GREAT EASTERN DISTRICT
NORTHERN LIGHT DISTRICT
2026 SPRING CAMPOREE

SASQUATCH HUNTER – EPISODE 3
'The Mystery of the Lost Troop'



You are on the lookout for the elusive Sasquatch in a remote wooded area. Your survival depends on the supplies you have with you, materials you find in nature, your keen sense of observation and your resourcefulness.

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Location:
Camp Resolute
Bolton, MA 01740
978.799.2777

Theme - 'Sasquatch Hunter – Episode 3, *The Mystery of the Lost Troop'*
Scouts will be challenged to accomplish tasks with limited resources, keen sense of observation and limitless imagination.

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Events:

- At each station, scouts will be given a scenario with a problem for them to figure out.
- Scouts are required to solve the problem using their own abilities and training.
- Scouts may be given points based not only on accomplishment of the problem, but on patrol spirit, team unity, and other scout qualities.
- **Interview** – Patrols are interviewed as witnesses to "morning attack". Patrols are graded on keen sense of observation, level of accuracy and understanding of how this could be applied to real life situations.
- **Tracking 101** – How do you track? This station will help identify different animal prints (tracks) and tracking method. Scouts will be able to make plaster cast of Sasquatch tracks. Scouts are required to make observations and provide input.
- **Model Campsite** – Patrols are required to bring their keen sense of observation to identify and errors and omissions of the 'model campsite. Patrols will be graded on keen sense of observations and level of accuracy.
- **Observation Game** - Station operator stages non-natural items in the woods at varying distances from a rope barrier. Scouts get 10 minutes to pace back and forth on this side of the barrier identifying and documenting what they think is out of place on the other side of the barrier. Look up in the trees, down at the ground, through the trees. Operator checks off the items they identify.
- **Shelter Building** – construct a survival shelter for multiple scouts using materials provided. Patrols are graded on creativity, size and sturdiness of shelter.
- **Fire Building** – Construct and light a fire. Bring water to a rapid boil.
  Patrols responsible for supplying matchless fire starter. This may be a timed event.
- **Challenge Course** – Patrols will race along course in an attempt to complete each challenge. This will be a timed event.
- **Eye Shine** – Station leader will demonstrate correct way to observe eye shine at night. There will be a 2 minute "listening post" and observance of creatures in the dark. At the end of the exercise scouts may be asked to perform a "bravery challenge".
- **Campwide Afternoon Event**: Patrols will use there keen sense of observation, ability to read maps and sign as well as be adventurous. Using clues provided, patrols will visit and learn interesting facts about various landmarks throughout Camp Resolute.

Miscellaneous:

- CHECK-IN: Units must check in upon arrival, Friday evening or Saturday morning. Submit a patrol roster of all participants and note if they are camping. Patrols should be made up of 6-10 Scouts. All units are responsible for their members' medical forms.
- CAMPING/PARKING: Two (2) parking lot as you enter Camp Resolute for Friday and Saturday night camping. Parking is at a premium, please commute together Campsites may be accessible for trailer parking or unloading. Trailers must be parked in parking area. Please leave your Unit number and a contact number on the dashboard.
- FIRST AID: First aid emergencies should be directed to the administration area. All minor first aid opportunities should be handled by the individual unit and then checked at the main building. Staff will be on hand throughout the event.
- EMERGENCY CONTACTS:
    - Bolton Fire Dept. (978).779.2203 or 911.
    - Bolton Police Dept. (978).779.2203 or 911.
- TOILET FACILITIES: Located in the camping area for your convenience.
- FIRES: Fires are only allowed in a container OFF the ground or in a firepit (if available). Please bring above ground fire pit.
  IMPORTANT: Firewood provided. Do not bring your own firewood.
- WATER: Water will be available.
- Scouts should wear properly attired for the day! 'A Scout is Always Prepared'. Jeans and sneakers are not proper attire!
- Pack-In, Pack-Out. Please keep the Camp Resolute clean, We want to be welcomed back. Take your trash home

Schedule:
Friday, May 15, 2026

- 5:00pm Arrive, check-in and set-up
- 8:00pm Backstage Pass - Patrol Leader Meeting and Cracker Barrel

Saturday, May 16, 2026

- 8:00am Check-in
- 8:30am Station Leaders' Meeting
- 9:00am Patrol Leaders' Meeting
- 9:20am Opening Ceremony
- 9:30am Morning Events (!On the hunt for Sasquatch!)
- 12:00noon Lunch (in-site)
- 1:30pm Afternoon Events
- 5:00pm Dinner (in-site)
- 7:00pm Evening Events
- 8:30pm Campfire, Scout Skits
- 11:00pm Return to campsite

Sunday, May 17, 2026

- 8:00am Depart

Morning Events

- Interviews
- Tracking 101
- Model Campsite (Secret Bonus)
- Observation Station
- Shelter Building
- Fire Building
- Challenge Course

Afternoon Events

Evening Events:

- Eye Shine
- Campfire

The Essentials

- Journal or Notebook
- Writing Implements (pen, pencil, etc)
- Binoculars (optional)
- Matchless Fire Starter(s)
- Tinder
- Kindling
- Rope for Lashing
- Headlamp/Light (Camp Resolute can be Camp Resolute can be very dark)
- Cart/Wagon (campsites are a short jaunt from parking area)
- Sense of Adventure

Registration

Register online at www.scoutingboston.org via council calendar.
Registration fee is $10.00 scouts and scouters.

Check-In

Every unit is to check in at registration upon arrival.
Please provide the staff with a patrol list including: Troop number, Patrol name, number of Scouts in Patrol

Camp Resolute, Camp Rules and Regulations

PLEASE READ CAREFULLY. These rules and regulations are implemented to assure proper conduct at Mayflower Council camps, to keep camps in good condition, and to insure the safety of all that use the facilities. We appreciate your decision to camp with us and we hope you have a great time.

LEADERSHIP

1. Everyone will conduct themselves in accordance with the SCOUT OATH and LAW.
2. A minimum of two registered adult leaders, or one adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips or outings. Co-ed overnight activities require male and female adult leaders, both of whom must be 21 years of age or older.
3. National BSA policy requires that male and female campers have segregated sleeping arrangements.
4. All units are required to meet standards of the Guide to Safe Scouting in regards to age/supervision/guidelines for Cub Scout camping.
5. Groups arriving with only one leader will not be permitted to remain in camp.
6. Please review these rules and regulations with all the members in your group.

FACILITY USAGE

1. All groups are restricted to their assigned site/building those assigned by the Camp Master. An adult from your group must supervise all activities throughout the camp. NO YOUTH are to WANDER ALONE.
2. Unassigned buildings are OFF LIMITS and there is no climbing onto roofs of any buildings.
3. DO NOT move equipment of any kind into or out of any site/building.
4. Should you require assistance, please request the help of the Camp Master/Ranger.
5. Platforms are for summer camp use ONLY! Picnic tables may be used, but MAY NOT BE MOVED without permission.
6. All groups are responsible for any and all damage done to camp property by the group during their stay.
7. It is expected that all facilities used will be cleaned, and that adequate firewood, if used, will be replenished before departure.

VEHICLES

1. No vehicles are permitted beyond the parking lot. All vehicles are to be parked in designated parking lots. Camping in the parking area or sleeping in vehicles is prohibited
2. The Camp Master/Ranger may authorize a single Vehicle and/or Trailer to enter camp areas when unusual circumstances dictate. Guidelines of allowing personal vehicle access to camps are available from the Council Office.
3. Lock all vehicles. The camp/council is not responsible for items left in vehicles.
4. The speed limit in camp, whether posted or not, is 5 MPH. NO riders in the beds of trucks. Seat belts must be worn per compliance with state law.

GARBAGE

1. Do not leave garbage in fire pits, or latrines. Do not bury any garbage.
2. Groups must take all garbage home with them or to dumpster. Camp Master/Ranger will identify available dumpsters.
3. Tin, glass, or other harmful items must be disposed of in the dumpsters before leaving camp. Please do not discard any food scraps outside. Camp Master/Ranger will identify available dumpsters.

WATER

1. Water is available at all camps – ask the Camp Master/Ranger for the closest source to your site. Hand pumps are located throughout the camp
2. Please bring containers to carry water as they are not available at camp.

FIRES & COOKING, LIQUID FUELS & LANTERNS

1. Use of compressed, or liquid gas stoves or lanterns is permitted with knowledgeable adult supervision, in facilities only when and where permitted, and in accordance with the Guide to Safe Scouting. No tank 10 pounds or larger may be brought into any building (Mass. state fire code).
2. NO flames in tents or lean-tos.
3. Fires (properly supervised) are allowed in Cabins with Wood Stoves. NO charcoal or coal is to be burned in wood stoves.
4. NO standing trees are to be cut. No fire wood is to be brought onto any camp property.
5. Fire Wood is available, see Camp Master/Ranger for location.
6. Fires must be supervised at all times in accordance with the Mayflower Council Fire Policy (attached). At departure, make sure all fires are "dead out".
7. Self-contained cooking fires must be put in fire facilities provided by Camp. Altering, redesigning, relocating or adding any fire pits in camp is NOT allowed.
8. You need to ask Camp Master/Ranger for permission to have campfire.
9. Fuel, matches, etc., should be handled by adults only.
10. Adequate fire control (water, sand, etc.) should be present at all times.

HEALTH & SAFETY

NO alcoholic beverages, marijuana or illegal substances NO firearms, archery equipment, or ammunition NO fireworks NO pets of any kind
NO snowmobiles, motorized bikes, four wheelers, bicycles, etc. NO sheath knives
NO power equipment such as chainsaws, electric generators, etc. NO aerosol cans in camp
NO harassment or "pranking" other groups DO NOT disturb wildlife or their habitat DO NOT cut, dig, deface or destroy trees or plants DO NOT litter – A Scout is Clean!
NO SMOKING IN ANY BUILDING OR STRUCTURE! Smoking is only permitted in the parking lot. *Do not litter; take your butts with you!* The National Council, BSA recommends NO SMOKING at any event with youth present. NO TRENCHING or digging of holes. No carving of building or trees. An adult must supervise axe and hatchet use.

EMERGENCIES AT CAMP - In case an emergency should arise with your group while in camp, you must notify the Camp Master/Ranger IMMEDIATELY. That person will assist you in making whatever arrangements are deemed necessary. An emergency report must be filed with the Camp Master/Ranger before you depart Camp.

Notify the Camp Master/Ranger immediately for:
1. All injuries – no matter how small
2. Lost person(s)
3. Fire
4. Suspicious looking or acting person(s)
5. Injured or sick animals – do not approach

<u>Emergency Numbers:</u>
Police/Fire - 911

Outdoor Fire Policy

The purpose of the Outdoor Fire Policy stated below is to limit the size of all outdoor fires used in conjunction with Scouts USA related program elements on properties owned and operated by the Mayflower Council, Scouts USA.

The rational for this policy is summarized as follows;
• To protect the health and safety of all Scouts, Scouters and visitors participating in programs requiring the use of a fire or fires on the aforementioned properties.
• To reduce the risk of damage to the property as well as the properties of our abutting neighbors and the associated liability resulting from such damage.
• To conform to state fire regulations as they pertain to outdoor fires.
• To conform to all EPA and OSHA regulations as pertaining to outdoor burning and incineration ofmaterials that may be considered hazardous.

1. Fire Lay
No fire lay in excess of 6’ in diameter and 5’ in height will be permitted on properties owned and operated by the Mayflower Council, Scouts USA without the express written permission of the Council Camping Committee and the appropriate property superintendent (Facilities Manager/Ranger/Camp Master).
The Facilities Manager/Ranger/Camp Master will have the right to restrict the use of fires on the property for whatever reason deemed appropriate.

2. Combustibles
All combustibles used in construction of any fire lay for use with Scouting related program element will be natural and clean. Combustibles that have been contaminated by paint, solvents, creosote or other preservative chemicals may not be used.

3. Fire Starters/Accelerants
In accordance with BSA policy, ***the use of liquid or chemical fuels to start or accelerate any fire is prohibited.***

Pest alert: Asian Longhorned Beetle detected in Massachusetts



The Asian longhorned beetle (*Anoplophora glabripennis*, "ALB"), a pest of hardwood trees including maple, birch and horse chestnut, was recently discovered in Worcester, Massachusetts. An astute resident of the Greendale section of Worcester reported the sighting, and it was confirmed by entomologists from USDA APHIS-PPQ earlier this week.
The Asian Longhorn Beetle is an invasive species native to China. It was first discovered in the U.S. in New York in 1996, and has also been found in Chicago and New Jersey. The beetles cause damage by tunneling within the trunks and branches of trees, disrupting the sap flow and weakening and eventually killing them.
This pest attacks a wide variety of hardwood trees, particularly maples, and is considered a serious threat to the nursery, lumber, wood products, maple syrup, and tourism industries in our state. If it became established over a large area, it could also significantly disrupt the forest ecosystem.



To protect the trees at Camp Resolute firewood cannot be brought into any of our camps.

Firewood may be infested with the Asian longhorned beetle. Moving infested firewood spreads this insect to new locations. Once in a new area, ALB can become established and kill trees