

2018
Spring Camporee Leader Guide

Lake Sands District
Gulf Coast Council



2nd Annual 'Scoutish' Highland Games

STSR

(April 20th – April 22nd)

Overview:

There are several legends regarding the origins of what are known as “Scottish,” “Gaelic,” or “Celtic” Highland Games. The oldest legends of the tradition date back to the Roman invasions in the 2nd and 3rd centuries (AD), where Celtic warriors reputedly displayed their bravery and strength by performing feats of skill and power in front of the opposing Roman armies.

Variations of the origin describe tribal celebrations in which clans would come together throughout the year to hold a feast, which often included special foods, music, poetry, dance, and sports such as horse-racing, hunting, swimming, archery, and wrestling.

The most widely accepted tale describes the games as informal athletic tests by which kings and clan chiefs examined the agility, cunning, and physical strength of their clansmen. The victors of these trials were then awarded positions of leadership both on the battlefield and within the clan. The Highland Games or "Heavy Events" are the modern continuation of this ancient Celtic tradition.

Our “Scoutish’ Highland Games” will combine these traditional Celtic origins, the competition of strength, endurance, and skill-- as well as coming together to celebrate and fellowship within our special tribe... as brother Scouts.

For the purposes of this Camporee and Games, the participating Troops’ Patrols will be competing as Clans. (Patrol = Clan.)

- Each Clan shall consist of no more than 8 Scouts.
- Each Clan shall provide a “Clan name” at the time of registration.
- The “Heavy Events” shall have two age categories (10.5-13yo and 14-17yo) for size equity.
- Archery has no age categories.
- Tug-o-War and Poetry/Storytelling events are Troop-level competitions (Tug-o-War teams may be comprised of boys from multiple Troops.)

Here are a few items that will help you transform your scouts into ‘Scoutish’ Highlanders and get into the spirit of the weekend:

- Construct a gateway (or gateways for each Clan) to enter your campground to go along with the theme of the weekend. The gateway can be fun and original or a traditional structure. Scouts’ choice.

- Design a Clan coat-of-arms for use on a flag or banner. The flag/banner is a required item for your Clan to have at all times and posted on their gateway when not in use.
- Develop a clan cheer or yell. This will be used during activities, games and events.
- Clans are highly encouraged to create their own tartans or kilts, and wear them during competitions and events throughout the weekend of the Games. (They do not have to be authentic kilts—this is just to enhance the spirit of the Camporee theme.)

General Rules:

The following rules are the general framework around which this Camporee will be executed. The Scout Oath, Scout Law, Outdoor Code, and the Guide to Safe Scouting policies are the guidelines governing ALL behavior during this Camporee.

- Registration is \$15 for each Boy Scout and Scouter, and is used to cover the costs of the Camporee, patches and prizes. (Siblings and parents are \$10.) All fees shall be paid-in-full no later than camp check-in.
- Campsites will be assigned by Camporee Staff. Each Troop is directed to be conservative with the space it occupies for its campsite, and will exercise low-impact camping techniques and the principles of Leave No Trace.
- Check-in is from 3pm-8pm Friday evening at Henson Hall, Camp Euchee/STSR.
- Units should not plan to arrive before 3pm Friday. No check-in or going to campsite before this time. Please have the following information available to be turned in at check-in:
 - A Troop roster of Scouts and adults, including contact numbers.
 - Number of Clans and their Clan names, that are participating from each Troop.
 - Pre-registration fee receipt (if paid in advance.)
 - Proof of BSA Health Forms (A+B) for all attending Scouts/Scouters.
- No vehicles will be allowed to remain in campsite area (100 points per vehicle will be deducted from Troop points for any vehicles left at campsite.) Vehicles shall park at the designated parking area adjacent to the Trading Post. (**For special needs exceptions, the Scoutmaster can obtain permission from Camporee Staff/Chairman at check-in.)
- Upon arrival, the Scoutmaster of each Troop will need to report to the check-in location to receive their weekend map of events, schedule, and campsite assignment.

- Scoutmasters/SPLs must attend Friday Cracker Barrel to receive briefs and clarifications for the weekend.
- Each Troop must provide a Chaplains Aide with a contributing message/song/reading for the Sunday Scout’s Own.
- Troops are requested to provide volunteers to conduct both of the Camporee Flag ceremonies (Saturday morning and evening.)
- Troops/Clans are required to provide skits/songs/etc for Saturday Campfire.
- Taps is at 10:30pm (2230) each evening at Camporee. Reveille is at 7:00am (0700). Quiet time and dim lights are between those hours. Troops should plan to arrive at Camporee in enough time to have their campsites established by Taps.
- Proper Scout behavior is expected for the duration of the Camporee. This includes camp etiquette, spoken language, and sportsmanship during competitions.
- Troop leaders are responsible to manage (supervise) any free time the Clans may have.
- No Heavy Event practicing in any Troop/Clan camping area.
- Uniforms: Field Uniforms are required for evening Colors, Saturday Campfire and OA Cracker Barrel, and for Sunday morning ‘Scouts Own.’
- Kilts may be worn with Field or Activity uniforms throughout the Camporee.
- Meals and cooking will be the responsibility of each individual Troop/Clans.
- Meal and duty rosters will be posted at each campsite.
- Campsites will be kept litter free. Before check-out, trash may be deposited in Camp Euchee dumpster next to Trading Post.
- Observe ‘two-deep’ leadership and ‘buddy-system’ at all times.
- Maintain proper campfire safety protocol, and only use STSR fire rings.
- Camporee grading criteria and check-out procedures will be briefed at the Friday evening Cracker Barrel.

Grading:

There will be two distinct groups of grading during the Camporee-- graded scores for each Clan, and graded scores for each Troop.

- There will be a 1st, 2nd, and 3rd Place for each Clan event.
- There will be a ‘Games’ overall (highest total points) 1st, 2nd, 3rd Place for the Clans.
- There will be a 1st, 2nd, and 3rd Place for each Troop event.
- There will be an award for the Troop that portrays the best Scout Spirit.

Clans will be graded on the scores they receive from the Heavy Games events, Archery, and the Scout Spirit items such as Yells, Flag/Banner, and Gateways.

Troops will be graded on the scores they receive from Tug-o-Wars, Poetry/Singing/Storytelling, and overall campsite inspection.

Camporee Events:

(For the Clans, me laddies!!)

- **Caber Toss** - The caber toss is a traditional Scottish athletic event practiced at the Scottish Highland Games involving the tossing of a large wooden pole called a caber, similar to a telephone pole or power pole. It is said to have developed from the need to toss logs across narrow chasms to cross them. A caber typically is 19 feet 6 inches tall and weighs 175 pounds. Ours will not be as big. (We will have two sizes for the two age groups.)

Participants will be required to stand up the pole, lift it from the bottom and hold it upright. Then with forward motion flip the pole trying to keep the pole as straight as possible. Distance will be calculated to the distance of the colored end tip and a one foot deduction will be taken for each degree off of straight. (We will use a clock face for degree calculations i.e. 1, 2, 3...8, 10, 11 o'clock)

(Ex. If the painted end lands at 20 feet and falls at the 10 o'clock position you would receive 18 feet. $20-2=18$)

- **Braemar Stone Put** - Historically, the Braemar Stone Put stems from a common practice by early Highland Chieftains who kept a large stone outside their gatepost, and challenged the throwing arms of every visiting clan's warriors. In the Braemar Stone Put, athletes throw a stone from a stationary/standing position with no running approach allowed. (Two different size/weight stones will be provided to accommodate the different age groups.)
- **Clachneart Stone Put** - It's a rounded stone and you throw it—like a shot put. You can spin around if you want. Distance counts. (Two different size/weight stones will be provided to accommodate the different age groups.)

- **Battle Hammer Throw** - There is no doubt as to the origins of throwing the hammer. Wherever this tool was used - smithies, quarries, or farms - men diverted themselves by throwing the wooden shaft sledgehammer. We’ll be using a replica that will be tossed for distance. (Two different size/weight hammers will be provided to accommodate the different age groups.)
- **Weight Throw** - This is a traditional modern Games event similar to the Hammer Toss but the hammer shaft has been replaced with a chain and is thrown using only one hand. (Two different size/weight hammers will be provided to accommodate the different age groups.)
- **Sheaf Toss** - A sheaf is a 20 pound burlap bag of rope and hay (10 pounds for the younger Clansmen). Hurl it straight up into the air over an adjustable crossbar with a pitchfork. It’s high jump with pitchforks! Highest toss wins!! Combined Clan tosses determines the points for the overall Clan winner.
- **Archery** – As simple as it sounds. Clansmen test their accuracy skills with one of the most ancient and noble weapons. (No separation of age groups.)

(For the Troops, me brothers!!)

- **Tug-o-War** – Troops will compete by pulling against each other on a single rope. Each team will have no more than 10 Scouts. There is no limit to Scout age or weight for teams (no Scouters allowed!!) Single elimination.
NOTE: Teams may be formed from multiple Troops, if Troop size is below 10 members attending.
- **Poetry Reading/Singing/Storytelling** – Dating from the most honored and ancient histories, the stories of man and tales of greatness have been relayed through the generations by warrior-poets. Troops may provide their own bards to encourage the souls of their fellow Clansmen with poems, songs, and stories of glory!!
 - Stories should be 3-5 minutes in length.
 - Poems and songs should be 1-3 minutes in length.
 - Double points for original work from the Scout.

Camporee Schedule:

Friday, (April 20th)

- 3:00pm-8:00pm = Troop Arrival and ‘Check-in’
- 9:00pm = Cracker Barrel for Scoutmasters and SPLs
- 10:30pm = Taps/Quiet-time

Saturday, (April 21st)

- 7:00am = Reveille
- 8:30am = Flag Ceremony [Sunrise 6:11am]
- 9:00-11:00am = Heavy Events & Archery
- 11:00-Noon = Lunch at Troop/Clan Campsites
- Noon-4:00pm = Heavy Events, Archery & Tug-o-War
- 4:00pm = Clan Cleanup, Rest, and Meal Prep
- 6:00pm = Dinner at Campsites
- 7:00pm = Flag Ceremony [Sunset 7:16pm]
- 8:00pm = Campfire, Poetry/Singing/Storytelling & Awards
- 9:30pm = Order of the Arrow Cracker Barrel
- 10:30pm = Taps/Quiet-time

Sunday, (April 22nd)

- 7:00am = Reveille
- 8:30am = Scout’s Own
- 9:00-11:00am = Camp Breakdown, Clean-up, and Checkout

Troop Registration:

TROOP # _____

SCOUTMASTER _____

SPL _____

Unit Contact Information _____

_____ # of registered Adult Leaders attending

_____ # of Scouts attending

_____ # of Parents/Siblings attending

_____ Cost of Camporee

_____ # of CLANs from Troop

CLAN Name _____

of Scouts in Clan _____

CLAN Name _____

of Scouts in Clan _____

CLAN Name _____

of Scouts in Clan _____

CLAN Name _____

of Scouts in Clan _____

CLAN Name _____

of Scouts in Clan _____