



## Event Information

May 17-19 , 2024

Check in starts at 5:30 pm on the 17<sup>th</sup>

Stoney Run Co Park  
9230 E 142<sup>nd</sup> Ave  
Hebron, IN 46341

**\$10 per person. (late fee after 5/6 )**

Includes camping and a patch.



This event is for all Scouts BSA Troops and Venturing Crews.

Also, 2nd year Webelos / AOL Scouts may attend this event if invited by a troop.

*Questions Call*

*Spring Camporee Chair – Drew Morton (Prairie Dunes)*

*219-765-1841*

## WHAT ARE THE HIGHLAND GAMES? ?

The story of the [Highland Games](#) is a colorful story of sports, culture and community, a celebration of the heritage and history of Scotland and the Scottish Highlands.

Highland Games are thought to have originated from the great gatherings and fairs held by Scottish Highland clans since medieval times, where the clans would compete against each other in feats of strength and skill. The clan chieftains would select their strongest, fastest and fittest warriors to represent the clan on the field of honor. Some say that the Games even date back to 2000 BC in Ireland, before they crossed the water to Scotland with the fourth and fifth century migrations of the Scotti into Argyll and beyond.

The creation of today's formal, annual Highland Games came about in the early 1800's, as part of the romanticizing of the Highland culture and traditions by the British ruling class.

The modern Games are a mix of field and track events, piping, and Highland dance as well as 'heavy events' like the tug-o-war or the hammer throw and the caber-toss. The program is remarkably unchanged since those early medieval clan gatherings.

During the camporee Troops and Patrols will gather together to relive the spirit of this competition. You will compete in the Caber Toss, Sheath Throw, Braemar Stone Put, Maide Lesig, Clachneart and the Kettle Toss. The event will be highlighted by a medieval style catapult contest (see rules).

## 2nd YEAR WEBELOS/AOL SCOUTS, SCOUTS BSA SCOUTS AND LEADERS

Second-year Webelos may attend this event if invited by a troop. Second-year Webelos/AoLs can camp overnight with a Scouts BSA troop in a tent, with appropriate clothing and sleeping gear. Health forms are mandatory for all attending, along with registration form with a roster of names for both youth and adults. Cost will be \$10.00 Scouts BSA, Webelos and Adults. Cost includes patch, 3 tickets for hot chocolate, camping fees and awards for the events. You must pre-register by Monday, May 13<sup>th</sup>, 2024 (late fee charged after 5-06). This is a Scouts BSA event and Webelos may participate with the Scouts if they are invited.

Saturday night's campfire will include skits and award presentation.

Skits will be judged and awards given to the best skits for both Scouts BSA and Webelos.

## GENERAL INFORMATION

The Highland Games Camporee will be a weekend of Scouting fun with a mixture of competitive spirit and outdoor fellowship. The following information will help you plan for this district event. Enclosed in this packet is an official agenda, the Camporee rules,

1. The Spring Camporee will take place at Stoney Run Co Park, Hebron IN
2. Each unit should register online at <https://scoutingevent.com/456-78656#>. Registrations after May 6th will be subject to a 5 dollar per person late fee.

## ALL UNITS MUST BE REGISTERED BY MAY 13, 11:59 pm. NO ONSITE REGISTRATONS

3. All scouts/leaders are encouraged to showcase Scottish heritage during the weekend by wearing a kilt. However, proper clothing (shorts, etc) must be worn UNDER the kilt. Check the internet for various DIY Kilt designs. You may even discover your family had its own Tartan.
4. All scouts/leaders attending should be registered with the unit and all adults on site need to be current on their YPT/Youth Protection Training.
5. **Fires:** Keep all fires in the designated fire pits. There are to be no fires directly on the ground. They must be kept off of the grass.
6. **Campsite Inspections:** Judging information will be handed out at check-in. Inspection will occur during the Saturday activities.
7. **Competition Areas:** Separate areas will be laid out for each of the events. When first registering at the Camporee, patrols will be assigned stations to follow for Saturday's activities and circulate through the events until they have completed all event stations. Hopefully, the patrols will be spread out enough not to cause congestion. Detailed information will be available at the Friday night SPL and Scoutmaster Meeting. All events will open and close at the same time – 9:30 to 4:00pm with a break for lunch.
8. **Skills and Knowledge Required to be Successful:** Unlike previous camporees, the unique events will focus more on teamwork, physical activities, and fun.
  - Patrol Teamwork
  - Campsite
  - Patrol communication
  - Scout Spirit
  - Physical fitness
9. **Scoring:** Points will be gained for demonstrating scout and patrol spirit, teamwork, proper uniforms (or kilt), having a patrol flag or totem at the events, and active participation throughout the day. In addition to the primary activity stations, there will be several “bonus point” activities available to patrols. These include: “Scout Idol” Skits, songs, campfire participation, authentic Scottish attire (patrols are encouraged to embrace the Scottish theme by wearing kilts which can be as simple as fashioning kilts from table cloths)

### HIGHLAND GAME EVENTS

**Sheaf Toss.** What's a Sheaf? A sheaf is a 16-20 pound bag of hay (10-12 pounds for the light weights). What do you do with it? Hurl it straight up into the air over an adjustable crossbar with a pitchfork or shovel. It's High Jump with pitch forks. Highest toss wins.

**Kettle Toss.** Scouts will be given an opportunity to toss kettle bells for distance. **SCORING:** Average distance for entire clan is the clan score. High score wins

**Braemar Stone.** What's a Braemar Stone? Well, it's like the Clachneart, except bigger and you can't move when you toss it (no shot put moves). Again distance counts.

**Turning the Caber.** A caber is a 16-20 foot long pole that is tossed end-over-end. The object is to balance the Caber (pole) vertically over your head, run forward and toss it so that it flips end over end and lands vertically. We use a lighter variant of the 90 to 120 pound logs the Scots use but it's fun just the same!

**Log Drag:** Patrol of 3 scouts. The scouts 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. All 3 scouts must get inside the bowline and drag the log across the finish line. This is a timed event.

**Clachneart:** Disk Throw (Frisbee into Frisbee golf hole) Teams of 3 which team can get the Frisbee in the "hole" the most times in x amount of minutes

**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 it the ladder up.

### CATAPULT / TREBUCHET RULES

Specifications and Rules for your Punkin Chunkin Machine!

- A maximum of 1 Trebuchet and 1 Catapult may be entered from each troop.
- All patrols competing from a troop will receive points from their troop entries.
- Trebuchets and Catapults must follow the rules below.
  - Maximum frame height – 6 feet
  - Maximum frame length – 8 feet;
  - Maximum frame width – 6 feet. Your Trebuchet/Catapult may be smaller than the maximums.
  - Trebuchet/Catapult throwing arm may not exceed ten feet in total length.
  - The Trebuchet/Catapult must be made of wood and lashed together. It must be primarily assembled on site by Scouts. The throwing arms may be preassembled and brought to the camporee.
  - Each unit will have most of the afternoon session to assemble their Trebuchet and/or Catapult before the competition begins.
  - All machines must be “Scout powered.” No mechanical or chemical devices, such as, but not limited to, hydraulics, air rams or cylinders, springs, bungee cords, slingshots, gunpowder, methanol, etc. will be allowed. The power of the Trebuchet must be produced by Scouts lifting a counterweight and lever arm. The power of the Catapult must be produced by a lever arm and Scout pulling power.
  - For safety reasons, there must be a remote firing mechanism for all Trebuchets. The firing mechanism must allow the Scout firing it to be at least ten feet away from the Trebuchet when it is fired.
    - Counterweights must be fixed to the device in a manner that will keep them from coming loose upon firing.
    - Staking the Trebuchet/Catapult to the ground is permitted as well as adding sand bags to the frame.
    - The District Staff will determine if the Trebuchet/Catapult is safe. If the Trebuchet/Catapult is deemed unsafe, the District Staff and Scoutmaster will make every effort to help the Scouts make it safe, time permitting.
- These were primitive devices and we wish to honor the tradition. Failure to comply with the above specifications will result in disqualification from the competition. The Accuracy Competition
- A target will be placed a set distance from the firing line. The Trebuchet/Catapult may not be moved closer, but may be moved further back or side to side if needed.
- The projectiles to be used will be pumpkins (or something less messy), about four inches in diameter. These “pumpkins” will be supplied by the judges. Each Trebuchet/Catapult will be allowed five shots at the target. Distances from the target will be added up from the best three shots to determine place. The shortest total distance wins. The Distance Competition
- Each Trebuchet/Catapult will be given two “pumpkins” to launch for distance. This competition will be held separate from the accuracy competition, but will be running concurrently.
- The object of this competition is to launch your projectile as far as you can. Total distance will be determined at the place where the projectile comes to a stop.
- Only the better of the two launches will be counted for points.

**HIGHLAND GAMES CAMPOREE – MAY 17-19 2024****Friday**

5:00 p.m. - 9:00 p.m.

Registration

9:00 p.m.

Cracker Barrel @ Shelter (Adults &amp; SPL's)

**Saturday**

7:00 a.m. - 8:00 a.m.

Registration & Set-up campsite  
 & prepare for events & get your skits ready for the Campfire  
 Adults running Events - (Pick up Signs & Score Sheets)

8:20 a.m. sharp

Troops Assemble for opening and review of rules and  
 contests.

8:30 a.m. - 12:00 p.m.

Highland Games

12:00 p.m. – 1:30 p.m.

Lunch

1:30 p.m. – 4:30 p.m.

Catapult/Trebuchet Building

6:00 p.m. – 7:00 p.m.

Dinner

8:00 pm

Campfire & Skits  
 Awards given out at end for competition

**Sunday**

7:30 am – 8:30 am

- Breakfast (Troop provides)

8:30 a.m. - 10:30 a.m.

Tear down camp  
 Clean-up Campsite Area

9:00 a.m. - 10:00 a.m.

Inspection of Campsite Area

10:00 a.m.

Home ward bound DRIVE SAFELY, SEE YOU NEXT YEAR