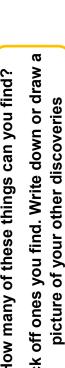




north.highlandarchive@highlifehighland.com

HARBOUR

Tick off ones you find. Write down or draw a How many of these things can you find?





others don't so why not make up your own list of things Some harbours have shorelines that you can explore, to scavenge for at the harbour nearest you?

Have a look around and see what you can find ...

Plantlife:- How many different plants can you see?

Birdlife:-How many birds can you spot?

Wildlife :- Are there any seals in the water?

Is the harbour still used for fishing?

How many boats are there in the water?

Can you see any creels sitting on the pier?

Handy Things to pack :-

■ Warm/ Waterproof jacket

■ Binoculars

- □ Bucket Spade ☐
- ☐ Notepad and pencil

Can you think of anything else you might need?





Solved in

north.highlandarchive@highlifehighland.com

R

CAITHNESS HOIFDOUFS

Caithness has had approximately 30 harbours, how many of them have you visited?

Below is a list of just some of the harbours in Caithness. Maybe you would like to tick them off as you visit them and record the date and/or a one word memory* of the day.

experience and act like trigger words to help you remember that memory. For example, maybe it was *One word memories are where you record just one or two words that sum up your

Ackergill MEMORY: M		S	MEMORY:	Latheronwheel	MEMORY:		MEMORY:	Scrabster	MEMORY:		MEMORY:	K W	事意必事章
15 th	not triat ady aria you mad a picine, so the memory would read sainify picine.	Ackergill		Castlehill /Castletown	MEMORY:	Dunbeath	MEMORY:	Dwarwick	MEMORY:	Gills Bay Pier	MEMORY:	John O'Groats MEMORY:	

this 1838* map the harbours that

you have visited from the list.

See if you can correctly mark on

As well as some not listed such as

Crosskirk (Forss), Freswick, Ham,

Sandside, Scarfskerry, Staxigoe

and Whaligoe

Century. In fact it was rumoured that at one point you could walk

CALTENESS SEIRE

found within our Private Collections, along

*This map is part of P803, and can be

with other maps and plans dating from

1658 to 1970

names may be different to what

you now know them as...

Remember things such as place

from one side of the harbour to the other without touching the

THE NUCLEAR AND CAITHNESS ARCHIVES

Register

The Fishing Boats Register was created to keep track of the boats and crews of all fishing boats registered due to the Sea Fisheries Act 1868. The port letters and numbers had to be marked on each vessel, boats registered in Wick were given a "WK" registration.

We hold registers for Wick under our Customs and Excise Collection from 1869-1989 (CE113/11). See the listing for the boat "Maggie" from **CE113/11/12** below.

When it was built and who owned it

Registration Number

Reason for Removal from Register

A	1.									
I	Port =	Wick				Letters		V		
Name of Boat			mag	, gii		(If other than Letters of Port.) If Registered under				
R	egistered Numl	ber.	Port o	r Place to which oat belongs.	Description	Mode of		Port Number	Number Keel	
1st Class.	2nd Class.	3rd Class.	WI	nen and where built.	How propelled, Rig and Sail used. Sailing Lugger.	Fishing.	Trumo.			
		273	Dur	nett		Lines and nets			12' 16	
			Unk	nown.	Sprit sail and jit					
of the Own	Residence, and ners and Numb ach Owner.	The state of the s	also	ander Suth	rland of Ness, I	Junnet, in th	u coun	ity of bail	thness,	
E	3.		BIL	LS OF SALE,	MORTGAGES, AND	TRANSMISSIONS.				
	No. of Transaction with it a Mortgage Letter denoting same. R		Col. 2. Col. 3. Pate of No. of Shares ecord. Transferred.		Col. 4.	Col. 5.		Col. 6,		
with					Name of Person from whom Title derived.	Nature and date Document or Transn	nission.			
í	No. Le	Boo Re	at i	enseawor y blose	thy bea dertif	sed use cate sur	rende 6/1934	red and	cancel	







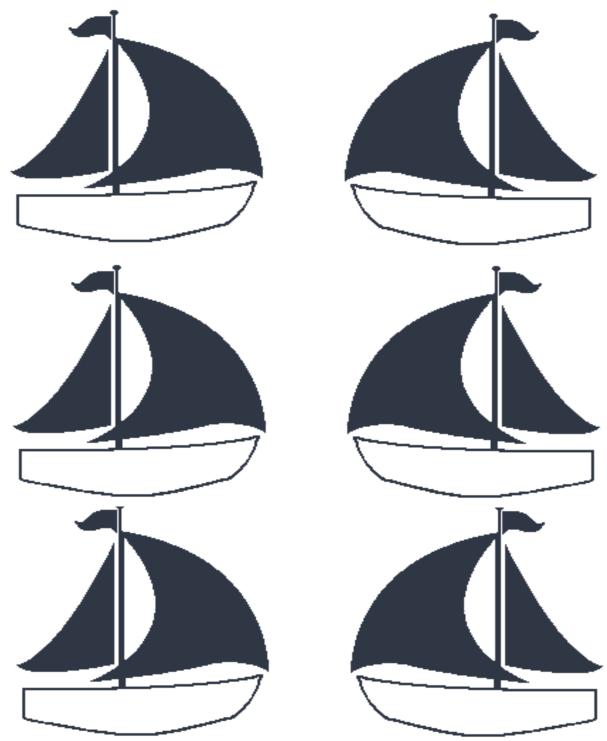




Register

Go to a Harbour and see how many boats you can see—look carefully and see if you can find any with a **WK** registration.

Write down their registration number and name on the boats below.













G

W

C

W Х

G 0 В G

D Τ

C

Χ

D

Ε Н G

В

S

D 0 Ε S

D

G

C

S

C

Ε

HARBOUR Wordsearch

G

U

Q

Χ Q S



Below is a wordsearch containing the names of some Caithness Harbours. Can you find them all?

Χ Q 0 D

W

Ε

C

U S

R 0 R

Н Ε

O R

В S

Μ

Ν

G

Т

S

G

G 0

Q

Q





































G U D В Q G **Ackergill Dwarwick** Latheronwheel **Scrabster** Castlehill **Freswick** Lybster **Thurso** Crosskirk Ham Sandside **Whaligoe Keiss** Scarfskerry Dunbeath Wick

Did you know...? That at Nucleus: The Nuclear and Caithness Archives centre, we hold thousands of records, dating back as far as 1469, including maps, diaries, manuscripts, photographs, and much more. Many of these items are related to Caithness and its many harbours, as well as the fishing industry. In fact we hold the Customs and Excise records for the port of Wick, and the Wick Harbour Trust records, to name just a few.









NUCLEUS

THE NUCLEAR AND CAITHNESS ARCHIVES

The Wick Harbour Master Log Book

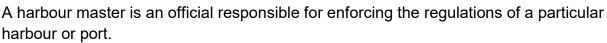
Boardaame

Information and Instructions



What is a Harbour Master...?







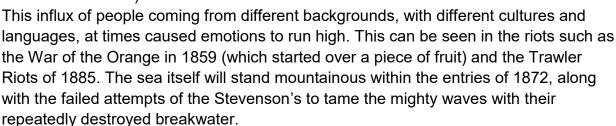
What are the Harbour Master Log Books...?

The harbour master log books are an endless source of official declarations, of harbouring and passing ships, of social unrest in the town, of tragic deaths at sea and on land, of unthinkably violent storms and gales.

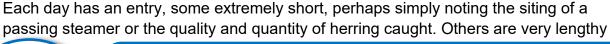


Here at Nucleus: The Nuclear and Caithness Archives, we hold the annual log books for the years 1849-1890 in their entirety. These years saw the peak of the herring fishing trade, particularly in Wick, and its subsequent decline as depleting fish stocks and emigration made their mark. Moreover, this was the time of great seasonal emigration, with people coming from inland or from over the sea (such as the Western Isles and Hebrides).











Want to know more about the Harbour Master Log Books or see some digital copies....? Then why not visit the Nucleus website: Stories from the Archive Blog, The Harbour Master Log Books 1859, 1872 & 1885, https://www.highlifehighland.com/nucleus-nuclearcaithness-archives/stories-from-the-archive-ii/

Materials Required

To play you will need the following:

- The boardgame template (see over the page)
- A dice (just one should suffice)
- Some game pieces-You can carefully cut out and use our boats from the Fishing Boat Registery activity (or consider using different coloured buttons or coins)

How to Play

Start by rolling the dice to see who rolls the largest number; they will be the player who goes first. Then going clockwise around the players, each person takes a turn by rolling the dice and moving their counter the appropriate amount of places. If you land on a square with writing be sure to follow the instructions on it. First to the finish line is the winner!









