

LEADER'S GUIDE

4rd Annual-ish Cachalot Highland Games

Camp Norse

Friday Eve (5pm) – Sunday Morn (10am), May 10-12, 2024



Schedule of Events

Friday – May 10, 2024

5:00pm – ...	Troop Arrival / Check-in / Camp Setup / dinner at unit discretion
9pm – 10pm ish	Cracker-Barrel
10:00 pm	Taps

Saturday – May 11, 2024

6:30am	Reveille
6:45am – 8:30	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 Field in full kilted attire!
5:00pm	DINNER
7:00pm	Camp Fire (bring kilts, bagpipes, clan flags with you!)
10:00pm	Taps

Sunday – May 12, 2024

6:30am	Reveille
6:45am – 8:30am	Breakfast & Cleanup
9:00am	Closing Ceremony and 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 are listed below. 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)

If something happens that you cannot handle if 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 cabin behind the Scout Museum 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 “2024 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 Welcome Center.

Only one vehicle will be allowed beyond the Parking Lot to unload gear and must be back in the parking lot as soon as possible. Trailers can stay in sites but not the vehicle depending on site. 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 past the parking lot 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 pre-existing sites and newly-created areas. Sites will be split up to accommodate as needed. Flush facilities and potable water will be available at many sites with port-a-potties scattered throughout the camp. Dishwashing stations will not be provided and dishwashing in the latrines is NOT permitted.

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 are given. I will do my best to honor each request but be ready to be in a different site if we need to move based on attendance.

Existing Sites will be separated into A and B (i.e. Akela A and Akela B). The center of a designated camping space will be marked with a light on a pole. Each unit should center their site on that pole and not take up more than half the space to the next pole. Another pole is another Units space to camp.

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 at or near all sites and at the grill area near the Dining hall. See Map on last page for water spigot locations.

LATRINES

Bathrooms in the lodge as well as in-site bathrooms. Port-a-Potties may be available depending on attendance. See map on last page for locations.

MEALS

Each Troop needs to bring all food as needed for all meals for their scouts and adults. Troops should either eat at home/offsite before arrival Friday night or troops may elect to cook that night or bring premade food. 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.

LUNCH IS BEING PROVIDED ON SATURDAY. If you have dietary restrictions for a scout or leader, be prepared to provide lunch for that individual.

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 make sure they make it into the trash and then dumpster.

TRASH

Each unit should practice “Leave no trace” and bring trash bags/barrels as needed to collect all their trash & food waste, and pack it out with them Sunday. The dumpster near the maintenance shed can be used for all trash.

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. 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

There will not be any swimming, wading, fishing, 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 an appropriate leadership mix based on BSA rules. ALL adult leaders, registered or not registered with the BSA, must have completed Youth Protection Training. Take the course at my.scouting.org

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. 918-809-1793

BUDDY SYSTEM

Scouts are to always use the buddy system. 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, rain-gear as needed, winter jackets/hats/gloves for the evenings.

BSA REGISTRATION, MEDICAL FORMS & FIRST AID

Participation in the Camporee is limited to registered scouts and registered adult leaders. 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 / CELL PHONE POLICY

One Scouts 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 phones 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 BSA policy.

There will be points awarded for the best pics / videos submitted to Kevin Thompson during the week after the games. All good pics / videos will be posted to the Games facebook page. Specific info on how to send pics and 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, tribbles, dragons, 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 Trading post will be OPEN during the games, with all manner of normal scout camp goodies! There will be several Highland Games items available, possibly including shirts and limited-edition kilt pins available!

Trading post schedule will be posted at the Games.

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 push cart(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:
 - A piece of fabric wrapped around the waist held up with a belt. A towel technically counts!
 - Pleating should be in the rear.
 - Kilt should open in the front (ends of the fabric overlap in the front of the kilt)
- Design, pattern, colors, material, and any other considerations are up to the unit but must follow the spirit of the Scout Oath and Law.
- 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 well. No less than 6)
- one pole with clan flag of your design. Please keep in mind this IS a scouting event. 😊
- work gloves for farmer's carry
- Clan Flag – Whatever you like as far as your scoutmaster approves. Have fun with it!
- Water-washable Face paint – it will come in handy, especially blue!

Scored Events Descriptions

1. Scottish Flip Competitors test their aim and balance!
2. Sheaf Toss Working together as a team, unit throws a 'sheaf' the length of the wall without it touching the ground
3. Braemer Stone Getting the "stone" from here to there
4. Farmer's Walk Take 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. Time 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 to win!
14. Build Bagpipes Each team needs to build a set of pipes from provided materials (trash bags, duct tape and plastic recorders)
15. The Fort Mystery Event!
16. Pics / Vids Each Clan will be awarded points for contributing pics / videos, with more points going to the winners!
17. Obstacle Course Clan must complete the course together!
18. Camp-Wide Game To be revealed in April
19. Scottish Food – Present the Games Chief (KT) with your own Scottish food, made ahead of time or at the games.
20. Bonus Points for "" themed ANYTHING!

WE NEED VOLUNTEERS TO RUN STATIONS

Please call or email
Kevin Thompson
918-809-1793
kt@kiltsrock.com
to volunteer for a station!

Event Scoring

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

Scottish Flip, Sheaf Toss, Haggis Toss, Braemer Stone, Archery

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

Obstacle Course – time and mystery category.

Camp Wide Game – To be revealed in April

Scottish flip – distance and accuracy

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 – staff judges on creativeness / awesomeness of cairn created.

Bagpipe Construction – points for speed, sound, and playability.

Scottish Food – Do your research and make the very best Scottish food you can! (word to the wise, if you wouldn't eat it, please don't turn it in!)

EVENT LEADER HAS FINAL SAY ON ALL POINTS AWARDED / DEDUCTED

RANDOM POINTS CAN BE AWARDED BY GAMES STAFF AT ANY TIME FOR AWESOMENESS!

POINTS CAN BE DEDUCTED FOR BEHAVIOR NOT BECOMING A SCOUT!



2024 Cachalot Highland Games at Camp Norse
Final Scoring Sheet

Clan Name: _____
Troop # and Community: _____

Event	Score	Signature
Scottish Flip		
Sheaf Toss		
Breamer Stone		
Farmer's Walk		
Balance Pipe		
Fire Starting		
The Fort		
Cairn Construction		
Hoist The Sheep		
Haggis Toss		
Tomahawk Throw		
Bagpipe Construction		
Archery		
Cachalot Open		
Obstacle Course		
Camp-wide game		
Clan Kilts		
Clan Yell		
Clan Flag		
Scottish Food		
Baby Yoda		
Pics/Vids		
TOTAL POINTS		

CAMP NORSE

Narragansett Council, BSA
 112 Parting Ways Road
 Kingstons, MA 02364



CABINS (CAPACITIES)

- THE LOK (18)
- OLAF CABIN (12)
- LEIF CABIN (12)
- ALOUIN AMIROUDAKS (50 TOTAL - 6 EACH)
- YELLE CABIN (8)

ASSEMBLY SPACES

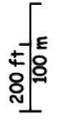
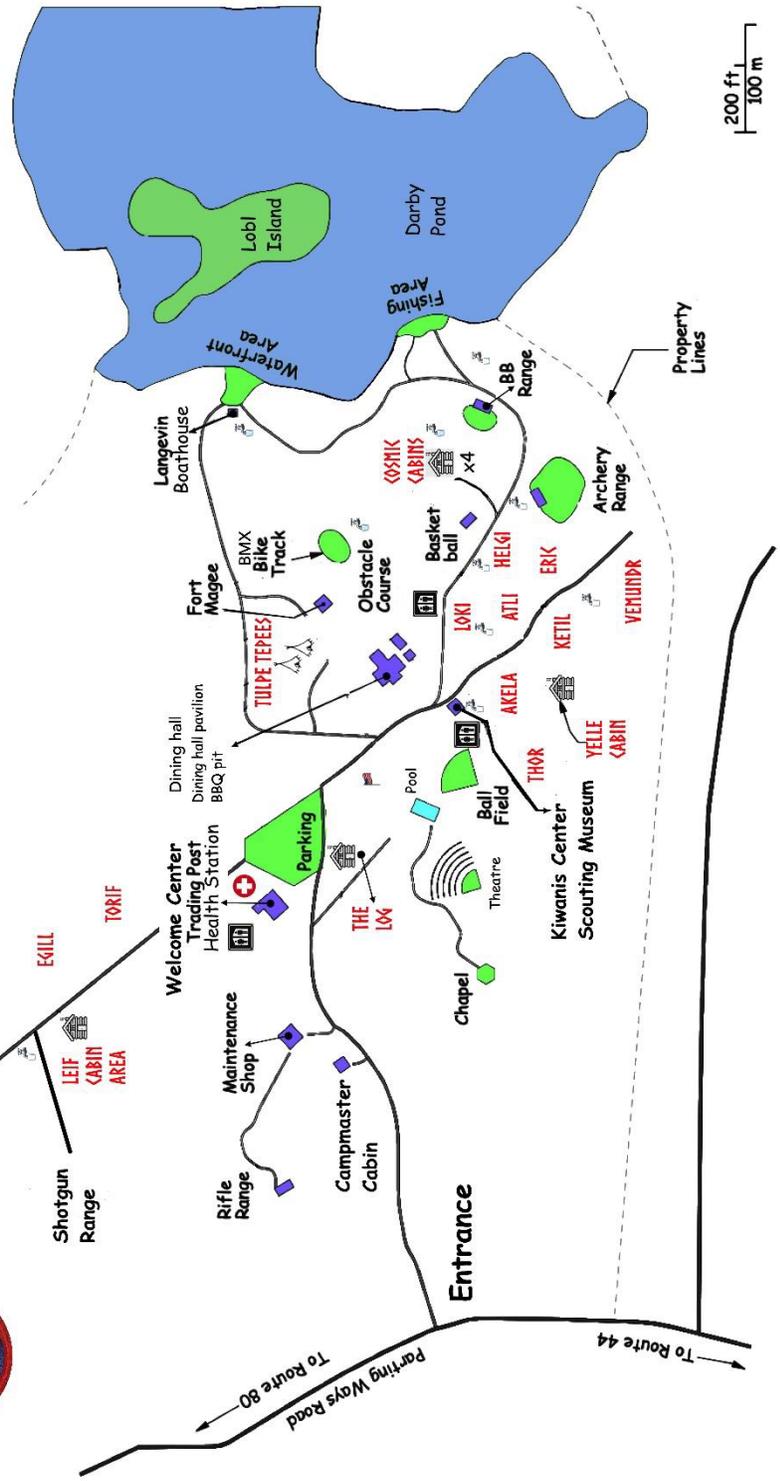
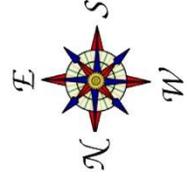
- DINING HALL (200)
- DINING PAVILION (60)
- CHAPEL
- AMPHITHEATER

CEDC SITES

- AKELA (20)
- THOR (25)
- KETIL (25)
- VERUNDR (25)
- ERIK (20)
- ATLI (20)

CARWAS TENTS AND TEPEES ARE SET UP AND ABLE TO BE USED SEASONALLY

- LOKI (12)
- TULIPE TEPEES (8)





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