

Doe de GeoTour

in de Kop van Drenthe



Drenthe



The Top of Drenthe is the area between Groningen and Assen with a part of the Drentse Aa National Park within it, but also many other nature reserves where heath, forest, wetlands, high moors, stream valleys and lakes alternate.

The special varied landscapes find their basis here in the last ice age. The traces left by willful people from the past and the present are an inexhaustible source of stories. This GeoTour lets you experience the history of this area through seven of those stories.

For more information, see the start page of the GeoTour Kop van Drenthe (GT4A3).

[GeoTour Kop van Drenthe \(GT4A3\)](#)

MORE ABOUT THE DRENTE KOP

In the Kop van Drenthe you can enjoy beautiful nature reserves and varied landscapes in peace and quiet. Along the way you will encounter secrets from prehistoric times, such as dolmens, burial mounds and celtic fields. Those looking for more liveliness and culture can also visit the beautiful villages and the provincial capital Assen. And everything can be experienced on foot or by bike. But the best thing is of course to combine this with geocaching.

More information about this can be found on the Kop van Drenthe site.

The entrepreneurs who made this Geotour possible wish you a warm welcome to Kop van Drenthe and have much more in store for you. You will find more information about this [here](#).

Tools you will need to complete the GeoTour:

- Telescopic Magnet
- Strong Magnet
- Bottle with about 1 liter water
- (Strong) UV light
- A solid (drinking) straw

! Advise ! Check before you start if all puzzles and waypoints did not change. Sometimes waypoints or cache locations need to change due to vandalism or other issues. Always use indicated parking locations!

<https://www.geocaching.com/geocache/GC96Z0N>

GT KvD 01 – Ontstaan van Assen nr 1.

Cachetype: Letterbox

Difficulty: ★★★★★

Ground: ★★★★★

Size:  (regular)

Origin of Assen no 1.

This cache brings you close to the location where the monastery used to be. If you are going to walk around the old centre of Assen (area de Brink), you walk across the former cemetery of the monastery. The nuns of the monastery did not have eternal life. The bones were excavated during various renovations and extensions of the Drents Museum.

Solve the word search with the theme of the Origin of Assen. When you have found all the words, there is a solution. Enter the solution at the checker (without spaces) to get the coordinate of this cache.

H	E	A	S	S	E	N	C	A	M	P	I	S	
T	A	N	G	E	L	O	F	T	E	B	L	L	
S	T	A	A	L	P	F	A	A	R	G	E	B	
U	R	A	R	G	E	R	S	U	S	E	E	R	
T	I	T	U	S	O	S	I	L	T	E	B	E	
C	D	S	S	G	E	D	E	A	I	R	A	M	
I	D	N	T	R	S	K	I	J	L	E	W	U	H
D	E	O	B	C	E	E	D	E	O	M	R	A	
E	R	O	H	N	K	L	O	O	S	T	E	R	
N	S	A	K	I	K	U	I	S	H	E	I	D	
E	T	G	E	M	E	E	N	S	C	H	A	P	
B	R	E	D	E	O	R	B	N	E	K	E	L	
N	K	L	O	O	S	T	E	R	L	I	N	G	

ARMOEDE
 ASSEN
 ASSERBOS
 BEGRAAFPLAATS
 BENEDICTUS
 BRUIDSCHAT
 CAMPIS
 GELOFTE
 GEMEENSCHAP
 GOD
 HUWELIJK
 KLOOSTER
 KLOOSTERLING
 KNEKELS
 KUISHEID
 LEKENBROEDER
 MARIA
 ONSTAAN
 RIDDERS
 RUST

Oplossing

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Additional Hints

A greeting from the region.

DIVERSITY OF THE LANDSCAPE

Prehistory is literally on the surface in Drenthe. The ice ages created a unique landscape of boulder clay, sand and peat. The then residents left many traces in this. Some of them are visible such as the hunebeds and burial mounds. But much is still hidden in the soil. In the 21st century, a number of spatial interventions have been carried out on the basis of a renewed Landscape Vision, which make the Drenthe landscape even more legible and produce a varied and picturesque landscape. An interesting mix between old and new, which gives Drenthe a lot of character.

This part of the GeoTour Kop van Drenthe passes beautiful and special places in the landscape and consists of 9 geocaches and 2 Adventure Labcaches (routes).

More information about the landscape of Drenthe can be found [here](#)

<https://www.geocaching.com/geocache/GC96RFM>

GT KvD 02 Bonus Labcache Stroomdallandschap

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Bonus Lab cache Stream valley landscape

To walk this lab cache, you must have the 'Adventure Lab' app on your smartphone. This means that you need an internet connection on the go.

The Bonus Cache:

With each correct answer, you will receive information to calculate the bonus cache coordinates. You can always find this information under "diary entries".

The formula for the bonus cache is N 52 ° AB.CDE E 006 ° FG.HIA

Permission has been obtained for the placement of this Letterbox from Lady. G. Klein, of the Kamps estate (see <https://boerderijkamps.nl/>).

After finding the Letterbox, walk through Asserstraat in the direction of P-place at the Poort van Deurze.

Additional Hints

Codes (10) for this bonus location can be obtained while walking Adventure lab.

<https://www.geocaching.com/geocache/GC96QV7>

GT KvD 03 De Kleibosch

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size: (regular)

The Kleibosch

If you arrived here on foot or by bicycle, you will undoubtedly have noticed that the road is very difficult to pass, especially in wet times. And in the forest you will also discover the special structure of the vegetation, which creates a somewhat mysterious atmosphere.

The Kleibosch owes its name to the pot clay that lies on the surface here. Pot clay is characterized by its dark colour, dark grey to black-brown. The heavy pot clay occurs in the deep subsurface in North Drenthe only to the north-east of the Bovensmilde-Rolde line. In some places, such as in the brook valley of the Peizerdiep, the clay is high in the topsoil. Potting clay is a heavy, compact type of clay. You have to push off a clod on the shovel with your foot and once under the shoes it can be removed with difficulty. However, once dry it is rock-hard, even harder than the heavy Groninger cutting clay. In the Middle Ages, the monks of the nearby Abbey of Aduard discovered that this clay was particularly suitable for firing stones. Tens of thousands of monastery mops were baked in field ovens in De Kleibosch, which later found their way by barge via Peizerdiep and Aduarderdiep to construction sites in the Northern Netherlands. The clay extraction resulted in many wet spots or areas with open water and special vegetation.



The presence of the clay resulted in De Kleibosch for an oak hedge-beech forest that is unique in Drenthe, with striking species such as hawthorn, forest anemone and dog rose. All the trunks that grew from a stump were cut down over time, except one, which was allowed to grow out. This 'putting on ones' can still be clearly seen here and there in thick stumps with only one high trunk. Since 1962, the area of approximately 135 hectares has been owned by Het Drentse Landschap.

Assignment:

Solve these codes at the information board of the Geological Monument, where you always have to count the answers to one digit !!

Bel 06-02 / Het03-04 // tot02-09 // Pot05-05 / Pot01-02 / Sme10-04
Dez17-04 // fij03-01 / om 09-01 // klo02-02 / Bij04-08 / De 18-01

This Letterbox has been placed in consultation with Mr J. Dokter, District Manager North of St. Het Drentse Landschap. The Drenthe Landscape invites you for a nice walk (2.5 km) through the De Kleibosch area. This route is marked with purple posts.

Additional Hints

Info board: Startword of the Sentence - word - letter

<https://www.geocaching.com/geocache/GC96R0A>

GT KvD 04 Pingo Esmeer

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

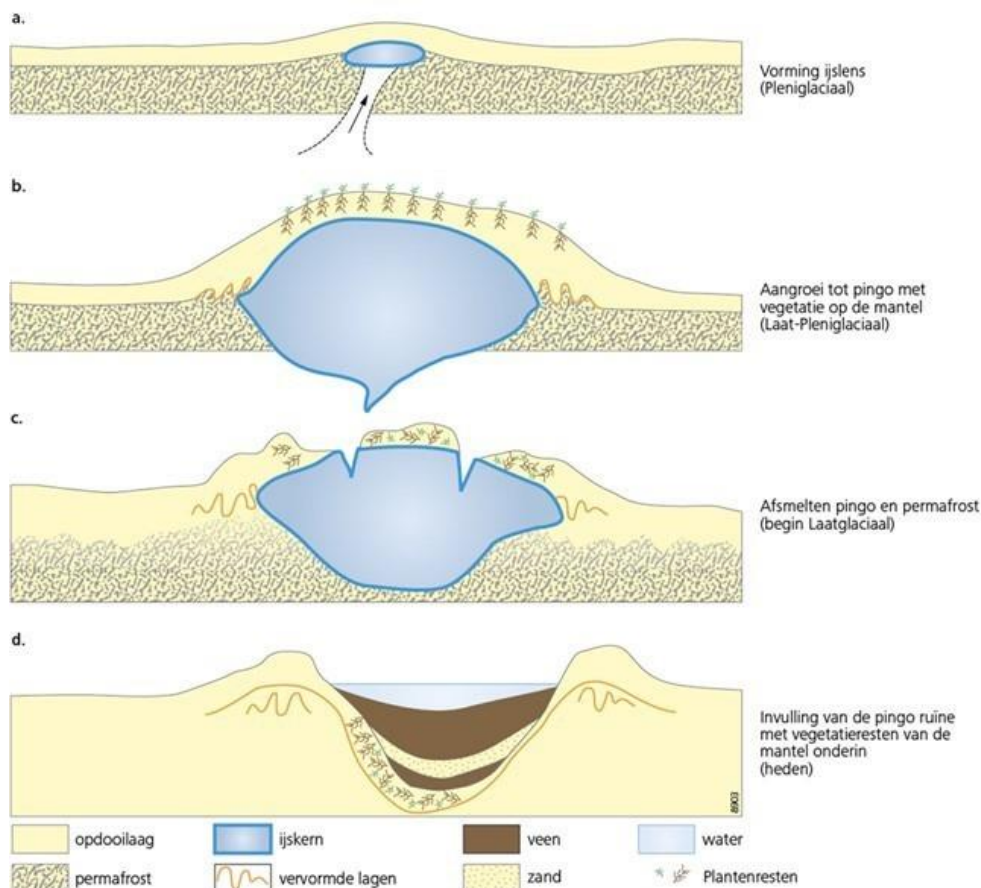
Pingo Esmeer

Drenthe could well be called the province of the Pingos: there are no fewer than 2,500 Pingos here: those beautiful round puddles. Still, Drenthe is better known for its dolmens, 52 of which are located in this province. But what exactly is a Pingo?

In the last Ice Age, the Weichselian, Inuktitut or ice hills also occurred in the Netherlands. The Weichselian lasted from 115,000 to 10,000 years ago. Pingos occurred in the Netherlands from 13,000 years ago, so in the last phase of the Ice Age, when it was extremely cold in our country. Pingo ruins are mainly found in the north and east of our country.

During the last ice age it was so cold that the top layer of the subsoil was permanently frozen (permafrost). The bottom was at least twenty meters and locally frozen up to fifty meters deep. Underneath this frozen soil was groundwater that was under severe pressure because of the great depth. In places where there were cracks in the permafrost, the groundwater therefore rose up. As soon as it got into the permafrost zone, it froze. This created an underground lens of ice, which continued to grow due to the supply of new groundwater. The ground above the ice lens was pushed further and further up.

Figure: The development of a pingo (source: Stouthamer et al. 2015).



How did a pingo ruin come about?

When the climate warms up, for example at the end of an ice age, a pingo is left with a circular lake or crater called pingo ruin. Many pingo ruins are slowly filled with peat after the ice melts. This filling can take many thousands of years. Because a lot of pollen and seeds of plants end up in the water in pingo ruins, information about the vegetation is stored in the peat.

Due to the continued growth of the ice hill, cracks appeared in the ground on top of the ice lens. Sunlight could now shine on the ice, causing it to slowly melt. Aided by the meltwater pouring off the pingo, patches of ground slid down, accumulating at the base of the ice hill. An earthen wall, the so-called rim wall, formed at the bottom. When all the ice had melted, what remained was an annular crater that filled with melt water: a pingo ruin.

Assignment:

Question A:

What is the diameter of the Esmeer?

400 meters: A = 1

450 meters: A = 2

500 meters: A = 0.

Answer questions B, C, D and E at the two given waypoints.

To find the letterbox cache: N 53 ° 0A.BBC 'E 6 ° 2D.BCE'.

<https://www.geocaching.com/geocache/GC936VZ>

GT KvD 05 Multi in het esdorp Loon

Cachetype: Multi

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Multi cache in the Village Loon

During the penultimate Ice Age, some 16,000 years ago, ridges formed in the landscape. The Rolderrug, together with the Hondsrug, is part of a system of straight north-west-southeastern ridges on the eastern part of the Drents-Frisian boulder clay plateau. About 800 years ago, farmers on the flanks of these ridges settled in this area. Until after the Second World War, the es villages have traditionally been the reclamation base of the (Drenthe) landscape.

Over the centuries, the ash trees, bordered by groves, developed on the higher grounds: the strubben. The grasslands, the so-called madellands, were located in the lower soils. Later, the brook valleys were heavily parceled out and acquired a small-scale enclosed character through the construction of hedgerows. And outside the cultivated world was the great "wasteland," the field or heath.

The village of Loon is located in the outskirts of the municipality of Assen. Loon has completed a total land area of 27 hectares. There are 110 households in Loon, with approximately 265 inhabitants in 2020. Traditionally, the farms of Loon have strongly determined the image of the Drentsche Aa stream valley. The number of farms in Loon has decreased drastically over the years.

Characteristic for Loon are the old alleys lined with beautiful old Saxon farms. The banners to the street, so that the farmer could drive in with his fully loaded wagon. The uniqueness of Loon is that it is very close to Assen, but has still managed to retain its own character. In addition to the farms, Loon also has civil houses. The number has not grown for quite a few years, because the village is no longer allowed to expand.



The name Loon is probably a plural of the word 'loo', originally a clearing in the forest where cattle could be grazed. Loon is a typical Drenthe esdorp. It lies on the edge of the Drentsche Aa National Stream and Village Landscape. The Drentsche Aa is called Looner Diep here and flows past the village. The marke van Loon mainly consists of greenlands along the stream. There is also a hunebed (D15).



A bronze dog is waiting at the entrance of the village. As protector of his pack, he keeps an eye on who enters and leaves the village. A little further on, two bronze sheep symbolize Loon's agricultural past.

You're invited to visit the village of Loon, through a short multi of approx. 900 meters.

Additional Hints

Telescopic magnet

Additional Waypoints

WP 1 (Virtual Stage) N 53 ° 00.770 E 006 ° 36.707

Note: In which year did Café Boes get a liquor license. A = 3rd digit of that year.

Go to WP2, with coordinate N53 ° 00.70A 'E006 ° 36.A1A'.

WP2 (Virtual Stage)

Note: Continue your route to WP-3, coordinate: N 53 ° 0.693 'E 6 ° 36.6xx', where xx is the word value of the (shortest) street name at this location.

WP 3 (Virtual Stage)

Note: What is the house number of the farm with 34 squares in the stable windows? House number = B

Go to WP4: N 53 ° 00.7B7 ' E 6 ° 36.6A0 '

WP 4 (Virtual Stage)

Note: What year is on the wall anchor in the facade? From the year you take the 2nd digit = C.

Go to WP5: N53 ° 00.C15 'E006 ° 36.6 (A-B) 1'

WP 5 (Virtual Stage)

Note: You will see a (new) fence, with an arch on top. Count the total number of arches present along the clinker path.

Multiply the 1st by the 2nd digit of this number and add the result = D.

Proceed to WP6: N 53 ° 00.C0C ' E 6 ° 36.DA4 '

WP 6 (Virtual Stage)

Note: How many windows do you see on the letterbox? Number of windows (possibly stacking) = E

Calculate the end coordinate GZ with formula: N 53 ° 00.CAB ' E 6 ° 36.DDE

Parking Area) N 53 ° 00.782 E 006 ° 36.690

Note: P-place on the Brink, for cars and bicycles.

<https://www.geocaching.com/geocache/GC95A7G>

GT KvD 06 Hunebed bij Loon

Cachetype: Multi

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Hunebed at Loon

“Hunebedden” are the oldest monuments in the Netherlands. They were built more than 5000 years ago by people of the Funnel Beaker Culture, the first farmers in Northern Europe, who buried their dead in these Hunebedden. A hunebed is a burial monument. Please treat it with respect.

In the Province of Drenthe there are 52 documented "hunebedden". Within the municipality of Assen there is one hunebed, situated near the rustic village Loon. It is a medium-sized hunebed in a high-altitude "Looner Es". Until 1870, this hunebed was still hidden under it's deck hill.

Although this is not the largest or the most beautiful hunebed, this hunebed is still quite complete. Four of the five deck stones are neatly placed; of the fifth there is only one fragment left and that lies at the bottom. All 12 side- and keystone are there and also the gate is complete: 4 side stones and a deck stone. The Loner hunebed is a beautiful ring of wreath stones rich. There are no less than 18 out of 23 left, which is special because they were the first to disappear in the past, during the stone heist.



This piece of pottery was excavated in 1974 together with a large piece of bronze and another similar cup from the entrance of this hunebed. It is a so-called “Klokbeker” (bell cup), from the culture of the same name (2450 - 2000 BC).

Although people from this culture usually buried their dead in burial mounds, apparently, they occasionally were buried in these graves. Or perhaps these are sacrifices.

Assignment:

1. How is the word “hunebedden” translated into English on the information panel. Add the word value of the two words. The outcome is xxx.
2. What's the number of this hunebed in Loon? The answer is yy.

To find the cache:

3. Make a projection from the information panel of xxx meters and yy degrees.

Additional Hints

long telescopic magnet

<https://www.geocaching.com/geocache/GC9746C>

GT KvD 07 Uitkijktoren Onlanden

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Watchtower Onlanden

The new watchtower is your resting point where you can enjoy nature at a height of 26 meters. You cannot enter a large part of De Onlanden because it is much too wet and swampy. Now you have a beautiful view of the city of Groningen and surrounding areas. Bring binoculars!

Walk

From the parking lot at Noorddijk Peize you can walk to this special watchtower in about a kilometer. You literally have a different view of your surroundings at every level of the tower. What used to look like here? How old is this landscape really? Who lived here? What kind of landscape is it?

Horses

It may be that you suddenly see horses here and very special! The Exmoor ponies are beautiful animals that live here in De Onlanden all year round. You can recognize them by their whitish snout, just as if they were in a bag of flour.

Facts

Did you know that monks walked by here hundreds of years ago? Hence the artwork that you encounter along the way.

Animals

The landscape with its hedgerows lends itself well as a habitat for foxes and deer. They easily find a safe hiding place in the often dense undergrowth. Have you seen one yet? You have the best chance in the morning and in the evening during dusk.

Thanks

The cache has been created with the permission of Natuurmonumenten.

<https://www.natuurmonumenten.nl/>

Additional Hints

What do you see ?

<https://www.geocaching.com/geocache/GC96REG>

GT KvD 08 Bonus Labcache Heideontginningslandschap

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Bonus to 10 location Adventure Lab cache

This cache is the bonus of the Labcache Heather Reclamation Landscape

At the end of the lab cache you have been given all the information to find the bonus.

The labcache Heideontginnings landscape is a 16-kilometer cycle tour that takes you through Roden, Roderwolde, Sandebuur and Leutingewolde and consists of **10 locations**.

The lab cache can be found here: <https://adventurelab.page.link/2DSU>

You can also reach the lab cache via the QR code below:



Additional Hints :

Birdhouse

<https://www.geocaching.com/geocache/GC9929H>

GT KvD 09 Cuisinerie Mensinge

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★☆☆☆☆

Size:  (small)

Cuisinerie Mensinge

Through this geocache we want to show one of the most beautiful places in Roden: Estate Mensinge. Estate Mensinge is not only a beautiful manor, but also a very special place. You experience history here. There are very few manors left in Drenthe. Mensinge is a special place. Because of the age of the building, but also because of the rich and unique inventory obtained and preserved over the centuries by the "lords of Mensinge". The manor itself is located within a partly double canal belt.

The architectural style is simple, but that is precisely why it is friendly and engaging. The house, first mentioned in 1381, was partially or completely rebuilt several times in the Middle Ages. It took on the shape it has today around 1730. The private occupation of Mensinge ended in 1985 with the purchase of the estate by the municipality of Roden. The manor has been used as a museum since 1988. The very first mention of a possible inhabitant of Mensinge was in 1225: Menso de Rode, probably the namesake of Mensinge. Over the years Mensinge has had different residents. Since Coenraad Wolter Ellents bought the estate in 1764, Mensinge has passed on to the next owner solely by inheritance.

The coach house was built in 1911-1913 on the site of a farm on the driveway. Here were the carriages and the horses were stabled. The coachman slept in the small upstairs room. The former coach house with the stables has now been converted into a restaurant, the authentic tiles placed in the stables have been preserved. The haylofts were on the first floor, which have now been converted into two beautiful B&B rooms.

No hint available.

<https://www.geocaching.com/geocache/GC98C7J>

GT KvD 10 – Ronostrand

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Ronobeach

Many landscape elements of the Drenthe es-villages landscape come together in this region. A short distance away you will find forests, heaths, lakes and stream valleys. At Steenbergen you will find dolmen D1, the most northerly dolmen of Drenthe. There are recreational opportunities at various places, including the famous Ronostrand, with a beautiful natural pool.

Additional Hints:

Stones

COLONIES OF BENEVOLANCE

At the beginning of the 19th century, the Maatschappij van Weldadigheid founded several free Colonies, where the poor were given the opportunity to build a better life. In 1822 the unfree Veenhuizen Colony was founded, consisting of three asylums. Here orphans, vagrants and beggars were taken care of, put to work and trained.

Veenhuizen's three asylums all have the same spatial layout. The central asylums are located between straight avenues. On the inside of the asylums, around a closed courtyard, were dormitories containing eighty hammocks. In these halls slept the "indecent poor", the beggars and vagrants. Men and women were separated. Orphans were housed in their own asylum.

This part of the GeoTour Kop van Drenthe is inspired by the life and work in the asylums in Veenhuizen and consists of 11 caches.

More information about the Colonies of Benevolence can be found here [here](#).

<https://www.geocaching.com/geocache/GC96QTC>

GT KvD 11 Bitter & Zoet

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Bitter and Sweet

"Bitter en Zoet" was once built in Veenhuizen as a pharmacy. This used to be part of the hospital complex consisting of the large hospital building, a quarantine hospital (or leper house for contagious patients), an ice dome, a morgue, a kitchen building, a pharmacy and 2 houses. Bitter en Zoet is now a hotel / restaurant.

The adjoining house "Dedication" was the home of the physician director. The "Duty" house was the home of the pharmacist and later the head of nursing.

Did you know...

The old hospital has the text on the wall: Trust in God.

Did you know that the nickname of this hospital is: Soon with God? Oops !!

Douwe Petrus van Steenwijk enters the Ommerschans location as a beggar. Within a few months he will become the official local doctor. Later Douwe Petrus will also become the doctor in Veenhuizen and eventually be declared insane because of excessive drinking.

In 1828 things went completely wrong in Veenhuizen. A real crisis.

There have been many deaths among the orphans. After a year and a half, the situation changes, after the room supervisor Bolman is fired. It turned out he was stealing food, peat and other things for "personal use" and left the children in the cold, dirt and without food.

For the ladies among us: Make sure you don't get caught by "the sigh". A mother took her daughter to the doctor to ask why her daughter was getting so fat. The doctor said this was because of "the sigh". A few days later, the daughter gave birth to a son.

Additional Hints: Info sign tweet tweet, birdhouse

<https://www.geocaching.com/geocache/GC98HKX>

GT KvD 12 Happy Stone Cache

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (other)

Happy Stone cache

This CO needed something light for a while, after the caches about the history of Veenhuizen.

Happy Stones are very hot in 2021.

With this traditional you can write your name on a stone.

It might be nice if you already make a nice happy stone at home.

There will be a special stone for the podium places.

But you can also log in the modern way or the old-fashioned way.

It's just how you look at it.

Make it special!

No hint

<https://www.geocaching.com/geocache/GC96QTT>

GT KvD 13 Grenspaal

Cachetype: Traditional

Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (small)

Border marker

This border marker is the division between the regions Drenthe and Friesland.

But also a boundary marker for Veenhuizen.

Veenhuizen could not be visited without a permit until 1984.

You were asked for your permit at this location.

Treat the cache housing with respect!

Additional Hints:

Remove pins and then lift up the cache pole

<https://www.geocaching.com/geocache/GC96QV5>

GT KvD 14 Bij de Sluis Friesche Schut

Cachetype: Traditional

Difficulty: ★★☆☆☆

Ground: ★★☆☆☆

Size:  (small)

At the lock Friesche Schut

The layout of Veenhuizen took place in a systematic manner. Colony sailing was the first to be dug and is cheese right. Roads and ditches were built perpendicular to it. The channels and ditches were not only intended for drainage, but mainly for the transport of peat and people. There used to be hardly any roads and they were very bad.

You need a tool for this cache!

You can choose: bring a bottle of water or a magnet on a rope.

Without one of these tools, a visit is pointless.

Parking on parking coordinates !!

No hint

<https://www.geocaching.com/geocache/GC98HMG>

GT KvD 15 Het 2e Gesticht

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

The 2nd Asylum

The 1st and 3rd Asylum were intended for widows and orphans. And the 2nd Asylum were for vagrants and beggars. The 1st Asylum has not been preserved, but there it is now Norgerhaven detention centre. The 3rd Asylum no longer exists either. Within this Geotour it does have its own cache with information at that location.

The history of the 2nd asylum:

- 1823 - 1859: Founded by De Maatschappij van Weldadigheid
- 1859 - 1918: Veenhuizen is intended as a government work facility, mainly intended for beggars and vagrants. From 1900 different types were produced in Veenhuizen prisons built to replace the old asylums.
- From 1918: The first prisoners come to Veenhuizen, in the 2nd asylum. In the course of the 20th century, vagrants and beggars from Veenhuizen disappear making way more and more for prisoners.
- In 1970: The last tramp leaves. The village has long been a real justice village: the whole area is closed. Only those who work there are allowed to live there. Nobody is allowed to enter the village just like that or off. For example, if you want to celebrate your birthday, your friends and family are allowed outside Veenhuizen could only be visited with a special permit.
- After 1984: There are fences around the prisons and the village is no longer covered by it Department of Justice. Now everyone is allowed in and out of Veenhuizen, except for the prisoners of course. Because they are still there, in 3 different prisons. The prisoners have workshops, where they work 20 hours a week. The workshops used to be a short distance from the prison. The prisoners got there by bus brought there. The Second Institution was such a workplace for a long time.
- 2005: The 2nd Asylum is converted into a prison museum.

Padlock code: The last 3 digits of the phone number of the prison museum

The coordinates at the top of this page is the cache!

Additional Hints

Big and green

<https://www.geocaching.com/geocache/GC96QZ9>

GT KvD 16 Maallust-Complex

Cachetype: Multi

Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (large)

Maallust-Complex

The Maallust complex in Veenhuizen comprises a number of unique industrial buildings. From 1882 a mill, a grain dryer and a grain storage room were in use here. In 1903 a manual power dairy factory was also built on the complex.

We see the following buildings still standing here.

- A windmill that was hit by lightning in 1918.
- Grain dryer and shed
- Grain and milk warehouse
- Granary
- Pure factory

The former grain store has been converted into a brewery, the dairy is now a cheese factory, the grain silo serves as a climbing tower and craft snacks in the mill.

All craft companies.

You will have to go along the doors of these buildings to find the numbers for the lock code.

But you don't have to go inside to answer the questions for the waypoints.

The correct order of the padlock code is the order of waypoints.

If you take a break here, use your internet browser to learn more about the rich history of this complex.

No hint

Waypoint 1 Cheese factory N 53 ° 02.009 E 006 ° 23.225

1. Here is a year on the building, you need the 3rd digit of it.

Waypoint 2 Brewery N 53 ° 01.993 E 006 ° 23.253

2. You see here the front of the building where the name is also on, how many large wall anchors do you count?

Waypoint 3 Craft snacks N 53 ° 01.999 E 006 ° 23.270

3. When you are at the front of the mill, how many windows are there above the door? (stack count to 1 digit)

FN You will find the cache here N 53 ° 02.022 AND 006 ° 23.227

<https://www.geocaching.com/geocache/GC984ZC>

GT KvD 17 Tool of Gadget - Spaanse Kerkhof

Cachetype: Multi

Difficulty: ★★★★★

Ground: ★★★★★

Size:  (small)

The Spanish Cemetery

This multi takes you to a surprising forest.

A mysterious place, consisting of a circular elevation in the forest of about 1.50 meters high, with a diameter of about 40 meters. That is the Spanish Cemetery.

Due to the breeding season / nesting, it was decided not to actually visit Het Spanish Cemetery with this GeoTour.

But as a walker you can feel free to take a look.

This multi is a walk of about 5 km that takes about 1.5 to 2.5 hours with a total of 8 waypoints.

The first two waypoints are given, afterwards it will be puzzling, searching, enjoying the environment and hopefully a lot of fun.

Remember: Words / numbers always add up to 1 digit. And you also need letter value somewhere.

Make a note of the numbers you encounter on the way for the combination lock.

Tool: You might want to bring your own thick straw ...

You go into the forest, think of appropriate footwear. It can be wet here and there.

You can park neatly on the roadside at the starting point.

Waypoint 1 N 53 ° 03.126 E 006 ° 23.634

Here is an Enexis cupboard. There is all kinds of information on it.

Here you are looking for the top yellow sticker.

F = Which letter occurs twice here? (answer stack count and then - 4)

B = The last number on this sticker

E = The penultimate number on this sticker

Waypoint 2 N 53 ° 03.324 E 006 ° 23.822

There is an information board here.

There you can find the answers to the following questions:

A = In which year, according to the text on this board, was the last survey carried out?

C = What Celtic word is spoken about?

D = Who placed this sign? (answer stack count and then - 4)

North 53 03. B D F East: 006 24. C E A

Emergency coordinates are placed at waypoints 3 and 4. This means, if the puzzle no longer works/you can't figure it out, you can walk to that coordinate to get the next coordinate. In that case, one looks for a metal ring on the tree. Note that by using the emergency coordinates, the multi is longer!

<https://www.geocaching.com/geocache/GC96YTJ>

GT KvD 18 Het 3e gesticht

Cachetype: Multi

Difficulty: ★★☆☆☆

Ground: ★★☆☆☆

Size:  (small)

The 3rd asylum

Please park at the indicated parking coordinates.

Thank you on behalf of the local residents.

Here is an information board. On it you will find the answers to the following questions, with which you can calculate the final coordinate.

1. Under whose leadership was the Colony of Benevolence founded?
2. What shape was the building of the 3rd Asylum?
3. There are a number of photos on the information board. Also a photo of the inner garden of the asylum. How many people are on this photo?
4. There is also a photo of the weaving mill. What is the name of the building behind the weaving mill?
5. In which month did the fire service receive a fire report that it did not respond to in 1962?
6. What is this hamlet called?

When you have stack count the answers, you can do the following sums

1 = (answer -3) = A

2 = (answer -3) = B

3 = (answer +6) = C

4 = (answer -4) = D

5 = (answer -1) = E

6 = (answer +8) = F

53 03.ABC

006 23.DEF

You can check the answers of the puzzle at GeoChecker.com .

Additional Hints:

tweet tweet,

For the questions:

one: including professional name before it

two: word that is in the text on the infoboard

<https://www.geocaching.com/geocache/GC96QZY>

GT KvD 19 Naar de Kerk in Veenhuizen

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

To Church in Veenhuizen

Welcome to the Saint Hieronymus Aemilianuskerk. This is a former Roman Catholic church in the Drenthe village of Veenhuizen. The church was built between 1891 and 1893 as an established church in neo-gothic style. The church was decommissioned as a church in 2011.

Veenhuizen has / had several churches. Diagonally opposite the Saint Jerome Aemilianuskerk is the Koepelkerk. This octagonal church was intended for the Reformed residents of the colony of the Maatschappij van Weldadigheid in Veenhuizen.

The Synagogue stands for the Jewish community on Hoofdweg. It was built in 1839 and was used as a synagogue until 1890. Nowadays it houses an office of Natuurmonumenten.

You don't need to bring a tool for this cache; this is present here, in the form of a steel cable and a bolt. If this is no longer there, please bring your own telescope magnet.
Please park in the parking lot, thank you on behalf of the local residents!

Additional Hints

Magnetic letter value / letter value

BRING YOUR TELESCOPE MAGNET: SOMETHING METAL WILL ALSO WORK if tool is gone.

<https://www.geocaching.com/geocache/GC96R00>

GT KvD 20 Het 4e gesticht

Cachetype: Multi

Difficulty: ★★★★★

Terrain: ★★★★★

Size:  (large)

The 4th asylum

You come here at a cemetery. Treat this area with respect!
Only walk on the paths and do not leave any waste!

This historic place on the edge of the star forest is the general cemetery of Veenhuizen, also called “the fourth asylum”.

In the colonial days, the patients were buried anonymously. Under the large lawn (right), on which there is only one tree, more than ten thousand people are buried in rows and in layers. Each grave was about eighty centimetres wide and there was 30 centimetres between the graves. On that field lie the Reformed settlers, people who could not afford a tombstone. Behind the row of yews the Catholic settlers were buried. Staff and residents, Catholic and Protestant - each has its own resting place. Jewish 'patients' and Jewish workers were not buried here, a separate cemetery had been set up for them.

Why is this cemetery so far from the village? There is a reason for that.

Veenhuizen is located on a peat area, which means that it is very wet and the groundwater can already be found at a depth of 50 to 80 cm. Measures to irrigate these areas were too expensive. The Norg cemetery was also not designed for the large number of deaths in the asylums of Veenhuizen. It was decided to use the higher es-ground just east of the second asylum as a cemetery.

In this cemetery we also find unique grave drums. A burial drum is a metal drum, covered with a glass plate, in which a special gift was placed for the deceased, usually in the form of a floral wreath of metal leaves and porcelain flowers. Or a wreath made entirely of glass beads.

You see a white cross at the back left of the cemetery.

Here lies a gentleman, who was in prison here in the 20th century and who killed himself. Because it was too expensive for the relatives to "take the man home", they relinquished him and he was given a state funeral. This is a corner of the cemetery that is for deceased prisoners.

Questions for the unlock code:

How many centimetres are the graves apart? (Stack count to 1 digit)

Which number (s) are there at the white cross that stands alone?

Waypoint The lone white cross (Virtual Stage) N 53 ° 02.393 E 006 ° 24.479

Additional Hints (Encrypt)

For the first question, **read the listing, that's the cache page**. For the second question you will have to walk to the waypoint.

<https://www.geocaching.com/geocache/GC98HMV>

GT KvD 21 Even zitten

Cachetype: Mystery

Difficulty: ★★★★★

Ground: ★★★★★

Size:  (small)

Sit down

You can view "Sit Down" in several ways with this cache. You have to sit down to answer these questions before setting out. Use the internet for this.

Veenhuizen is fascinating because of its rich history, hence a number of interesting questions.

But with the cache itself it is certainly worthwhile to sit down for a while.

Question 1: If the young lawyer Groen van Prinsterer met in the summer of 1826 traveling companion approaches the Ommerschans, they meet a group of beggar settlers against. On their way to the land work that has to unlearn them from the low practice of begging. But one from the group immediately asks the gentlemen for alms. "Naturam expelles furca ...", Groen sighs. Even if you chase nature away with a pitchfork ... The following "tamen usque recurret" from this quote from Horace, shows he left.

What does this second part of the quote mean?

- A - You always leave something behind. (A = 4)
- B - You never completely scare her. (A = 1)
- C - She still manages to find her way back. (A = 2)
- D - She keeps coming back anyway. (A = 3)

Question 2: Education is also provided in the children's asylums in Veenhuizen. This is not something that is very obvious at the time. The children receive an average of 2 hours a day and the rest of the time they work in the fields. The first teacher in Veenhuizen is Harmen Abel Zwarts. He is appointed in 1825. They think so forward that 1 teacher is enough. This is restored as early as February 1825. Becomes appointed a second and third teacher who will come under Harmen. In many fallen are the educated being who come to the classroom as sub-masters. So also the only runaway sub-master. He is already 20 and fired as an orphan.

But on June 17, 1833, he suddenly disappeared.

Who is this runaway submaster?

- A - Pieter Johannes Hijgenaar (B = 4)
- B - Albert Schuurman (B = 3)
- C - Hendrik Jacob Flierman (B = 5)
- D - Pieter van der Koogh (B = 2)

Question 3: Many patients who had been in Veenhuizen had it afterwards heavy in the outside world. They were used to peace and regularity in Veenhuizen. There In Veenhuizen there was also hardly any alcohol to be found, which was left to the patients on their own but benefited. Back in their old town, they regularly fell back into their own old life. An example of this is patient 6804. He arrived at 47 years old age for the first time in Veenhuizen. He got his number and here identification card on August 10, 1896. He is fired after a few years Veenhuizen and goes home. In 1922 at the age of 73 he is commissioned by the judge back to Veenhuizen. After a year in Veenhuizen, he was released in 1923 and goes home to Alkmaar.

What is this patient's name 6804?

- A - Hendrik Hopman (C = 2)
- B - Jan Yellow (C = 4)
- C - Johannes van den Bosch (C = 3)
- D - Gerrit Boon (C = 5)

Question 4: From the moment the national government took over the 3 asylums and the Asylums converted into prisons, Veenhuizen became a prison village. The houses around the prisons were for prison staff and the village was hermetically sealed off from the outside world. Nobody was not allowed to enter it Veenhuizen lived or worked. Once you retired or moved elsewhere work, you had to leave the village. Veenhuizen has been open to everyone since 1984. This gave the village a special nickname. What is this nickname?

- A - Dutch Siberia (D = 1)
- B - Hollands Area 51 (D = 5)
- C - Dutch black hole (D = 6)
- D - Dutch Gulag (D = 4)

Question 5: In 1946 the artist became Adolf Carl Eduard Gantzert for 5 years in Veenhuizen locked up. He had been wrong in World War II. He got permission from the pastor of the Roman Catholic Church of Saint Jerome Aemilian to paint the vault and walls behind the altar. He has the ascension of Christ. However, there was 1 figure on the left segment that kept the mood busy. A figure on the right with begging staff. Who did this turn out to be?

- A - The concerned pastor (E = 2)
- B - A known and loved guard (E = 4)
- C - Hitler (E = 8)
- D - The painter himself (E = 1)

Question 6: At one point, the Netherlands had cells left and we thought about it close prisons. However, a separate treaty was established for Veenhuizen locked. In 2015, the Netherlands concluded a treaty with another country to let their prisoners serve their sentence here.

What country did these prisoners come from?

- A - Belgium (F = 3)
- B - Germany (F = 9)
- C - Norway (F = 0)
- D - Suriname (F = 7)

Question 7: Because Veenhuizen was closed for a long time and not much was built and / or was demolished, there is a lot of history to be found in Veenhuizen. There are many buildings with texts depicting the orphans, beggars and others urging residents to live a godly and good life. A some examples are: Hospital "Trust in God", Malerij "Maallust", School director's house "Leering by example" and Pharmacy "Bitter en Zoet"

How many monuments are there actually in Veenhuizen?

- A - 94 (G = 1)
- B - 104 (G = 9)
- C - 114 (G = 5)
- D - 124 (G = 7)

Question 8: In which year did the 2nd Institution become a museum?

- A - 1984 (H = 8)
- B - 2005 (H = 4)
- C - 1999 (H = 2)
- D - 2000 (H = 0)

You will find the cache on these corrected coordinates

53 0A.DFG
006 2B.CEH

Additional Hints:

Can be very wet here from 1 of the access roads.

LADY LEBBE

On the spot where the Schaapdijk and the Veldweg meet, lady Lebbe was once killed. One says this was for the money she was carrying and that she was murdered, the other says it was because of weakness. She was found by the shepherd of Norg and he reported this. The owners of the land (the marquis of Norg) did not want to bury her because of the costs. The markers of Zeijen did this, but on the condition that a marker was placed on the spot, which showed that the land from now on belonged to the municipality of Vries. This oak memorial is "de Lebbestoak".

This part of the GeoTour Kop van Drenthe is inspired by the life and death of Lady Lebbe and consists of 11 caches.

More about the story of Lady Lebbe and the marker can be found [here](#).

<https://www.geocaching.com/geocache/GC96QQH>

GT KvD 22 - De schat van vrouw Lebbe

Cachetype: Multi

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Lady Lebbes' treasure

The body of Lady Lebbe was found on the spot where the Lebbestoak now stands. But how did Lady Lebbe die. One of the stories is that the old Lady Lebbe has just sold her last cow on the market in Assen. A farmhand saw this and therefore knew that Lady Lebbe had a lot of money in her pocket. He waited for her and took her life and took the money. The farmhand, however, left quite hastily and lost everything along the way! Can you find all the things and conjure up the stolen treasure? Look for lost items at the waypoints to find out the location of the treasure!

N 53° 02.ABC E 006° 32.DEF

WP 1 (Physical Stage) N 53° 02.630 E 006° 31.883

Note: Wooden shoe A=5

Pipe A=8

Handkerchief A=7

WP 2 (Physical Stage) N 53° 02.433 E 006° 31.858

Note: Coins B=4

Handkerchief B=9

Shoe B=1

WP 3 (Physical Stage) N 53° 02.422 E 006° 32.006

Note: Pipe C=3

Hat C=4

Coins C=9

WP 4 (Physical Stage) N 53° 02.485 E 006° 32.144

Note: Wooden shoe D=0

piece of fabric D=9

Coins D=1

WP 5 (Physical Stage) N 53° 02.522 E 006° 32.001

Note: Coins E=2

Shoe E=5

piece of fabric E=1

WP 6 (Physical Stage) N 53° 02.588 E 006° 32.306

Note: Hat F=4

Shoe F=7

Pipe F=1

Additional Hints : Behind tree

<https://www.geocaching.com/geocache/GC96QR1>

GT KvD 23 - De liefdesbrieven voor vrouw Lebbe

Cachetype: Letterbox

Difficulty: ★☆☆☆☆

Ground: ★★☆☆☆

Size:  (regular)

The loveletters to Lady Lebbe

"Who in Vries or Norg could have committed this crime?
A young man was often accused of that he had followed
Lebbe, and he was taken to court.
He had raised his head proudly when he was questioned,
and he stretched out his hands toward the blue sky. Through
this gesture no one questioned his innocence. He called
the sunlight as a witness that there is no blood stuck on my fingers.
"But -" asked the judge, "Did you not talk to Lady Lebbe that day? "
"Yes, Lord Judge! It was still early in the morning!"
"And didn't she tell you where she was going ?!"
"Yes, sir, Judge! Of the money she has earned with her spinning and
weaving she went to buy an ox! "
"So you knew she was carrying money, and a lot of money."
"All her earnings for many years of diligent labour.
I didn't know she was so rich! "
"and the money she had with her, and you knew the amount. Did not you
feel temptation then? "
"No, my lord judge! Only sorrow, because she is now
far away. That's why I soon said goodbye to her,
because I didn't want to show ... that I was suffering ... because of her-
will! "The people who listened, gathered in a wide circle,
muttered. The judges whispered among themselves. And
finally the elder asked with a friendly look:
"Please explain! We understand ... and don't understand
very well Maybe we have forgotten our youth! "
"When we seemed like poverty" said the
young man with difficulty, "I could still think about Lady Lebbe.
We have been playmates, I the oldest, but later
I always thought we didn't belong together. However,
as long as she wasn't rich enough to be able to handle a cow
I hope that one day the two of us ...
That morning I understood that she became a different person!"
He sobbed passionately." If only I had understood, gentlemen, she was still alive.
Because then I would have gone with her! "

This young man mourned the loss of his unrequited love for days. The story goes that he wrote love letters to the young Lady Lebbe for years to come.

Additional Hints

behind tree

If you want leave a love letter to Lady Lebbe in this cache, maybe she will receive them.

<https://www.geocaching.com/geocache/GC96QRD>

GT KvD 24 - Stukjes Lebbestaok

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

Pieces of Lebbestaok

The body of Lady Lebbe was found at a place in Peest where the Schaapdijk and the Veldweg meet. The marketers of Norg, of which Peest was a part, did not want to bury her because of the costs. The marketers of the Marke van Zeijen eventually buried her and so the costs were paid by the municipality of Vries. The municipality of Vries then wanted a marker to be placed, which showed that from that moment on the land on which it had been found belonged to the municipality of Vries. The marquees van Peest agreed to this. An oak memorial was placed at this location. Afterwards it turned out that the Marke of Norg had given up a large piece of land through this arrangement, approximately 250 hectares of good heathland, and the funeral of Lady Lebbe, paid for by marketers van Zeijen, was amply recouped.

There is still a Staok on this spot as a marker, De Lebbestaok. There are many more things you can do with a stick. Geocachers, for example, like to make woodies! These are collectibles and are traded at events. This cache is for the woodie enthusiasts. Bring your woodies and trade with what's in the cache! Please be social and leave something for someone else too!

This is also a great location to rest and enjoy a cup of coffee or tea with a treat!
The hint contains the code to open the cache.

Additional Hints

code = 604

<https://www.geocaching.com/geocache/GC96QT7>

GT KvD 25 - Wie heeft vrouw Lebbe beroofd?

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Who robbed the Lady Lebbe ?

Witness statement:

"I saw a man who went after Lady Lebbe into the field. What did he look like? Well there's a question..."

Let me think for a minute, will you?

He didn't wear a hat and he had no moustache I think. His hair was not neatly looked after. And there was something about his face. Something scary.... Not that he had a scar but something else. There was something about his eyes! Like he had a glass eye. It still gives me the chills when I think about it."

Additional Hints

Read the cachepage

<https://www.geocaching.com/geocache/GC96QTH>

GT KvD 26 - Wie was vrouw Lebbe?

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Who was the Lady Lebbe?

That Lady Lebbe died on the spot where the Lebbestaok now stands is certain. But who exactly was Lady Lebbe and how she died will remain a mystery forever. Was she murdered? Did her body give up on a cold wet day? Was she a young Lady or was she elderly?

Do not forget to bring a UV lamp.

Additional Hints

UV lamp

<https://www.geocaching.com/geocache/GC980TD>

GT KvD 27 De schoen van vrouw Lebbe

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

The shoe of Lady. Lebbe

Lady Lebbe, an old Lady, has regularly passed this field road when she crossed the heath on her way home. She always went on foot to the places Norg, Peest, Zeijen and Vries with her meagre possessions and begging goods. She walked in old discarded shoes and always carried a sturdy stick with her to keep from slipping in the mud and to keep herself from danger.

One of the stories about wife Lebbe

It was on an autumn evening. A cold wind was blowing across the heath. The sky was grey. Fine hail lashed through the birch and alder between the rain gusts and tore the last leaves from the branches. An old half-blind Lady walked the path through the heath. She stumbled and under one arm a cloth with begging goods and in the other hand a sturdy stick to hold on to. Lebbe was her name. She was on the way to Norg. Longing for shelter in a barn, to rest on some straw. Rest. She wanted to rest right away. She was so old and so tired. The wind became more severe, the hail more vicious and the rain even colder. Her face, her scalp, and her hands ached with moisture and cold. The wind tried to blow through her thin clothes and under the shawl. The sound with which her stick landed on the heather trail grew heavier. The feet grew heavier with each step that brought Lebbe closer to Norg. There was a small height there. Aside from the path. She felt so strange, so tired. So cold through and through, so wet through and through. Have a rest? Sit for a moment with your back to the wind. Even if the ground was so wet. The cloth of begging slipped from her arm and plunged into a pool. Lebbe bent to seize her meagre possessions. Her stick was next to her. She lost her balance. Her skinny body had no grip anymore. Her hands no longer resisted. So she slid stretched out next to her begging in the water. Her clothes soaked up the moisture and coldness then hugged her whole body. Without pain, without suffering, the old Lebbe slipped into eternity.

The next day, the rain had stopped. Jan Starke, the shipper of Norg, searched with his sheep for places with something else to eat. His dogs discovered Lebbe's body. He was shocked, he knew Lebbe. She wandered from peasant to peasantry. She was nowhere at home and no one knew where she belonged. The debt was warned and the market mates. Lebbe should be buried. But the last honour and the last duty cost money. The Norgers were not rich, but thrifty. It cost them to make a casket and to arrange the funeral of someone foreign to them. Where, where, had Jan Starke found her? "Still in the mark of Vries," he told his people. "Then we won't touch the corpse," they said. A message was sent to the farmers of Vries. There was also deliberation there. Eight strong men then went into the field with a ladder. They carefully lifted the old Lebbe onto the wood. The men covered her with a blanket. That's how they carried her to Vries. Back on the heather trail that she herself had taken yesterday. Close to the wall of the kerspel church she was given the resting place she had always sought in vain. The people of Vries placed a pole on her grave as a memorial. At the place where Lebbe was found, where the field of Vries merges with that of Norg, a pole was also erected. An oak memorial, to honour the old Lebbe. But also as a boundary beacon, as a separator between the marks. The Lebbestok, the Lebstock, was henceforth called the pole. To honour of the people of Vries and to the shame of those of Norg, who had neglected their duty at the expense of many bunders of good heathland.

Good luck! Do not forget to write down the Codeword with the cache.

<https://www.geocaching.com/geocache/GC980XQ>

GT KvD 28 Het uitzichtpunt van vrouw Lebbe

Cachetype: Mystery

Difficulty: ★★☆☆☆☆

Ground: ★★☆☆☆☆

Size:  (large)

The view from the Lady Lebbe

The coordinates at the top of this page are fictitious, you will not find the cache here. Near this place is the memorial stone of wife Lebbe (Also a Virtual Cache "Lebbestaok" GCKCVY).

This Cache

Lady Lebbe often walked past here and therefore took a rest in this area. She then enjoyed the beautiful view

PUZZLE: The cache is located at: N53 0B.CBA E006 BI.HDB

Cache lock code: last 3 digits from East. There is also room for TBs in the cache. Good luck! Do not forget to write down the Codeword.

<https://www.geocaching.com/geocache/GC9821X>

GT KvD 29 De stok van vrouw Lebbe

Cachetype: Multi

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

The Stick of Lady. Lebbe

The coordinates at the top of the page are from waypoint 1. From here the short multi-walk starts. Lady Lebbe walked a lot. This area was one of the places to rest for her.

With this multi we also let you take a walk. You don't have to go by road. This multi can be walked completely on the grass paths. Good luck! Do not forget to write down the Code Word.

Stage 1 (Virtual Stage) N 53 ° 03.478 E 006 ° 32.530

Question to be answered: Here you see a signpost

Distance to Donderen = A.

Go to: N53 03.4A9 E006 32.A77

Stage 2 (Virtual Stage)

Note: Question to be answered: Here you will find a number = BCDE on a yellow sign

Go to: N53 03. (D + E) E (B-E) E006 32. (D + D) (A-E) (E-E)

Stage 3 (Virtual Stage)

Note: Question to be answered: Here you will find a year = FGHJ

Go to: N53 03. (D + E) HB E006 32.A (G-D) H

Stage 4 (Virtual Stage)

Note: Question to be answered: How many concrete elements do you see here = K

You now have all the data to calculate the cache location.

The cache can be found at: N53 03. (K-E) BH E006 32.KGD

Do not forget to write down the Codeword with the cache

Additional Hints

Stick required (sufficient available on site, natural material)

Look up

Do not forget to write down the Code Word

<https://www.geocaching.com/geocache/GC98C7A>

GT KvD 30 - De parels van vrouw Lebbe

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

The pearls of Lady Lebbe

After the body of Lady Lebbe was found, a discussion arose between the marquis of Norg and Zeijen. The Norgers had a reputation for being thrifty and were not keen to pay for a funeral for Lady Lebbe. But the farmers of Zeijen (municipality of Vries), on the other hand, saw opportunities for area expansion. If they were to take care of the funeral, would not Lebbe also be lying on their ground? Ultimately, the funeral of Lady Lebbe did not harm the municipality of Vries. The municipality acquired approximately 250 hectares (bunder) of heathland.

No hint

<https://www.geocaching.com/geocache/GC98C7D>

GT KvD 31 - Een verrassing van vrouw Lebbe

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

The lebstaok

On the great heather moor,
That used to separate the villages of Norg and Vries
walked an old, half-blind Lady
Boy, it was so cold and the sky was so grey.

At the bottom of the hill,
The air was cold and frosty.
some fine hail tapped
On heather and birch and alder and Myrica gale.

Tucked in under the arm was some begging
And the tip of cloth over the dirty hair,
The old Lebbe stumbled along the moor path
Cold through and wet through.

She wanted to rest - but where?
She felt so violated - so strange.

Go on - sit down on the side of the path,
Even though it was a bit damp, even though it was a bit wet.

She sat, she tossed and turned without pain, without straining,
There the old Lebbe was relieved from her suffering.

Her body was found the very next day
By Starke, the shepherd of Norg and his dogs
Now those Norger fellow-men
are not rich - and are very virtuous; they did not want to spend their money on:
the coffin – the burial – and first of all retrieving the body from the field.

"Well, cover it up," said the people, "do we have to pay for it?"
But it was only a day or so of worry.
For the people of Norg
Because Lebbe was found', so said Jan Starke
"just on the other side of the border... in the Vreezer marke"
The Vreezer farmers made no objection
And bury the old Lebbe - but
there stood as a border signco
in the field on Lebbes death place a "Lebbestaok"
and it cost the Northerners, so I'm told
several hectares of best heathland.

Original in Drents dialect witten by door Lammert Braaksma (1891-1963)

No Hint

<https://www.geocaching.com/geocache/GC98C7P>

GT KvD 32 - Het geheim van vrouw Lebbe

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

The secret of Lady Lebbe

After working for months, Lady Lebbe went home with a well-stocked money box across the vast heaths. Many through routes used to go over muddy sand paths and through the higher heath. The surrounding wastelands had not yet been cultivated and consisted mostly of impenetrable swamps.

It could be quite haunted on the Drents' heath. That day the weather was harsh: wet and cold. The cause of death of Lady Lebbe still remains a mystery. Was it the old age and the fatigue? Or was she murdered by someone trying to rob her of her hard-earned money?

Additional Hints

Vertical

GIRL OF YDE

The Girl from Yde is the most famous bog body in the Netherlands. It was discovered in May 1897 in the peat between the places Yde and Vries by two peat cutters from Drenthe. They were so shocked by their discovery that they quickly fled. However, the news spread quickly. The mayor of Vries decided to inform the Provincial Museum in Assen. They soon concluded that it was a unique find.

In 1994 a facial reconstruction was made of the girl, which, like the bog body, can be seen in the Drents Museum in Assen.

This part of the GeoTour Kop van Drenthe is inspired by the life of the girl from Yde and consists of 10 caches.

You can find more information about the Girl of [here](#).

<https://www.geocaching.com/geocache/GC96XT1>

GT KvD 33 Meisje van Yde – Dwaallichtjes

Cachetype: Traditional

Difficulty: ★★★★★

Ground: ★★★★★

Size:  (micro)

Ydes Girl - Wandering Lights

There is a good chance that the girl from Yde has wandered around here during her lifetime and saw a wandering light.

Who knows ...

The chance that you will find a wandering light here yourself is relatively small, but there is a cache.

A wandering light is a bluish, moving light phenomenon that can appear over swamps, pools and graveyards. False lights play a role in several old folk tales, for example, they were seen as wandering souls luring people into the water. The wandering light is caused by the slow ignition of swamp gases.

Additional Hints

Surely not here by car ???

Cache is temporary until the new one is ready.

<https://www.geocaching.com/geocache/GC96XTH>

GT KvD 34 Meisje van Yde - Mysterie in het veen

Cachetype: Multi

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Ydes Girl – Mystery in the turf

On Wednesday, May 12, 1897, peat workers Willem Emmens and Hendrik Barkhof from Yde are at work in the Stiff peat, just outside the village of Yde when they retrieve part of a body with their dredging handle. The fear is great and the two men run away. The following article appears in the newspaper on May 15, 1897.



This multi of almost 3 kilometres takes you along the site of the girl from Yde and the area where she presumably lived.

Virtual point (Virtual Stage) N 53 ° 05.794 E 006 ° 35.150

Note: Note: this multi may only be done **BY FOOT**. You will pass through a **NATURE RESERVE**, where **traffic is absolutely prohibited**.

How many glass parts does the circle consist of? A =

02 Virtual point (Virtual Stage) N 53 ° 05.852 E 006 ° 35.152

Note: When was the head reconstructed? B = second digit of the year

Go to N53 ° 05.B77 E6 ° 35. (A-3) 79

03 Virtual point (Virtual Stage)

Note: Here you will find, to the left of the path, the value for C and D.

Go to N 53 ° 6.D85 E 6 ° 34.C67

Virtual Stage 04 Virtual point (Virtual Stage)

Note: Look around and what is the most common tree here?

Birch E = 1

Oak E = 8

Beech E = 5

Go to N 53 ° 06. (A-D) 50 'E 6 ° 34.EB9'

Virtual Stage 05 Virtual point (Virtual Stage)

Note: This pole has a number. F = first digit of the 4 digit number.

Go to N 53 ° 6.D (E-C) 8 'E 6 ° 35.F74

Virtual Stage 06 Virtual point (Virtual Stage)

Note: You are standing in front of a fence here.

G = How many horizontal planks can you see on the fence?

Note: a plank is not a beam.

Go to N53 ° 06.00A E6 ° 35. (G-D) 0B

Virtual Stage 07 Virtual point (Virtual Stage)

Note: You will see a sign with a number on it.

H = Take the second digit and subtract the first

Go to N53 ° 05. ((2 * G) + D) (B-G) 3 E6 ° 35.AE8

Virtual Stage 08 Virtual point (Virtual Stage)

Note: You are standing at a sign with an arrow on it.

Which way does the arrow point from where you come from?

Left J = 9

Right J = 5

Straight ahead J = 7

Go to N 53 ° 5.EH (J-A) 'E 6 ° 35. (B + A-E) (G-D) J'

Virtual Stage 09 Virtual point (Virtual Stage)

Note: You see 3 large letters here, you may be on top of it. K = Stack these 3 letters to 1 digit

The cache can be found at N 53 ° 0J. (K + GH) (B + CKA) (D * GH) 'E 6 ° 35. (J + KB) ((K + A + E): H) (BF)'

The code for the lock is DGE

<https://www.geocaching.com/geocache/GC96XVD>

GT KvD 35 Meisje van Yde – Streek

Cachetype: Mystery

Difficulty: ★☆☆☆☆

Terrain: ★☆☆☆☆

Size:  (micro)

Here in the area, the girl from Yde is a household name, but what do you know about her?

Answer the following questions

- 1) When was Yde's girl found? (full date and month spelled)
- 2) In which peat was it found?
- 3) Who found her? (Names)
- 4) In what place is she now?

Put all answers in sequence and put that in the checker.

No hint

<https://www.geocaching.com/geocache/GC96XMR>

GT KvD 36 Meisje van Yde - Runen Taal.

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★☆☆☆☆

Size:  (micro)

Girl of Yde - Runic Language.

The **runes script** (runes for short) is the oldest known script used by the Germanic peoples of Northern Europe, Great Britain, Scandinavia and Iceland from the 2nd or 3rd century to the 19th century. It consists of letters composed of mostly straight and angular lines that can easily be scratched into stone or wood, for example. Round shapes were also used when used on metal. The term for the scientific study of runic alphabets, runic inscriptions and their history is runology or runic science.

It originally included 24 characters with a magical meaning attached to it. These Old Germanic runes were replaced from the 7th century by the Anglo-Saxon runes (33 characters) and Nordic runes (16 characters).

Source: Wikipedia.

To find the cache, solve the puzzle below:

◇ ǫ ǫ ƿ 𐌆 𐌆 ƿ I M M ◇ P I ǰ ƒ
þ I X ◇ 𐌃 𐌆 Z M ʝ M M ◇ H ǫ ◇
𐌆 M ƿ 𐌆 M ◇ P I ǰ ƒ þ I X ǫ ǫ
ʝ þ Z M ʝ P I M ƿ M ◇ 𐌆 M ƿ þ
I X ƒ 𐌃 H þ H ǫ ◇ 𐌆 M ƿ 𐌆 M ◇
◇ M X M ◇ M ◇ þ P I ◇ þ I X

NOTE: This cache is located in a walking area, and can only be reached on foot !!!!!.

Additional Hints

ENG: Runic script (Futhark)

<https://www.geocaching.com/geocache/GC96XNA>

GT KvD 37 Meisje van Yde - Gebroken Cirkel.

Cachetype: Traditional

Difficulty: ★★★★★

Terrain: ★★★★★

Size: ■■■■ (micro)

Yde Girl - Broken Circle.

The artwork, which was unveiled in 2010, was designed by the Groningen artist Derk den Boer (1954) and recalls the location of the girl from Yde, a bog body found in 1897 by workers in nearby Stijfveen. It consists of a broken circle, which has been created in arable land, the stream valley landscape of the Runsloot and a young piece of forest. A tree-shaped labyrinth in the north-western quadrant of the circle, made of more than 600 field boulders from the municipality of Tynaarlo, is the most striking part of the project. In the middle of this maze a boulder has been placed, which is considered by Den Boer as "the soul of the artwork" and on which three elements in the colours blue, green and red have been applied. With the project, the artist wanted to create "a moment of contemplation and reflection", so that "you can feel what happened in this place".

Source: Wikipedia.



The cache is a small field puzzle dedicated to this circle.

Note: bring your own strong magnet.

The cache is located on the private property of Camping de Lindenhoeve.

No hint

<https://www.geocaching.com/geocache/GC96XNF>

GT KvD 38 Meisje van Yde - De Veenput.

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (micro)

Girl from Yde – The peat pit.

Peat areas were only inhabited relatively late. They were unattractive places to live because they are wet and difficult to cultivate. A lot of peat was extracted in the former Stiff peat, and up to the 1950s there were several peat pits together.

In peat extraction, the top layer of peat is excavated and placed to dry on layers of land: long, narrow strips in the landscape. The Yde girl is the most famous bog body in the Netherlands. It was discovered in 1897 by two peat workers who were probably digging peat in a forbidden area and therefore moved the bog body to a place where they were allowed to dredge. Due to the good conditions of the peat, the body has been well preserved for centuries.

This cache introduces you to a product of peat.



No Additional hint

<https://www.geocaching.com/geocache/GC96XMM>

GT KvD 39 Meisje van Yde - Offerkist.

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

Yde Girl - Sacrificial Chest.

At the time of the Iron Age in which the Girl of Yde must have lived at the end of this period, all people had to make sacrifices to the gods to keep them friendly. One of those gods was Wotan. He is the leader of the gods, the god of wisdom, battle, sorcery and leadership. Peat corpses may have been convicted criminals. The second, more well-known explanation is that it involved sacrifices to higher powers. To appease these powers, the people made sacrifices. Sometimes very large sacrifices were made, by killing livestock, but mostly the sacrifices consisted of food.

Although large sacrifices were more often made with animals, people were also sacrificed when there was a great threat of war. Since there was a great threat of a Roman invasion in the time of the girl of Yde, there is a good chance that she died this way.



Additional Hints

Lock code: 569

<https://www.geocaching.com/geocache/GC96XP5>

GT KvD 40 Meisje van Yde - Sprang.

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Ground: ★★☆☆☆

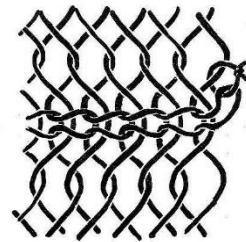
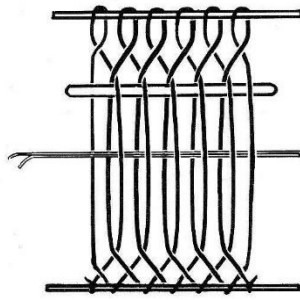
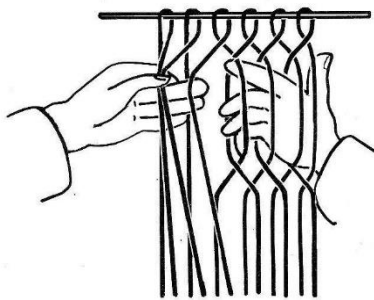
Size:  (regular)

Girl from Yde - Sprang.

The Yde Girl wore a heavy woollen cloak. She also had a strap with a slipknot around her neck. This band was originally a waistband and is not woven, but made in the sprang technique, a very old braiding technique.

Characteristic of this technique is that the wires are attached at two points and are set up in two layers. By twisting the threads from the different layers around each other a braided textile is created. In the middle of the work it is tied off and in the end the top is always mirrored at the bottom.

The tape suggests that the girl may have been killed by strangulation.



Additional Hints

Lock code: 965

<https://www.geocaching.com/geocache/GC96YV7>

GT KvD 41 Meisje van Yde - Even pauzeren....

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (micro)

Girl from Yde - Take a break

Yde is located directly west of the road village De Punt, with which it actually forms a whole; together they are called Yde-De Punt. Yde was first described around 1207 as a small settlement or hamlet of about 14 farms. The settlement lies on a high sand ridge between the river valley areas of the Drentsche Aa and the Runsloot and it developed as an esdorp with three green and small fields (esakkers) near the village and grasslands (madellands) in the low-lying river valley areas to the west and east. from the village. Outside the esakkers there were large moors with high sand dunes, bogs and small forests. South of the town lies the old church path (Kerkweg) to Vries along the Hondstong, the stream valley of the Runsloot with hedgerows, bushes and sandy paths.

Sources mention for the first time: Ide (1206), Yde (1323) and IJde (1840). The name may be derived from a) iwithja = group of yew trees, b) the personal name Ide.

Perhaps nice to know are the nicknames for the inhabitants: Kulworsten (boars, bastards, sweaters, pious people), Vulture aolen or Poetaolen (eel, loach, Gadus Lota) and Gaanzen (noisy fools).

At the end of the 19th century, Yde became famous for the discovery of a bog body, the Girl of Yde. The cache is located on the Geotour route "Girl from Yde". There is an opportunity here to take a break and enjoy the view. While living in May, one can wonder here how she must have lived in this area and whether this girl also enjoyed this view

Additional Hints

There is a bird nesting in the nesting box. The cache is NOT there! At the request of the bird, do not like to walk to the cupboard ;-)

<https://www.geocaching.com/geocache/GC96YTW>

GT KvD 42 Meisje van Yde - deBijZaak

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★☆☆☆☆

Size: (large)

Girl from Yde – The Beecase

The cache is part of the Geotour de Kop van Drenthe. It is placed next to the deBijzaak in Yde. You can enter the site as usual, but it is appreciated if you do so between sunrise and sunset. If the owner has the sign "open" on the road, you can also look around in the shop, where bee products are sold, among other things.

Do not worry; you can put your name in the log roll, without it becoming a "prickly" thing



The honey bee

The most common bee species is the honey bee. Unlike the other species, honey bees are present all year round, including in winter. They live in large colonies from about 10,000 bees in the winter to 40,000 in the summer. The queen lives in the colony, a larger bee that lays eggs. Her presence ensures that everything in the people functions properly.

Honeybees collect nectar just like all other types of bees. But they achieve much more than they need on a daily basis. They store the surplus as honey in homemade combs. With the accumulated stock, the people can survive the winter months when it is cold and there are no flowers.

The honey bee is also valued for its role as a pollinator of many plant species, including fruit trees. The honey bee is a major supplier of various natural products such as honey, beeswax, royal jelly and propolis. Maintenance is carried out by professional beekeepers, the beekeepers.

Honeybees used to be found in the wild in our country. Due to a lack of hollow trees and other places to live, plus the use of pesticides, diseases and too little food, there are almost no wild honey bee colonies left.

Additional Hints

Code lock: 258

BEREND BOTJE

'Berend Botje went sailing with his boat to Zuidlaren, the road was straight, the road was crooked, Berend Botje never came back.' The well-known children's song is many hundreds of years old and was first written down in the year 1894 - but its story goes that it is much older. This part of the GeoTour Kop van Drenthe is inspired by the song about Berend Botje and consists of 10 caches.

There are several stories about who Berend Botje really was, but the person Lodewijk van Heiden is mentioned the most. He comes from a family that used to live at havezathe Laarwoud in Zuidlaren.

More information about him and Berend Botje can be found [here](#).

<https://www.geocaching.com/geocache/GC96REK>

GT KvD 43 BEREND

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

Berend

Hello, my name is Berend, full name Berend Botje, but more about that in another cache. I wish you a warm welcome to Zuidlaren and I am just waiting for you in my house. The coordinates are at the top of the cache page.

I have a code word for you, but then you have to open my door. My door is locked and the lock has a number code. Solve the puzzle below and you earn the code. Good luck.

Please leave me, Berend Botje, on my spot. I am very old and a little weak. And I would like to be able to greet others for a long time to come. If you want to see me better, press the lamp.

When you are done with the cache and you have also noted the code word, turn off the light and close the door properly because it is often wet and cold outside.

Please turn the numbers of the lock so that the lock can no longer be opened.



Additional Hints

Seinvlaggen (op zee) / Maritime signal flags / Maritime Signalflaggen

<https://www.geocaching.com/geocache/GC96REQ>

GT KvD 44 BOTJE

Cachetype: Mystery

Difficulty: ★☆☆☆☆

Terrain: ★☆☆☆☆

Size:  (regular)

Botje

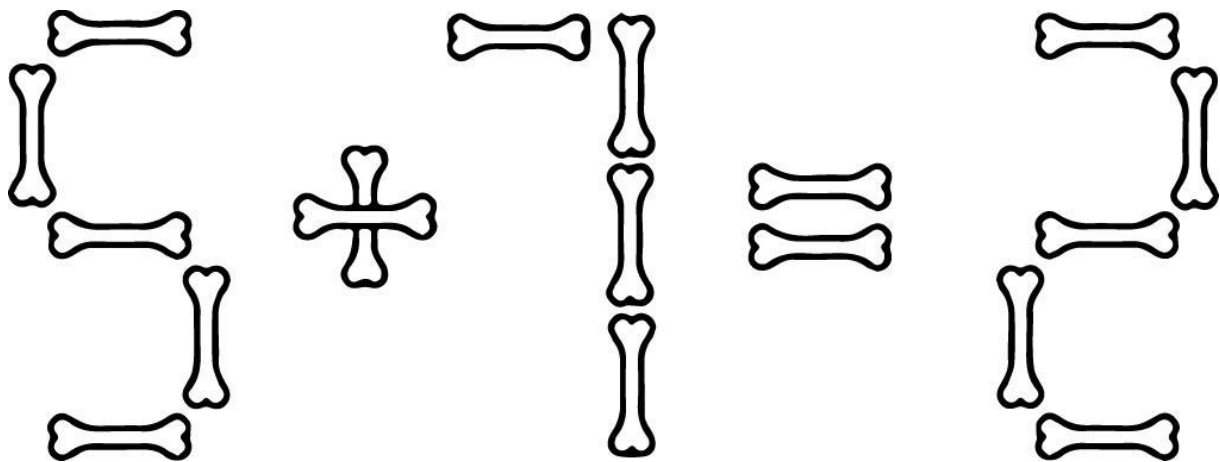
I am called Berend BOTJE (Little Bone). But whether my last name is really BOTJE, researchers disagree. Yes, even I am not sure. I really do not remember it anymore.

Fortunately, I still know where to find the cache and that is at the above mentioned coordinates. To find the code word, the cache still needs to be unlocked. Solve the puzzle below for the lock code.

You can only move 1 bone to make the sum correct. Can you solve it?

Solved? The numbers from the left to the right in the sum together makes the code for opening the lock.

When you are done with the cache and you have noted the code word, close the cache properly and turn the numbers of the lock again so that the lock no longer can be opened.



<https://www.geocaching.com/geocache/GC96RET>

GT KvD 45... GING UIT VAREN ...

Cachetype: Mystery

Difficulty: ★☆☆☆☆

Terrain: ★☆☆☆☆

Size:  (regular)

...WENT OUT SAILING...

My life is a puzzle and I don't know if it will ever be solved. I do know that I am mentioned in a children's song and that there is a beautiful statue of me in the village. I am forever connected to the village of Zuidlaren.

You will get the location of the cache, with the code word, when you solve the puzzle. A digital jigsaw puzzle. Click on the image on the cache page to start the puzzle.



<https://www.geocaching.com/geocache/GC96QY2>

GT KvD 46 De weg was recht de weg was krom

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

The road was straight the road was crooked

Berend Botje has a view of water here, but he has deviated completely from his sailing route.

Perhaps he will take a look at the house where he lived with his parents?

You are close to Havezate Laarwoud. Yes, Berend (or perhaps his name was actually Lodewijk van Heiden) lived here until he was 9, just on the other side of this fence. He was only 9 years old when he became a cadet (apprentice on a navy ship) in the Dutch navy.

Will you help Berend to continue sailing? Help the cache through straight and curved roads in the cache enclosure. If you put the cache back, do you want to insert the side with the cap last? Thank you.

Additional Hint

Bring a telescopic magnet on or a strong magnet on a string

<https://www.geocaching.com/geocache/GC979H6>

GT KvD 47 Nooit kwam Berend Botje weerom

Cachetype: Traditional

Difficulty: ★☆☆☆☆

Ground: ★★☆☆☆

Size:  (large)

Berend Botje never came back

The Mill in Zuidlaren is located in a beautiful location with a wonderful view. What makes this location even more beautiful is that it contains the original statue of Berend Botje! Unfortunately, this statue is currently not viewable due to the corona conditions (as soon as it is visible again, it will be indicated on the cache page!) Of course, an appropriate cache had to be placed here that fits nicely with this location!

(find more info on openinghours on <https://www.dewachter.nl/wordpress/openingstijden-en-prijzen/>)

Additional Hints

Final code: last 3 digits of East coordinate

Turn carefully!

<https://www.geocaching.com/geocache/GC96QY6>

GT KvD 48 "1, 2, 3, 4"

Cachetype: Multi

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

"1, 2, 3, 4"

Berend Botje is busy sailing. Would you like to come along to see what he has left behind? Walk from the parking lot via the reference point to waypoint 1. Close to the cache you will find his favourite sailor knot at waypoint 1. You can secure anything with this knot if you have to. Can you make knots yet? Otherwise, check in the cache. Find the number of his favourite knot and you have the correct code for the lock. Have fun and keep safe. And enjoy the view!

At waypoint 1 you will find Berends favourite knot. Nearby is the cache look at the knots and find the right knot number to get the padlock code.

Additional Hints

3 times

<https://www.geocaching.com/geocache/GC96XHP>

GT KvD 49 5, 6, 7

Cachetype: Traditional

Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (small)

“5, 6, 7 ..”

Pay attention!

You need 2 people to log this cache! This cache is located in a beautiful setting, near beautiful fields with a beautiful view, along a footpath and cycle path, and also nearby an opportunity to take a break.

Additional Hints

Please put the cap back on!

NOTE: DO THIS CACHE WITH 2 PEOPLE!

Closing code: last 3 digits North coordinate

<https://www.geocaching.com/geocache/GC93GR8>

GT KvD 50 Waar is Berend Botje gebleven?

Cachetype: Traditional

Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (small)

Where has Berend Botje gone?

Where has Berend Botje gone? He must be somewhere! Look around and up too. Lower the ship. Do you know where to find Berend Botje? After logging, put everything back as you found it, so that the next treasure hunter will also enjoy it.

Additional Hints

It comes from above

<https://www.geocaching.com/geocache/GC96QX2>

GT KvD 51 Hij is niet hier, hij is niet daar?

Cachetype: Mystery

Difficulty: ★☆☆☆☆

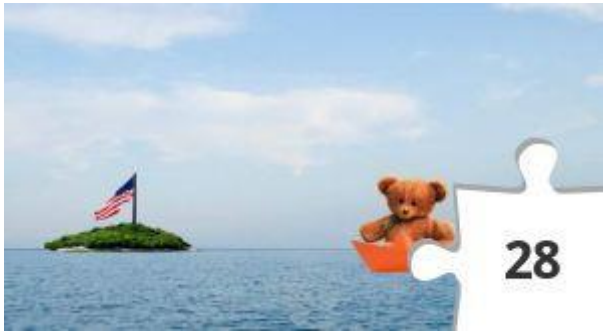
Terrain: ★☆☆☆☆

Size: (large)

He is not here, he is not there ?

Can you already see Berend Botje sailing? Peering very carefully, you might see him on the Zuidlaardermeer in his boat. Solve the jigsaw puzzle on the cachepage and you will know where to find the cache. And you will receive the lock code.

[Los de puzzel op, solve the jigsaw, mache den Puzzle](#)



This is my favourite viewing point over a large part of the Zuidlaardermeer.

The cache is not to be missed. Are you also going to fly your flag in this cache? Or write in the shipslogbook? Please put everything back as you found it, so that the next person can also hoist his flag. Lots of fun!

Additional Hints

Lock code 241

<https://www.geocaching.com/geocache/GC96QY9>

GT KvD 52 Hij is naar Amerika !

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (large)

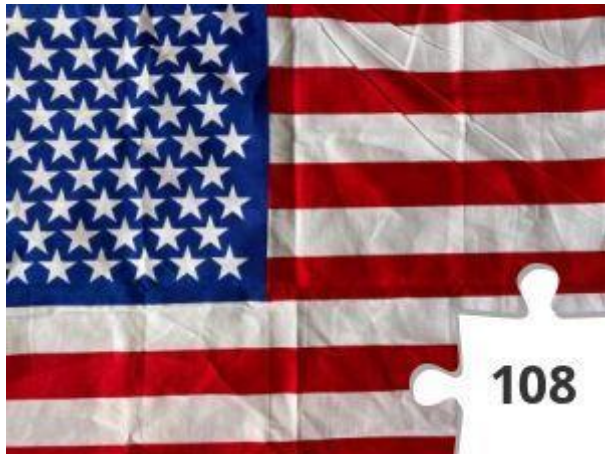
He went to America !

Would Berend Botje really have arrived in America?

This cache owner has dreamed of going there for years. Many mapped out routes are now ready from Chicago to?

You will find the final destination in the cache. But many geocachers have already been there and many want to go there again.

Will you solve the final destination for Berend Botje and me? The end coordinates will follow along with the lock code when the last puzzle piece has been placed. Please do follow the walking path that is close to the barrier to the holiday park. (see intermediate point).



Additional Hints

Lockcode: when you complete the jigsaw.

TT - STORIES OF THE PAST

On July 1, 1925, the Motorclub Assen en Omreken organizes the "Tourist Trophy" for the first time, a 28.4-kilometer motorcycle race through the Drenthe landscape. The motorbikes race across the road triangle between Borger, Schoonloo and Grolloo on cobblestone roads and unpaved roads. The race is a success and will be an annual event.

From 1926 to 1954, the TT was held on a 16-kilometer street course. This course took the riders through the area around Assen - Hooghalen. This storyline is about that period and the series consists of 10 caches.

The TT has an enormous impact on Drenthe. A few days a year, the otherwise quiet province is suddenly a true "motorcycle Mecca". More information about the history of the Tourist Trophy can be found [here](#).

<https://www.geocaching.com/geocache/GC891H9>

GT KvD 53 TT van Toen - "Het Circuit"

Cachetype: Virtual

Difficulty: ★★☆☆☆

Terrain: ★☆☆☆☆

Size:  (virtual)

TT Back then – “The racetrack”

At the 25th TT in 1955, a new and shorter road circuit of 7.7 kilometres is put into use. This street circuit will be used for years and only in 1992 the circuit is closed to traffic. From that moment on, the TT circuit can be used for activities all year round.

The TT Circuit was overhauled in 2003. Better safety measures have been realized for the drivers and better accommodations for the public. A parking lot will also be built for 12,000 motorcycles.

In 2014, the TT Institute has been opened next to the track on the site of the TT Circuit. The TT Institute is part of the Drenthe College in Assen. Here, there is close cooperation with the business community and racing teams, which means that a lot of practical experience can be gained about innovative car and motorcycle technology. The TT Institute itself has its own Rally team which, among other things, participated in the Morocco Desert Challenge.

All well and good, of course, the history of the TT Circuit, but of course you also want to log the cache. To log the cache you have to take a photo on the grounds of the Circuit. Where you take the photo is not really important as long as it is clear that you are on the TT Circuit site. This may be at a location of your choice. Originality of the photo is appreciated.

If you are on the track during an event, it is of course nice to take a photo from the grandstand or perhaps in the paddock, otherwise take a photo of the freely accessible locations. A number of locations where you can (almost) always visit include the TT-Junior Track, TT-Institute, TT-Expo halls or under / behind the Strubben and TT-World grandstand.

Do not climb over fences or try to get to where you cannot access.

The photo must meet the following requirements:

- The photo was taken on the site of the circuit (Not from the bike path next to it or something)

- The text “GeoTour Kop van Drenthe” or abbreviation “GT KvD” is visible on the photo (eg a piece of paper)
- An (unrecognizable) photo of yourself or a personal item if you do not want to include it yourself.
- No duplicate. Each log must have its own photo (exception if there are more teams in 1 photo)

Make sure your photo meets the above requirements, because a log without a photo with the above points will be deleted without giving any reason. With duplicates, only the first log remains.

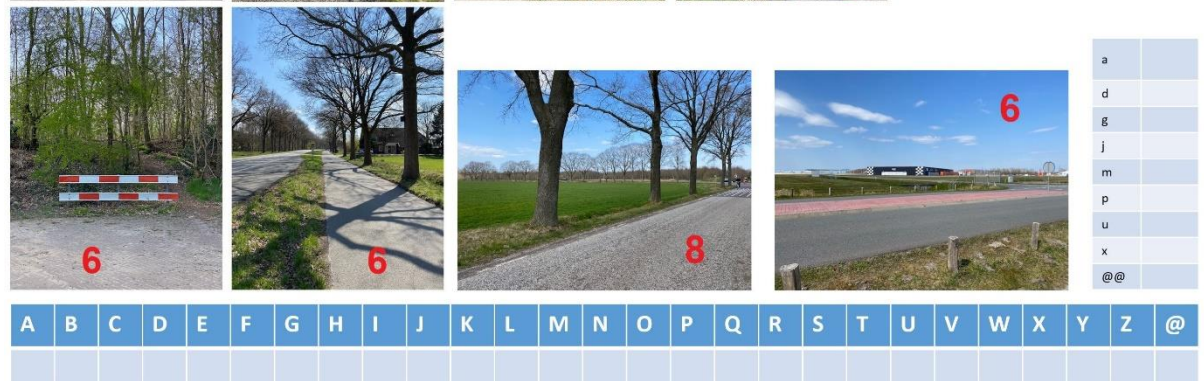
***** Please note that not the entire site is freely accessible and will be locked at night *****

The TT site is accessible daily between 9:00 and 17:00 via the TT-World entrance. You can then park the car at the P1 coordinate. Do you want to log the cache outside of these times or is the site not freely accessible due to an event, you can use P2 to take a picture at the gate with the stands in the background or at the orange TT letters at one of the entrances (see reference points).

Finally, the code word. Since you can log this cache by taking a photo at many locations on the grounds of the TT Circuit, it is not a good idea to look for a code word there somewhere. That's why you get it here as a present: "**Circuit**".

Additional Hints

Circuit



WP04 - to Barteld's curve (Virtual Stage) N 52 ° 58.632 E 006 ° 33.143

Note: Find the matching photo. D = ?. Extra: Find a number of 3 digits with the letter C above. d = the first digit.

WP05 (Virtual Stage) N 52 ° 58.354 E 006 ° 33.290

Note: Find the matching photo. E = ?.

- WP06 (Virtual Stage) N 52 ° 58.012 E 006 ° 33.274
Note: Find the matching photo. F =
- WP07 (Virtual Stage) N 52 ° 57578 E 006 ° 33172
Note: Find the matching photo. G = ?. Extra: Find here a number of 10 digits where the letter T stands for. g = the last digit.
- WP08 (Virtual Stage) N 52 ° 57.230 E 006 ° 33057
Note: Find the matching photo. H =
- WP09 (Virtual Stage) N 52 ° 56969 E 006 ° 32806
Note: Find the matching photo. I =
- WP10 (Virtual Stage) N 52 ° 56649 E 006 ° 32827
Note: Find the matching photo. J = ?. Extra: Find here a number of 4 digits this is value for letter B stands j = the first digit.
- WP11 (Virtual Stage) N 52 ° 56349 E 006 ° 32808
Note: Find the matching photo. K =
- WP12 (Virtual Stage) N 52 ° 56.008 E 006 ° 32.721
Note: Find the matching photo. L =
- WP13 (Virtual Stage) N 52 ° 55.651 E 006 ° 32.632
Note: Find the matching photo. M = ?. Extra: Look on a green box for a 6-digit number where MDR. stands for. m = third digit.
- WP14 (Virtual Stage) N 52 ° 55.301 E 006 ° 32.516
Note: Find the matching photo. N =
- WP15 (Virtual Stage) N 52 ° 55283 E 006 ° 32.032
Note: Find the matching photo. O =
- WP16 (Virtual Stage) N 52 ° 55192 E 006 ° 31.565
Note: Find the matching photo. P = ?. Extra: Find a number of 4 and 6 digits with a dash in between. p = first digit of the 2nd digit.
- WP17 (Virtual Stage) N 52 ° 55342 E 006 ° 31141
Note: Find the matching photo. Q =
- WP18 (Virtual Stage) N 52 ° 55569 E 006 ° 30785
Note: Find the matching photo. R =
- WP19 (Virtual Stage) N 52 ° 55807 E 006 ° 30.275
Note: Find the matching photo. S =
- WP20 (Virtual Stage) N 52 ° 56.087 E 006 ° 30.390
Note: Find the matching photo. T =
(Virtual Stage) N 52 ° 56354 E 006 ° 30679
Note: Find the matching photo. U = ?. Extra: Look for a 6-digit number with MDR on the green box. before. u = third digit.
- WP22 (Virtual Stage) N 52 ° 56607 E 006 ° 30953
Note: Find the matching photo. V =
- WP23 (Virtual Stage) N 52 ° 56858 E 006 ° 31162
Note: Find the matching photo. W =
- WP24 (Virtual Stage) N 52 ° 57226 E 006 ° 31246
Note: Find the matching photo. X = ?. Additional; Find a 2-digit number in a green circle here. x = first digit.
- WP25 (Virtual Stage) N 52 ° 57387 E 006 ° 31646
Note: Find the matching photo. Y =
- WP26 (Virtual Stage) N 52 ° 57.530 E 006 ° 32.066
Note: Find the matching photo. Z =
- WP27 (Virtual Stage) N 52 ° 57655 E 006 ° 32386
Note: Find the matching photo. @ =; Extra: Search here for a number of 2 digits with the letters RS in front. @@ = first digit.

Final Location FN FN Final Location (Final Location) ???

Note: N 52 ° 5 (A + R + W). (C + H + ML) (IF) (E + T + KUJ) 'E 6 ° 3 (C + T). (ZJ) (B + N + Y) (@ + EXG)'

<https://www.geocaching.com/geocache/GC96YQ1>

GT KvD 55 TT van toen - "Op het oude circuit"

Cachetype: Traditional

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

TT Back then – “On the old racetrack”

To reach this cache you have to walk or cycle a part of the old circuit. The cant in the bends is still evident. The field puzzle is in the cache, take a good look. Choose the correct circuit to determine the lock code.

Additional Hints

All clues are in the cache. your current location on the correct circuit, colours = resistor code

<https://www.geocaching.com/geocache/GC96YQ6>

GT KvD 56 TT van toen - "Bartelds Bocht"

Cachetype: Traditional

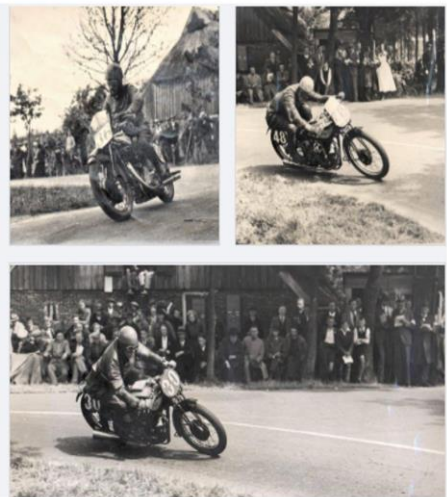
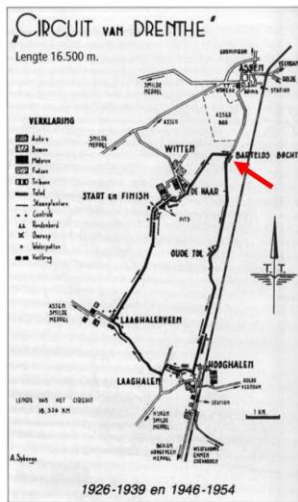
Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (large)

“Bartelds corner”

The Bartelds corner was also a notorious point in the then TT circuit. Many driver has flown out of the corner in this treacherous corner. At the race, spectators simply stood at the side of the road, in front of the Bartelds farm. Unfortunately, due to a thorough reconstruction and new construction over the years, almost nothing of that time is visible anymore. However, the cycle path still follows the course of the old circuit and also gives a good indication of the width of the track and how close the trees were to the track.



Hopefully you didn't fly off the track at Barteld's corner. Let's see if you can master all other turns so that you can access the logbook.

<https://www.geocaching.com/geocache/GC96YQB>

GT KvD 57 TT van toen - "Oude Tol - VIP-box"

Cachetype: Mystery

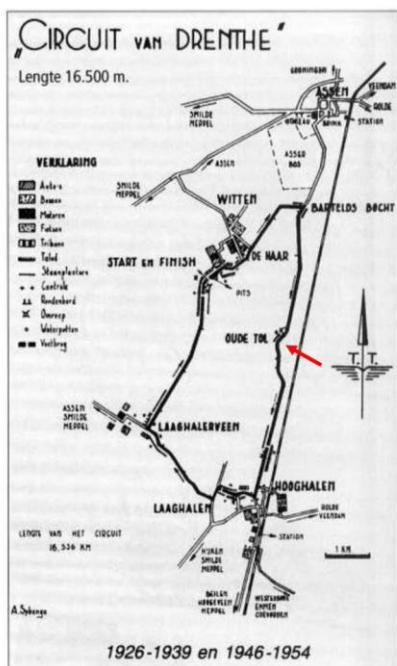
Difficulty: ★★★★★

Terrain: ★★★★★

Size: (regular)

"Old Toll – VIP box"

At the above coordinate you will not find a cache, but it will bring you to a very recognizable point of the then TT circuit "Oude-Tol", named after the old toll house that used to be here.



Answer the questions below to find out the cache location and access the VIP box. Note: All questions relate to the TT from 1926 to 1954 and the circuit that was in use at the time!

1. How many brand teams took part in the first TT races? (A = number)
2. How much cent did the official TT program book in 1926 cost? (B = first digit)
3. What is the highest average speed in km / h achieved during a TT race? (C = second digit)
4. In which year was the TT monument offered? (D = third digit)
5. Since what year has the solid silver Tourist Trophy been in use? (E = third digit)
6. Why didn't the 250cc class have a winner in 1927? (F = 1: was not held in that year, 2: none of the participants reached the finish)
7. What was the length of the track in meters? (G third digit)
8. In which class did Geert Timmer win in 1926? (H = second digit)

The cache can be found on N52 ° 5A. (B + B) (C-B-D + 1) (B + D) E006 ° 3E.H (G-F) (G + F)

Additional Hints

the internet is your friend. Arrived at the cache: don't forget your 'VIP' card.

<https://www.geocaching.com/geocache/GC96YQE>

GT KvD 58 TT van toen - "Brandstof"

Cachetype: Letterbox

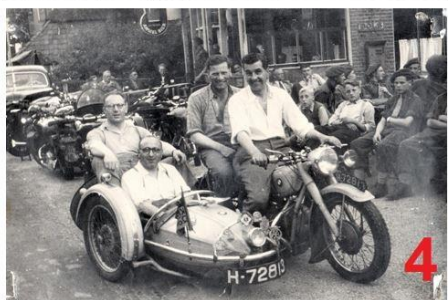
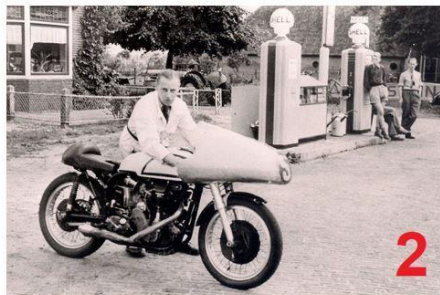
Difficulty: ★★★★★

Terrain: ★★★★★

Size: (regular)

"Fuel"

Hooghalen was the motorcycle village where it all happened in the past. The TT course ran right through the village. During the TT everything was dominated by motorsport. On the Hoofdstraat the riders were tinkering in various places and it was quite busy. By means of a number of historical photos you can taste something of that atmosphere. Of course, a few things have changed over time. Nevertheless, characteristic elements in each of the photos are still visible in today's Hooghalen. Find the corresponding photo on the given waypoints and note the number.



If you did it right then you have found the coordinates of the cache.

Additional Waypoints

wp1 (Virtual Stage) N 52° 55.435 E 006° 32.561
Note: Find the according photo number. A=
wp2 (Virtual Stage) N 52° 55.311 E 006° 32.525
Note: Find the according photo number. B=
wp3 (Virtual Stage) N 52° 55.302 E 006° 32.514
Note: Find the according photo number. C=
wp4 (Virtual Stage) N 52° 55.245 E 006° 32.501
Note: Find the according photo number. D=
wp5 (Virtual Stage) N 52° 55.230 E 006° 32.366
Note: Find the according photo number. E=
wp6 (Virtual Stage) N 52° 55.232 E 006° 32.292
Note: Find the according photo number. F=
wp7 (Virtual Stage) N 52° 55.188 E 006° 32.530
Note: Find the according photo number. G=
wp8 (Virtual Stage) N 52° 55.214 E 006° 32.506
Note: Find the according photo number. H=
Final Location
Note: N 52° 55. (A/G)H(C-B) E 6° 32.F(D/B)E

Additional Hints

Black, wooden fence

<https://www.geocaching.com/geocache/GC96YQH>

GT KvD 59 TT van Toen - "Snelweg"

Cachetype: Wherigo

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (regular)

"Motorway"

The cache is not located at the above coordinates. You will get the final cache location after playing the wherigo. This wherigo takes you over a small part of the then circuit through Hooghalen and Laaghalen.

Click [HERE](#) (on the cachepage) to download the cartridge for the wherigo cache

Additional Hints

black, at the gate

<https://www.geocaching.com/geocache/GC96YQN>

GT KvD 60 TT van toen - "Op weg naar de finish"

Cachetype: Traditional

Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (regular)

"On your way to the finish line"

From Laaghalen it went towards Laaghalerveen. Another dangerous corner before heading towards the finish in almost a straight line. Be careful not to fly out of the corner here while solving the puzzle.



Additional Hints

The puzzle is in the cache, turning

<https://www.geocaching.com/geocache/GC96YQQ>

GT KvD 61 TT van toen - "Rust"

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size: (regular)

"Rest"

You're almost there now. You can already see the finish in the distance. However, take the time to solve this field puzzle so that you can also access the logbook. The field puzzle is in a large box behind the cache.



Additional Hints

Follow the road from start to finish

<https://www.geocaching.com/geocache/GC96QYP>

GT KvD 62 TT van Toen "De camping"

Cachetype: Mystery

Difficulty: ★★★★★

Terrain: ★★★★★

Size: (other)

"The campsite"

A TT camping site belongs to a TT, also back then. During the week of the TT it is very busy here in the village of Witten. The first caravans are sometimes placed in the favourite places weeks before the TT. At the front as close to the road as possible, or at the very other side far beyond the most noise. Many local residents from the region have a "holiday in their own region" during the TT week. You will certainly find a number of GeoTour cache owners here. It's not just about the beer, but certainly about the entertainment. From large music systems to mini swimming pools, from mega BBQ to couch on the roof of the TT Caravan. However, the festival is something of the last decades. Back in the days it was alla bout the races.

In this cache you can, in addition to signing the log, also leave TBs. But before you can get to this, you can solve the puzzle first:

TT De Camping

C	I	Q	Z	W	E	M	B	A	D	B	F	BBQ
E	B	T	Z	W	E	M	M	E	N	O	R	BOWLINGBAAN
B	S	L	E	V	I	S	S	E	N	W	O	CAMPER
C	C	W	K	N	L	U	I	F	E	L	S	CAMPING
V	A	K	A	N	T	I	E	H	U	I	S	FIETSEN
A	M	M	M	N	T	S	N	Z	N	N	R	GLAMPING
K	P	R	P	E	D	E	T	N	S	G	U	KAMPEREN
A	E	U	E	I	S	E	E	O	N	B	I	LUIFEL
N	R	S	R	T	N	T	L	U	K	A	M	MINIGOLF
T	L	T	E	N	T	G	T	E	W	A	T	RUIJTE
I	M	I	N	I	G	O	L	F	N	N	E	RUST
E	F	E	E	G	L	A	M	P	I	N	G	TENNIS
												TENT
												TENTSTOK
												VAKANTIE
												VAKANTIEHUIS
												VISSEN
												WANDELEN
												ZWEMBAD
												ZWEMMEN

Oplossing

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Use checker for final coordinates

Additional Hints

lock code: Solve the puzzle and use Google translate for solution.

MARY IN CAMPIS – THE ORIGIN OF ASSEN

The city of Assen was created by the relocation of the Cistercian monastery Maria in Campis, (in Dutch: Mary in the field). Originally this monastery stood near Coevorden, but every year the lands were flooded so that the monks could not support themselves. Around 1260 the monastery moved to the sparsely populated and wooded area of Hassen in the mark of Witten. The peace and space suited the lifestyle of the Cistercian nuns, who lived according to the three vows of poverty, chastity and detachment and the Rule of Benedict (of Nursia). This Rule requires that the nuns devote themselves silently to the literature and work of God. Because of the silence they were permanently connected to God and protected against the temptations of the devil.

In the storyline Origin of Assen you visit places that were owned by the monastery Maria in Campis and you learn more about the people who belonged to the monastery community. The coordinates of the 11 locations can be found by solving monastery stories and various puzzles.

Follow the [link](#) for more information about the Origin of Assen.

<https://www.geocaching.com/geocache/GC96YZX>

GT KvD 63 - Ontstaan van Assen nr. 2

Cachetype: Letterbox

Difficulty: ★★★★★

Terrain: ★★★★★

Size:  (regular)

Origin of Assen no. 2

When you are at the location of this cache, take a good look around you. The landscape as it lies in front of you (except for the hiking trails of the forest) is almost the same as the wild landscape from the time when the nuns settled in Assen.

Have fun solving the puzzle on the cache page



<https://www.geocaching.com/geocache/GC96YZQ>

GT KvD 64 - Ontstaan van Assen nr.3

Cachetype: Mystery

Difficulty: ★★☆☆☆

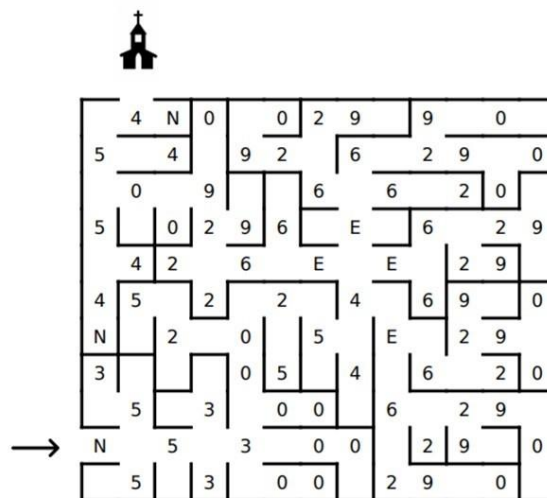
Terrain: ★★☆☆☆

Size:  (small)

Origin of Assen No. 3

This cache is dedicated to the estate that belonged to the monastery. The landscape of 1260 has changed a lot, partly because peat was cut to extract peat. The area around Assen was wet and had many fens, just like the one you will encounter at the location of the cache.

Find the right way through the maze and discover the coordinate of this cache:



Solution checker on cache page

<https://www.geocaching.com/geocache/GC96YQX>.

GT KvD 65 - Ontstaan van Assen nr. 4

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

Origin of Assen no. 4

This cache is dedicated to the knights who were active in the monastic community. These are not knights, like in the fairy tales. Often the knights were indistinguishable from robbers, except that by a promise to the liege lord, a knight had the task of protecting his property. However, in 1322 the monastery had to deal with robbers and bandits who belonged to the Drenthe knighthood. Johannes van Bentheim and knight Henricus van Norch had stolen 2 oxen from the monastery. The abbot had to retrieve the oxen and banish the lords. This signal was not enough to deter other knights. In 1358 knight Rodolfus Predeker appears to have collected cattle (1 ox, 2 donkeys and 5 sheep) and things from a barn of the monastery in Roderwoldermaden. His widow also had to pay a fine of 2 golden guilders.

The cache can be found at the following coordinate:

N 53 00.ABC, E 6 30.DEF

To solve the coordinate, you have to solve the math puzzle below:

A = number of oxen stolen by knight Henricus van Norch - number of oxen stolen by knight Rodolfus Predeker

B = number of donkeys and sheep stolen

C = number of oxen stolen by both knights + number of sheep stolen - 1

D = number of oxen stolen by knight Henricus van Norch + number of oxen stolen by knight Rodolfus Predeker

E = the fine of the widow of knight Rodolfus Predeker x 4 + the number of oxen stolen by her husband

F = number of cattle stolen by knight Rodolfus Predeker

Additional Hints

Magnetic

Solution checker on cache page

<https://www.geocaching.com/geocache/GC97CA1>

GT KvD 66 - Ontstaan van Assen nr. 5

Cachetype: Mystery

Difficulty: ★★☆☆☆☆

Terrain: ★★☆☆☆☆

Size:  (regular)

Origin of Assen no. 5

***** PLEASE NOTE: the cache has been moved due to destruction! If you solve the puzzle you will get the correct coordinate *****

Origin of Assen no. 5

This cache is dedicated to the knights who were active in the monastic community. The knights not only stole from the Assyrian monastery, they also gladly took advantage of the arrangement to pledge their daughters who could not get their husbands in time to marry God. A dowry for this type of marriage was not great. For example, dowries were given in the form of a few muds of rye. A mud is an old measure of capacity and was used, among other things, to weigh potatoes, coal and rye: 1 mud weighs (approximately) 70 kilos.

Data have been found that in 1413 Herbrant de Vos van Steenwijk joined the monastery with a dowry of 4 mud rye. Mechtild de Vos van Steenwijk also followed her sister in 1430 with 4 mud rye as a provende. In 1452 nun Nese Hubbeldinge received an annual interest of 3 mud by her brother Beernt Hubbeldinge until her death. Hubbeldinge was a Groningen family that produced 4 nuns: Nese, the sisters Grethe and Wijbbe and Ghese. It is unknown how large the other sisters' dowries were.

The cache can be found at the following coordinate:

N 53 00.ABC, E 6 31.DEF

To find the coordinate of the cache you have to solve the following math problem:

ABC = Non Nese Hubbeldinge's dowry over 2 years, converted into kilos.

DEF = The number of mud rye of the de Vos van Steenwijk sisters in kilos + 2 mud of rye in kilos - 1

Additional Hints

Hint for the calculation: 1 mud of rye = 70 kilos and -1 is not one mud

Hint for the cache: The deviant tree in this piece of forest

Solution checker on cache page

<https://www.geocaching.com/geocache/GC96YR1>

GT KvD 67 - Ontstaan van Assen nr. 6

Cachetype: Letterbox

Difficulty: ★★☆☆☆

Ground: ★★☆☆☆

Size:  (large)

Origin of Assen No. 6

This cache is dedicated to the estate that belonged to the monastery. This cache is located on the edge of the Marke Witten. In 1468 the Marke Witten and the entire peat area were completely owned by the monastery. The father of one of the nuns had given his estate to his daughter. The nuns wrote in this language. By translating the text below you get the coordinate of the cache:
North LII LIX.CDXVIII
Orientem VI XXXI.CDL

Additional Hints

Not in the garden.

The coordinate has been adjusted after launch day (April 27, 2021) for a smaller search circle.

North LII LIX.CDXVIII, Orientem VI XXXI.CDL

Solution checker on cache page

<https://www.geocaching.com/geocache/GC96Z02>

GT KvD 68 - Ontstaan van Assen nr. 7

Cachetype: Letterbox

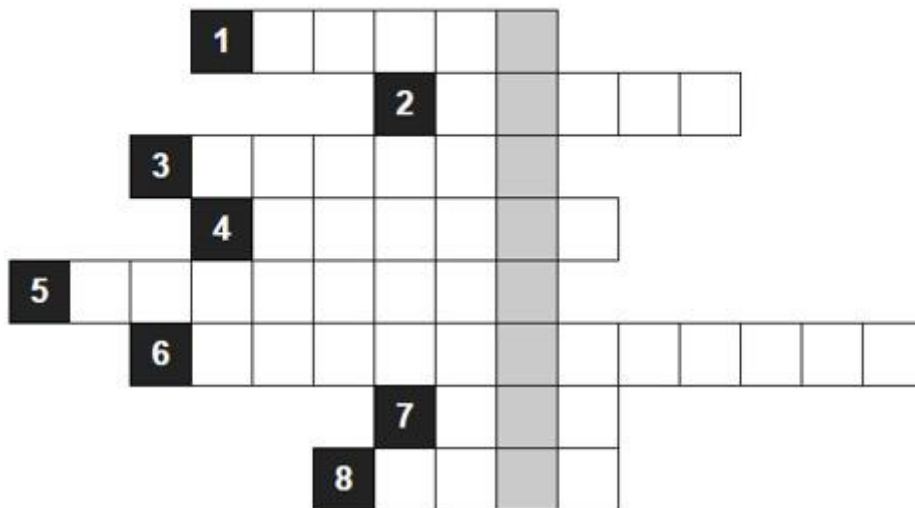
Difficulty: ★★☆☆☆

Terrain: ★☆☆☆☆

Size:  (large)

Origin of Assen no. 7

Assen was a wet environment, with several streams and streams. The Stadsbroekloop is close to the location of this cache. Solve the Philippine puzzle, in the grey column you can read the solution that gives access to the coordinate of this cache in the checker.



- 1 = Bijbelse vrouw
- 2 = Hoofdstad van Drenthe
- 3 = Latijns voor veld
- 4 = Laagste rang der getitelde edelen
- 5 = Abdij
- 6 = Benaming van een mannelijke kloosterling
- 7 = de Heer
- 8 = Sereniteit

Solution checker on cache page

<https://www.geocaching.com/geocache/GC96Z03>

GT KvD 69 - Ontstaan van Assen nr. 8

Cachetype: Mystery

Difficulty: ★☆☆☆☆

Terrain: ★☆☆☆☆

Size: ■■■■ (micro)

Origin of Assen no. 8

This cache is located in the former peat area of the Monastery. The nearby residential area gives its name to this topographical location.

Click on the image on the cache page and complete the puzzle to get the coordinate of the cache.



Solution checker on cache page

<https://www.geocaching.com/geocache/GC96Z0B>

GT KvD 70 - Ontstaan van Assen nr. 9

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size: (small)

Origin of Assen no. 9

This cache is dedicated to the estate that belonged to the monastery. At the time of the monastery's creation, there was only one road that passed the monastery. This road ran from Rolde, past the monastery grounds, to Witten. This road could be used by lay brothers to get to the monastery farms in Witten. The oldest farms in Witten are still called monastery farms, because they were there before 1600. The picture that you have to puzzle gives you an idea of what the canal looked like in the year of 1780. The nuns were already gone by the time the canal was built.

Have fun with the puzzle! (you will find it on the cache page)



Additional Hints

North Side, well camouflaged

<https://www.geocaching.com/geocache/GC96Z0F>

GT KvD 71 - Ontstaan van Assen nr. 10

Cachetype: Mystery

Difficulty: ★★★★★

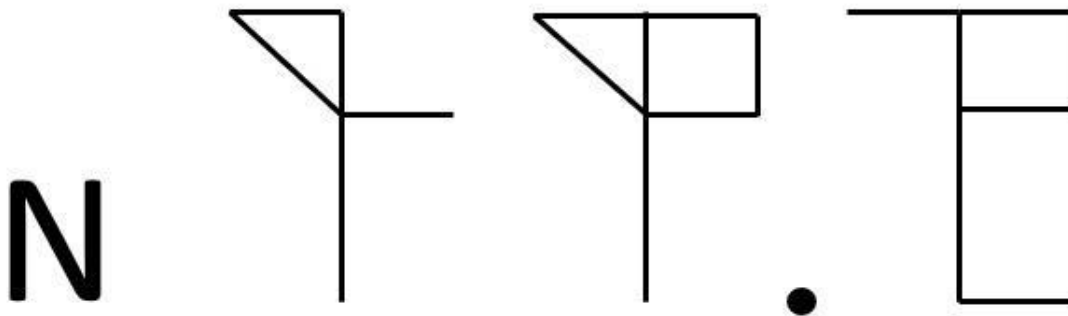
Terrain: ★★★★★

Size:  (micro)

Origin of Assen No. 10

The location of this cache never belonged to the monastery, this is because this part of the forest did not exist at the time. The oldest part of the Asserbos did belong to the monastery. At that time, this primeval forest ran all the way from the Bosbeek to the Kerkplein in the centre of Assen. The nuns were the first owners of the primeval forest, later it became the property of the municipality of Assen and is now managed by the Drenthe landscape.

Solve the below secret language to find the coordinate:



Additional Hints

Cistercian monastery - secret code

Can't find the cache? Then sit down.

Solution checker on cache page

<https://www.geocaching.com/geocache/GC96Z0J>

GT KvD 72 - Ontstaan van Assen nr. 11

Cachetype: Mystery

Difficulty: ★★☆☆☆

Terrain: ★★☆☆☆

Size:  (small)

*** note: the coordinate has been adjusted to narrow the search circle (April 29, 2021) ***

Origin of Assen No. 10

The location of this cache never belonged to the monastery, this is because this part of the forest did not exist at the time. The oldest part of the Asserbos did belong to the monastery. At that time, this primeval forest ran all the way from the Bosbeek to the Kerkplein in the centre of Assen. The nuns were the first owners of the primeval forest, later it became the property of the municipality of Assen and is now managed by the Drenthe landscape.

Click on the memory game on the cache page to open the game. Find all duos together and you will see the coordinate of this cache.



Additional Hints

Left of the path, see spoiler photo.

Low to the ground, it's not a birdhouse.

MORE ABOUT THE KOP VAN DRENTHE

In the Kop van Drenthe you can enjoy beautiful nature reserves and varied landscapes in peace and quiet. Along the way you will encounter secrets from prehistoric times, such as dolmens, burial mounds and celtic fields. Those looking for more liveliness and culture can also visit the beautiful villages and the provincial capital Assen. And everything can be experienced on foot or by bike. But the best thing is of course to combine this with geocaching.

More information about this can be found on the [Kop van Drenthe site](#).

The entrepreneurs who made this Geotour possible wish you a warm welcome to Kop van Drenthe. For more information about the entrepreneurs and their offers, see here. [hier](#).