REGISTRATION FORM

Pack __________ of __________ plans to hike the Pirate Legend (Trail) (Trek) on __________
No. of Hikers expected __________ No. Adults __________

We have prepared our group for a safe hike and agree that the Trail Committee, Trail Sponsors or the BSA are not responsible for any accidents that may occur as a result of this activity.
Signed __________

Leader in charge __________________________
(please print)

Phone __________________________ (Zip)

AWARDS ORDER FORM

Pack __________ completed the Pirate Legend (Trek) on __________
and would like to order:

- Trek/Trek (X cut one) patches at $1.50 ea.
- Trail Medals at $2.50 - or Trek Medals
- Sets of Patch and Medal @ $4.00

Send patches to:
(please print)
(please print) (Zip)

Current 3rd class postage is as follows: Patches 1-10 = 52¢; 10-20 = 70¢; over 20 add 35¢ each 10.
Medals require 18¢/ Extra refunded. Awards may be picked up in Winthrop, if desired. (call 846-2626)

Send to: Witch Trail Committee
157 Circuit Road
Winthrop, Massachusetts 02152
BOLO TIES AVAILABLE

The Witch Trail Committee will now make a special Bolo Tie for your troop using your own special design. Typical cost is $25 for the die cost and $5/ Bolo tie or Tie Tack.

Many Troop have switched from a neckerchief to a BOlo or String tie as their official Uniform. It makes a lot of sense with the new uniforms - which seem to have been designed for Bolo Ties. National has approved the switch from neckerchiefs to Bolo Ties so it is an Official option available.

If you are interested in this option we would be pleased to send you a quote on your design. Send us a sketch and an idea of how many you would like made. We will hand cast them out of Pewter, package and ship them to you. We will keep your die on hand so that you may re-order any time in the future. Send your request to:

Witch Trail Committee
157 Circuit Road
Winthrop, Mass. 02152

We also stock Bolo ties and Tie tacks that show the Wood Badge Patrol you were in - (Owl, Beaver, Eagle, Buffalo, Bob White, Antelope, Bear and Fox). Also, we stock Order of the Arrow in Ordeal, Brotherhood and Vigil. All are $5 postpaid.

1.

THE PIRATE LEGEND TRAIL

PURPOSE: The purpose of this trail is to stimulate an interest in the history of the Lynn Woods and to provide an outdoor hiking challenge for Cubs and Scouts.

TRAIL: The Pirate Legend Trail consists of two separate hikes; a four mile Trek recommended for Cubs and a ten mile Trail that is recommended for Scouts. Both hikes cover a circular route and start and end at the Western Gate (Pennybrook Road) off Walnut St. The Trek follows well defined paths thru the Western side of the Lynn Woods. The Trail adds a loop to the Trek and covers the Eastern side of the Walden Pond, visiting the Wolf Pits.

In addition to the hike the Trek and the Trail include a visit to the Old Saugus Ironworks - which is a short drive away from the start of the trail.

AWARDS: All awards are strictly optional and not a requirement of the hike. A colorful Pirate Legend patch may be ordered by the Unit Leader from the Trail Committee for $1.50 each. A sketch of the most current patch is shown on the cover of this booklet but the design will change from time to time. To qualify for the patch each person must complete the hike and also visit the Old Saugus Ironworks. The patches are only available from the Witch Trail Committee, 157 Circuit Road, Winthrop, Ma. 02152. An order form is included in the front of this booklet.

A Trail Medal is also available for both the Trek and the Trail. They cost $2.50 each or you may buy both patch and medal for $4.00.

REGISTRATION: Please fill out the form that is just inside the cover of this booklet. You may hike the Trek or Trail anytime you wish. The form is to give us an idea of who is on the Trails and how many patches we should keep in stock.
REQUIREMENTS: The Trail and Trek are open to all organized youth groups who have adequate supervision. Scouts are encouraged to wear full Scout uniform on the trail and an adult over 21 must accompany each group on the entire hike. It is recommended that the adult leadership be on a ratio of approximately one leader to 10 Scouts to insure a safe and orderly hike. All units must have a local tour permit (#4416) or a National Tour Permit (#4419) in their possession if they are not members of North Bay Council BSA, or the Federation. These permits are issued thru your local Scout Office for your protection. Each group must see that it has training in hike safety, first aid and conservation.

It is to be noted that the participation of individuals in hiking the Pirate Legend Trek or TRAIL in no way obligates the Trail Committee, Trail sponsors or the BSA in the case of any accident or injuries.

OTHER INFORMATION: Water is not available along the Trail for drinking so bring a canteen. You will also need a compass, flashlight, first aid kit, good shoes, (toilet paper and towel), and bug repellent. Plan to pack out anything you bring into the woods - such as lunch papers and cans. There is much litter in the Woods and an excellent Good Turn would be to collect any you see and bring it to the barrels in the picnic area.

No swimming is permitted in the area as the lakes are used to supply the drinking water for Lynn. Fires in picnic area only.

Camping is permitted at Camp Nihan in Saugus. This city run camp is a former Boy Scout Camp, located just off Rte. 1 or Rte. 129. It is just a short distance from the trail. It consists of about 30 acres of woodland for tent camping as well as 4 cabins that sleep 12 and cost $5 per nite (as of '79). Shopping Center is next door and churches near-by. Reservations for use of the camp may be made by calling 617-438-5690 or by writing:

HIKING QUIZ

Some leaders have expressed an interest in having an observation quiz to do along the hike. The new Boy Scout Handbook provides a good background against which several different types of quizzes can be made.

The CONVERSATION SKILL AWARD 5 a. asks you to Clean up a picnic ground - the Lynn Woods sure could use a clean up.

The ENVIRONMENT SKILL AWARD - req. 3a,b,c,d can all be done during this hike.

The HIKING SKILL AWARD - req. 3,4,5, and 6 can all be done with the aid of a compass and map during this hike. I have added 12 different to the map in the center of this booklet. Scouts should be able to identify a public building, church, swamp, lake, hard surface road, unimproved road, trail, cemetery, house town line, bridge and one river feeding the pond.

This area could also be used to stage an emergency service practice drill as required in req. #5 of the Emergency Preparedness Merit Badge.

With pages 295 and 299 of the new BSA Handbook you can run a contest to see who can find and identify the most number of trees in the Lynn Woods.

Pages 302 thru 309 will help identify the wild plants that grow in the woods. This could also be the basis of a hiking "quiz".

If the 10 mile Trail is hiked the Scouts have one of the hikes done needed for the Hiking Merit Badge. Thus, I leave it up to the hike leader to pick the type of challenge he wishes to include in these hikes. With a little advanced planning you can make advancement happen in your unit and have a grand time in the process.
After viewing the cave, continue south, down a few steps. On your right is the collapsed Pirate Cave inside which Tom Veal is still buried. Look up at the face of the rock and you will see a crack caused by the earthquake which shows Tom's silhouette. The crack is just off the path and shows Tom's nose facing left and the outline of the chin, eye and 3 cornered hat. We put some white paint on the crack to help you find it. There are some small caves here to explore if you wish.

Continue down the steps (S), following the marked trees. You will cross a park road, go up over a hill and come out in a picnic area. Lantern Rock is on your left at this point and offers good views.

Walk thru the picnic area, following the road that bears right and you will come out at the starting point.

END

The Trail Committee would like to thank the following men for the help they gave in the preparation of this booklet: Percy Hawkes & Harold Everett of Saugus and Alpine Ernie Tamberg of Dorchester.

BOLO TIES

Interested in having a special Bolo tie made up for your Troop? see next page for info!

Metro. District Commission (Parks)
Middlesex Fells Division
145 Pond Street, Stoneham, Mass. 02180

Emergency facilities are available at the Lynn Hospital - follow Walnut Street east, toward Lynn, or at the Saugus Hospital - follow signs from Saugus Center - south of the Ironworks.

The Witch Trail Committee sponsors a total of 9 trails. Booklets are available for each from the Trail Committee, 157 Circuit Road, Winthrop, Mass for 25 cents each plus postage, (20 cents). These trails include:

SONS OF LIBERTY - a 10 mile hike from Lexington to Concord following the old "Battle Road" of April 19, 1775. Historic sites and museum visited.

SPIRIT OF 76 TRAIL - 2 mile circle around historic sites of Marblehead seeing original Spirit of 76 painting; good hike for younger groups.

LESLIE'S RETREAT TRAIL - 10 mile circle from Marblehead to Salem and back retracing British march of February 26, 1775. Helps explain the battle of Lexington.

SKY LINE TRAIL - An 8 mile circle trail thru the woods at the Middlesex Fells Reservation. An all woods trail tied in with local Indian history.

WITCH TRAIL - 10 mile hike from Danvers where the witchcraft of 1692 started to Salem where the people were tried and hung. Visit grave of a 'Witch'.

BLUE HILLS #1 & #2 - 2 and 8 mile hikes thru the woods, offering good views of Boston and harbor and chance to practice map and compass.

TO REACH THE TRAIL - Take the Walnut Street exit off Route 1 in Saugus, Mass. (approx. 15 miles north of Boston). This exit is the overpass south of the "Ship" Restaurant and north of the "Red Coach Grill". The exit is labeled Rte 129 and Walnut Street. On leaving Rte 1, head East - toward Lynn. At top of the first hill you will see a sign on right directing you to the Old Saugus Ironworks. Turn right here to visit the Ironworks - continue straight ahead to reach the Lynn Woods.
Continuing on Walnut Street, you will pass Birch Pond on your left and come to a variety store on the right. The next intersection contains a set of blinking lights. Turn left here at the lights onto Pennybrook Road. This will lead you directly into the Lynn Woods. Two stone pillars mark the entrance to the Woods and the beginning of the Trail. There is a large parking lot just inside the gate and a picnic area off to the right.

The Ironworks would prefer you call in advance for a tour if you have a large group. Telephone 233-0050 for an appointment. The tour takes about one hour.

A brief history of the Pirate Legend and the Lynn Woods follows. For more details it is suggested you read, "Lynn Woods - with Pen and Camera" by Nathan Hawkes (1893).

HISTORY OF THE IRONWORKS: Alonzo Lewis wrote an account of Lynn in which he stated that the Saugus Ironworks had been visited by a Pirate ship in the dead of night. He stated that the ship was seen at the mouth of the Saugus River and that four men came ashore in a longboat and went into the woods. The next day one of the local men of the Ironworks found a note which stated that if a quantity of shackles, handcuffs, hatchets and other iron articles were made and left at a certain place in the woods, a bag of silver would be found in their place. This was done and the next day the iron was gone and more than enough silver was found there to cover the cost.

Your visit to the Ironworks will show you how iron projects were made in the first Ironworks in America. This mill was used between 1648 and around 1670. The reconstruction of the buildings and equipment shows just how much can be done by the use of water power. This site is run by the National parks service.

Ox Pasture Road directly out and back to the other side of the pond. The road is not very interesting but it is less strain and easy to follow. We did not paint markings on it, but it should not be difficult to follow. If you are up to it, the white blaze will take you up Bow Ridge for some more good views and interesting rock formations.

From the wolf pits the white blaze goes up hill turns right and follows the ridge to the water tower. From there it follows the ridge, passing a big boulder and joins up with a path which it follows back down to the road. At the road the trail turns at left and follows the road out the same way you came.

The Trail goes back over the dam and up the hill to the point where the Trek and Trail separated.

TREK & TRAIL - At the junction, follow the path to the right, passing Happy Valley Golf Course on your left and Breed's Pond. The trail ends at a road. When you reach the road turn right (almost a U turn) and follow the road uphill to the top. Near the top you will see the remains of the octagonal stone building built by the spiritualists in the 1860's on right. On the left you will see a path lined with boulders leading to the left.

Follow the path to the gravel clearing and go left and stand by the boulder there. Look back at the large rocks and you will see the 'rock shaped like a skull' under which the spirits told Hiram to dig. The brain is to the right with the jaw touching the ground on the left. Eye and nose sockets are visible with a little imagination. All the gravel you are standing on was taken from the cave.

Between the Skull and the rock to the left is the passage that leads to the cave. Be careful descending as some of the stairs are missing. You will need several good flashlights to explore the cave as well as a 50 foot rope. The floor has loose rock all about. There is usually water in the bottom due to condensation. The passage turns to the right and then left as you descend. It is big enough to fit 20 or more people inside.
along the Pond. Whenever you see two marks on a tree, the trail takes a turn. Follow the markings thru the woods. Some of the old paths run thru the swamps. We have tried to avoid the wet areas - that is why the path and the trail do not always follow each other.

The white blaze will lead you up several hills that provide good views of the pond. The trail turns and twists, reaching Great Frog Boulder just after you head inland from the water. Here it joins an old park trail and goes up a small hill. Near the top of the hill the trail makes a sharp left turn. Here you will see a spur marked with white +. This is a small loop that takes the hiker under a huge boulder and to the top of Weetamoo Cliff - best view of the trail. It is recommended that the leader rest at this junction and send the group on the +++ trail. The trail will lead them right back to you.

Continue following the white blaze and you will come to Balanced Boulder. The boulder is a result of a glacier - as are the rest of the boulders in the park. It is on the second hill, at the top, on the left of the trail - with a red X on it. The trail from here will lead you down hill and out to the junction of a park road. Follow the road to the right, passing one intersection and reaching another. At this point you could see a W on a tree over the white blaze. A short distance down this side road you will see a metal fence made of pipes - about 4 feet square. This marks one of the Wolf Pits that was dug in 1645. Bait was put in the bottom and once the wolf got in he could not get out. The pits were 8 to 9 feet deep at that time. There is a story of a girl who came to see if anything was in the trap in the 1600's and who fell in with a wolf. The next morning the farmers came looking for her and found her unharmed - the wolf in one corner, the girl in the other, both afraid of each other. History does not record what happened to the wolf.

At this point we give you a choice. If the weather is bad or you have run behind on time you can follow
History - the Lynn Woods - Alonzo Lewis further wrote that several months after the above exchange occurred four men returned and settled at Pirates' Glen in Saugus - a high spot where they could see the coast for miles. They built a hut, planted a garden, dug a well and supposedly buried their treasure. (Many have dug all over the area but failed to find any treasure.)

After some time their hiding place was known to all and one of the King's warships appeared on the coast. Three of the men were captured and returned to England for hanging. One, Tom Veal, escaped to the Lynn Woods (about 2 miles north) and made his home in a cave. He became a shoemaker and continued to live by himself in the cave until 1658. In 1658 an earthquake hit New England and the cave in which Tom Veal was living collapsed, enclosing Tom inside. The top of the rock was loosened and crushed down into the mouth of the cave. The spot was then called "Pirate's Dungeon" since the pirate was sealed inside forever.

James Newhall (1864) and Nathan Hawkes (1893) continue the story of the Dungeon in their books. They tell that in 1852 a man named Hiram Marble purchased the area around Dungeon Rock from the City of Lynn. He built a house on the 30 acres and started to dig for the Pirate Treasure. People who interviewed Hiram reported he was by no means stupid. He was described as being energetic, perservering, and an enthusiast. He was of medium height, with a flowing beard of sandy hair and had a bright, quick eye. He gave the impression of deriving real satisfaction and enjoyment from his undertaking.

Hiram allegedly had clairvoyant revelations that told him where to dig so he would come into the back end of the cave and reach the pirate treasure. He dug a shaft about 150 feet into solid rock - twisting and turning as the spirits told him where to dig. The whole shaft had to be drilled and blasted free.
The city of Lynn took out the first set of stairs to keep people from going up. You still get a good view from the base of the tower. You can see Mt. Wachusett, Mt. Monadnock and several other peaks in N.H. on a clear day, as well as the Boston area.

After observing the view, follow the marked trees downhill into the woods (120°) at the foot of the tower. On entering the woods you will come to a fork in the trail - take the right fork. Continue to follow the markers and you will turn left onto a trail and then right. Following this path you will have Ramsdell's Swamp on your right. At the next trail junction you will turn right and go up hill - "Boulder Path" - which leads to the stone tower (48 ft. high) on top of Burrill Hill (el 285 ft).

The tower gave a good view of the whole coast but it is in the process of being torn down by the local thugs who take over at night. I hope the city does something to save it soon.

From the stone tower follow the wide path at the foot of the tower (120°) on the opposite side of the road from which you came. This will bring you down hill to the junction of a main trail - which has a big boulder in the center of the path.

At this point the 4 mile Trek turns right and the 10 mile Trail turns left. If you are only doing the Trek skip the following instructions and go to page 18 where you will see the heading Trek and Trail. The instructions for the Trek will pick up again at that point.

Trail - the hike for the Trail turns left here to cover a 6 mile loop around the north side of Walden Pond. Follow the white paint on the trees to the left, out to the main park road. The trail crosses the road and enters the woods on the other side. From here you will go down to the water and follow along the Pond to the dam. Cross over the dam and turn left onto the road on the other side. Follow the road over the hill and down to the woods. The trail enters the woods on the left and follows
Whenever Hiram wanted to know which way to dig he would write his questions on a piece of paper and give the paper to a fortune teller or "mystic". She would then write out the instructions from "Tom Veal" the pirate. So Hiram would not be discouraged, Tom Veal told him (thru the Fortune teller) that he was being tested and lead the same as Moses was lead by God, before reaching the "promised land".

Hiram started with $1500 and dug at this site for 16 years. The last 8 years he was supported by donations of visitors and odd jobs he did in Lynn. Hiram died on Nov. 10, 1866. He found nothing.

His son, Edwin, continued the work after his father for some time and finally he gave up. Edwin died Jan. 16, 1880. On the sheltered southwest side of Dungeon Rock stands a boulder which served as the headstone for the grave of Edwin. Vandals disturbed it years ago.

In 1887 the city of Lynn paid $3000 to Mrs. Marble for the 30 acres she owned around Dungeon Rock. The city then demolished the old buildings used by the Marbles as a residence and a museum.

While Hiram was digging the cave, spiritualists from all around came to see him work and encourage him. The people waiting for Marble to strike it rich danced on a platform at the base of the rock. Just below, among the pines was a crude building where they tried to raise other spirits. Near Dungeon Rock are the ruins of an octagonal stone building which the Spiritualists of Lynn began during his life. It can be seen near the path to the cave, on the opposite side of the road.

To this day no one has ever claimed to have found any treasure.

General History of the Lynn Woods -

In the 1600's the Lynn Woods was set aside for all the people as a source of wood for the whole settlement. It was also used by all the people as a place to pasture their cattle, horses and ox.

Hiking Instructions for both Trek and Trail

(Trail and Trek are marked with white paint on trees and rocks. See map for orientation and History for background. Numbers in parenthesis are approx. compass readings.)

Start at the Stone pillars at the Pennybrook entrance and walk straight ahead (NW), passing the parking lot on your right and the park department buildings on your left. Continue down this dirt road to the first bend in the road - at which point you will see a path on the right (30). The path goes to the right of a big boulder and is marked with white paint. Follow this path and you will come to a main park road. Cross directly over the road and continue on the path into the woods. You will see one of the old stone fences along this path.

Continue until you come to the junction of 3 trails. At this point the trail takes a left (N) and goes down hill. Cross a stream, follow the path up hill (340°) to a big rock. Continue passed the rock and under a fallen tree. The path narrows to single file here and goes between a swamp and a cliff. (Trail does not climb the cliff). Follow the white markers on the trees - Tomlin's swamp is on your left.

Trail crosses several streams and comes out to a small road. Go about 30 feet on the road to the right and you will see trees marked with white paint on the other side of the road - leading up hill.

Follow the marked trees and path into the woods (320°) Continue to follow the marked trees.

Trail turns right onto a large path (160°), still marked by white paint. You will come out of the woods at the junction of 2 main park roads. Cross the dirt road and follow the road on the left - up hill, (trees still marked to show the way.) This will lead you to the top of Mt. Gilead (el. 272 ft.) and the steel tower (70 ft.) The steel tower was used to look for fires but has not been kept up.
trail was part of the route used by the Indians to go from the home of their "Sagamore" or Chief who lived on a hill in Lynn near the ocean, to the good hunting grounds by Lake Quannapowitt in Wakefield.

In colonial times the trails were used by the settlers to haul their wood out of the woods to a "landing". A landing was a place where wood was brought during the winter to dry and be picked up in the summer. The wood was hauled from the swamps and hills when the ground was frozen. These landings were located at the two main park entrances.

The Eastern Gate was known as Blood's Swamp Landing and in the late 1800's served as the terminus of the Lynn and Boston Railroad. This railroad was founded on April 6, 1859 with 40 horses, 8 cars and 13 miles of track. By 1897 it had 163 miles of track, 588 electric cars and carried 25 million passengers per year. The invention of the auto took away most of the business.

The entrance at which the trail starts - the Pennybrook entrance - was the terminus of the Belt Line Railroad. This was called the Western Landing or Dungeon Landing.

Great Woods Road was a major East-West road in colonial times. It ran from Sluice Pond at Lynnfield Street to Hawks Hill in Saugus. A portion of the road in Saugus was submerged when Walden Pond was made. The sunken part is at the western end where the road makes a U turn.

Ramsdell's Swamp - named after John who was a farmer in 1630. Also for Joe who was killed by Indians at Casco Bay in 1690 and for Abednego who was killed by the British on Lexington Green, April 19, 1775.

Tomlin's Swamp - named after the Tomlin family who were prominent in politics. Ed was one of the first Deputies of the Lynn General Court. He was granted 200 acres of land in 1631. Timothy was the first Innkeeper of Saugus.

Burrill Hill - named for George was one of the first to settle in Lynn. Descendants were Judges.

This was a wild frontier at that time and the settlers were bothered by wolves. In 1645 they dug pits to trap the wolves and erected fences to separate and protect their cattle. A 10 shilling bounty was paid for every wolf killed within 10 miles of the city. The wolf pits and stone fences are still visible today. Two well preserved wolf pits are located on the far side of Walden Pond and are part of the 10 mile hike. Other pits are located on Salder's Rock - the Island in Breed's Pond.

You will cross one of the old stone fences near the start of the hike. Others have been covered by Birch Pond and Breed's Pond, near Lantern Rock.

A fort and garrison house were built in 1642 near here to protect the settlers from the Indians. The house was 40 feet long and was built as a common place to protect all the people. There is nothing left to see at the site of this fort, but a new house. If you are interested in seeing this area, take Fairmount Street from Walnut Street (near Birch Pond) and turn right onto Stirling Street following Stirling till it ends and you will be at the site of the old fortification. It was on your right at the end of the Street.

Vinegar Hill is on the right at the end of the road and Pirate's Glen is reached by following the path at the end of the road, straight ahead.

In 1706, the Lynn Woods was divided among the members of the town according to the tax rate. It was used as a source of wood to heat the homes.

In 1870, the City of Lynn purchased Breed's Pond area as a water supply and decided to start buying the rest of the Woods. In 1887, Dungeon Rock area was purchased back from Mrs. Marble. In 1889, the City acquired the land south of Walden Pond and in 1893 Ox Pasture, north of Walden was bought.

It is interesting to note that most of the hiking trails of the Woods were used by the early settlers and some by the Indians. The Indians used a path near Pennybrook, skirting the Western bounds of Tomlin's swamp and then to Walnut Street. This Indian