

LEADER'S GUIDE

Highland Games Camporee

Cachalot Scout
Reservation

Friday Eve (5pm) – Sunday Morn (10am), May 3-5, 2019



Schedule of Events

Friday – May 3, 2019

- 5:00pm – ... Troop Arrival / Check-in / Camp Setup / dinner at unit discretion
9:30pm – 10:00pm Cracker-Barrel (SPL & SM)
10:00pm Taps

Saturday – May 4, 2019

- 6:30am Reveille
6:45am – 8:30am Breakfast & Cleanup
7:30am – 9:00am Registration w/SPL / cub leader present
9:00am Opening Ceremony on Tom Cullen field
9:00am – 12:00am Stations open
12:00pm – 1:00pm LUNCH

extra points for Scottish fare presented

- 1:00pm – 4:00pm Stations open
4:00pm – 5:00pm Camporee Wide Events / Clan Review
5:00pm DINNER
7:00pm Camp Fire at Council Ring (bring kilts, bagpipes, clan crests with you!)
10:00pm Taps

Sunday – May 5, 2018

- 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. Also, be sure to communicate all rules and restrictions to your Scouts and adults that are listed below. Good communication and good planning makes for a good time!

IN CASE OF EMERGENCY

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

If it is something you cannot handle, if possible bring the person to the First aid station for emergencies.

If the injury is too severe and you need an ambulance, DIAL 911 and send someone immediately to the First Aid station so staff can respond and/or direct First Responders to your location. After program hours please send runners to the Phillips House or 21 Club.

ARRIVAL / CHECKIN

Friday Night Arrival: Please check in at the Welcome Center

Saturday Morning Arrival: Please check in / register at the 21 Club.

Only one vehicle will be allowed beyond the Welcome Center to unload gear and must return to the parking lot as soon as possible. Trailers are allowed to 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 off.

PLEASE NOTE: no vehicles will be allowed beyond the Welcome Center on Saturday. It is the Troop leader's responsibility to inform all of their participants that may be arriving on Saturday 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 are needed to help), with a minimum of two adults helping.

PARKING

Limited. Please carpool if possible.

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 in each site. Dish washing stations will not be provided and dish washing in the latrines is NOT permitted.

WATER

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

LATRINES

Bathrooms in the lodge as well as in-site bathrooms.

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.

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 in 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. 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 a shovel.

POND USE

Scouts are welcome to bring fishing rods: catch & release. There will not be any swimming, wading, boating or canoeing. 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 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.

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 April evenings can be cold and long pants are best. 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, 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

Please have all Scouts leave all electronics at home. Adult leaders please be considerate and silence your phones, use only if needed out of sight & earshot. There will NOT be any outlets available for charging with the exception of Camporee staff for emergency preparedness. Adult leaders should bring USB battery backup if needed.

DOGS/PETS

All dogs/pets are to stay at home.

DO NOT BRING

Do not bring: pets, electronics, 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".

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
- Toilet paper
- Food for troop, (Friday dinner) Saturday breakfast, Saturday lunch, Saturday dinner, Sunday breakfast
- 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
- Troop tents
- Flint / Steel, other traditional Scout fire starting methods and tinder / lint as per BSA handbook

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.
- 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 for clan flag (wood broomstick will work.)
- One / two white pillow cases. You CAN create your clan crests / flag before the games if you prefer!

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 the modern-day shot put but uses a stone
4. Farmer's Walk Take a heavy weight in each hand and go for a walk
5. Balance Pipe Using sections of half pipe, half full of water. Your clan will work together in balancing the pipes on your shoulders to finish the course
6. Fire-starting Traditional Scout fire starting
7. Rifle Range Riflery
8. Archery Archery
9. Cairn Construction Construct a cairn with the materials provided
10. Hoist the Sheep Using a rope to hoist the sheep
11. Haggis Toss Corn-hole style accuracy and distance game with 'haggis'
12. Tomahawk Throw Tomahawks thrown for accuracy
13. Haggis Hunt Camp-wide Haggis Hunt (scavenger hunt)
14. Cachalot Open Camp-wide Golf Tournament – one swing per Scout at each of the existing disc golf goals, with points awarded for hole-in-one and distance from goal
15. Bagpipe Construction Each team needs to build a set of pipes from provided materials (trash bags, duct tape and plastic recorders)
16. Clan Crest Design Each team will create a clan crest for their team
17. Surprises?

Event Scoring

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

Turning the Caber*, Sheaf Toss, Haggis Toss, Braemer Stone. Rifle, 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.

Timed events:

Fire-starting, Cairn Construction, 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.**

Troop Roster

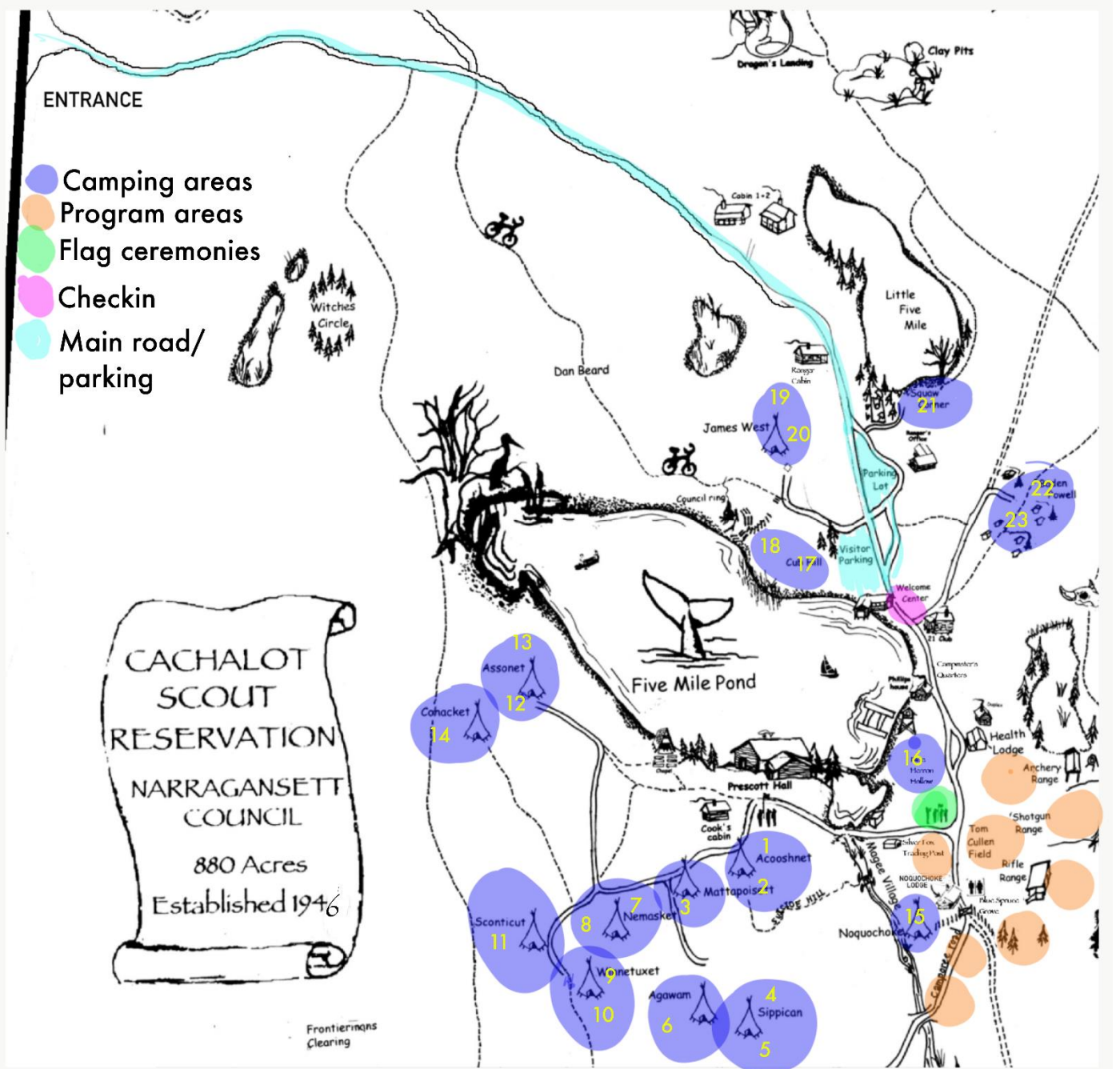
Troop Number _____ Town _____

Scoutmaster Name: _____ cell number: _____

Second Adult Leader: _____ cell number: _____

Scout Last Name	First		Adults Last Name	First

If more than one sheet is needed, please print another copy and indicate at the top.



WE NEED VOLUNTEERS TO RUN STATIONS.

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