

# LEADER'S GUIDE

Triconda District  
2024 CAMPOREE

## HIGHLAND GAMES

Camp Brown  
October 4, 5 & 6, 2024



**Prepared. For Life.®**

**Welcome!**

Welcome to the 2024 Triconda District Scouts BSA Camporee – The HIGHLAND GAMES!

The goal of the weekend is to offer unique and fun activities while providing a venue for like-minded scouts to interact with one another on a friendly field of competition.

The objective for this Camporee is to relieve individual units from having to plan, organize, and host the games. This is so that all scouts can enjoy the activities together. To do this, the district has taken on the planning, organizing, and hosting activities, but to staff the event, we will rely on unit leaders to oversee event activities and functions.

We hope this also allows leaders to see other unit's patrols in action and maybe take a note or two home with you to compliment your unit's program.

The theme this year is The Highland Games with events and activities along the lines of traditional highland games with a touch of 18th century challenges. We've scoured the nation's camporee events to find challenging highland events that can be accomplished by all scouts. Some events are feats of strength, some scoutcraft skills, some patrol activities, and some of individual marksman skills.

The events will be run as CLANS (Patrols). BE PREPARED to make some fast clan decisions as all events will require the participation of every clan member and some quick organizing and thinking. Remember, clan spirit is a big factor this year!

At the conclusion of Saturday's events, we will have a Campfire. These are always a time of fun and laughter. Please encourage your scouts to have a skit or song prepared to join in on that fun.

If you have any questions or comments, let us know. We are here to help you.

MAY THE BEST CLAN WIN!!!!

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## GENERAL INFORMATION:

Location: Camp Brown

Camp Brown South Entrance  
1091 1900 Ave, Abilene, KS 67410  
(785) 263-3546

Date: October 4-6, 2024

**Registration:** Pre-registration must be completed using the council online registration system. Deadline for registration and updates to existing registrations is September 30, 2024

**Fees/Cancellations:** Cost per participant (including leaders): \$20.00. Once you have registered for an event we are counting on your attendance, and we will be purchasing the needed items for the event.

**Check In:** 5:00 p.m. until 8:00 p.m. on Friday, October 4th - Early Check-in is not allowed – You will not be able to access the campsite prior to 5 pm.

Troops must check-in at the registration tables. Units must have medical forms ready for review.

**Parking:** One UNHITCHED trailer per unit is allowed in the camping area. No vehicles are allowed without a handicap permit.

**Low Impact Camping:** Each unit is expected to abide by BSA low impact camping guidelines. Your campsite should be left as though no camping took place. Tread Lightly rules for use of our camp prohibit damaging or cutting vegetation in the area.

Ground campfires are NOT PERMITTED. Approved above ground firepits may be used.

**Food:** Units are expected to bring and cook their own meals. Unit participants are responsible for providing their own meals. Please secure all food at night. Please remind scouts to consider time allotted for meals (see camporee schedule) specifically lunch time.

**Utilities:** Camp Brown has portable water available. Please, no dish washing at spigots or in the bathrooms.

Campsites do not have electricity. Camp staff has access to electricity for emergencies.

**Garbage:** Each unit needs to have its own bags for garbage. Each unit will take its garbage to the dumpster located at the dining hall at checkout.

Campsites will be inspected during checkout from the camporee.

**Bathrooms:** During the leaders' meeting Friday night, Senior Clan Leaders will be asked to keep the shower house restrooms clean. (Cleaning supplies provided)

**Health Forms:** Each Unit is required to have Annual Health and Medical Records (Part A & B) for every participant (Scouts and Adults). These forms should be in the possession of the registered leader and available for inspection at any time. Please have medical forms ready at check-in; we will be checking them this year. Adults and scouts who do not have a medical form will not be allowed in camp.

**Off Limits Areas:** All areas outside Camp Brown campus are off limits, this means scouts and leaders do not go outside the fenced area, to RVs, or to other areas of the park. The retention pond adjacent to the entrance is off limits, NO EXCEPTIONS!

**Adult YPT:** All leaders/adults attending must have completed Youth Protection Training.

Special Needs: Any scouts or adults with special needs should contact the Camporee staff so we can plan how we can best accommodate your needs.

### **Check - In Procedures**

1. Upon arrival check in with the registration team at the dining hall. Your adult volunteer(s) will be verified, you will receive your registration packet, and you will be assigned a campsite.
2. Proceed to camping site to unhitch trailer and set up camp.
3. Move ALL vehicles immediately to parking areas on the map.
4. Adult leaders and Senior Clan Leaders (SPLs) attend the Friday night leader's meeting.

## **EVENT MAP AND CAMPING LOCATIONS**

The event map and camping location map is currently being updated and will be emailed out 7-10 days prior to the event.

### **CAMPSITE AREA RULES:**

1. No Vehicles (Except Handicapped Placarded)
2. No Open Fires (Grills, Elevated Dutch oven tables are Ok.
3. Respect other unit areas
  - a. Do not cut/shortcut through
  - b. Ask for permission to enter Campsites to visit
4. No throwing sports
5. Close toe shoes required (No flip flops)

## **Safety & Conduct**

1. "Safety First" is the most important concern. All participants are asked to be mindful that excessive roughhousing and careless behavior can lead to accidents and even injury. Please have fun but take care of yourselves and others. Prevent mishaps before they occur. Each leader and participant are asked to be observant of safety issues in the activity area surrounding them, and report or correct any concerns.
2. Participants are reminded, to use the Scout Oath, the Scout Law, and the Outdoor Code to always guide behavior.

3. NO Alcoholic beverages are to be consumed by anyone at any time during this event. Period. Offenders will be asked to leave.
4. Smoking (e-cigs included) is permitted only in designated areas (At the event entrance. No cigarette butts are to be left on the ground. **There shall be no smoking or vaping in front of the scouts.**
5. First Aid will be located at the designated Building, and BSA regulations require ALL accidents, injuries, illnesses to be reported there.
6. A siren will mean seek shelter...storm shelter south of the dining hall.
7. This is our facility, and as scouts, we are required to act in a scout-like manner.
  - a. Please clean up after yourself and do not leave debris on the ground in your camp site.
  - b. All campsites must be clean and well organized.
  - c. Help keep our restrooms clean.
  - d. If you see any trash, pick it up and put it where it belongs, whether it's yours or not.
8. SPECIAL NOTE ON KILTS:
  - a. In the spirit of the games, wearing kilts is strongly encouraged. HOWEVER, the wearing of biking/spandex shorts or tights underneath IS REQUIRED.
  - b. Horseplay, teasing, or bullying of any kind for participation in a kilt is OUTLAWED

A ZERO TOLERANCE policy is in effect for the above.

## **Emergency Procedures**

### **Minor Injury**

All injuries, regardless of extent must be reported.

1. Each troop/pack can apply first aid from their troop first aid kit.
2. Report the injury to camp management and they will log the injury.

### **Major Injury**

All injuries, regardless of extent must be reported.

1. Determine if the area where the injured person is safe.
2. Do not move the injured person unless the area is unsafe either to the injured person or others.
3. Call 911.
4. Notify camp staff of the emergency.

## **Emergency Numbers**

Fire: Non-emergency 785-263-1121

Sheriff: Non-emergency 785-263-4081

Medical: Non-emergency 785-263-0716

Poison Control: 800-222-1222

Brendan Tackett, Triconda District Executive 210-324-1399

Dave Tangeman, Event Director 785-201-5041

Donald Lowe, Camp Brown Ranger 785-200-4482

## **Camporee Schedule**

Friday October 4, 2024

- 5:00pm- 8:00pm Check-In/Registration
- 9:00pm Leader's Meeting / Cracker Barrel (Dining Hall)
- 10:30pm TAPS

Saturday October 5, 2024

- 6:45am Reveille
- 7:15am Breakfast at campsites (Begin Sat. Check-in/Registration)
- 8:45am Check-In Registration Closed

- 8:45am Flag Ceremony (Class B)
- 9:00am – 11:55 am Morning Highland Games Activities
- 11:55pm - 12:55pm Lunch at your campsite
- 1:00pm – 4:45 pm Afternoon Highland Games Activities
- 5:00pm - 5:30pm Flag Ceremony
- 5:30pm - 7:30pm Dinner at campsites
- 7:30pm Campfire Program
- 8:30pm – 10:00pm Tavern Night
- 10:30pm TAPS

Sunday March 28, 2021

- 6:45am Reveille
- 7:00am – 7:55am Breakfast at campsites
- 8:00am Flag Ceremony (Field Uniform-Class A)
- 8:15am Interfaith Service
- 8:30am Awards
- 9:00am – 10:00am Check-Out

## **Special Activities**

Cracker Barrel - Friday Night at leader's meeting

Tavern Night – Join your fellow scouts to enjoy some period music, tell tall tales, and regale in the day's victories and triumphs. Light refreshments will be available for purchase at reasonable prices.

## **Event Description**

- The event will consist of 8 event stations.
- Scouts will compete in clans of up to 10 scouts.
- The event will begin with a “Shotgun” start with each clan starting at the station number corresponding to their campsite assignment. Clans are encouraged to rotate through the stations in order as availability allows. (Skip a station, if necessary, to come back later and avoid wait times)
- Clans must compete together in all events.
- We recognize scouts will have varying abilities to compete with other scouts in some events. A handicap system will be in place for these events as determined by the event directors.
- Where there are clans of different numbers, the overall event score average will be used as additional ‘members’ to adjust for clan averages.

- Clans are competing for 1st, 2nd, and 3rd place for each event as well as for overall Highland Games Champions (1st), Highland Games Runners-Up (2nd) and Highland Games Contenders (3rd).

### **Station 1 First Aid**

Your clan will be put to the test against a real life first aid scenario. Be prepared, that final exam is quite the heart stopper! The Clan Leader will identify the stricken clansperson, draw a card and direct care using all resources available at the station. The clan must then transport the victim to safety.

SCORING: Timed event. Points awarded for each correct treatment administered; deducted for each improper treatment.

## **Station 2 Three-Legged Compass**

Each scout in the clan will use a compass to traverse a short course. The catch? They won't be able to see where they are going!

**SCORING:** The distances from the intended target for each scout will be summed, averaged, and assigned to the clan. Lowest average distance wins.

### **Station 3 Sheaf Toss**

Up and over is the name of the game. Clans' folk will toss a sheaf (burlap sack of hay) over a high bar using a shovel.

SCORING: Each clan member's highest cleared toss will be averaged together for an overall clan score. Highest average height wins.

#### **Station 4 Haggis Hurl**

Scouts will form teams of 2. Each team will hurl a stuffed 'Haggis' back and forth at increasing distances until the haggis breaks revealing its.... contents. The longest distance tossed by each pair will be averaged for a clan average.

SCORING: Average of max distances for entire clan is score. High score wins.

### **Station 5 Archery**

Archery challenge. Each scout will have 5 arrows to earn the most points for their clan. Targets will be placed at various distances and will be valued accordingly!

SCORING: Points awarded for 10-yard, 15-yard, and 20-yard target hits.

### **Station 6 Ladder Lashing**

Does this thing look straight to you? Scouts will have to work as a clan to lash together a ladder and then each scout will climb the ladder to the second rung and recite the outdoor code while the rest of the clan holds the ladder up.

SCORING: Timed event. Lowest time wins!

### **Station 7 Fire Starting**

Your clan will attempt to conquer and command one of our 4 core elements to burn a string in the fastest time! Resources will be limited. Minor prep work (Axeyard) will be required. Fire build cannot be altered or added too once the first spark is struck. Quick planning and teamwork will rule the day! MUST have Totin' Chip ON THEIR PERSON to work axeyard. MUST have Firem'n Chit ON THEIR PERSON to strike sparks.

SCORING: Timed event. Lowest time wins! 5 second penalty for each match past 1 used. 30 Bonus seconds (Removed) if firesteel rod is used. 60 bonus seconds (Removed) for old fashioned flint (chert) and steel striker.

### **Station 8 Tomahawk Throw**

Each scout will get three throws of a Tomahawk to earn points for their clan.

**SCORING:** Stick the hawk in the target backstep– 1 pts, Stick the hawk in the 3x5 card – 2 pts, Stick hawk across any 2 target circles – 3 pts. Stick hawk across all three target circles – 5 pts.

### **Scout Spirit**

What's a competition without a little team spirit? Staffers will be authorized to award points to patrols who demonstrate true scouting spirit through extraordinary acts of sportsmanship, clan yells, Costume (Kilts, attire, face paint), and CHEERS!

**SCORING:** Point awarded by staffers as they witness exemplary acts of scouting spirit.

## Questions

All units are required to follow all the requirements to Youth Protection the Guide to Safe Scouting.  
When do we register?

Registration is open now through September 30, 2024.

What if only 1 or 2 scouts are coming from my Troop?

Even one scout is fine! Your scout will be paired up with another unit (Male or Female dependent) to form a clan for the weekend.

How much does it cost? \$20.00 per Scout

Are the Campsites assigned?

YES, you will receive your final campsite assignment at Check-In.

Are campfires allowed?

Yes. Approved and/or provided above ground fire pits. Dutch oven tables and grills are OK.

If you have any further questions, please contact:

Brendan Tackett  
Triconda District Executive  
[Brendan.tackett@scouting.org](mailto:Brendan.tackett@scouting.org)  
210-324-1399 Cell  
785-827-4461 Office

Dave Tangeman  
Triconda District Chairman  
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785-201-5041

## **CAMPFIRE SKIT SUBMISSION FORM**

Please Inform our campfire staff about the skit your patrol will be performing at Saturday's campfire program. Remember:

1. A Scout is CLEAN (in language and actions)
2. Would Grandma Approve?
3. No hazing or exclusion
4. Camp Directors have final say

**Are you Performing a SKIT or a SONG (CIRCLE ONE)**

Patrol Name:

Unit Number:

Title:

Description:

## Camporee Survey

On a scale of 1 to 10 (1 is unsatisfactory, 10 is Outstanding)

1. I am a (Circle One):

Scout

Leader

Parent

2. I thought the overall event was:

3. My favorite events were (Circle ALL that apply)

First Aid

Fire Building

Compass

Archery

Sheaf Toss

Ladder Lashing

Tomahawks

Campfire

Scout Spirit (Theme)

3. What event(s) or activities do you wish were available?

4. What event(s) or activities should we NOT INCLUDE or CHANGE UP in the future? (Please Explain)

With regards to your OVERALL Experience...

- What should we start doing in the future?

- What should we STOP doing in the future?
- What should we continue to do in the future?
- Any other thoughts? (Continue on back of sheet if needed)