

NOTES ON UPCOMING HIGHLAND GAMES CAMPOREE

01-Hoping to get about 100 youth, 8 per clan. That would be 12 Clans for a total of 96 youth. The best way to do it would be Round Robin style. That means that we would need the same number of events as we have Clans.

02-Under Additional Information you talk about Clan Flags and Kilts. This works if they were staying in their Troop patrols but you plan on setting up the Clans at camp means that this is not feasible. I have an answer for this. See later.

03-After reviewing the proposed games I believe that each game will need no more than 15 minutes total time. This includes rotation time between events since should not take long since everything will be in the Activity Field. Each session is 2 ½ hours long. You can do 4 events each hour.

04-Okay, back to issue #2. What if we meet at the Flagpole at 8:30, split the Clans up and have them move to the Activity Field. At the Activity field we have 12 stations for events and 12 Clan camps set up around the field. Each Clan has from 9-10 to set up their camp and design a Clan Flag. Their camp will be a dining fly, 2 poles and ropes from the warehouse. We can also provide cut cloth for a flag, a pole, zip ties, and markers for decorating their Clan Flag. Also need to come up with a Clan name and Clan War Chant. Games start at 10. 6 events can be done before lunch. Afternoon events start at 1:15. Finish games at 2:45. This leaves 1 hour for you guest events.

05-Awards. We should have an individual award for the best showing in the events that there can be an individual winner. There should be events awards for each Clan. Campsite and Gateway awards should be more substantial than a ribbon. Should also give bonus points for Scottish foods theme for Troops. Should have an award for best Clan Flag design, Best Clan name, Best Clan War Chant, and Best overall Clan Camp.

06-To spread the workload we can get each Troop to sponsor each event. Example: Caber Toss-Provide the Caber and Tape to measure the toss length.