

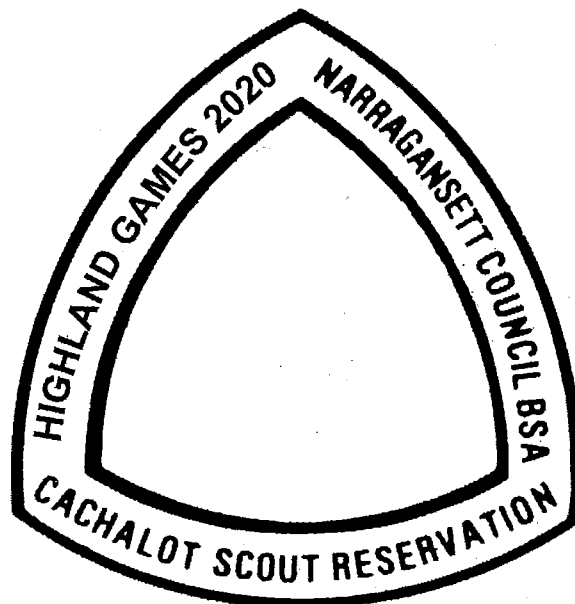
LEADER'S GUIDE

3rd Annual

Cachalot Highland Games

Cachalot Scout
Reservation

Friday Eve (5:00pm) – Sunday Morn (10:00am), May 1-3, 2020



Schedule of Events

Friday – May 1, 2020

5:00pm – ... Troop Arrival / Check-in / Camp Setup / Dinner at Unit Discretion
9:00pm – 10:00pm-ish Cracker-Barrel
10:00pm Taps

Saturday – May 2, 2020

6:30am Reveille
6:45am – 8:30am Breakfast & Cleanup
7:30am – 9:00am Day-Only Registration w/SPL / Cub Leader Present
9:00am Opening Ceremony
9:00am – 12:00am Stations Open
12:00noon – 1:00pm LUNCH

extra points for Scottish fare presented

1:00pm – 4:00pm Stations Open
4:00pm – 5:00pm Camporee Wide Event, meet on Tom Cullin Field in full kilted attire!
5:00pm DINNER
7:00pm Camp Fire at Council Ring (bring kilts, bagpipes, clan flags with you!)
10:00pm Taps

Sunday – May 3, 2020

6:30am Reveille
6:45am – 8:30am Breakfast & Cleanup
9:00am Closing Ceremony & Departure

SCHEDULE SUBJECT TO CHANGE. SM's & SPL's MAKE SURE TO ATTEND FRIDAY EVENING CRACKER BARREL FOR CHANGES/ANNOUNCEMENTS

BEFORE THE EVENT

Please email Kevin Thompson at kt@kiltsrock.com with any special needs you may have concerning accommodations. You can call or text at 918-809-1793. Also, be sure to communicate all rules and restrictions to your Scouts and adults that attend. Good communication and good planning make for a good time!

IN CASE OF EMERGENCY

Cuts & scrapes should be handled within the unit (please bring a full first aid kit).

In the event the injury is more than your unit can handle bring the person to the First aid station for medical attention.

If the injury is too severe and you need an ambulance, DIAL 911 and send someone immediately to the First Aid station during program hours so staff can respond and/or direct First Responders to your location. After program hours please send runners to the Phillips House and Magee Village for staff assistance.

UPDATES

Updates to this document will be available as needed on the registration page on the council website (ncbsa.org) and the event page on Facebook. Look for "2020 Cachalot Highland Games" to find it.

ARRIVAL / CHECK-IN

Friday Night Arrival: Please check-in at the Welcome Center

Saturday Morning Arrival: Please check-in/register at the Noquochoke Lodge.

Only one vehicle will be allowed beyond the Welcome Center to unload gear and must be back in the parking lot as soon as possible. Trailers can stay in sites but not the vehicle. Staff will be onsite to guide units to their camping areas and make sure vehicles are removed after gear drop.

PLEASE NOTE: no vehicles will be allowed beyond the Welcome Center on Saturday. It is the troop leader's responsibility to inform all their participants that may be arriving on Saturday and to plan accordingly.

Each unit must also designate one adult for each 10 of the unit's scouts to help during the stations on Saturday. (i.e. if your unit brings 14 scouts, 2 adults needed to help), with a minimum of two adults helping. Female units must have appropriate leaders as dictated by BSA policy.

PARKING

Limited. Please carpool if possible.

VOLUNTEERS

I can use all the adult volunteers I can get. Please indicate when registering how many volunteers you are bringing, and which events / areas you want to help with! Remember, adults can play too!

ACCOMMODATIONS

Camping will be in the summer sites and off-season sites. Sites will be split up to accommodate as needed. Flush facilities and potable water will be available at each site. Dishwashing stations will not be provided and dishwashing in the latrines is NOT permitted.

Cubs will be camping in Noquochoke site and around the Noquochoke lodge only. Webelos / AOLs may camp with their respective troops to meet AOL Requirements.

SITE SELECTION WILL BE BASED ON REGISTRATION TIME, UNIT SIZE, AND TOTAL GAMES PARTICIPATION. Please understand that the site you request may NOT be the site you ultimately be assigned to. I will do my best to honor each request but be prepared to be moved to accommodate registration.

The 21 Club and Magee Village are not available. I will keep a running list of units and their sites on the Cachalot Highland Games Facebook page when we get a little closer to the event

WATER

Water is available in all sites and at the grill area near the Tulpe Pavilion and the rifle range.

LATRINES

Bathrooms are located in the lodge as well as in-site bathrooms. Port-a-Potties may be available depending on attendance.

MEALS

LUNCH IS BEING PROVIDED ON SATURDAY. Each troop needs to bring all food as needed for all other meals for their Scouts and adults. If you have dietary restrictions for a Scout or leader, be prepared to provide lunch for that individual.

All meals are at discretion of the unit, but there will be extra points for any Scottish fare samples presented to camporee staff at lunch Saturday.

CLEANUP AFTER MEALS

Each unit needs to supply their own wash station(s) and collect their own food waste/trash. Food solids should not be dumped in the woods. Filter food solids and dispose properly into the dumpster.

TRASH

Each unit should practice "Leave No Trace" and bring your own trash bags/barrels as needed to collect all their trash & food waste in the sites. The dumpsters behind the dining hall and near the maintenance shed can be used for all trash when you leave.

FIRE/COOKING

Troop cook stations are to be within the troop's designated campsite, and should use either gas stoves, gas grills, or can use charcoal grills. Fires are allowed in existing fire rings only or above ground fire containers. Half barrels are available at the Tulpe Pavilion. First come, first serve. Making new fire rings is NOT permitted. Fire bans are possible if conditions are unsafe so plan accordingly. Each unit should have a 5-gallon bucket filled with water and shovel.

POND USE

Scouts are welcome to bring fishing rods: catch & release. NO swimming, wading, boating or canoeing unless it is part of the Games. Fenced in area and docks are off limits. Please advise your Scouts and adults.

ADULT LEADERSHIP

Each unit must have two-deep leadership at the camporee at all times. All units must have appropriate leadership mix based on BSA rules. ALL adult leaders, registered or not registered with the BSA, must have completed Youth Protection Training. Visit my.scouting.org for online training.

DISCIPLINE / CAMPOREE RULES

Scoutmasters & SPL's please remind your Scouts (& adults!) to follow Scout Law, Oath, & Outdoor Code. At TAPS it is expected that all Scouts/adults speak quietly, and no Scouts are to be wandering around.

Remind all troop participants they are present only at the pleasure of Camporee Event Organizers, and individuals or entire units can be dismissed from the event and premises at any time.

Contact Kevin Thompson directly with any major problems at 918-809-1793

BUDDY SYSTEM

Scouts are to use the buddy system at all times. Please ask your Scouts not to cut-through other troop camp sites.

UNIFORMS

Class A uniforms are not required for this event during the day. Unit leaders should remind Scouts that May evenings can be cold and long pants should be packed. Youth participants may wear Class B shirts with long sleeve shirts underneath during the day, raingear as needed, winter jackets/hats/gloves for the evenings.

BSA REGISTRATION, MEDICAL FORMS & FIRST AID

Participation in the camporee is limited to registered Scouts, registered adult leaders, and other adults approved by the unit's Scoutmaster/Cubmaster to attend (this event is not open to siblings or guests). All youth participants must be registered with the BSA for insurance reasons. Each unit must have available copies of BSA medical forms and consent to treat at their campsite for all Scouts & adults. Each unit is to have a highly visible and clearly marked first aid kit with current supplies, ready for use in the campsite.

ELECTRONICS *NEW POLICY FOR 2020*

One Scout per clan MAY bring their cell phone, but the phone are the sole responsibility of the SCOUT and all rules MUST BE FOLLOWED!

Scouts may only use their phone DURING the games on Saturday to capture videos and pictures of the Games FROM THE SCOUT'S PERSPECTIVE! Scouts will NOT have access to any wifi.

Anyone caught using phone in and around the latrines / bathrooms / showers will be asked to leave the event and further YPT actions will be taken as per required by BSA policy.

There will be points awarded for the best pics / videos submitted to Kevin Thompson during the week after the games. All good pictures / videos will be posted to the Games Facebook page. Specific information on how to send pictures and/or videos to Kevin will be provided later.

Scouts found using there phones for anything aside from capturing the event MAY HAVE POINTS DEDUCTED ON THE SPOT.

Scoutmaster / Leader CAN prohibit electronics if they want.

Remember, A SCOUT IS TRUSTWORTHY. If this is abused this year, it will NOT happen next year.

DOGS/PETS

All dogs/pets are to stay at home.

DO NOT BRING

Do not bring: pets, bikes, boats, canoes, firearms, lasers, drones/RC's, fireworks, slingshots, alcohol, bows/arrows, aerosols, nessesies, wild haggis, or snow.

CLAN SIZE

You may choose to send your entire unit as a single clan or split the unit up in multiple clans. A clan can have no fewer than 4 Scouts. If you choose to have multiple clans, be sure each has the required equipment listed under "Games Equipment". Keep in mind the scoring is averaged for some events.

ADULT PARTICIPATION

Leaders and adults CAN participate in the events! Due to requiring adult supervision at most events, adults will be competeing and scored individually. As the day progresses you can jump in line with the Scouts to have as much fun as they are! For Scoring simply print a copy of the clan scoring sheet for each adult / leader participating!

TRADING POST

The Silver Fox Trading Post will be OPEN during the games, with all manner of normal Scout camp goodies! There will be several Highland Games items available, including shirts and limited-edition kilt pins available! Trading post schedule will be posted before the Games.

Checkout

Units staying overnight will not be allowed to bring vehicles into the camp until AFTER closing ceremony on Sunday. Units can walk their gear out if they wish earlier, but the gates will remain closed unless there is an emergency.

I am making every attempt to give awards AT Sunday's closing ceremony, so your attendance is greatly appreciated.

UNIT GEAR LIST, the basics

These items, mentioned previously in this guide, are listed here for convenience and is not a requirement list.

- Wagon(s) or pushcart(s) to get troop gear from vehicles to camping area
- Fully stocked, clearly visible First Aid Kit
- Medical Forms & Permission to Treat – TO BE KEPT BY UNIT LEADERS
- Toilet paper
- Food for troop, (Friday dinner) Saturday breakfast, Saturday dinner, Sunday breakfast if you decide to eat in camp.
- Stoves & adequate fuel, cooking gear/utensils
- Tables for food prep, cleaning stations
- Cleaning station items: 3 basins, soap, bleach, scrubbies
- Trash bags/barrel
- Five gallon bucket for graywater, cloth or screen to filter out solids
- Five gallon bucket, covered full of water for fire emergency
- Shovel
- Eye protection
- Troop tents
- Flint / steel, other traditional Scout fire starting methods and tinder / lint as per BSA handbook
- Proper gear/clothes/etc. for each Scout as determined by SPL. It HAS been VERY cold in the past!
- Be Prepared is the focus of this games, never forget it!

GAMES EQUIPMENT:

- Kilts for all participating. The definition of a kilt for this camporee is:
 - o A piece of fabric wrapped around the waist held up with a belt. A towel technically counts!
 - o Pleating should be in the rear.
 - o Kilt should open in the front (ends of the fabric overlap in the front of the kilt)
 - o Design, pattern, colors, material and any other considerations are up to the unit but must follow the spirit of the Scout Oath and Law.
 - o Shorts or something else should be worn under the kilt.
- One golf club per team (pitching wedge, sand wedge or 9 irons preferred. A garage-sale quality club preferred. Do NOT bring a \$100+ favorite club)
- Tennis balls (used is fine, so long as they bounce fairly well. No less than 6)
- one pole with clan flag of your design. Please keep in mind this IS a Scouting event. 🇺🇸
- Milk-Crate Catapult
- long gloves for farmer's carry

Scored Events Descriptions

1. Caber Toss Competitors toss a large tapered pole called a "*caber*."
2. Sheaf Toss Working together as a team, unit throws a 'sheaf' the length of the rock wall without it touching the ground.
3. Braemer Stone Similar to a modern-day shot put but uses a stone.
4. Farmer's Walk Use a heavy weight in each hand and go for a walk.
5. Balance Pipe Navigate an obstacle course with a pipe full of water on your shoulders (it is NOT easy!)
6. Fire-Starting Traditional Scout fire starting. Timed from start to fire. 🌳
7. Archery Archery
8. Cairn Construction Construct a cairn with the materials provided.
9. Hoist the Sheep Sheep hoisting.
10. Haggis Toss Corn-hole style accuracy and distance game with 'haggis.'
11. Tomahawk Throw Tomahawks thrown for accuracy.
12. Haggis Hunt Camp-wide Haggis Hunt (scavenger hunt).
13. Cachalot Open Golf Tournament – chipping tennis balls into gaga pit!
14. Build Bagpipes Each team needs to build a set of pipes from provided materials (trash bags, duct tape and plastic recorders).
15. Milk-Crate Catapult Each clan will create a catapult as per the rules and shoot a tennis ball at a target roughly 50ft away for ACCURACY. Description to follow.
16. Pics / Videos Each clan will be awarded points for contributing pictures/videos, with more points going to the winners!
17. Camp-Wide Game To be revealed in April.
18. Bonus points for "Baby Yoda" themed ANYTHING!

Event Scoring

The following events are considered weight/distance/accuracy related events:

Turning the Caber*, Sheaf Toss, Haggis Toss, Braemer Stone, Archery

Tomahawk throw will be scored by total score divided by the number of team members.

*Turning the Caber will be judged on actually turning the caber and how close to dead ahead the caber lands.

Catapult – Total of the three shots taken at target.

Camp Wide Game – To be revealed in April

Timed Events:

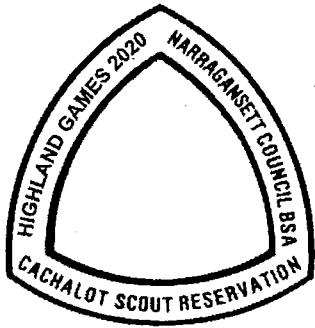
Fire-starting, Hoist the Sheep, Farmer's Walk, Balance Pipe

These events will be scored by average time per clan/patrol and, of course, successful completion of the task.

Cairn Construction – Judging will be on creativeness and awesomeness of cairn created.

"Catapult" Construction / Rules:

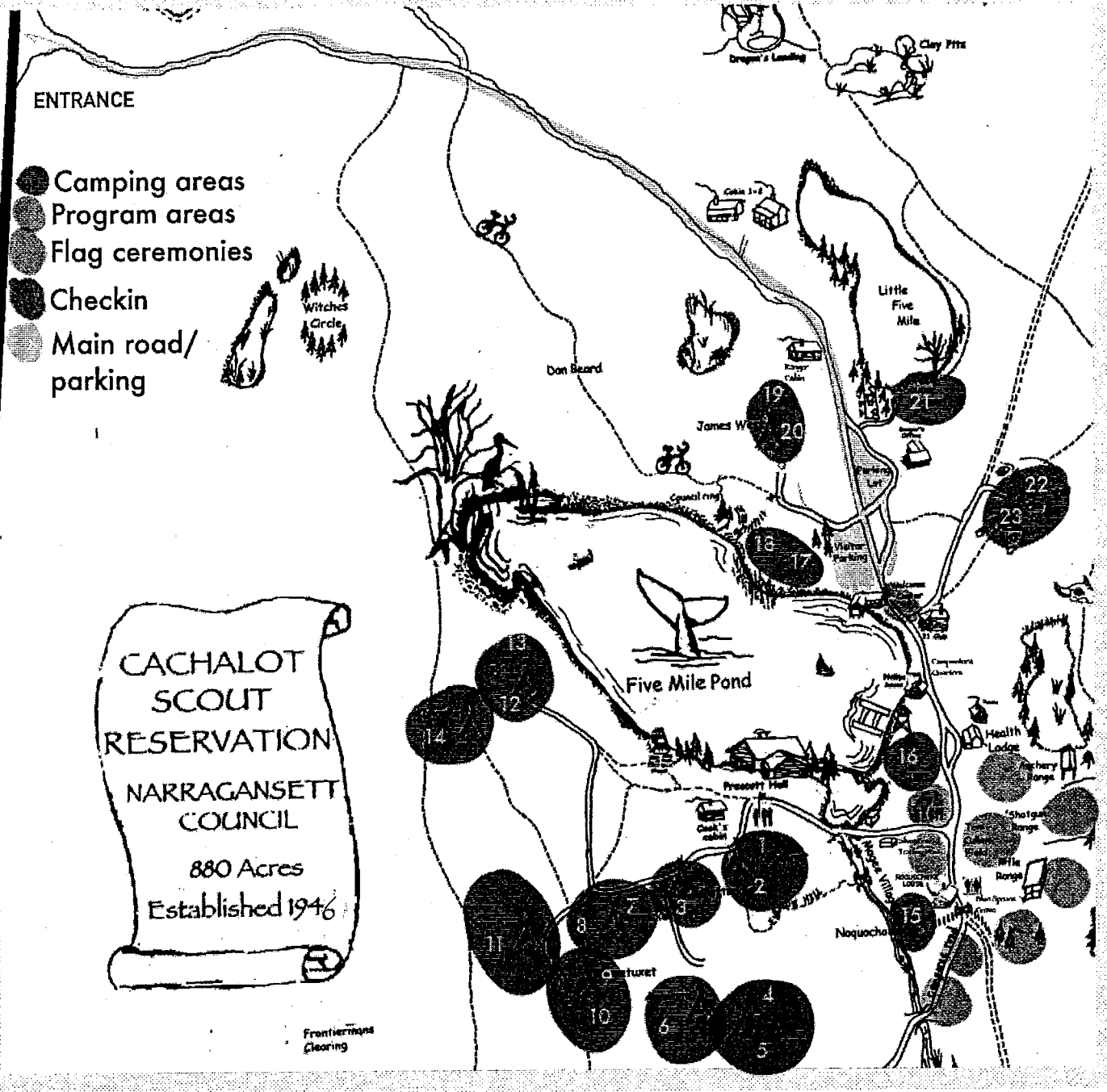
1. Entire "Catapult" must fit into standard milk crate EXCEPT for ½ inch or thicker plywood base.
2. Plywood base dimensions must cover entire milk crate top, with ½ inch holes drilled in a square with 8 inches on each side between holes.
3. "Catapult" must be able to be attached to base so it will not fly away when firing.
4. Clan will have 5 minutes from when they are allowed into range to prepare to fire a standard tennis ball at a target roughly 50 feet away.
5. Each person in the range must have eye protection. Some will be available, but at a cost of points.
6. PROHIBITED: "Catapult" cannot use any form of non-mechanical propulsion. Electricity, gas, compressed air, explosives or anything that is not 100% mechanical will be grounds for disqualification.
7. Once time is called, Scouts will fire 3 tennis balls at the target, with 30 seconds between shots to adjust.
8. In the event of a catastrophic failure, each clan will have 15 minutes to fix their "catapult".
9. The "catapult" is constructed for ACCURACY, not DISTANCE.
10. Staff running event has final say on all aspects of this event, including preventing a clan from participating because their "catapult" is deemed a danger to society and the camp as a whole.



2020 Cachalot Highland Games Camporee
Final Scoring Sheet

Clan Name: _____
Troop # and Community: _____

Event	Score	Signature
Caber Toss		
Sheaf Toss		
Breamer Stone		
Farmer's Walk		
Balance Pipe		
Fire Starting		
Catapult		
Cairn Construction		
Hoist the Sheep		
Haggis Toss		
Tomahawk Throw		
Bagpipe Construction		
Archery		
Cachalot Open		
Camp-Wide Game		
Clan Kilts		
Clan Yell		
Scottish Food		
Baby Yoda		
Pics/Videos		
TOTAL POINTS		



WE NEED VOLUNTEERS TO RUN STATIONS.

**PLEASE CALL
 Kevin Thompson at
 918-809-1793
 to volunteer for a station!**