence of John Stump that the British came up the Chesapeake Bay in the War of 1812, burned Havre de Grace, and continued their destruction as far up as Lapidum, where they burned a grist mill owned by John Stump's cousin. They returned down the river and marched to Principio, where they burned the Iron Works. For some unknown reason, they spared the Mansion House and Grist Mill at Perry Point.

John Stump died in 1828, leaving Perry Point to his son John Stump II. During the Civil War, the United States Government took over Perry Point for the first time, using it



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as a training station for cavalry mules. The officers in charge of the project used the Mansion House for their headquarters, sharing it for a time with the Stump family. When the situation became too strained for comfort, John Stump II moved his family to Harford County to live with his sister. Upon their return, they found the Mansion House badly abused and the farm sadly neglected, but many of the former slaves remained voluntarily as hired workers and the usual activities resumed.



*The Grist Mill*

In 1848, an agreement was drawn up between John Stump II and the promoters of the Philadelphia, Wilmington and Baltimore Railroad (a branch of the Pennsylvania system) for the right of way through the Stump farm. Due to great difficulties in the construction process, the road was not completed until about 1954. John Stump II died in 1898, leaving his estate to his 10 children.

Soon after the United States entered World War I in 1917, several representatives of the U.S. Government were sent out from Washington to inspect a number of locations for an ammonium nitrate plant. Because of its favorable location close to transportation facilities, Perry Point was selected. In February 1918, the U.S. Government purchased the 516-acre estate for \$150,000 from the Stump heirs. The U.S. Government leased the

Point to the Atlas Powder Company, which constructed a large ammonium nitrate plant and village of 300 homes to house its employees. The ground was broken for the construction of the plant on March 3, 1918. After only 124 days of constructions, the first unit of the plant started turning out ammonium nitrate on July 5, 1918, for use in high explosives. Soon after the completion of the plant and its village, the Armistice was signed and the manufacture of ammonium nitrate was no longer necessary.

By Act of Congress, Perry Point was turned over to the U.S. Public Health Service in 1919 for the hospitalization of War Risk beneficiaries and as a storage depot for surplus hospital supplies for the Army. Perry Point became a hospital that focused on neuro-psychiatric care. The U.S. Veterans' Bureau took over Perry Point in 1922, and the patient population grew substantially after several other hospital facilities closed and transferred their patients and staff to the facility. President Hoover signed an Executive Order establishing the Veterans Administration in 1930, and the Perry Point VA Medical Center has been serving the health care needs of U.S. Veterans ever since. There are currently over 85 buildings dispersed throughout the 397-acre campus, with several of the buildings constructed by the Atlas Powder Company still in active use.

In 1975, the historic significance of the Mansion House and Grist Mill was recognized when the two structures were placed on the prestigious National Register of Historic Places by the U.S. Department of the Interior. These two buildings are the oldest known structures in the entire VA system.

The 168.5-acre Perryville Community Park was opened in 1972. Located at the tip of the peninsula, it features 44 acres of active parks amenities, including picnic pavilions (reservation only), water access, a fishing pier, horseshoe pits, tennis, basketball & volleyball courts, baseball & softball fields, and a playground. Restrooms are available



during warmer months. The 3.5-mile [VA Loop Trail](https://goo.gl/1SUdbV) (<https://goo.gl/1SUdbV>) follows the edge of the peninsula and eventually passes by the Grist Mill (N39° 32.964', W076° 04.230') and within sight of the Mansion House.

# The Geocache

**This geocache is not located at the listed coordinates.** To determine the location of the geocache, you must first find two signs and gather information from those signs. Round-trip walking distance from the Parking waypoint is approximately 2 miles, although there are other parking areas in the park which may be closer to the final location.

## Sign 1 (N39° 32.799', W076° 02.824')

On Sign 1 there are 17 'Principles of Conservation Landscaping'. Each principle begins with one of the following letters: A, C, L, M, P, R or U. Count how many principles begin with each letter. Now use the number for each letter to determine the latitude.

- **E** = M minus A
- **F** = R minus U
- **G** = C plus L
- **H** = P

## Sign 2 (N39° 32.857', W076° 02.832')

Use the information on Sign 2 to determine the longitude.

- **W** = # of words in upper right corner of sign written in large black ALL CAP letters
- **X** = # of words written in the quotes at bottom of sign
- **Y** = Last digit of the year posted on the sign
- **Z** = Add the 4 digits of the year and subtract 13 from that total

The geocache is located at **N39° 3E.FGH', W076° 0W.XYZ'**

The checksum of E+F+G+H = 11

The checksum of W+X+Y+Z = 16

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Perryville Community Park is open from 7.30am to dusk.

*This geocache was placed by permission of the Perryville Town Hall. The MGS extends its thanks to the Perryville Community Park for approving this cache placement.*





# CAM 2017: Welcome to Sykesville

GC6Y6GJ — A cache by the Maryland Geocaching Society

Difficulty: ★★★★★

Terrain: ★★★★★ Size: (small)

Permissions



Conditions



Facilities



Listed Coordinates: N 39° 21.901 W 076° 58.197

## Additional Waypoints

Parking N 39° 21.918 W 076° 58.196

## Additional Hints

[Hints are provided by the wherigo upon completion of the tour]



## Welcome to Sykesville

Sykesville is a town located in Carroll County and Howard County, Maryland. The land on which Sykesville sits was originally part of the 3,000-acre Springfield Estate owned by wealthy Baltimore shipbuilder William Patterson. In 1803, Patterson's daughter Elizabeth married Napoléon Bonaparte's younger brother Jérôme, but when she arrived in Europe as Jérôme's bride, Napoleon refused the marriage of the two and would not allow Elizabeth to set foot on France's soil. He was determined that Jérôme marry into royalty, and sent Elizabeth back home. Denied by Napoleon, she was never able to see her husband again, leaving her to raise their son alone in the United States. Upon the death of William in 1824, his son George Patterson inherited the estate. In 1825, George Patterson sold 1,000 acres of Springfield Estate to his friend and business associate, James Sykes.

A tract of land on the Howard County side of the Patapsco River contained an old saw and grist mill. In 1830 Sykes replaced it with a newer mill and constructed a five-story stone hotel to take care of railroad personnel and the tourist trade. In 1831, the Baltimore & Ohio Railroad extended its main line to 'Horse Train Stop', since Sykesville had yet to be named. Other businesses moved into the area, including two general stores, new mills, churches and a post office. In 1832, the town managed to gain control of a barn across the Patapsco River, the dividing line between Carroll and Howard counties, but the citizens were forced to return the barn under threat of federal troops.

Much of the town was destroyed by a flood in 1868, ending a water rights dispute between the Sykesville Mill and the Elba Furnace when both were damaged. The town was rebuilt on the Carroll County side of the river. The town was incorporated in 1904.



## The Geocache

**This geocache is not located at the listed coordinates.** This is a Wherigo walking tour of Sykesville, voted 'The Coolest Small Town in America' by a prominent travel website in 2016.

In order to find this cache, you must use a device capable of playing a Wherigo cartridge (most smartphones and a few GPSr models). You must download the cartridge from [wherigo.com](http://www.wherigo.com) and load it onto your device. Smartphones require an app to run the cartridge. To learn how to run a Wherigo on your device, and to find out which devices are compatible, visit this link: <http://www.wherigo.com/faq.aspx>

**The Wherigo cartridge can be downloaded by following this link:**

<http://www.wherigo.com/cartridge/download.aspx?CGUID=d5306364-8de8-4689-a6db-96bc4852f598> (<https://goo.gl/oHo9pQ>)

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This geocache should only be sought during daylight hours. You will be crossing streets and live railroad tracks, so please be careful, and keep a close eye on children and pets.

*The MGS extends its thanks to the Town of Sykesville for permitting and approving this cache placement.*

**MGS** MARYLAND GEOCACHING SOCIETY  
[www.MDgps.org](http://www.MDgps.org)

## **Biscoe Gray Heritage Farm**

Listed coordinates	N 38° 29.125 W 076° 35.012
Parking	N 38° 29.186 W 076° 35.013
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1. Plumer-Cranford Barn	N 38° 29.125 W 076° 35.012
2. Coop Door	N 38° 29.063 W 076° 35.033
3. Cow Shed	N 38° 29.056 W 076° 35.041
4. Fill Pole	N 38° 28.943 W 076° 35.087

## **Black Walnut Point**

Listed coordinates	N 38° 40.755 W 076° 20.599
Parking	N 38° 40.765 W 076° 20.602
Gate	N 38° 40.674 W 076° 20.594
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Trailhead	N 38° 40.616 W 076° 20.579
Trail Split 1	N 38° 40.641 W 076° 20.454
Trail Split 2	N 38° 40.651 W 076° 20.424
End of trail at water	N 38° 40.587 W 076° 20.398

## **Centennial Park**

Listed coordinates	N 39° 14.717 W 076° 51.521
West Parking	N 39° 14.514 W 076° 51.893 (recommended)
South Parking	N 39° 14.407 W 076° 51.615 (alternate)
North Parking	N 39° 14.965 W 076° 51.175 (alternate)

## **Chesapeake Bay Environmental Center**

Listed coordinates	N 38° 56.633 W 076° 14.013
Parking	N 38° 56.905 W 076° 13.736
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Lake Trail	N 38° 56.875 W 076° 13.749
South Meadow Trail	N 38° 56.884 W 076° 13.939
Trail Split - bear right	N 38° 56.842 W 076° 13.942

## **Friendship Farm Park**

Listed coordinates	N 38° 27.456 W 077° 08.687
Parking	N 38° 27.378 W 077° 09.100
Trailhead	N 38° 27.373 W 077° 09.022



## Fort McHenry National Monument and Historic Shrine

Listed coordinates	N 39° 15.796 W 076° 34.795
Parking	N 39° 15.926 W 076° 34.809
Visitor Center	N 39° 15.920 W 076° 34.783
1. Sally Port	N 39° 15.807 W 076° 34.772
2. Jail	N 39° 15.802 W 076° 34.777
3. Barracks #2: Door 1	N 39° 15.793 W 076° 34.781
4. Barracks #2: Door 2	N 39° 15.789 W 076° 34.786
5. Barracks #2: Door 3	N 39° 15.785 W 076° 34.790
6. Barracks #1: Door 2	N 39° 15.786 W 076° 34.802
7. Officer's Qrts: Door 2	N 39° 15.796 W 076° 34.811
8. Powder Magazine	N 39° 15.806 W 076° 34.812
9. Commanding Officer's Qrts	N 39° 15.807 W 076° 34.803
10. Flagpole	N 39° 15.804 W 076° 34.783
11. Ravelin Magazine	N 39° 15.812 W 076° 34.759
12. Stone Tablet	N 39° 15.824 W 076° 34.772

## Herrington Manor State Park

Listed coordinates	N 39° 27.456 W 079° 27.110
Parking	N 39° 27.477 W 079° 27.073

## National Park Seminary

Listed coordinates	N 39° 00.646 W 077° 03.377
Parking	N 39° 00.646 W 077° 03.377

## New Germany State Park

Listed coordinates	N 39° 37.942 W 079° 07.339
Parking	N 39° 37.927 W 079° 07.351
Trailhead	N 39° 38.063 W 079° 07.349

## Perry Point

Listed coordinates	N 39° 32.799 W 076° 02.824
Parking	N 39° 32.824 W 076° 02.806
Sign 1	N 39° 32.799 W 076° 02.824
Sign 2	N 39° 32.857 W 076° 02.832

## Welcome to Sykesville

Listed coordinates	N 39° 21.901 W 076° 58.197
Parking:	N 39° 21.918 W 076° 58.196

