

Quests of Groton

Questing, or what the British call “letter-boxing”, has arrived in Groton.

With its dozens of miles of trails, walking is a terrific way to enjoy the town and countryside of Groton. This questing program will encourage people of all ages to explore Groton’s town center, hills, and forests as well as appreciate its history and beauty.

Questing is basically a treasure hunt where clues are used to navigate a walk that ends with a “letterbox” (variously, a bird house, plastic box, or a ziplock bag in a tree cavity) in which the successful navigator finds a stamp and stamp pad with which to mark the accomplishment in their questing notebook. A stamp is a small reward (although kids love it), but the real amusement lies in following the clues, finding the way, and seeing your community in a new perspective.

Most quests are highly site-specific with a wide variety of themes. Several highlight aspects of the natural world or the history of the community. Some are integrated into local school curricula.

Download the quest of your choice from [the town web site](#) and you are ready to quest.

Happy Questing!

Further information:

Several books containing quests are available at Groton Public Library <http://www.gpl.org/>. One of them explains how several communities in Vermont and New Hampshire set up over 100 quests throughout their villages and countryside.

Lots of great information about questing can also be found at <http://www.vitalcommunities.org/valleyquest/valleyquest.htm>.

Questing is a lot of fun -- creating a quest even more so for young and old and is limited only by imagination. If you have a suggestion for a new quest, please contact the Trails Committee at town hall.

The Trails Committee would like to thank Mark Gerath and Sheila Julien for developing the initial four Quests of Groton.

GTC jhp 4/28/08