

2023 Tussahaw Spring Camporee Leader's Guide

Scottish Highland Games May 5 - 7, 2023



Nash Farms

Hosted by the Tussahaw Camporee Committee

For additional information contact:

Ray Lightner

Tussahaw Camping Chair & Scoutmaster of Troop 66

678-231-2490 or ray.lightner@gmail.com

Welcome to Tussahaw Spring Camporee 2023!

This year's theme is **Highland Games**

Directions to camp: The Spring Camporee will be held at Nash Farms, located at 100 Babbs Mill Road, Hampton. Follow the directions from Jonesboro Road. to the camping area in the rear of Nash Farms. Site is directly across from the small pond.

Upon arrival, Troops will make camp and cook their Friday night meals if they have not eaten prior to arrival. Throughout the Camporee, Troops are expected to use the Patrol Method. Patrols should sleep, cook, and eat as Patrols. Points will be added for Patrol Flags and Yells to the overall competition score (more on that to follow.)

RULES OF CAMP-O-REE

These rules are the general framework around which this camporee will be operated. A spirit of Scouting courtesy and brotherhood must prevail during the entire camporee if it is to be a success. At the camporee, as always, everyone's conduct is expected to be in accordance with the Scout Oath, the Scout Law, and the Outdoor Code. Troops or individuals that do not conform to this spirit may be asked to leave. Bottom line: Respect others around you.

1. A registration fee will be charged to cover the cost of the Camporee facility usage, supplies, patches and prizes. Registration fee will be \$25 for each Scout, \$15 for Webelos/AOLs and, \$15 for each adult. Please pay either prior to the camporee or get with Rebekah on Saturday to pay.
2. Troops should arrive and depart in Field Uniform. The Scout Field Uniform is to be worn at Saturday evening campfire program and Sunday morning flag and vespers service. Activity Wear (Class B) is appropriate for the remainder of the Camporee.
3. Campsites will be assigned at check in. Please have a sign to post with your Troop Number on it. Troop campsites have no water, no tables, or other improvements, so Troops should bring their own water supply and plan accordingly. (Porta Potties will be available for use)
4. The entrance gate will be open at 4 p.m. Please do not arrive earlier than 4 p.m. Scouts will be at the entrance to greet you and take the list of Scouts that have come.
5. There will be a Cracker Barrel for Scoutmasters & SPL/ASPL meeting **Friday night** at 8 p.m. PLEASE have your Patrol Skit Scripts ready for approval. All Patrols and Troops are expected to participate in the campfire and points will be awarded for

participation. SPLs should provide a headcount of adults and youth at the Cracker Barrel; with number of adults, Troop Scouts, and Webelos/AOL Scouts. Please let us know at Cracker Barrel if you expect late arrivals.

6. There will be an assigned, designated parking area. Vehicles are not allowed to remain in the campsites. Troop gear may be dropped off. Troop trailers, however, may still be parked in each site. The vehicle pulling the Troop trailer may remain attached to the trailer in the campsite. If there is a requirement for handicap parking, please talk with Ray Lightner.

7. Troops must plan to remove all garbage from the camporee area. Please bring an adequate supply of trash bags. Carry it in, Carry it out. Do not burn trash! Follow the "Leave No Trace" philosophy while camping.

8. Safety and fire protection are the responsibility of everyone at the camporee. Be very careful with fires, have fire buckets and firefighting tools available, bring them with YOU. All fires must be in a fire barrel! Digging fire pits is not permitted.

9. Each unit should have in public view both a first aid kit and fire extinguisher in your site. Recommend a type "ABC" extinguisher.

10. DO NOT CUT or otherwise injure live trees while at the camporee. Bring your own firewood or find DEAD branches in the woods.

11. Weather, at this time of year, is very unpredictable. BE PREPARED. Bring tents, rain gear, dining flies, and ground cloths. The camporee will not be called off because of rain, however, it will be if tornadoes and/or severe thunderstorms and lightning are present.

12. Because Scouts will be working hard Saturday, Scouts must be in their tents by 11 p.m., on Friday night. No campfire program on Friday night. Please encourage the boys to go to sleep as early as possible. On Saturday night, the campfire program will start at 7:30 p.m.

13. Webelos may attend the camporee and may camp overnight as the guest of a Troop, or as a Webelos or AOL Den. Webelos leaders, please explain the many leadership positions in a Scout Troop and assign positions to your boys if you are coming as a Den. Webelos dens that register as a unit and do not have a sponsoring Troop will be assigned a campsite. Webelos Dens and Webelos Scouts must have their own adult leadership! Adults cannot serve as a Scouts BSA Leader and Webelos Leader while at Camporee. All Webelos Dens must adhere to the 2 Deep Leadership Rule (two 21-year-old registered leaders with current Youth Protection Training)!

14. The Saturday night campfire is intended to be fun and entertaining. We encourage each Patrol of each Troop to practice a skit prior to the campout. All skits must conform to Scouting standards and must be in good taste. Please plan to give your skit script on

a piece of paper at Friday night Cracker Barrel. SPLs will be notified of changes to the script if they are needed. Each Patrol should plan to have a skit for Saturday night.

15. Vespers Sunday Morning; Each troop's Chaplain Aide is requested to be at the Friday night SPL meeting for assignment of a portion of Sunday's Vesper Service.

16. No alcohol is permitted. Smoking **is not** allowed on campsite grounds!

17. Each unit will be asked to have one or more of their leadership to help working at the Camporee. Units have been asked to lead one of the event stations.

18. All units will complete the attached BSA Unit Roster and turn in at check-in.

19. As a reminder, please have a completed BSA Medical Form (Parts A and B) for each participant.

Schedule:

Friday night

4:00-7:00 – Check-in

8:00 PM – Scoutmaster & SPL meeting/Cracker barrel (Chaplain Aide Meeting to follow)

11:00 PM – Lights out. (Quiet Hours)

Saturday

6:00 AM – Reveille, Patrol Breakfast cooking and clean up.

8:30 AM – Flagpole, Handout schedule and rotation.

8:45 AM – Camporee Program Begins

11:15 AM – 1:15 PM – Lunch

1:15 PM – Adult Leadership Competition

1:15 – 2:20 PM – Camporee Program Continues

2:20 – 4:30 PM – Individual Projects / Camp Site Inspection Prep

5:30 PM – Dinner at campsite / Troop campsite inspection (Sunset at 5:30 PM)

6:00 PM – Dutch Oven Gathering for Adult Leadership

7:30 PM – Troops and Patrols to Campfire

11:00 PM - Lights out. (Quiet Hours)

Sunday

7:00 - Breakfast (something quick and easy), begin packing up.

8:30 AM - Flags and vespers.

Note: Campsite cleanup, notify staff to come and inspect campsite before you leave

10:30 AM - all troops must be out of camp

Overall Winner of the Camporee will be determined by Campsite Scoring, Event Scoring, and Participation Scoring. Winning Troop will be announced at the Sunday morning closing ceremony. Winner of the Camporee gets bragging rights only.
Highland Games

Caber Toss – The caber toss is a traditional Scottish athletic event 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. In Scotland, the caber is usually made from a Larch pine tree. A caber typically is 19 feet 6 inches tall and weigh up to 175 pounds. We will be using a lighter version of the logs the Scots use but the rules and the FUN will be the same. Participants must upright the caber, lift it from the bottom, hold it upright. Then with forward motion flip the pole trying to keep the pole as straight as possible, end over end, points given to how close to end over end and closer to 12 o'clock position. Scoring will be as follows: 11:30 – 12:30 – 100 Points 10:30 – 11:30 or 12:30 - 1:30 – 75 Points 9:30 – 10:30 or 1:30 – 2:30 – 50 Po

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 position (no running approach allowed). Two different size/weight stones will be provided to accommodate the different weight classes of Scouts

Battle Hammer Toss – 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. This is small as Scottish hammers go, but we are interested in a "safe" throw. The best of three throws will count.

T 264 **Sheaf Toss** - The sheaf toss is a traditional Scottish agricultural sport event originally contested at country fairs. A pitchfork is used to hurl a burlap bag stuffed with straw over a horizontal bar above the competitor's head. Typical weight for the bag is 16 pounds (about 7 kg). We will not be using pitchforks, but short snow shovels instead. The distance will be measured from the rope for distance. Clan's distance will be added and divided by the number of Scouts in a clan.

Farmer's Walk – The competitor picks up two weights, one in each hand, and walks or runs around the obstacle course. 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. Clan times will be averaged. We will be using gallon jugs of water. A gallon of water weighs a wee bit over 8 lbs (8.34 lbs). So, 6 gallons and 4 gallons for weight classes. To be clearer, the big Scouts of the clan will carry three gallons in each hand and the light weights will carry two gallons in each hand.

Battle Ax Throw – The Battle Axe was issued to the 78th Fraser's Highlanders, a military regiment from the Highlands of Scotland. The axes were light enough to be used with one hand and heavy enough to dent or puncture armor. The axes we will use are lighter and a bit safer to throw. Competitors will throw the axes (hatchets) from three distances towards a target. Each Scout will be given two practice throws and then three throws for each Scout. The distances are based upon the Scout's weight. Distances – 25 ft, 20 ft. Bullseye = 100 pts, Next Ring = 75 pts, Outer Ring = 50 pts, Participation = 25pts

Log Run - Patrols will work as a team to carry a log over a distance.

Kilt Run – Originated in the hills of northern Scotland, the kilt run is a non-traditional endurance test of running and cross country skills over rough terrain. This race will be about 1-mile in distance and include several natural and manmade obstacles. Two scouts from each clan will compete. Both scouts must finish. The two scouts' times will be averaged. 1st = 100 pts, 2nd = 75pts, 3rd = 50pts and participation = 25pts Obviously, kilts are a must for this one!

Tug of War – This is a participation event. Your clan will receive points only if you participate.

Golf - stick and tennis ball, possible Scoutmaster open

- **Scout Spirit:** Additional points are given for theme participation: kilts, crests and coat of arms, theme-related skits, etc.

- **Develop a clan cheer or yell.** This will be used during activities, games and events.

- If you wish...**adopt a Clan Tartan and make kilts.** These are to be worn during the Highland Games. We suggest that you do not go out and purchase kilts. Go to a fabric store and buy a roll of fabric. Also...Please wear shorts underneath.

CAMPSITE INSPECTION

SCORE _____

Judge _____

Troop _____

Flags

US Flag _____ of 20

Troop Flag _____ of 20

Patrol Flags _____ of 10

Tents

Tents properly erected _____ of 10 Tents by patrol _____ of 10

Sleeping bag neatly arranged _____ of 10

Campsite

First Aid Kit Visible _____ of 20 Safe fire area _____ of 10

Clean and in order _____ of 10 Fire Extinguisher _____ of 10

Fire tools _____ of 10

Cooking and Eating Area

Dining Fly _____ of 10 Cooking equip. off ground _____ of 20

Clean cooking area _____ of 25 Drinking water storage _____ of 10

Separate patrol eating areas _____ of 10 Fire buckets in cooking area _____ of 10

Clean patrol eating area _____ of 15 Trash bags _____ of 10

Posted Duty Roster _____ of 10 Posted menus _____ of 10

TOTAL SCORE _____

Deductions

Vehicles left in camp _____ (-20)

(does not include camp trailer & vehicle attached to the trailer)

Fire left unattended _____ (-20)

Safety violations _____ (-10) example: No axe yard, youth playing with knives, etc.

Campsite SCORE _____

TROOP _____ ROSTER
(TO BE TURNED IN UPON CHECK-IN / CRACKER BARREL)

LEADERS

NAME	POSITION	E-MAIL	PHONE
	Scout Master		
	SPL		

PATROL NAME

NAME	RANK	E-MAIL	PARENT'S PHONE

TROOP _____

PATROL NAME

[illegible]**PATROL NAME**[illegible]