



WELCOME TO HISTORIC TREASURE ISLAND

The Friends of Treasure Island (FTI), a 501c3 organization, and the Treasure Island Camp Staff (TICS) both all-volunteer organizations, want you to enjoy your weekend with us. If you have questions or need anything, please ask one of the staff and we will do our best to accommodate.

(*) BRINGING A TROOP TRAILER IS DISCOURAGED. YOU DON'T NEED ALL THAT GEAR. TRANSPORTING YOUR GEAR TAKES TIME AND RESOURCES. TRAILER PARKING CLOGS OUR LOT.

WE HIGHLY RECOMMEND YOU PACK AS IF THIS IS A BACKPACKING TRIP. MOVING HIGH VOLUMES OF GEAR TAKES TIME AND SLOWS DOWN THE CHECK-IN/OUT PROCESS.

1. **DIRECTIONS:**

Our Location – “Dear Ole Treasure Isle...that Camp along the Delaware”:

Treasure Island Camp

575 River Road (Ranger House) Pipersville, PA 18947

Google Maps: [Treasure Island Camp Ranger House](#)

2. **From the South:** As you head north from Point Pleasant, PA (about 3.5 miles) on River Road (Rt 32) along the Delaware Canal, you will come to the uphill south driveway entrance of our main parking lot on the left. Orange cones and burning tiki torches mark the entrance to the driveway. If you get to the Ranger House, you have gone too far. If you go by the Ranger House, turn around in the Delaware Canal Park parking lot and go back to the driveway. **(See ANNEX 1: PARKING)**
3. **From the North:** Head south from Frenchtown, NJ, bridge (about 4.1 miles) on River Road (Rt 32) you will come to the north driveway entrance of the Ranger House. **DO NOT ENTER HERE.** Proceed south of the Ranger House and turn into the uphill south driveway entrance of the main parking lot on the right. Orange cones and burning tiki torches mark the entrance to the driveway.

PARKING: YOU MUST SHARE THIS INFORMATION AND MAP WITH YOUR DRIVERS.

CARPOOL, CONVOY, and ARRIVE TOGETHER. PARKING IS LIMITED. NO CHECK-IN OR MOVEMENT OF GEAR UNTIL ALL ARE PRESENT. LATE ARRIVALS PARK IN REMOTE LOTS. IF RUNNING LATE CALL HANK (410.340.9907) OR NATE (215.840.4756) (See ANNEX 1: PARKING)

1. **ALL VEHICLES ENTER THE MAIN TI PARKING LOT FROM THE SOUTH ENTRANCE** located next to Ranger House off River Road. Take directions from the parking lot staff to park and unload. When required you will be directed to the overflow parking pull-off north of the Ranger House **(See ANNEX 1)**.
2. **OVERFLOW PARKING PULL-OFF:** North of the Ranger House, about 350 yards on the left. Park head on, on an angle close to the hill and other vehicles as close as possible. **(See ANNEX 1)**.
3. **DROP OFFS:** Pull into our main lot from the south entrance. Tell the TI Staff member in the lot that you are dropping off. Drive through the lot to the north entrance to unload and drop off. **YOU MUST EXIT THE LOT AFTER DROP OFF.** No loitering with your vehicle in the main lot.
4. **TROOP TRAILERS: (*) SEE ABOVE.** If you bring a Trailer, **YOU MUST NOTIFY US IN ADVANCE** and follow these instructions. **YOU MUST approach from the south on River Road and pull into our main lot from the south entrance.** The TI Staff members in the lot will direct you from there. **YOU WILL NOT ENTER THE LOT FROM THE NORTH.**
5. **CANOE TRAILERS:** Drive to, park, and off load in the Marshall Island Parking Area. Paddle to the island. **(See ANNEX 1)**

“TI is like a trip to heaven without die’n”. Butts MacMillan

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CHECK-IN FRIDAY ARRIVAL:

1. Check-In begins at 5:00 PM. Please arrive no earlier than 5:00 PM and NLT 8:00 PM. **If you are delayed and not going to make your arrival time or will arrive later than 8:00 PM call Hank: 410.340.9907 or Nate: 215.840.4756**
2. **CONVOY AND ARRIVE AT CAMP AS A GROUP!**
3. Do not unload any gear until you have been directed to do so by the TICS.
4. The TICS will direct the adult and youth leader to Ranger House for Check-In.
5. **YOU MUST PROVIDE A HARD COPY OF YOUR CAMPER ROSTER AT CHECK-IN.**
6. If you have any Saturday arrivals, list them on your Roster in advance and coordinate their arrival at check-in.
7. Once you complete Check-In the TICS will direct your SPL how and where to move your equipment.
8. **WATER IS NOT AVAILABLE ON THE ISLAND.** There is a water point at Ranger House on the PA side. **FILL ALL WATER CONTAINERS BEFORE YOU ARRIVE.**
9. While your group is off loading your gear from the barge on the TI landing your TICS Guide will discuss movement with your SPL to your campsite location.
10. Once all your gear is off the barge and placed above the stairs by the Dining Hall, you may begin moving to your campsite (**See ANNEX 2: TI MAP**) under the Site Guide or SPL's direction.
11. Attend Friday Night Leaders Meeting. Time and place to be announced at check-in.

CHECK-IN SATURDAY ARRIVAL:

1. Check-In begins at 7:30 AM ends at 8:00 AM. Please arrive no earlier than 7:30 AM and NLT 8:00 AM.
2. If you are delayed and not going to make your arrival time or later than 8:00 AM call Hank: 410.340.9907.
3. See steps 3 – 10 above.

CHECK OUT:

1. **CHECK OUT BEGINS AFTER THE INTERFAITH WORSHIP SERVICE.**
2. Early Check Out must be coordinated with the Camp Director at the Friday Night Leaders Meeting.
3. Check Out procedures discussed at the Friday Night Leaders Meeting.
4. An adult or junior leader must go with the TICS Guide and walk to the campsite to ensure there is no trash and the campfire is completely out.
5. Pick up all trash on trails to and from the campsite.
6. Clean the latrine, get supplies from the QM.
7. Leave a wood pile for the next camping group and stack all wood to include and logs used as seats around the fire in a pile by the lean-to.
8. Move gear to the TI landing at indicated time on Sunday.
9. Do not put any gear on the dock until you're told to do so.
10. Pack out and take home all non-burnable trash.
11. Load the barge at the direction of the TICS Barge Operator and depart the island.

SAFETY: Please ensure you follow these rules. FTI procedures are designed to ensure a safe camping trip. TICS constantly monitors programs and activities for safe operations. Except for archery all activities and programs are unit run and the adult leaders' responsibility to supervise to ensure safety.

"All participants in official Scouting America activities should become familiar with the Guide to Safe Scouting and applicable program literature or manuals and be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. The Guide to Safe Scouting is an overview of Scouting policies and procedures gleaned from a variety of sources. For some items, the policy statements are complete. Unit leaders are expected to review the additional reference material cited prior to conducting such activities." Guide to Safe Scouting, 2025 Revision, Preface, page VI.

1. **FOOTWEAR: NO WEARING OPEN TOE SHOES IN CAMP.** OPEN TOE SHOES ARE DEFINED AS SANDALS, OR FLIP-FLOPS. NO INDIVIDUAL CAMPERS OR VISITORS ARE ALLOWED TO BOARD THE BARGE UNLESS THEY ARE WEARING SHOES OR BOOTS (**ANY CLOSED TOE FOOTWEAR**).
2. No entry into buildings unless directed to enter by the TICS.
3. Boots for conservation and service projects are a MUST. We can't stress this enough!
4. Work gloves for projects are necessary.
5. Always be aware of your surroundings to avoid accidents.
6. Establish an Ax Yard in your site and use it.
7. Hammocks permitted, however, no hanging hammocks in any standing manmade structures.
8. No alcohol or illegal drugs in camp.

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Aquatics Activities:

1. Camping groups must follow their governing body's policies and procedures (^) and have at minimum one qualified adult present at the activity for supervision to conduct any aquatics activity.
2. Swimming is permitted with qualified adult supervision only in the designated swimming area near the TI docks.
3. **NO BARE FEET! ALL AQUATIC ACTIVITIES REQUIRE THE WEARING OF RIVER SHOES: WORKING, WADING WHEN FISHING, SWIMMING, TUBING, AND CANOEING.**
4. **RIVER SHOES ARE DEFINED AS "ANY TYPE OF CLOSED TOE FOOTWEAR." NO EXCEPTIONS.**

(^) *Scouting America units must follow the Guide to Safe Scouting. FTI is ready to support your unit's requirements.*

EMERGENCY PROCEDURES:**Injuries:**

1. If required dial 911.
2. Give operator this location: **Treasure Island Camp, 575 River Road, Pipersville, PA 18947.**
3. Provide first aid.
4. Notify TICS, provide injury details.
5. The TICS medic will assess the condition of the patient and prepare for movement to the dock for transport across the river to the EMS.

Weather Issues:

1. In the event of severe weather, everyone is to move to the Dining Hall until the "all clear" is given.

LOGISTICS:**Barge Schedule (Weather and river conditions permitting):**

1. Friday night: Runs start at 5:00 PM and continue until all campers are on the island.
2. Saturday: 8:30 AM; 11:30 AM; 1:30 PM; 3:30PM; 5:00 PM; 7:30 PM, and post campfire if required.

SATURDAY ARRIVALS, PLEASE ENSURE YOU ARRIVE IN TIME TO MAKE ONE OF THESE TIMES. THE SAME THING GOES FOR DEPARTURES FROM THE ISLAND. YOU MUST BE ON TIME FOR THESE RUNS.

Latrines:

1. Latrines can be used by males or females unless otherwise marked.
2. Knock or ask if the latrine is in use before entering.
3. Respect everyone's privacy.
4. Bring your own Toilet Paper. Some for sale in TP.
5. Latrines get dirty between weekends. We have cleaning equipment at the QM.

Supplies:

1. **TENTS.** Bring your own tents! No platforms. We don't provide tents.
2. **ADIRONDACKS.** At least one Adirondack in each site. Sites assigned based on headcount.
3. **TARPS/DINING FLY.** Bring tarp/dining fly in case of rain.
4. **GORILLA CARTS.** Available for moving gear at the top of the TI landing.
5. **WATER.** Not available on the island. There is a water point at Ranger House on the PA side. Fill all water containers before you arrive. Refills at the Ranger House on the PA side during the weekend. Please note Barge Schedule.
6. **WOOD.** Do not bring wood. Plenty of wood to gather and piles of split wood on site.
7. **FIRE BUCKETS.** Pre-positioned in the sites.
8. **PICNIC TABLES.** Pre-positioned in sites.
9. **TRASH CAN.** Pre-positioned in sites. Bags available from QM.
10. **FIRE RING.** One on each site. Do not make another. No grates. Bring your own. Limited availability at QM
11. **TOOLS.** Available at the QM.
12. **CLEANING SUPPLIES FOR THE LATRINE.** Available at the QM.
13. **FORGOT SOMETHING?** Frenchtown, NJ, located north of TI, 4.1 miles (8 min). North on Rt. 32 (River Road), right at Frenchtown Bridge and your there.
 - a. Frenchtown Market (28 6th St, Frenchtown, NJ 08825)
 - b. CITGO Gas Station (36 Race St, Frenchtown, NJ 08825)

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Ridge Trading Post:

1. Hours:
 - a. Friday: 5:00 PM - 9:00 PM
 - b. Saturday: 8:00 AM - 12:00 PM; 1:00 PM - 4:00 PM; After Colors - 8:00PM; After Campfire
 - c. Sunday: 8:00 AM - 11:00 AM
2. Cash, check, credit or debit cards accepted.
3. If you don't see it, we don't have it.

Leave No Trace:

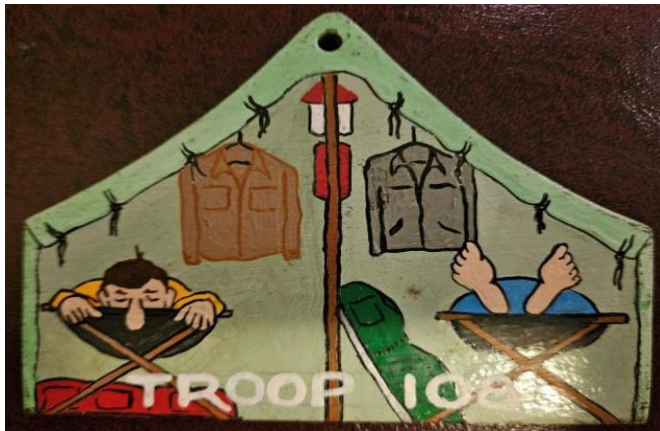
1. Use established fire pits.
2. TICS provides water buckets for fire suppression.
3. Burn all burnable items.
4. Take edible garbage as far away from your campsite as possible and bury.
5. Pack out all non-burnable trash. This means taking your trash bags home.
6. Police your campsite and the trail(s) leading in and out.
7. Put your campfire out completely. Drown it, stir, and drown it again. Use river water.

Wildlife on the Island:

1. You may see deer, squirrels, foxes, ground hogs, skunks, rabbits, all types of amphibians, and **SNAKES**.
2. **SNAKES** like to hid in wood piles so be careful when getting wood. We've seen **COPPERHEADS** in wood piles.
3. Observe, don't touch, let them go their own way.

Units in Camp Board Totem:

Before you get to camp, please make a unit Totem like the one pictured to hang on the Units in Camp board. The board is located at the top of the TI steps towards the back of the flat ground adjacent to the Dining Hall. You can leave your totem with us for display in the Trading Post until you come back or take it home with you.



The totem should be made of any item that will stand up to the weather, but the design is up to you. Make sure your unit type (troop, pack, or crew) and number is prominently shown on the totem. The dimensions must be no more than 4.5" wide by 4" high. Note the hole in the top to hang on a small cup hook.

Remind

REMIND APP: Remind Announcements:

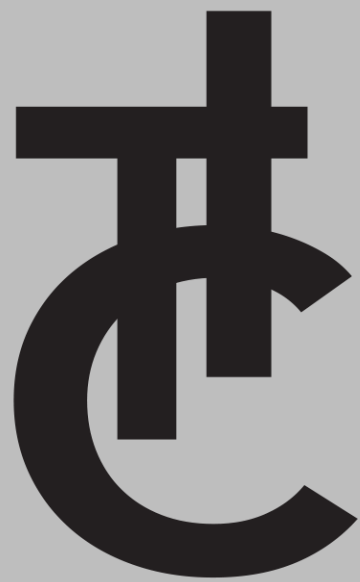
Please download the Remind App to your phone before the weekend. We will be using the Remind App during your camping weekend on TI to send out notices and reminders of upcoming program events or critical information.

Any Scout or Scouter can download the Remind App however it is of the utmost importance that all Adult and Jr. Leaders download the Remind App. We will provide the code for your weekend at Friday night check-in and during the leaders meeting.

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TREASURE ISLAND CAMP PROGRAM SCHEDULE:

Friday		Saturday		Sunday	
		6:30 AM	Reveille	6:30 AM	Reveille
		7:00 AM	Breakfast	7:00 AM	Breakfast
		TBA (*)	Morning Colors on Parade Ground	TBA	Morning Colors on Parade Ground
		8:00 AM	8:30 AM Service - QM Archery / Canoe Session 1 Museum Open	8:00 AM	Interfaith Worship Service in Woodland Chapel
		9:00 AM	Wildlife Identification – one hour - City Hall	TBA	Museum Opens
		10:00 AM	SH Merit Badge @ Museum 10:00 AM Archery / Canoe Session 3 Museum Open Native Plant Identification – one hour -City Hall	9:00 AM	Check Out Begins (9:00 AM - 12:00 PM) Archery Session 8 Canoe Session 10
		11:00 AM	Archery / Canoe Session 4 Museum Open Conservation Project – QM	10:00 AM	Archery Session 9 Canoe Session 11
				11:00 AM	Archery Session 10 Canoe Session 12
		12:00 PM	Lunch	12:00 PM	All Troops Off TI
					
1:00 PM	1:30 PM Service - QM 2:00 PM Conservation - QM Archery / Canoe Session 5 Museum Open SH Merit Badge				
2:00 PM	@ Museum 2:00 PM Archery / Canoe Session 6 Museum Open				
3:00 PM	Open Archery (3-3:45PM) Canoe Session 7				
ASAP	Staff Arrival	4:00 PM	Archery Competition (3:45 PM - 5:00 PM) Canoe Session 8		
5:00 PM	Friday Night Check-in Barge Runs as Needed	5:00 PM	Canoe Session 9		
		6:30 PM	Dinner		
		TBA (*)	Evening Colors on Parade Ground		
		8:00 PM	Assemble in Front of the Dining Hall to move to Ceremonial Ground		
		8:30 PM	Campfire Program in the Treasure Island Ceremonial Ground		
9:15 PM	Leaders Meeting / Cracker Barrel Pavillion - Parade Ground	TBA	Museum Open		
11:00 PM	TAPS - Quiet Time	11:00 PM	TAPS - Quiet Time		
(*) Evening Colors time announced at Friday Leaders meeting due to Daylight Savings Time. Class "A" preferred. Orienteering Course, Scavenger Hunt, and Self-Guided Tours available at the Ridge Trading Post.					

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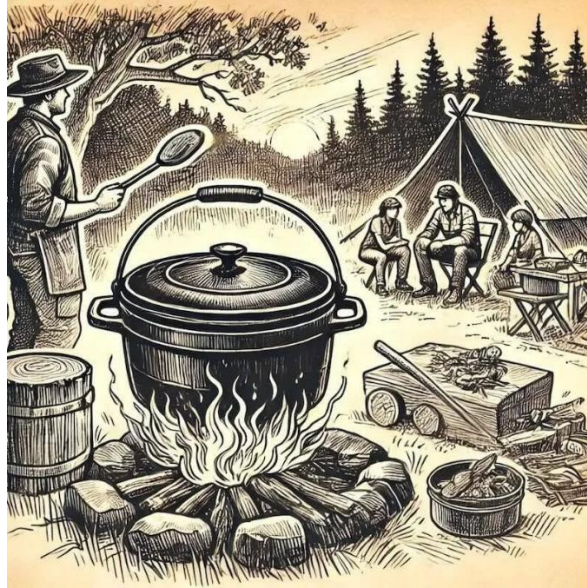
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FTI PROGRAM:

We offer a mini-summer camp program during your weekend. In fact, there is so much to do and see you must plan your activities to reduce scheduling conflicts.

NEW PROGRAM OFFERING AT TREASURE ISLAND: ORDER OF THE CAMP COOKIE: ADULT

- Most of the programs offered on Treasure Island during the free camping weekends hosted by FTI have been centered around the youth participants.
- We are proud to announce that the Order of the Camp Cookie is for the attending adults. Adult leaders from each campsite have the option to create a Dutch oven dessert and present a sampling of the dessert to the TI staff on Saturday evening.



- FTI provides each campsite with one 12" Lodge Dutch oven available to be checked out at the QM on the Island. Along with you'll get a Dutch oven liner (to keep clean-up easier) and a Tupperware container for use in submitting the dessert sample.
- Leader(s) need to bring the ingredients, some culinary creativity and the requisite cooking chops to see if they have what it takes to be a bonafide belly robber!

MORNING AND EVENING COLORS:

- **Morning Colors:**
 - Saturday morning at TBA.
 - Please arrive on time to participate.
 - Attendance is highly encouraged as we communicate essential information to you for the events of the day.
 - If your unit would like to volunteer for color guard, please see the Program Director or Camp Director at the Friday evening leaders meeting.
- **Evening Colors:**
 - Saturday evening at TBA.
 - Please arrive on time to participate.
 - Attendance is highly encouraged.
 - If your group would like to volunteer for color guard, please see the Program Director or Camp Director at the Friday evening leaders meeting or during the day on Saturday.

Subject Matter Experts (SMEs) Program: We try to get SMEs to come to TI and do informative and interactive presentations. If you are lucky enough to be camping when this program is available, you may have the chance to experience a Lenape. ***This program is not available every weekend.*** Details announced during the Friday Night Leaders Meeting.

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ARCHERY: TICS RUN PROGRAM - Level 1 Archery Instructor provided.

- Make reservations: <http://www.friendsoftreasureisland.org/program-options/> Click on: Archery Range Reservations.
- Archery Secession, 1 hour. Cost per unit, \$20.00 range fee plus \$5.00/shooter.
- Open Shoot: Cost per participant = \$2.00 / 10 arrows.
- Youth Camp Wide Shoot: Free! Age groups: 11–14-year-olds and 15–18-year-olds.
 - One youth chosen from each unit for each age bracket.
 - Winners receive TI Archer Award patches.
- Adult Camp Wide Shoot: Cost per participant, \$5.00
- All fees must be paid on the island by cash, check, or credit card.
- Archers earning a bullseye 🎯 receive an “I shot the Bull with Hank & Frank” patch.

Additional special archery programs include:

- ✓ Ace Archer: Awarded to the best of the best youth archer(s) during a camping weekend as part of a camp-wide shooting session.
- ✓ Black Border Bullseye: Available for purchase at the Trading Post by those youth who have shot a bullseye and a score of 25 points or more (5 arrows) on a single target.
- ✓ Gold Border Bullseye: Also available for purchase at the Trading Post by those youth who have scored 40 points or more (5 arrows) on a single target.
- ✓ I Shot the Bull with Hank & Frank: Awarded to adult archers who hit the bullseye during a camping weekend as part of a camp-wide shooting session.

AX/KNIFE THROWING: UNIT RUN PROGRAM

- There is no cost to participate.
- The throwing area is set up across from the archery range just off the parade field.
- Requires a unit adult to sign out Axes/Knives from the archery range and supervise the activity.
- Runs concurrently with a group's archery secession, as a large group may not be able to get all their members shooting at the same time.
- Any group can participate in the activity regardless of signing up for archery if the throwing area is not in use.

CANOE: UNIT RUN PROGRAM

- FTI has 15 Old Town canoes and equipment available for use.
- Make reservations: <http://www.friendsoftreasureisland.org/program-options/> Click on: Canoe Reservations.
- Canoe Rental is \$10.00 per/hour per/canoe. **Groups must schedule canoeing in advance**, so we reserve enough for use.
- All rental fees must be paid on the island by cash, check, or credit card.
- Canoe rentals are subject to weather and river conditions and will be decided on the day of the rental.
- Canoes are stored in the back of the Dining Hall and taken through the Boat House area to the river.

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CANOE SAFETY:

- ✓ Camping groups must follow their governing body's policies and procedures (*) and have at minimum one qualified adult present at the activity for supervision to conduct any aquatics activity.
- ✓ A qualified/trained adult must act as "lookout" either as a canoe participant or at canoe launch and landing area.
- ✓ The adult lookout must account for all canoers at the end of the session.
- ✓ Adult leaders are responsible for verifying paddlers who are qualified.
- ✓ Youth paddling the canoe must be swimmers.
- ✓ Non-swimmers must be in a canoe with a proficient adult paddler.
- ✓ All participants must wear an appropriately sized PFD and river shoes.
- ✓ All participants must stay north of the TI landing dock and must always remain within sight of the lookout.

() Scouting America units must follow the Guide to Safe Scouting; Cub Scouts are not eligible for canoeing on moving water such as the Delaware River.*

SWIMMING: UNIT RUN PROGRAM

- Camping groups must follow their governing body's policies and procedures (*) and have at minimum one qualified adult present at the activity for supervision to conduct any aquatics activity.
- Swimming is permitted with qualified adult supervision only in the designated swimming area near the TI docks.
- **NO BARE FEET! RIVER SHOES MUST BE WORN (ANY TYPE OF CLOSED TOE FOOTWEAR). NO EXCEPTIONS.**

() Scouting America units must follow the Guide to Safe Scouting.*

FISHING WITH TREASURE ISLAND CHARTERS BY FTI: TICS RUN PROGRAM

- Climb aboard the barge for a one-hour fishing excursion with our qualified Captain and fishing guide.
- Available on Saturdays-8:00-9:00 am and 9:00-10:00 am.
- Sign up will be at Friday night leaders meeting or immediately after morning colors on Saturday.
- Cost is \$5/youth.
- 12 people per time slot, Captain not included.
- Helpful if one adult, at no charge, comes aboard to help and provide 2-deep leadership.
- You can bring your own fishing poles/tackle or use one of ours.
- We will take you up the river just a short distance and get you into better fishing waters.
- Fishing trips are river conditions dependent and there is no guarantee to catch fish!

**SCAVENGER HUNT: SCOUT**

- Have fun exploring the island while on a camp wide scavenger hunt.
- Get a taste of the island's history, meet the staff, and maybe complete some rank requirements.
- Complete any 10 of the 14 finds, post to Instagram #friendsoftreasureisland, have a staff member validate your finds, and win a prize!
- You will be recognized at the Saturday night campfire.
- Scavenger Hunt instructions can be picked up at the Ridge Trading Post.

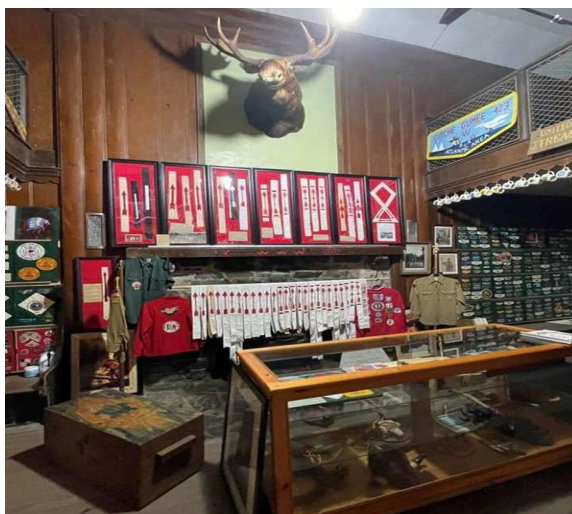
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ORIENTEERING COURSE PROGRAM: SCOUT

- This self-initiated, multi-point orienteering course is available throughout the day.
- Permanent orienteering markers are located on prominent landmarks as well as off-trail.
- Bring their own compass but we may have some loaner compasses if needed.
- Please pick up maps with instructions from the TICS at the Pavilion on the Parade Ground.
- We have maps available at camp.

GOODMAN-EDSON MUSEUM: The museum offers the largest collection of historic memorabilia east of the Mississippi River, is in Unami Lodge. It holds a plethora of “treasures” from patches to long forgotten items used on TI. Open during the hours shown in the Treasure Island Camp Program Schedule (above), youth can take advantage of this opportunity to meet our Museum Director to see and hear about our vast collection. If you’d like to donate any memorabilia to the museum, bring it with you and discuss your donations with the Director. All donated items are tax deductible and will have good secure home with FTI.

**SCOUTING HERITAGE MERIT BADGE: TICS RUN PROGRAM**

- Counselors are available most weekends, however, staff dependent.
- The badge cannot be completed in a single weekend, but our counselors can work with youth virtually to complete the requirements.
- You are welcome to come up for the day any time during one of our scheduled camping weekends to complete the badge.

FINGERPRINTING MERIT BADGE: TICS RUN PROGRAM

- Counselors are available most weekends, however, staff dependent.
- The badge can be completed in camp.

NATURE: TICS RUN PROGRAM

- Meet at City Hall at 9:00 AM –Second Class Wildlife Identification or 10:00 AM – First Class - identify /show evidence of 10 native plants.
- Conservation Hours 11:00 AM and or 2:00 PM - must have leader along to supervise the project after direction and kick off.

CONSERVATION PROJECTS: TICS RUN PROGRAM

Saturday morning secession: 11:00AM. Saturday afternoon secession: 2:00 PM. Details provided at the Friday night leaders meeting. See Nature program. The FTI Camp Staff conducts service projects safely with adult oversight. Please coordinate with the TICS to fill your Scouts rank requirements needs. Our staff work with your youth to explain and teach about why the project is important, so the project is much more than just work. Materials and tools are on site unless we put out a request for special tools. Boots for conservation projects a MUST. Bring work gloves and all the energy you can muster.

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SERVICE PROJECTS: TICS RUN PROGRAM

Saturday morning secession: 8:30AM – 11:30AM. Saturday afternoon secession: 1:30 PM – 4:30 PM. Details provided at the Friday night leaders meeting. The FTI Camp Staff conducts service projects safely with adult oversight. We have project opportunities that suit all ages and skill levels. You determine how many hours you want to put into the project. Please coordinate with the TICS and we will work with you to fill your needs. Materials and tools are on site unless we put out a request for special tools. Boots for service projects a MUST. Bring work gloves and all the energy you can muster.

GAGA Pit: SCOUT

Gaga is a fast paced, high-energy sport played in an octagonal pit. The more players the better! Dubbed a kinder gentler version of dodge ball, the game is played with a soft foam ball, and combines the skills of dodging, striking, running, and jumping, while trying to hit opponents with a ball below the knees. Players need to keep moving to avoid getting hit by the ball. Fun and easy, everyone gets a serious workout.

SATURDAY NIGHT FUN CAMPFIRE: TICS RUN PROGRAM

A camp wide campfire is held every Saturday evening. Attendance and participation are highly recommended. This is the icing on the cake for your weekend. The campfire is an experience you will never forget with skits and songs from campers and staff. Fun, fellowship, and an all-out good time. **Held rain or shine! If rain, the location is the Dining Hall.**

SUNDAY MORNING POLAR PEEPER PLUNGE: TICS RUN PROGRAM

Join the Treasure Island Camp Staff in a new Sunday morning tradition! Come to the beach by the TI docks at 6:30am on Sunday morning to enjoy a quick dip in the cool refreshing waters of the mighty Delaware. All participants will receive a Polar Peeper Plunge souvenir.

SELF-GUIDED TOUR: UNIT RUN PROGRAM or SCOUT

Books for a self-guided tour are available on request in the Ridge Trading Post. The TICS cannot take groups on tours unless time and work schedule permits.

IMPORTANT INFORMATION: FTI MAKES YOUR WEEKEND POSSIBLE WITH VOLUNTEERS AND MONEY DONATED FROM OUR SUPPORTERS. HELP US DEFRAY THE COSTS OF SUPPLIES BY BECOMING A MEMBER OF FTI OR BY MAKING A MONETARY OR GIFT-IN-KIND DONATION.

FTI MEMBERSHIP: Please consider joining so we can continue to offer these free camping weekends. Ask about membership opportunities at the Trading Post or see our website: <https://www.friendsoftreasureisland.org/membership/>

JOIN THE TREASURE ISLAND CAMP STAFF (TICS): We need more dedicated volunteers to join the TICS. **Without a staff we will not be able to run our expanding program for a future generation.**

To become a member of the all-volunteer, weekend Treasure Island Camp Staff (TICS) you must apply and be accepted.

The TICS:

- Manages and supports activities during weekend functions.
- Commits to staffing selected weekends as a requirement for membership.
- Commits to cross training to create a high performing staff.

The TICS core competencies include:

- Operate and staff camp during events, camping weekends, and other activity weekends.
- Provides camp facilities management, leadership, and support of weekend operations.
- Provides, when required, leadership to conservation / service projects, and program management staff.
- Conducts opening and closing weekends to prep and close TIC for the program year.
- The TICS is a great opportunity to serve on historic Treasure Island. YOU can be a part of the magic and, “the rebirth of a national treasure”. If this is something that you want to do apply today to join our team. Talk to our Camp Director, Nate, or Program Director Anthony (JT) for an application or more details.
 - Nate: nathanb@friendsoftreasureisland.org Anthony: alorenzoni@comcast.net

“TI is like a trip to heaven without die’n”. Butts MacMillan

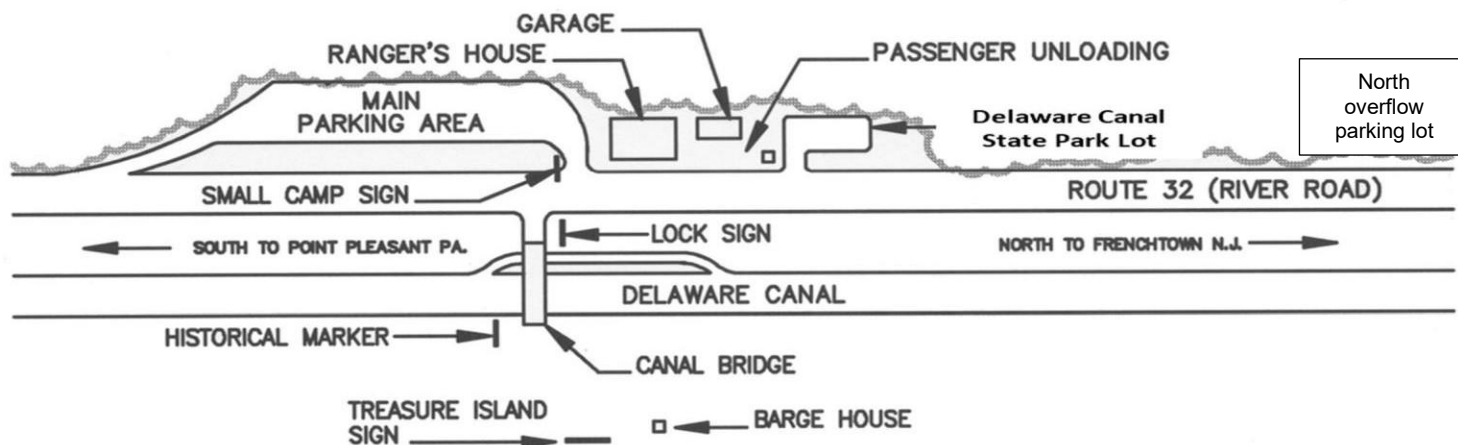
The Friends of Treasure Island and Treasure Island Camp are not in any way affiliated with or operated by Scouting America, or any Scouting America Council.

HAVE A SAFE JOURNEY HOME: The Friends of Treasure Island hope you had a great weekend! We thank you for all the work you did for the "rebirth of a national treasure" and for camping with us. Please come back soon to camp with us.

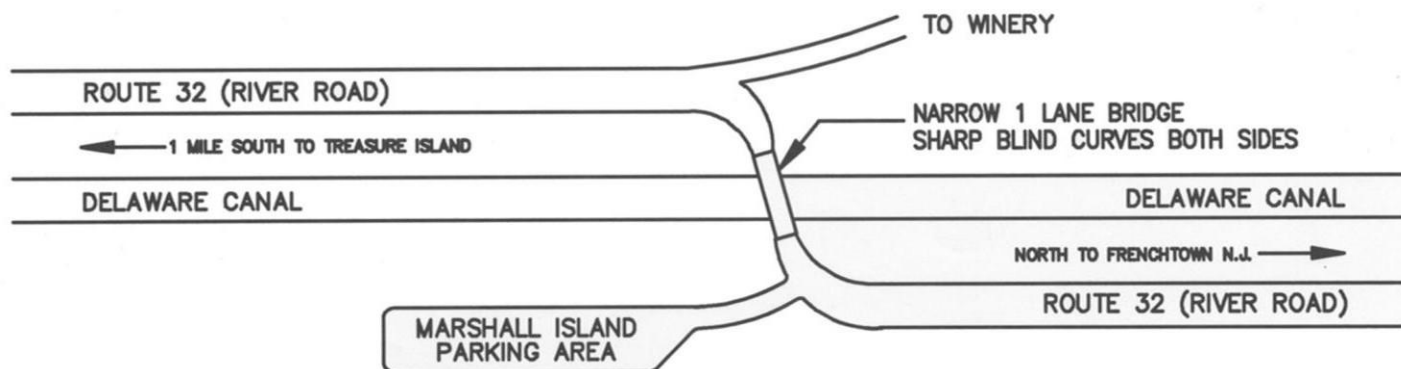


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ANNEX 1: PARKING**TREASURE ISLAND PARKING AREA**

All trailers must park in the Marshall Island Parking Area for the weekend, after unloading. You can drop the trailer and drive back for parking in the pull-off or have a vehicle follow you and bring the driver back.

MARSHALL ISLAND PARKING AREA

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ANNEX 2: TI MAP

