



# **LEADER INFORMATION PACKAGE**

**Benjamin Tallmadge Historic Trail Hike  
Cedar Beach, Mount Sinai to  
The Manor of St. George in Mastic**

**Date(s): Saturday, October 10 – Sunday, October 11, 2026**

Please read this material carefully.  
If you have any questions, call:

\_\_\_\_\_ Phone: \_\_\_\_\_

*The Benjamin Tallmadge Historic Trail was commissioned by the Town of Brookhaven in preparation for the Country's Bi-Centennial in 1976 in cooperation with the Suffolk County Council, BSA. Scouters John Aleksak, Bill Brod and others blazed the trail and drew the current map using information and research back then.*

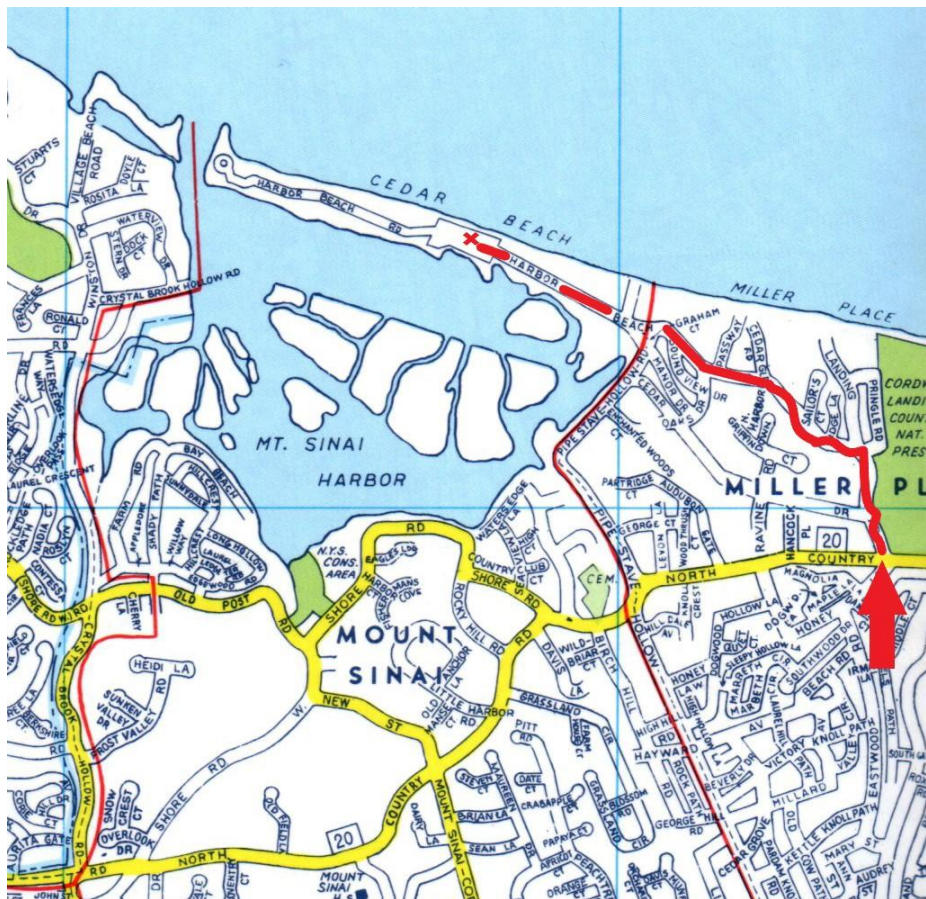
*Benjamin Tallmadge was well acquainted with Suffolk County in 1780 having raided my British positions throughout the Revolution. He had family in Setauket and was the key spymaster of the famous Culper Spy Ring. There were far fewer roads in Suffolk during the Revolutionary War and most of the land was open farmland and easy to navigate. He also used the Carmen's River as a key landmark for knowing his position, especially at night.*

*The present day Trail represents the approximate route travelled by Tallmadge and his men from the landing on the shores of Mount Sinai to the sacking of Fort St. George in Mastic in November, 1780.*

- Today, 90% of the trail is on Town roads. Some roads have a wide shoulder but, others have little or no shoulders. Very few of the roads have sidewalks. Caution must be exercised while walking the roads with traffic moving. Hikers should stay in a single file on the left side of the road, facing the traffic.
- Wear your Uniform shirt or a brightly colored Class "B" shirt so you are visible to drivers.
- Wear comfortable boots or sneakers. Your feet will be pounding a lot of asphalt. Be on the lookout for "hot spots."
- Wear long pants or expedition pants. It is still tick season and some of the backcountry portions of the trail will have some tall grass.
- This is NOT a Backpacking trip or a Philmont Exercise. Do not use a backpack; use a Daybag with the Scout essentials: Rain Gear (for a pop-up shower), Trail Food especially Lunch (a sandwich or two), First Aid Kit, Water Bottle (or two), Sun Protection, Flashlight, Extra layer of Clothing, extra socks.
- There is NO cooking on the trail. Leave any backpacking stoves home.

- Bring your smart phone with an app that can read QR codes. We'll have some quiz questions along the trail for some fun.
- It is recommended that participants avoid getting to Cedar Beach in Mount Sinai using Pipe Stave Hollow Road. Hikers will be coming south on that road throughout the morning. Also, some boat owners may start removing their boats from the marina that Saturday morning.

Instead, take North Country Road to Landing Road and then a left onto Harbor Beach Road which will take you all the way to the Town's Cedar Beach parking lot.



- Drivers will not be charged a fee just to drop off any Scouts.
- Participants will be started in groups on a staggered schedule from 8:00 a.m. to 9:00 a.m. to spread everyone out.

- Drivers are NOT allowed to follow their Scouts along the Trail using their cars. This would be dangerous. Instead, pick a meeting point, if absolutely necessary, further down the trail.
  - Units are encouraged to take water breaks and a lunch stop where everyone is off the road; for example, at the Pine Lake parking area on Church Lane in Middle Island. There will be a port-o-john at this location and, at other locations, along the entire historic trail.
  - On Day 1, hikers should reach the back gate entrance of Cathedral Pines County Park between 2:00 and 3:00 p.m., depending on their pace.
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- A NON-HIKER (Uniformed Leader or Committee Member or Parent) will be bringing the Troop overnight gear into the Park by 12 noon. Trailers are okay to use for this. Gear could be, but not limited to, Tents, patrol kitchens, food in coolers, camp chairs, etc. If time allows, those adults *could* set up the campsite while waiting for the hikers to arrive.
  - District Leaders will be assigning the campsites for the Units to use.
  - The dinner and Sunday breakfast will be the responsibility of the Unit Leaders. They should be easy-to-cook or no-cook meals, especially on Sunday morning. They will need to prepare a lunch for the Sunday portion of the hike.
  - The District will arrange some program items for the rest of the day and evening which may include colonial games, a presentation by the Brookhaven Town Historian and religious services.
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- Units will resume the Hike on Sunday morning. They will start at the same time on Sunday morning as they did on Saturday morning. They will leave the park through the same back gate entrance as they used on Saturday afternoon. Their day bag should have the same items in it, including another lunch, or snacks, and water.
  - Adults that brought in the Troop gear will be able to remove it from the campsite. Scouts should help leave it cleaner than they found it.
  - There will be opportunities to see historical structures through Yaphank.

- Units will be able to leave River Road and use the work road inside Southaven County Park, if they prefer. Southaven Park has bathrooms, water sources and picnic tables available.
- We will have coverage from the 7<sup>th</sup> Precinct as the hikers cross the William Floyd Parkway bridge over the Sunrise Highway toward Montauk Highway, which will have a sidewalk.
- The Wertheim National Refuge Visitor Center, on Smith Road, is closed on Sundays but, we will have two port-o-johns in their parking lot which will be available. The Visitor Center and hiking trails are terrific and worth a return trip.
- Hikers will be detoured off the end of Smith Road onto a backcountry trail inside the Refuge property for less than a mile.
- Returning to old Smith Road, the hikers will finish at Neighborhood Road and go through the entrance to the Manor of St. George property and up to the Manor House museum. The hikers *could* arrive anytime between 2:30 p.m. And 4:00 p.m. depending, again, on the pace of their walk. Scouts are to be picked up at this location.

The Manor House and grounds are open to the public from 10:00 a.m. to 5:00 p.m. every Thursday through Sunday from April to October. Parents and Leaders picking up their Scouts are encouraged to arrive early and visit the Manor.

- Drivers are cautioned that the driveway which enters the Manor grounds is the same one that Scouts and Leaders will be hiking on as well. There is a 5 MPH limit on this entrance way.
- There will be port-o-johns and a SCWA water buffalo available for all to use.