

The Florida Quest

Laptop Lauren
and the Trackers

**Explore the Treasures of
Florida's Ghost Town Trail**



Chart the Clues for Jackson's Treasure Map

New Smyrna Colony Notes:

1. What brought people to the site?

2. How did the people make a living there?

3. Why did the settlement die out?

4. What remains for people to see today?

The River Towns Notes:

1. What brought people to the sites?

2. How did the people make a living there?

3. Why did the settlements die out?

4. What remains for people to see today?

Freemanville Notes:

1. What brought people to the site?

2. How did the people make a living there?

3. Why did the settlement die out?

4. What remains for people to see today?

Fort Mose Notes:

1. What brought people to the site?

2. How did the people make a living there?

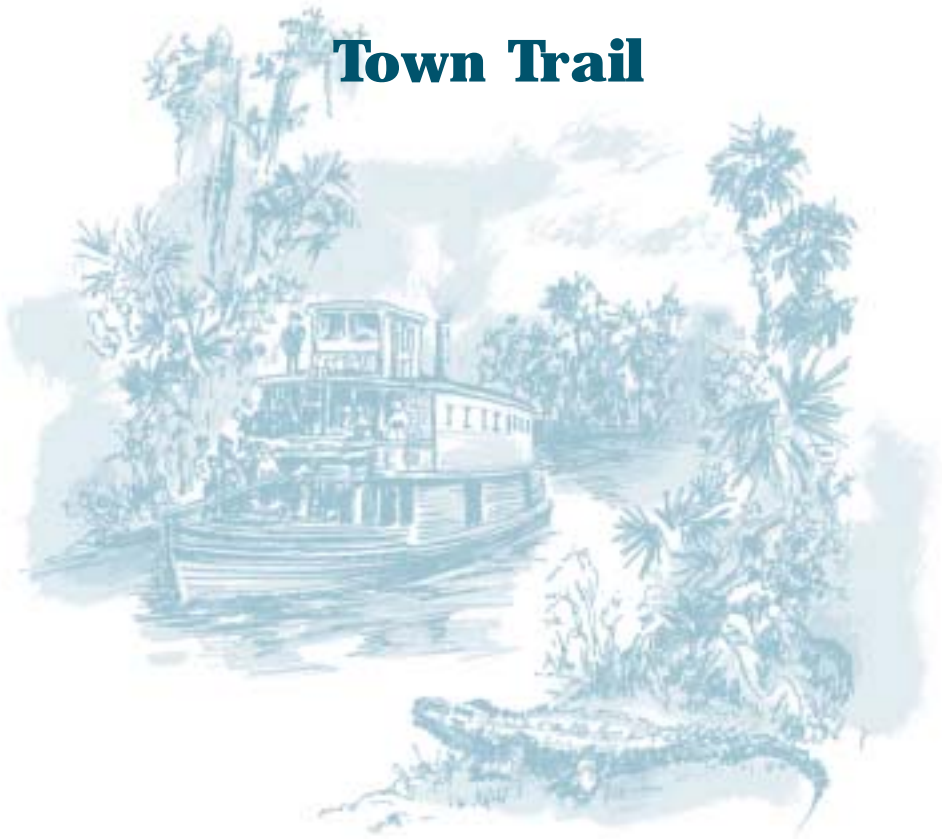
3. Why did the settlement die out?

4. What remains for people to see today?

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LAPTOP LAUREN AND THE TRACKERS

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Meet the Trackers

A lot has happened to Ethan and Ally Coble since they moved to their Florida home. The Florida Quest brings even more excitement for them! Their new friends, 'Laptop' Lauren and her brother, Zack, live in the town of Ponce Inlet. Lauren and Zack live in a big, old house with their father, Mr. Lambert. We won't meet Mr. Lambert in this Florida Quest. He is out of town on business for the summer. The only adult staying in the Inlet house with Lauren and Zack is Niki. She is a college student who works for the Lamberts to make money to pay for her education.



LAUREN LAMBERT



ETHAN COBLE



NIKI

Lauren, Zack, Ethan and Ally have formed a club. They call themselves the 'Trackers.' Lauren, the oldest member, is the club leader. She is very good at tracking clues. You see, Lauren has some great resources at her fingertips. For example, she can access information in a split second with her laptop computer.

Lauren is quite mobile herself—not the way most people are. She drives an automated wheelchair, named Clipper. Lauren decided on the name when she saw a model clipper ship her brother had built. She learned that a clipper is a very fast sailing vessel. Because Clipper cannot climb stairs, Mr. Lambert had an elevator installed when he bought the big Inlet house so Lauren and Clipper could travel from floor to floor.



ALLY COBLE



ZACK LAMBERT



JACKSON COBLE



CAPT. WELLINGTON

Half-Moon Hideaway

At the very top of the Inlet house is an attic, the Trackers' official clubhouse. When Zack first opened the creaky door at the top of the stairs and discovered the long, dark room on the other side, he knew it was perfect for them to use. It was private, and there were shelves along the wall for their tools and supplies: maps, globes, binoculars, flashlights, a tape recorder, a television, a chalkboard and many books and newspapers for doing research.

Since the Trackers had a lot of work to do to get the room in shape, they took on their first mission: Operation Clean-Up. Zack dusted. Ethan swept. Ally hung up two old pictures she found propped against the wall in a corner. Ethan and Ally pried open an antique trunk and discovered some back copies of *The Daytona Beach News-Journal*.

"Back copies," Ally explained, "means that the newspapers are from past dates."

The Trackers decided the newspapers would make good resources for tracking clues, so they organized them by date and placed them beside their books on the shelves that ran along one wall.

As Zack was cleaning, he found out what was making the room so dark. An old blanket had been slung over the window on the far wall. After pulling down the blanket, sunlight streamed into the attic. Looking out the window, the kids could see the ocean.

"Hey!" Ethan exclaimed. "This is that half-circle window at the top of the house, the one you can see from the driveway. Look, you can see the lighthouse from here!" After cleaning the window until it was crystal clear, the group turned to face their clubhouse. Ethan pointed to the wall opposite the window. The light shining through the semi-circle window formed a shape on the wall.

"It looks like a half-moon. We'll call the clubhouse Half-Moon Hideaway!" Zack exclaimed. "Best of all, no one will know about it except the Trackers!" Ethan and Ally liked the name. Half-Moon Hideaway was established.

The elevator came in handy for hauling an old sofa from the basement to the second floor. Niki helped carry it from there up to the attic. That's when everyone decided to make Niki an honorary member of the Trackers, since she knew about the Hideaway. Niki positioned the couch to face a bulletin board on the opposite wall. Then, they all pushed the newspaper trunk to the center of the room in front of the couch, to serve as a table. As a finishing touch, Lauren donated a chair from her bedroom and it was placed at one end of the trunk.

Three of the Trackers stood back and smiled with approval at their new clubhouse. Now...something was missing. What was it? Oh yes—Lauren! How was the club's leader going to get up to Half-Moon Hideaway? The elevator did not run all the way up to the attic. This was the next job for the team. The Trackers couldn't even ask Mr. Lambert for help, because he was away. The Trackers found themselves in quite a jam.

The Right Man for the Job



Lauren had been waiting at the bottom of the stairs while the clubhouse took shape above her. Now, the others decided to meet at the kitchen table so Lauren could help solve the problem. She was determined to find a way to travel to and from the attic. "Think, think," she urged her fellow Trackers.

It was Zack who thought of Captain Wellington. "Remember the sea captain who lives close to the Inlet, the man with the English accent? He's always tinkering around with things. Let's see if he can invent something!"

This took some convincing on the Trackers' part. Niki was not thrilled at having a strange man in the house while Mr. Lambert was away. She would have to dip into the household money to pay for a safety inspector to approve the invention, too. She eventually agreed to meet Captain Wellington, and she liked the man right away. He seemed very smart and capable. As it turned out, the Captain would be able to help the Trackers with their problem. A telephone call to Mr. Lambert, to make sure that this plan was all right with him, set things in motion.

When all was said and done, Lauren could travel up to Half-Moon Hideaway any time she wanted on her new lift, as Captain Wellington called it. The Trackers decided to name it the Wellington Lift, in honor of the Captain. He smiled at the gesture and explained that a lift is what the British call an elevator.

To get to Half-Moon Hideaway, Lauren now drives Clipper off the elevator onto the second floor, then onto a small, metal platform at the bottom of the attic stairs. She locks Clipper into place on the lift, and then pushes a button. The lift safely raises her along the staircase to the door of the clubhouse.

Tips for Completing the Quest

Do you think you can track clues to help solve the mystery of Florida's ghost towns along with the Trackers? Sharpen your sleuthing skills because they can't do it without your help! You will be the ones to find the clues and write the answers carefully in your books. As the Trackers explore, talk to people, read and research, they will be uncovering hints to help you find clues. To solve the clues, pay attention to the story and carefully read all the information provided. Then complete the activities you find and write the answers in your book.



When you arrive at each  (stop sign) in the story, you will see instructions for finding the clue. These instructions will help you figure out the answer by leading you to:

- (a) *search the newspaper, or*
- (b) *watch a video on TV, or*
- (c) *visit a website on your classroom computer or*
- (d) *complete an activity found in this book.*

Once you've solved the clue, write your answers in the correct spaces in the book.

In addition to clues, you'll be looking for certain things about each of the possible ghost towns the Trackers visit. There are four main points the Trackers, and you, will be seeking in order to determine if a location can truly be considered a ghost town. Be sure to look for these ghost town descriptors and write them inside the front cover of your book as you complete each chapter. You might even find them before the Trackers!



The "Terms to Know" box at the beginning of each chapter lists the words that may seem unfamiliar to you. Those words also appear in bold print in the story. Before you begin reading, find the definitions of these words by looking them up in the glossary in the back of the book.

**Have fun exploring
Florida's ghost**

Now, Let's Review:

- I should look up the meanings of glossary words before I begin to read each chapter, so that I will better understand the story.
- I should be on the look-out for hints in the story, even ones that the Trackers might miss.
- I should stop when I see the stop sign, and carefully follow the instructions provided.
- I should re-read the information before completing each activity to solve a clue.
- I should write the answer to each clue in the space provided in each chapter.
- I should fill-in the chart on the inside front cover to summarize what the Trackers learn about each Florida ghost town as I finish each chapter.

INTRODUCTION:

Laptop Lauren and the Trackers Explore the Treasures of Florida's Ghost Town Trail

Terms to Know

thoroughfare

copyright

canal

pontoon

chauffeur

Quest

The glass door jingled as it closed behind the Trackers and Niki, and the group filed out onto the sidewalk in the heart of New Smyrna Beach. The friends were spending the sunny afternoon on the town's main **thoroughfare**, looking in the interesting shops and enjoying fruit smoothies.

"What did you get in that store, Zack?" asked Lauren Lambert, eyeing the brown paper sack in her younger brother's hands.

As he walked beneath the row of palm trees, Zack Lambert opened the bag and pulled out a rolled up piece of crisp parchment paper. "I bought a treasure map," answered the blond preteen with a smile. "I thought it was worth five bucks if I could find a chest of gold or even a string of pearls or two." The others laughed. He opened it for the rest of them to see. His "map" was printed on yellow paper, and had



a tiny **copyright** date in the bottom corner. A crisp, dark "X" marked the spot where the supposed treasure was to be found.

"Seems like a fair deal to me!" answered Ally Coble, looking at the document. "I'll test out the pearls for you – you know, to make sure they're real."

"After you find your treasure and are done with that map, we could put it up in the Hideaway," suggested Lauren, playing along.

The Half-Moon Hideaway, their attic-turned-clubhouse in the Lamberts' Ponce Inlet home, was filled with modern-day "treasure-hunting" tools – newspapers, encyclopedias and a computer – to help the Trackers discover little-known facts about Central Florida.

"That reminds me," Ethan Coble said, reaching into the back pocket of his denim shorts. "I got an e-mail last night from Jackson and I printed it out to show you. It was addressed to all of us. Sounds like he's been treasure hunting lately, too." Ethan pulled out a folded paper from his pocket and opened it.

"Really?" asked Lauren. "Let's see it." Jackson, an older cousin of the Coble twins, lived in Colorado Springs. He had gone exploring with the Trackers while on vacation a couple of years earlier. Although he had come to Florida thinking only of water sports and theme park rides, Jackson discovered a whole different side of the Sunshine State when they toured historic buildings. Their adventures together definitely expanded his idea of fun.

The group stopped at a bench and Ally, Zack and Niki sat down. Lauren slowed her chair and parked it alongside. Ethan handed her the paper, and she read it aloud:

Hi Trackers!

Guess what I've been doing lately? Exploring Colorado's ghost towns! Yep – a friend of mine and his dad are part of a club that goes out to find what's left of old mining boom towns around the Rocky Mountains. They took me

with them once, and the rest is history -- ha!

It's cool to see where people once lived and sought their fortunes. We find some of these settlements in such out-of-the-way places that it's hard to believe they were people's homes.

Too bad Florida doesn't have any old, deserted towns like these. I know you'd have a blast investigating them.

By the way, my parents and I will be coming to Florida for vacation again this summer. Think of some fun things for us to do together, will you?

See you soon,

Jackson

"Ghost towns – wow!" remarked Ally.

"He's right," said Lauren. "It would be a blast to explore those old towns."

"He's right about that, but he's wrong about Florida," observed Niki thoughtfully.

"What do you mean?" Ally asked, and they all turned to the sitter.

"Well, you know we're standing in the middle of a deserted town," Niki started, with a mischievous look on her face. "Or I guess you could call it a 'lost colony.' We're on **Canal** Street, right? Why do you think they would give it that name if there were no canals around? It's a clue to something that was here before..." Her voice trailed, and she paused with a smile to see if any of the Trackers would take her bait.

After a moment, Ethan's eyes lit up. "I know what you're talking about – there used to be canals in this area, including one that ran right under where we're walking now! We learned about it on a **pontoon** boat tour we took on the Halifax River – remember, Ally?"

Ally pursed her lips. "Yes, I think I remember...something about a European settlement that was here a long, long time ago." Ally tilted her head as she thought, her dark hair shining in the afternoon sun.

"You got it!" answered Niki. "It sounds like your boat ride was one of the guided tours they give in New Smyrna."

"We should take a ride on it and tell Jackson what we find out about the lost colony," said Zack. "We could show him that Florida has ghost towns, too!"

"Great idea, Zack," said Lauren, her mind working. "In fact, how about this – why don't we see how many ghost towns or lost cities we can find, and show them to Jackson when he comes to visit? He did ask us to think of something fun to do."

"I'm sure you can find many of them if you just look," offered Niki. "It would be a lot of fun for me, too." Niki took her unofficial job as the group's **chauffeur** for granted. Although she was actually the Lambert's sitter, she enjoyed the kids' adventures as much as they did.

"Let's do it! After we find the towns we can put them on a map – like a treasure map – with clues about each place for Jackson to match them up," Ethan said. He reveled in the thought of challenging his older cousin.

"Only our treasure map will be real!" laughed Ally.

The five of them headed eagerly in the direction of the pontoon boat tours, ready to embark on a new **Quest**.

CHAPTER ONE:

New Smyrna Stories: Clues from the Coquina Walls

Terms to Know

wharf
embedded
composite
archaeology
municipal
relics
artifacts
plaque
intrepid
Hellenes
legacies
ancestors
commemorative
venture
immigrants
hardship
brutal
dissension
descended
sacrificed

After their decision to look for Florida's lost cities and make a treasure map, the Trackers made their way to the dock on the north causeway in New Smyrna Beach. There, they boarded a pontoon boat for a tour. A light breeze brushed through the open-air craft as clusters of other sightseers joined the group under the shade of the boat's canopy.

"When we make our treasure map for Jackson, what types of clues do you think we should include?" Ally asked of the group as they waited for the tour to begin.

"I think we need clues that will add life to each place we find, to make it interesting," her brother replied, thinking. "Hmm – like what the people did there."

"That's a good one," said Lauren, "and how about what brought them to a particular area in the first place?"

"Yes – and we have to find out why the town or settlement died out, of course," suggested Zack.

"Of course!" Lauren quickly agreed, reaching into the pocket in her chair where she kept her laptop. "These are good ideas. Let me make a list, so we remember what to pay

attention to. Anything else?" She booted up her laptop and started typing.

"Well, since Jackson likes to discover what's left of ghost towns, why don't we include what's left for people to see today?" suggested Ally.

"Good thinking. Four things," Lauren looked at her list and read them aloud. "First we'll find out what led people to a town. Then we'll record what they did. Next we'll learn what caused a town to die out and finally, we'll record what's left for people to see today."

Just then the boat's motor started up and the passengers felt the gentle vibration under their feet. An enthusiastic male voice came over a speaker, welcoming them aboard and giving a brief description of what they could expect to see on their tour.

The watercraft pulled slowly away from the dock and headed along the scenic Intracoastal Waterway, passing homes and small businesses. The western bank was dotted with scattered sea grapes and palm trees. A great blue heron posed quietly in the shade of a cypress. The tour guide entertained them with local trivia and an occasional joke.

Zack leaned over and whispered to the others, "I like this guy! We need to remember this stuff for Jackson!"

"Right!" said Ethan as he pulled out his notebook and started taking notes.

As they motored past the downtown area, the tour guide directed them to look at the remains of an old stone **wharf**. Ally, who had decided to keep a photo record of the Trackers' newest adventure, quickly got her camera into position and snapped a picture.

The boat passed New Smyrna's historic downtown, and the guide pointed out Canal Street where the Trackers had recently been shopping. He told them that the remains of a hand-dug canal system



could be found throughout the area, and that Canal Street had been given its name from a section of the canal that once existed where the road currently ran. Ethan turned to the others smiling, proud that his memory of the canals had been correct.

The tour guide's voice continued over the speaker. "Now, if you look carefully across Riverside Drive, you might catch a glimpse of the ruins at Old Fort Park. Parts of a structure remain **embedded** there in a mound, but there's a lot we still don't know about the site.

"Let's start with what we do know – which is why the ruins have lasted so long. As you may know, this part of Florida doesn't have the natural building materials that other parts of the country have, such as clay or rock. However, centuries ago some clever builders discovered that, by digging down in the earth to gather the soft layer of shell fragments and quartz and then drying them out in the air, they could obtain a mixture that became hard as stone. This **composite**, called coquina, made an excellent building material that has been used for at least 400 years. The ruins at this site are made from coquina."

Ethan leaned over and whispered to the others, "We need to tell Jackson this, too! I'll write it down." He continued to mark the information the guide relayed in his notebook.

The guide continued. "If you visit the site, you'll see that the ruins area is called both a palace and a fort. But what was it, really?"



Time for the Newspaper Clue. The tour guide went on to explain that the ruins at Old Fort Park had been built upon many times, but that they were best remembered in connection with the earliest-known person to use the site. What was that person's name? Turn to Monday's *Daytona Beach News-Journal* and find the Florida Quest clue. Complete the activity you find there, and write your answer in the spaces below.

The tour guide paused for a few moments as the boat moved past some stately, waterfront homes. Zack pointed out two dolphins racing playfully alongside the boat. Ally smiled as she took a few pictures of them. Even though they weren't directly related to the Quest, they were a real natural Florida treasure, and Ally knew Jackson would appreciate seeing them.

Ethan, too, was thinking about Jackson. "When did people live in Jackson's ghost towns?" he asked, trying to remember. "I bet he's got nothing as old as this to explore!"

"You're right," agreed Niki. "This area was settled long before Colorado had mining towns!"

"Whoo-hoo! We've got him beat! Let's go up to Old Fort Park after the tour," said Zack. "Does anybody know how to get there from the dock?"

A teenaged girl with dark hair and dark eyes sitting near them leaned over, noticing Ethan's notepad. "You kids want to see the Turnbull ruins? You can walk with me. I'll show them to you if you want."

"Really? Sure!" the Trackers chorused. "That would be great!"

"My name's Penelope, but you can call me Penny. I actually helped with an excavation—a dig—there, a few years ago, with a bunch of other kids who were interested in **archaeology**," the girl continued. "It was especially cool because I'm related to some of the colonists who came over with Dr. Turnbull." Then Penelope introduced her cousin, Cressida, who was visiting from St. Augustine. The Trackers and Niki went down their row, introducing themselves as well.

After the pontoon boat had returned to the dock, Penny led the small troupe down the causeway in the direction of Old Fort Park. The Cobles and Lamberts asked her seemingly endless questions about what she had learned while excavating the ruins, amazed that she had taken part in a real archaeological dig. Penny enjoyed their enthusiasm.

She told them, "We found parts of the building, like hand-made

screws and shutter fasteners, and pieces of pottery. We found things that people wore on their clothes, like buttons and even an iron shoe buckle!" the older girl explained.

Penny led them to the park, where the ruins stood near the busy riverfront road. Sprawling oak trees, draped with moss, filled the grassy area, while **municipal** buildings surrounded the park in the heart of New Smyrna Beach.

From where they stood, they could see only one side of the foundation. Along the far side, the ground rose to form a hill that covered some of the outer wall of the structure. "People think this was a palace?" asked Ally in disbelief.

"This is just the foundation, remember," explained Penny. "Let's walk around to the other side and we can see a whole lot more. It's really neat." For the record, Ally took a quick picture of her friends next to a sign that described the "Turnbull Palace," then they followed Penny.

"Look at this!" Penny gestured toward the ground. As they walked around the structure, they had climbed the mound and now found themselves looking down into what looked like a giant tic-tac-toe board, with thick, coarse walls dividing nine deep, open sections. Penny pointed out where various **relics** had been found. "It used to



have three stories, so it was really a high rise in its day. If you want to take a look at some of the **artifacts** found during the excavation, I think you can see them in the New Smyrna Museum of History just down the road." She pointed in the direction of the museum.

"You said you were related to some of the colonists," said Lauren. "Can you tell us about that?"

"Here, let me show you," Penny answered, waving to the rest of them to follow her. Next to the parking lot they found a large slab of coquina with a **plaque** mounted on it.

Ethan read it aloud as the others listened.

*"Dedicated to the 200th anniversary in honor of those **intrepid Hellenes** who came to the New World in 1768 as settlers of the historic New Smyrna colony of Florida, by Americans proud of their Hellenic heritage who cherish their participation in the great ideals of democracy and freedom as embodied in our American way of life, so that generations yet unborn may fulfill the hopes engendered by these priceless **legacies**."*



Time for the TV Clue. The plaque implies that the Hellenes, or Greeks, came to New Smyrna with hopes of a better life, but that was not necessarily what they found when they arrived. Their struggles as colonists were a result of contracts they signed, which required that they work in exchange for free passage on the ship. What label was given to each passenger who signed such a contract? Watch the video and listen carefully for the answer, then write it in the spaces below.

"They're talking about our **ancestors**," said Penny, gesturing toward herself and her cousin. "We're Greek, and my parents were part of the group that put up this plaque."

"Wow! That's really cool!" said Zack.

"This place must really mean a lot to you," agreed Lauren.

Ally asked Penny and Cressida to stand next to the **commemorative** marker and she took their picture, knowing that the sight of two cute girls would be sure to get Jackson's attention.

FAST FACT:

There are numerous descendants of the New Smyrna colony still living in Florida today. You might hear Minorcan family names like Ortagus, Arnau, Cavedo, Sequi, Usina and Carreras; an Italian name like Pacetti; or a Greek name like Papi. "Penelope" and "Cressida" in our story are Greek first names.

"So let me get this straight," Ethan said. "The tour guide said Dr. Turnbull started a colony here because Britain wanted to expand into eastern Florida. Then the colonists – who weren't even British – came from Greece, Minorca and Italy for a better life here." He pulled out his notepad and wrote down the information.

"And, boy, were they in for a surprise," answered Penny, as they

walked around the marker to the shade of the massive oak tree. "Life was really rough for those colonists."

"Now, we learned on the boat trip that the colonists dug canals, but what did they do for a living?" asked Zack, thinking of the clues they wanted to put on Jackson's map.

"I believe most were farmers," answered Penny. "Since you have so many questions, you really should go to the museum down the street. I'll bet someone there can tell you more than I can! Besides, we have to go now. It was great meeting you all!"

The Trackers said good-bye to their new friends, and thanked Penny for her help.

"Well, I don't know about you guys, but I'm headed for the facts!" said Zack, challenging the others and starting on his way.

"Let's go!" agreed Ethan, and the five of them went in the direction Penny had shown them. Niki looked at her watch and wondered aloud if the museum would be open.



A few minutes later, they arrived at the street-level door and found they were in luck. Lauren was pleased to see how wheelchair-accessible the entrance was and easily filed in with the others.

Inside, a nicely dressed young woman with long, dark hair approached the group. "Hi there! I'm Susan Cavedo. Can I help you with something?" she asked. Lauren explained that they were looking for information on the Turnbull colony and the ruins at Old Fort Park. "Oh yes, our museum displays artifacts and collects records of the colonists and the Turnbull site. Is there anything in particular you wanted to know?"

Zack asked her what the Turnbull colonists had done to make their living.

The woman answered, "Dr. Turnbull's colonists were quickly put to work, growing crops like corn, cotton, figs, rice and sugar. But there was one type of plant they grew that was worth more than its weight in gold!"



Time for the Internet Clue. What plant did Turnbull's colonists grow that was worth more than gold? On a computer, go to www.nieworld.com/floridaquest and click on this chapter's clue in the Clues Corner. When you've completed the activity, write your answer in the space below.

"The purpose of starting a colony wasn't simply to bring people to the New World," explained Ms. Cavedo. "For Dr. Turnbull, it was a business **venture**. He wanted to make money, and the colonists were his workers. There are actually lots and lots of artifacts left from the workings of the old Turnbull colony around the New Smyrna Beach area. A survey done in 1998 showed 40 different sites still existing, that were all once part of the town," she said. "It's really quite fascinating." By this time, Ethan was jotting down notes to put on their map.

The Trackers and Niki browsed around the museum, looking at pictures on the walls and artifacts under glass. They found building screws, buttons and even the iron shoe buckle Penny had told them about.

"So the colonists lived here for only nine years," said Lauren to the historian. "What happened to turn it into a ghost town?"

"Oh, there were many problems!" exclaimed the woman. "They started before the colonists even arrived here. Dr. Turnbull had planned enough supplies for a colony of only about 500, but then he brought over almost 1,400 **immigrants!** From the start, conditions were harsh, with very little food and necessities to support so many people. In the first year, more than half the colonists died of disease or other **hardship**. Then, the labor was much harder for the colonists than expected because of another mishap.

"Dr. Turnbull had arranged for African slaves to do the initial clearing of the land, but their ship – with 500 people on board – was lost at sea. Also, he often left the colonists in the hands of **brutal** overseers while he was away. To top it off, even after their crops started thriving, there still wasn't enough money coming in to support all the colonists."

"Wow, that does sound like a mess!" Lauren marveled. By this time, the others had gathered around to listen.

"And that's not all!" Ms. Cavedo continued. "In that one colony, there were people from many different countries. The overseers were from England, and the workers were from Italy, Greece, Minorca and elsewhere. People didn't speak the same languages, and weren't used to the way people from other cultures did things. There was often **dissension** and fighting.

"The straw that finally broke the camel's back came from St. Augustine, which was eastern Florida's capital at the time. Dr. Turnbull had often asked for financial help from his friend, the governor, but then a new governor came into power. Turnbull fell out of favor with the new official and the governor refused to continue sending money to help support the colony. In fact, when Dr. Turnbull was away, the governor started a rumor in the colony that Turnbull wasn't planning to honor their contracts. That sealed the colony's fate. Those few who remained picked up and moved to St. Augustine."



Time for the Classroom Clue. Lauren thought, because there were so many reasons the New Smyrna colony didn't work out, that it would be difficult for her to summarize the cause of its downfall for Jackson's treasure map. Can you help her find three general reasons for the colony's failure? Complete the following activity and fill in the blanks below.

Below is a list of problems encountered at the New Smyrna colony. For each numbered item, use consonants from the list provided to form a word that describes the problems in a broad term. You may find it useful to cross off each consonant as you use it, since each one can be used only once.

The consonants are: M C N L C C P T L R L C T L

1. The colonists didn't have enough supplies, and they couldn't make enough money to support themselves.

E _ O _ O _ I _

2. The colonists didn't all speak the same languages, also people from different places did things differently.

_ U _ _ U _ A _

3. Dr. Turnbull couldn't get help from government, in addition rumors were spread about him.

_ O _ I _ I _ A _

The Trackers and Niki thanked Ms. Cavedo as they got ready to leave.

"It's been a pleasure to share what I've learned. I'm always glad to see people interested in the settlement," she answered. "My family **descended** from some of those Turnbull Minorcans, so I like to think of them as the ones who **sacrificed** for me so that I can enjoy life here today!"

NOTE: At the beginning of the chapter, the Trackers compiled a list of four items that they wanted to learn about for each Florida ghost town they discovered. Did you catch each item? Take a moment now to write them in the chart in the inside front cover of this book.