Central District Treasuree Part 2 Leader's Guide

Central District 2026
Camp Bonner North
March 6 – March 8, 2026

Central District Treasuree Part 2

Greetings Fellow Scouts & Scouters,

Welcome to the second weekend of our "Central District Treasuree!" Over the upcoming Part 2, Scouts will find themselves using their skills, as they "return" from 1775 and continue to search for the lost treasure of Nathanial Greene.

If you would prefer that your scouts use this as an educational opportunity instead of a competition, please let us know on the pre-registration email and we will try to schedule those patrols in a fashion that accommodates that need.

We will use "buddy groups" for several of the events. Buddy groups may be 2 or 3 scouts depending on the patrol's number of scouts and how the patrol chooses to prepare for the events.

The events are designed to meet requirements for land navigation, first aid, pioneering, environmental sciences, and many other scout skills.

The event rotations will be determined after registration.

The location for Part 2 is Camp Bonner North.

I personally would like to extend my appreciation to the hardworking volunteers and professional staff that helped put this event together. I also thank each of you for everything that you do to make sure the spirit of Scouting is alive and well in Eastern North Carolina.

Yours in Scouting Spirit, Andrew W. Wimsatt, Jr.

GENERAL INFORMATION

- A. All Scouts are encouraged to attend school until noon or officially excused by school officials on the opening day of the Central District Treasuree Part 2.
- B. Make sure parents/guardians know the troop/crew number, patrol name, and the name of the area the troop will be in.
- C. The use of mind-altering substances (including alcoholic beverages) by adult or youth members will result in the immediate dismissal from the Treasuree site. Parents will be notified to come and pick up their Scout.
- D. Motorized vehicles will be permitted to enter the Treasuree grounds on Friday to unload equipment only. They will then be parked in the designated areas. No vehicles will remain in campsites. Troop trailers will be allowed to remain in campsites. Windshield placards will be given out by the Area Chief as a parking permit. The Area Chief will ultimately be responsible for cars in their area.
- E. Walkie-talkies, handy-talks, or radios are not permitted.
- F. No unit will be allowed to participate in the Treasuree without 2 adult leaders in attendance. All adult leaders will camp with their troop/crew. If troops/crews are unable to attend because of adult leadership they should buddy-up with another unit from their area (district.)
- G. Scout Troops, Venturing Crews, Sea Scout Ships, and Exploring Posts are encouraged to attend and participate in all Camporee Events. Troops, Crews, Ships, and Posts are also encouraged to camp in the areas in order to promote Scouting, Sea Scouting, Venturing and Explorers.
- H. All Scouts will remain on the Treasuree grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your Area Headquarters.
- I. All campsites must be attended at all times by a responsible adult.
- J. Scouts should use the "buddy system" when outside their assigned area. During the events on Saturday, an activity uniform may be worn. Scouts should dress "clean & appropriate in a Troop Class B uniform (must in good repair, clean with no holes.) Shoes will be sneaker type, boots, or leather shoes. For safety reasons NO SANDALS or open-toed shoes will be allowed.
- K. All patrols/troops/crews will do their own cooking/heating of water with charcoal, wood or approved chemical fuels. It is suggested that if wood or charcoal fires are used, a burn container be brought to protect the ground. In case of a fire ban, alternate methods of cooking should be planned.
- L. Please set up campsite with Leave No Trace Principles in mind.
- M. Troops will furnish their own garbage bags and properly dispose of them in the large dumpsters. If dumpsters are not available or full, be prepared to pack your trash out.
- N. Approved lanterns may be used in campsites. Only electric lanterns or flashlights are to be used outside the troop site. Generators will not be permitted on the Treasuree grounds.
- O. Each troop/crew should erect a flagpole on its site and properly display the National and Unit Flag. Flags should be lowered at dusk on Friday and Saturday.
- P. For the convenience of the campers and guests the Council operates a trading post at Headquarters. Any remaining Camporee emblems will be sold beginning at 12:00 noon on Saturday.
- Q. Council Event Insurance covers accidents only and has a deductible. It does not cover normal sickness. All youth and adults must be registered with the BSA and the Treasuree to be covered.
- R. Each Area Chief will handle all complaints.
- S. All persons/guests are required to register at the Camp Office located in Area HQ.
- T. The only trading posts in operation at the Treasuree are the Council sponsored trading posts. No unit or other organization is authorized to sell items of any kind.
- U. Webelos Scouts may attend with an adult partner.
- V. ONLY GENERAL USE & CUB AREAS WILL BE MOWED. UNITS ARE RESPONSIBLE FOR CUTTING THEIR OWN SITES, AND USING APPROVED PESTICIDES

TREASUREE REGISTRATION

PATROL SIZE: A Patrol is no bigger than 10 youth, and no smaller than 4 youth

REGISTRATION

Please use *Tentaroo* to register your troop/crew/ship/post.

Early registration fee is \$15 per scout/\$10 per scouter and is due by Friday, January 30th, 2026.

After Friday, January 30th, 2026, the fee is \$20 per scout/\$15 per scouter.

Registration closes on Friday, February 27th, 2026.

In addition to Tentaroo Registration, the staff is asking that you send an additional registration email to andrewimsatt01@gmail.com . *This will facilitate planning*. That email should include the following information:

Unit Number, City and District

Number of scouts attending

Number of adults attending

Number of patrols participating and the number of scouts in each patrol

Name and contact information for all of the adults planning on assisting with the events and areas

You will receive an email response which will need to be printed. A copy should be given to each patrol to redeem for 25 points at the Scout Spirit Station.

FEE REFUND POLICY:

To receive a refund, units will need to follow the steps below, in accordance with the East Carolina Council's policy.

- 1. The unit leader must submit a written request to the East Carolina Council Service Center prior to the start time of the event.
- 2. This Refund Policy applies to all camps, events and activities of the East Carolina Council, BSA unless otherwise stated.
- 3. All individual refunds are to be requested in writing and can be sent by mail or email.
- 4. Fees may be applied to another individual attending the same event, camp or activity if arranged with approval
- 5. Fees cannot be rolled-over to a camp, event or activity to occur at a later time.
- 6. Extenuating circumstances (i.e. relocation, illness with physician's note) may be the exception and are at the discretion of the council.
- 7. Postponed events, camps or activities due to weather or other unforeseen circumstances will be issued store credit with the East Carolina Council, only if the participant would be unable to attend the make-up date, at the discretion of the council.
- 8. A cancellation fee will be subtracted from refunds to cover bank fees, processing costs and other costs. Events or activities with fees less than \$10 will generally not be refunded.
- 9. Refunds that are made 30 days or later from the event will be a full refund minus any bank fees. Refunds made 7 days to 30 days prior to the event will be given a half refund. Refunds less than a week prior to the event will be up to the discretion of the council based on materials already purchased for the event. No refunds will be issued once the event starts.

<u>MEDICAL FORMS</u>: All Camporee participants are required to complete and submit an Annual Health and Medical form. Medical forms will be submitted upon check-in to each area headquarters and returned to the unit prior to departure. This is the new A & B form on the newly released medical form. (A doctor's signature is not required for this event.) The medical form can be found on the ECC website under "BSA Forms".

TREASUREE PATCH: This year's Treasuree patches will be set up differently than they have in the past. This year's district Treasuree is designed as a single event spread across two weekends. As such, the patch will be divided into two halves. The first half will be awarded during the Fall Weekend and the second half will be awarded during the Spring Weekend.

Extra patches, if any, will be sold after noon on Saturday at the Event trading posts. This will include additional Weekend 1 patches. All unregistered units or units adding Scouts are required to check in at the Camporee headquarters. Units may add additional campers to the Treasuree at the late registration rate by checking in at the Treasuree Headquarters. Campers registered "on-site" may not receive Treasuree patches because of limited availability.

<u>RIBBONS/SCORING:</u> During this year's Treasuree, scoring and ribbons will be awarded, differently than in the past. Patrols will be awarded points throughout both weekends, as in the past. However, ribbons will not be awarded until the closing campfire during the Spring Weekend. Points will be tallied and carried over from the Fall weekend to Spring Weekend.

ARRIVAL AT Treasuree: Upon entering camp, units will camp in their traditional campsites for the weekend.

ARROW OF LIGHT CAMPING: To promote Scouting, Troops are encouraged to invite Arrow of Light Scouts to attend and camp with the Troop. Each Arrow of Light Scout must have one adult as a supervisor. From the Guide to Safe Scouting: An Arrow of Light Scout may participate in overnight den camping when supervised by an adult. In most cases, the Arrow of Light Scout will be under the supervision of his/her parent or guardian. It is essential that each Arrow of Light Scout be under the supervision of a parent-approved adult. Joint Arrow of Light den/troop campouts including the parents of the Arrow of Light Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the youth on approved trips. Only adult parents may sleep with Arrow of Light Scout, not approved adults.

<u>CROSSOVER CEREMONY:</u> During the Saturday evening campfire, there will be a crossover ceremony for Arrow of Light Scouts, who have completed their Arrow of Light. Units that plan on participating in this portion of the weekend, will need to include the youth on their roster. Any materials that units traditionally present to those crossing over will need to bring these materials for the ceremony. Parents are also welcomed to attend the ceremony.

ORDER OF THE ARROW CALL-OUT: In addition to the inclusion of the Crossover Ceremony, the Saturday evening will include a call-out ceremony for the Order of the Arrow. Units with candidates being elected will need to include these notes on their roster for staff.

SCOUTMASTERS AND SENIOR PATROL LEADERS' MEETING: There will be an SPL and Scoutmaster meeting at 7:30 pm at the Headquarters Area.

WHAT TO BRING TO CAMP

Tent
Sleeping Bag, Pillow, and Air Mattress or Pad
Rain Gear
Camp or other Scout T-Shirts
Hat or Cap

Cooking Equipment
Flashlight w/extra batteries
Age-Appropriate Scout Uniform
Sunscreen (Pump or Lotion)
Insect Repellant (Pump or Lotion)

NOTE: Please do not pack or carry any aerosol cans

THINGS TO LEAVE AT HOME

Radios, Televisions, Electronic Games, Alcoholic beverages & tobacco products, Sandals/Open toed shoes, Aerosol Cans, Fans & Extension cords.

TROOP ITEMS TO BRING TO CAMP

Troops will camp by patrol.

Flags- If able, Troop and Patrol Flags, Flagpoles

Proper Food storage for each patrol First aid kit Troop and individuals

Troop bulletin boards

Patrol member assignments

BSA Medical forms

Sterilization / Sanitation equipment

Adequate Water carriers

Adequate tents Fire protection

Required event equipment

PATROL ITEMS FOR COMPETITION

First aid kit Rope

Compass Spar Poles

Notepad Pot

Pencils and/or Pens Flint and Steel

Water Bottle

Treasuree Schedule

Friday

3:00 pm Treasuree gates open/registration begins

6:00-7:00 pm Supper time & clean up

8:00 pm Scoutmaster and Senior Patrol Leaders meet at Area HQ

8:00 pm Unit campfires

9:45 pm All scouts return to campsite

10:00pm Taps

Saturday

6:30 am Reveille/breakfast/cleanup
7:30 am Flag Raising and Announcements

8:00 am Morning events
12:00 pm Lunch/free time
1:00 pm Afternoon events
4:00 pm Events conclude

4:30 pm Patrol Leaders turn in score sheet at Headquarters

5:00 pm Flag Ceremony

5:30 pm Supper and Clean-up

7:00 pm Campfire

8:30 pm Scoutmaster and Senior Patrol Leaders Meeting

9:30 pm All scouts return to campsite

10:00 pm Taps

Sunday

6:30 am Reveille/breakfast/cleanup

7:30 am Worship Service

8:00 am Strike Camp and Check-out

****A SCOUT IS REVERENT***

No striking of camp and no vehicular or pedestrian traffic during worship service.

Overview of Activities

Treasuree Part 2 Story

You have returned to 2026 from the American Revolution with your clues to Nathanial Greene's treasure. As you take in your surroundings and take note of your adventures from 1775, it is time to finish your journey to find the treasure. Will you succeed? Only time will tell! Join the adventure and find out!

Overall Activity

Throughout the weekend's activities, patrols will explore the dig site in a round-robin fashion. As patrols complete the activities, they will receive pieces of a map. Once all activities are completed, patrols assemble the map pieces to find the lost treasure!

Saturday Activities

Weather Aid

After the return from the past, patrols find that the changes in climate are taking their toll. To aid in their search, patrols will need to prepare and demonstrate how to treat the following ailments:

- 1. Frostbite
- 2. Hypothermia
- 3. Hyperthermia
- 4. Dehydration
- 5. Heat Exhaustion
- 6. 1st, 2nd, and 3rd degree burns

Patrols will earn 5 points for correct answers. 1 Point will be deducted per correction in treatments made.

Tripod Cooking

Dig site teams require a lot of food. In this challenge, patrols will demonstrate their pioneering, fire building, and cooking skills. Scouts will be scored on the following:

- 1. Constructing two tripods to support a hanging pot.
- 2. Lighting a campfire with flint and steel.
- 3. Boiling a pot of water.

Patrols will be scored on the following:

- Patrols will earn 5 points for each lashing.
- Patrols will earn 10 points for lighting a fire in 15 or less minutes.
- Patrols will earn 10 points for bringing water to a full boil.

Assembly Site

While digging through the treasure site, archaeologists are finding broken artifacts. Patrols will aid in this search to find and assemble a musket that will aid in the search for the treasure.

Patrols will receive 10 points upon completion.

Mining Burrows

Archaeology faces many difficulties, such as weather, erosion, missing information, and animals. As patrols continue their search for map pieces, they will locate a field of marked burrows and identify five different species. Points will be awarded for correct identifications.

Patrols will receive 5 points for each correct identification. 1 point will be deducted for each correct.

Walking the Line

Active dig sites are made up of unsteady ground, holes, and work areas that require caution and marked walkways. Patrols will navigate through a makeshift dig site, using an orienteering course.

Name that Science!

Patrols will be presented with a set of clues that they will match the appropriate branch of science. The branches of science will include archeology, paleontology, geology, and anthropology. Patrols will receive 1 point for each correct answer.

Some Assembly

With the collected map pieces in hand, patrols will reveal the final location and unlock the treasure! Upon finding the treasure, scouts will turn in their scorecards and collect their patches.

Score Sheet Central District Treasuree Part 2

Patrol	Troop	Patrol Leader
Weather Aid		
Injury	- ! -	Points Earned (5 Points Per Station)
Frostbite		
Hypothermia		
Hyperthermia		
Dehydration		
Heat Exhaustion		
First Degree Burn		
Second Degree Burn		
Third Degree Burn		
Tripod Cooking		
Criteria	 a	Points Earned
	_	5 points per lashing
		10 points for lighting within 15 minutes
		10 points for full boil
Correct use of tripod lashings		
Use of Flint and Steel		
Water Boiled		
Assembly Site		
Criteria	 <u>a</u>	Points Earned (10 Points)
All pieces of musket assembled		

Mining Burrows

<u>Criteria</u>	Points Earned (5 Points for Correct Identification)	
Eastern Kingsnake		
Cottontail Rabbit		
Groundhog		
Ants		
Beaver		
Coyote		

Walking the Line

<u>Criteria</u>	Points Earned (10 Points upon completion)
Completion of Orienteering Course	

Name that Science

Campsite Inspection

<u>Criteria</u>	Points Earned (4 Points for each branch of science)	
Archeology		
Paleontology		
Geology		
Anthropology		

<u>Criteria</u>	Points Earned (5 Points Per Criteria)
Tents are grouped by patrol.	
Unit wood-cutting area established.	
Established cooking/preparation area.	
Participation Roster, Patrol Duty Rosters, and Menus	
posted.	

Unit and Patrol Flags Posted.	
Established waste area.	
Established campfire ring and proper tools for putting out	
fire (Shovel, Water, Sand)	

Scout Spirit

<u>Criteria</u>	Points Earned (5 Points Per Criteria)
Patrol Flags at Opening and Closing	
Volunteering for Color Guard	
Volunteering for Campfire Setup	
Volunteering for Putting Out Campfire	
Volunteering for Worship Service	
Volunteering for Campfire Skit or Song	
Demonstrating Scout Oath and Law	

Registration Form in addition to Tentaroo Registration Please submit via email by October 17 to receive points to

andrewwimsatt01@gmail.com

Troop/Crew/Post/Ship/Pack Number	<u>:</u>	
District: City:		
Patrol #1 Name		
Patrol #2 Name	Number of scouts	
Patrol #3 Name	Number of scouts	
Patrol #4 Name	Number of scouts	
Patrol #5 Name	Number of scouts	
Patrol #6 Name	Number of scouts	
	Webelos camping	
Total # of Scouts Total # of Adult's Total # of Scouts & Adults Primary Adult Leader:	Adults Camping	
phone:		
Email:		
Adult Leaders volunteering to assist with events,	education/trading post	
Leader #1	Phone	
Leader #2	Phone	
Leader #3	Phone	
Leader #4	Phone	
Leader #5	Phone	
Leader #6	Phone	