

2021 Five Rivers District Camporee

- Highland Games -



As held

Leaders & Program Guide

September 17 - 19, 2021

Camp Maubila

Camporee Director

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WE are off to a good start -

-We want to make this fun and everyone needs to be a bit Scottish-

Come on up to the hills in the north, in the land of Maubila.

Take part in the Highland Games to show how a scout can be Tough, Strong, build endurance, and show that the mind is your best tool.

We are using some of the official Highland games and, after looking over the official NASGA (North American Scottish Games Athletics) rules, giving them a twist to mix in our scouting history and give everyone a chance to have some fun. More of this to follow.

The big difference from other events is that EACH unit will function as such for the whole weekend, except during the actual field games on Saturday. During the field games we will create NEW clans using a random selection of scouts with a goal of having (about) 8 scouts in each clan. We hope to mix all ages and sizes to form some competitive spirit and that each scout must partake in a minimum of one event for their new clan.

The method of doing this will depend on the number of scouts that sign up. Again, the goal is to have 8 scouts to make a clan – the minimum: goal is 6 scouts.

One method is to line scouts up in lines and count them into clans according to twice the number we need. Example, if we go with 5 clans we will count scouts 1 through 10. We will then have each half clan line up that has the same number. Then we will look at them quickly and mix opposites in size to find a better balance.

Each clan will be given time to come up with a Clan name, make a clan flag, have a yell and strategize for events. Multiple field events will be going on simultaneously to keep the wait times down.

At each station the clan is to announce themselves for judges to record the scores properly.

Event Information

Scottish GAMES

Separate areas will be laid out for each of the events and each clan will be assigned stations for starting the competition. Each clan will circulate through the events until they have completed all event stations.

1. **Caber Toss** - A caber typically is 19 feet 6 inches tall and weighs 175 pounds. Ours will not be as big. PVC 4" pipe 10' long. Caber is stood on end (vertically) for the competitor. A perfect toss is from held vertically, then tossed upward and over to a horizontal position pointed away from the competitor. (270 deg rotation). (next time have one lighter/shorter piece for smaller scouts to try it. 3" dia.8'long) record distance of each scout for best. And total all for best clan.
2. **2. Tomahawk Throw** – traditional scout Tomahawk throwing at its finest. (keep good score for a shoot off)
3. **3. Braemar Stone Putt** – competitor is to throw a stone from a stationary position (no running or spinning; approach allowed). There will be varying sizes. 8 to 12 pounds. (scouts can choose their stone toal distance of whole clan)
4. **4. Toss the Wellie** – How far can a Clansman toss the ole boot! (did a combination of strange golf with several boots and chairs)
5. **5. Battle Hammer Toss** – throwing the wooden shaft sledgehammer. We'll be using a replica that will be tossed for distance. Light handle with padded weight on one end and covered with ductape. Scoring is Distance (used a 3 pound plastic impact hammer, bright orange; score each distance, clan total)
6. **6. Toss the Haggis** – Haggis, of course, is the national dish of Scotland. Similar to a meatloaf. Often served with "neeps and tatties" (turnips & potatoes). It is made from sheep offal. How far can you toss the haggis? Canvas bag of haggis (or other makings of a meal). Scoring is distance. Tell scouts how to make haggis. (used 2 pounds of rice in plastic bag enclosed in a canvas sack.)
7. **7. Tossing the Sheaf**- burlap bag stuffed with straw. Tossed over a cross bar-with a shovel. Scored for height. Bag to weight in around 8 -12 pounds. (burlap bag with pine straw, about 8 pounds , line/rope

between two post 7' height, facing away, toss over head to go over line. Two tosses easily done).

8. **Log Drag:** Practice that timber hitch because it may come in handy. The clansmen run to the log and tie a timber hitch to one end of the log and a bowline to the other end of the rope. Three of the clansmen get inside the bowline and drag the log across the line. This is a timed event. (need to use heavier log and more distance to spread times out more/or require complex knots)
9. **Farmer's Walk Relay** – Each clan member picks up two weights, one in each hand, and walks a certain distance. The entire patrol will line up in single file; the first member carries the weights around the course, sets them down, moves to the end of the line, and the second picks up the weights and starts to move again. This is a timed event for all clan members. (used 50 cal ammo cans with sand, about 28 pounds each)
10. **Storming the Castle** – Clansmen make a ladder (lashings and knots) out of spars to climb over a fence, obstacle, or climbing wall. (a timed event. With pre-cut material to make a 6 foot ladder and given enough rope to in pieces to do all the lashings and more. Must be strong enough for the clan to use and go over a fake 6' wall... (had to use two long sides and have 5 or more steps)
11. **Four Horsemen** – Don't let the water spill from the bucket! A bungee will be around the bucket and have four ropes attached around the bucket. Think of an X, where the bucket of water is in the middle. maneuver the bucket from one point to another. Can make as many trips as need to fill pot 20 feet away. (need to put knots on rope and make rules clear on they can only hold ends of bungee cords)
12. **Clan Scout Ring Jousting** – four rings will be suspended along a short path. Scout will be given a staff/lance and will be timed to run from one end of the path to the other while picking up the rings the way by lancing them.. - scoring is time and number of rings. (add time for missing rings)



Additional Information

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

- ♦ clans are given an hour plus to make flags using given material and use art supplies in a area set up for this. Have your Clan members wear kilts!
- ♦ The scout Highland Game spirit will help a clan reach best overall.

Highland Games Event Schedule

Friday

5:30 – 8:30PM – Registration and Campsite Setup

8:45 SPL & SM meeting (event helpers talk after this meeting)

10:00 – Lights Out

Saturday

7:00 – Reveille/Breakfast at campsite

8:30 – Opening Ceremony at Flagpole by Dining Hall

9:00 build clans – and use time to have clan name, flag, yell

10:00 – to the GAME field

12:30 – 2:00 – Lunch/Rest Time (at your unit campsite)

2:00 – 4:00 – Finish up games and listen to some history of the games from our guest.

4:30 – Troop Competitions – judging of camp sites.

5:30 – Retire Colors/updates (canceled because of weather and timing)

4:45 – 6:30– unit dinner at campsite

7:45- Campfire & Awards (moved inside dinning hall with weather)

cracker barrel to start right after campfire in dinning hall (old fashion social and free time)

10:00 – Lights Out

Sunday

7:00 – Reveille/Breakfast at campsite

8.30 raise colors

9:00 (to start 5 minutes after flag) chapel service.

9:30 Take down/Clean-up

11:00 – Camp Closed

*** Times and events subject to change.

Questions:

The Fee – early bird cost is \$20 per scout (must be registered before office closes 9/8/21). After that the fee will be \$ 28 when registration closes 9/15/21 noon. \$10 per adult. (everyone gets a patch).
Registration is already live on the MAC.

Check-in outside Eagle Room at Maubila from 17:30hours (5:30pm) to late check in 20:00 hr (8pm). Each person must have their temperature taken and fill out a BSA COVID waiver on current health. BSA Health forms (A&B) must be presented for each person attending (confirm you have it). If anyone is not feeling their best, send them home.

Vehicles may drop off unit's gear at some campsites and move to the main parking area once completed. NO vehicles are to be left at campsites.

We expect all vehicles to be in main parking area before lights out (10pm). Trailers are Ok to leave in camp. Staff can help units get gear to campsite with tractor and trailer (bad roads)

Patch – Awesome one ! See cover page.

Campfire -It is a camporee! If weather permits – will be held Saturday night. All patrols /troops are expected to participate with a song or skit. (Please review and approve your scouts' contribution... does it fit in Scouting?) If it rains we will have this in dinning hall.

Religious Service We will have a chapel service on Sunday morning. Volunteers needed.

Awards - at campfire – see schedule

-Troops will be recognized – scoring and merit.

Awards to best of each event and best clan. -see scoring sheets

SPL meeting - will need help Friday night 20:45hr

(scoutmaster should attend) Buddy system is required at all times with scouts. So an A-SPL or another member of the troop should attend also. (will have helper and judges meeting after this)

Adult Leadership - Current registered BSA leaders, are required to be current on YPT and follow 2-deep leadership. Guide your scouts but let them Lead.

We will be asking for help in judging throughout this event.

Uniform/dress code- All scouts should travel in class A. Class B shirt and kilt is preferred for games. A for lowering of colors, campfire, and chapel. (morning flag raising class B ok, with Kilt)

Campsite- will be assigned based on per-registration and size of unit.

LNT & Outdoor code are part of taking care of Maubila and scoring.

Fire - Campsite - all part of scoring (keep LNT and the Outdoor code in mind).

First Aid each unit should have basic first aid.

but for any emergencies – contact the Camporee director/staff and seek professional aid.

Bathrooms Maubila does not have a cleaning crew or maid service. Clean up after yourself and leave it better than you found it. If you need help ask for help from staff. Remind everyone that the only thing that should go into a toilet or down the latrine is what goes through your body. When flushing, hold handle till ALL goes down.

Food - All meals will be the responsibility of each Unit.

Water -keep hydrated – our fall camporee is more like summer weather. Camp water is safe to drink.

Garbage/Trash

Bag it up and take it home or put it in the dumpster before you leave camp on Sunday.

Hazardous Weather conditions

- Steady ringing of the bell means a hazard is imminent. Come to Dining Hall at once.
- air raid siren— seek shelter in place – prepare for bad weather and find closest walled shelter near you.

DO NOT BRING Youth with knives better have their Totin' Chip with them. Knives carried should be a folding or with a fixed blade shorter than 4.5".

No alcohol or illegal substances. Tobacco is a habit that we do not need scouts seeing. No fireworks. No chainsaws, no generators, ...

Electronics – We encourage you to limit your scout's use of electronics while in the outdoors. UNPLUG. Any use of electronics for entertainment or non-scout use will have negative impact. Adults lead by example.

Check-out

Scouts leave things better than they find them. SPL sets final camp inspection with staff.

IF anyone must leave Maubila before Sunday, **please sign out** – clipboard in Eagle Room.

-----SCORING-----

CAMPOREE (overall)

Arrival – (we always suggest troops travel in class A), assembled at one time to check in with temp check and health check. -

Each scout and leader will be judged for a basic score. That will be converted to a percent of total people in that unit which will become a score of 1-100.

Gateway (this is to encourage units to do this more – show pride and skills)-
each - up to 20 points (Min. height of 7 feet & 4 feet wide) (max 140 points)

Theme –

Flags-

Troop ID –

Design

creativity/originality

assembly/lashings

Durability

Campsite- (up to 50 points) (max 750 points)

Gateway

Patrol areas

Trash properly disposed

Hazard free setup

overall neatness

posted duties-duty roster

Menu posted (balanced meals)

Kitchen area clean (sanitation)

proper food storage

fuel stored safely

First Aid Kit

Fire prevention

safe and secure equipment storage

US flag

Troop flag

--bonus- 250 for a meal with all 5 food groups

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Participation of Unit in all of camporee -(25 points each)

Scout Spirit-

Attendance-

On time-

Helpfulness-

-

Scoring of games will be defined based on per game – time, distance, correct method and bonus for kilts.

We will give an award to best scout – for individual with highest score and showing good scout spirit.

---SCHEDULE --- see above