

2024 Muskingum Valley Council Fall Camporee

The “Scoutish” Highland Games



October 18 - 20, 2024

MVSR

Leader and Participant Guide

Dear Scouts and Scouters,

Join us for the most anticipated event of the year at Muskingum Valley Scout Reservation: the Scout-ish Highland Games! Grab your Clan's attire and let the spirit of the Highlands guide you to a weekend filled with adventure and camaraderie.

The festivities kick off with a grand Parade of Clans, where each group showcases their unique spirit and style as outlined in the leader guide. Throughout the weekend, immerse yourself in a plethora of activities designed to test your skills and agility. From the traditional Caber Toss and Sheaf Toss to the quirky Wellie Toss and Maide-leisg (lazy stick) challenge, there's something for everyone to enjoy.

Don't miss out on the excitement of the Flodh Gearradh (Bucksaw) competition and the heart-pounding action of the Farmers Walk Relay. And for those with a sweet tooth and a knack for baking, be sure to participate in the Shortbread Competition – your chance to showcase your culinary prowess!

So gather your Clan, pack your bags, and prepare for a weekend of unforgettable memories at the Scout-ish Highland Games. We can't wait to see you there!

Yours in Scouting,

Patrick of Clan Cameron of Glasgow

Our Highland games will combine traditional Celtic sports that originated centuries ago in the Scottish Highlands with a few Scouting twists (mostly for safety!). Scouts will compete in fun and challenging Celtic tests of strength, endurance and skill. The Highland Games is both an individual event and a team event for “clans” of 4 to 8 Scouts. The games are open to all registered Boy Scouts and Venturers. Each Clan will choose their participants for each Highland competition. Arrow of Light Scouts may camp with a Scouts BSA troop for the weekend and participate in the events.

There will be two weight classes for all events, “Heavy weight” (scout weighs over 100 lbs.) and “Light Weight” (scout weighs under 100 lbs). There will be “Toss” events that go for height, “Throw” events that go for distance, “Timed” events, “Skill” events, and “Explore” events where you just go and learn.

Wearing of Clan Tartans

The word clan comes from a Gaelic word meaning “children”, which denotes “family”. This is precisely what our Scout Troops are – families. Some clans express their unity by possession of common emblems or symbolic colors. Well known are the tartans, or plaid textile designs of Scottish clans. At our Highland Games, it is requested that your clan wear their tartan! The Clan tartan can denote an individual patrol (clan) or the entire troop. (Your decision – your unit). This can be as the traditional kilt consisting of material wrapped around the waist or a purchased kilt. We ask that each Troop contact patrickglasgow5878@gmail.com to register your Clan name and tartan.

Wouldn't want two clans to have the same tartan!!!

Highland attire will be considered full uniform for the games and only must be worn during the competitions. It is suggested that you wear tartans or standard class A uniform at the ceremonies. Let's have fun and get into the Highland spirit! Participation points will be awarded for wearing.

50 points for participation.

Clan Flags

Clans should design and construct a clan flag (highland themes) and yell to make your clan stand out as unique. These will be judged Saturday morning and will be expected at each session. These would be your traditional patrol flags, but should be newly constructed for this event!

Judging for Clan Flags: 1st = 100 pts 2nd = 75 pts 3rd = 50 pts Participation = 25 pts

Clan Requirements

Clans will receive rotations Friday evening at the PLC. The Patrol will be issued an Event Card indicating the location and time of each event. The SPL will receive the Event Card at the SPL cracker barrel on Friday evening. All members of a Patrol must stay together at all times. There will be water located at the event sites, however, Scouts are required to have their own water bottle. Each clan should plan for a song, skit or yarn for the campfire – it helps to have this planned before the event.

Point System

Points will be awarded for first through third place. Unless otherwise indicated, points awarded for each event are 1st = 100 points, 2nd = 75 points, 3rd = 50 points and all who participate receive 25 points.

First Aid

First Aid will be available at the Welcome Center. However, each Troop should be able to take care of minor injuries. Injuries requiring medical attention should be reported to and attended by the staff at the Welcome Center. Please have proper medical forms for each person. We will have trained medical personnel on staff for this Camp-o-ree.

Fees

The cost for the Camporee this year is \$20.00 for youth and adult participants, \$10.00 for adults. This includes lunch on Saturday, a nifty patch, camp fees, prizes, awards, and other assorted supplies and equipment.

Schedule

Friday October 18:

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| 5:00 - 9:00 | Check-in and Weight In at Welcome Center |
| 9:00 – 9:30 | PLC cracker barrel – We would like one Patrol Leader for each Patrol plus one adult or SPL from each Troop. Meet us at the Dining Hall. |
| 9:30 – 10:30 | Gathering of the Clans – Clans will gather at the upper parade field and proceed to the fire bowl by the dining hall. Clans should be in their full regalia (your tartans, kilts, colors, etc.). Each clan will need to make a tiki torch to represent their clan. (The taller ones, filled with appropriate fuel). As there will be a spirit award for the weekend, you may want to consider a clan flag and yell to make your clan stand out as unique. At the fire bowl, each clan will place their torch around the fire and introduce their clan. We will feature traditional Scottish music to set the tone for the weekend. |
| 11:00 | Taps: Quiet time & Lights Out |

Saturday October 19:

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| 7:00 | Reveille |
| 8:30 – 9:00 | Opening Flag Ceremony & Clan battle cry and Clan flag judging |

Highland Games

See attached list of events. All clans will come together at the end of the day for Tug-O-War, the Kilt Run and the Scoutmaster's Challenge.

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| 9:00 – 12:00 | Morning events rotation |
| 12:00 – 1:00 | Lunch in the dining hall |
| 1:00 – 4:00 | Afternoon events rotation |
| 4:15 – 5:00 | All Clans meet on the battle field (lower parade field) for Tug-O-War and Kilt Run |
| 5:00 – 8:00 | Dinner at Individual Campsites |
| 8:00 | Campfire – All Clans participate: Highland themed songs and skits are recommended! AWARDS! Order of the Arrow Call Out! |
| 10:00 | OA Ice Cream Social |
| 11:00 | Taps |

Sunday:

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| 7:00 | Reveille |
| 7:30-8:30 | Breakfast in your campsite |
| 9:00 | Non-denominational Worship Service (Scouts Own Service) Please be respectful and no site tear down during service. |
| 9:30-12:00 | Check out and campsite inspections |
| 12:00 | All units should be out of Camp. See You at The Winter Camporee! |

Scottish Highland Games

Caber Toss – The caber toss is a traditional Scottish athletic event practiced at the Scottish Highland Games 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 Points**

All others – **25 Points**

The better of 2 tosses count. The measurement is counted from where the individual tosses the caber. The average score of all scouts in a clan will be used for competition scoring.

Sheaf Toss – A sheaf is a 16 - 20 pound bag of hay (10 - 12 pounds for the light weight division). Hurl it straight up into the air over a rope 8 feet above the ground with a pitchfork. It's high jump with pitchforks and bags of hay! The sheaf must cross over the rope. The distance will then be measured from the rope for distance. Clan's distance will be added and divided by the number of scouts in clan.

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.

Farmer's Walk – The competitor picks up two weights, one in each hand, and walk or run 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 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

Maide Lesig – Two scouts sit down with their feet pressed against each other and holding a stick in between them. They both then pull on the stick to trying to raise the other off the ground. The first person to get the other one off the ground or past the kneecaps wins. The patrol goes against each other to pick a champion. Later the champions from each patrol will go up against other patrol champions to determine an undisputed champion.

Flodh Gearradh (2 handed bucksaw) – Each clan will cut through a 6" diameter log using a 2-man lumberjack bucksaw. Each member of the clan must take a turn. The fastest average time for all cuts wins.

SKILLS EVENTS

Hunt for Nessy - The "Hunt for Nessy" is a thrilling challenge where participants use their orienteering skills to locate the elusive Nessy (Hint, she's probably in the Loch). Armed with a map, compass, and coordinates, teams navigate the campgrounds, deciphering clues and overcoming obstacles. The final challenge is to determine the bearing to Nessy's exact location, completing the adventure with precision and teamwork.

Correct Bearing from Final Coordinate to Nessy = 100 pts

Scottish Shortbread Bake Off - The Scottish Shortbread Bake Off invites clans to showcase their baking prowess by crafting the finest traditional Scottish shortbread right at the camp. Clans have from the moment they check in on Friday until lunchtime on Saturday to prepare their entries, baking on-site to ensure freshness and authenticity. Once ready, shortbreads should be presented to the Clan Elder at the "Mercat" for judging. This delicious event combines culinary skill with friendly competition, celebrating the rich flavors and traditions of Scotland.

CLAN EVENTS

Kilt Run – Originated in the hills of northern Scotland, the kilt run is a non-traditional endurance test of running and crosscountry 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! (25 extra points for wearing a Kilt)

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

participation = 50 pts

Scoutmaster's Challenge – This event will add up to 200 points for your Clan's total, but I warn you, it is a challenge.

“Clan Camp” Inspection

Troop/Crew # _____ 2024 Muskingum Valley Council Fall Camporee Highland Games

Inspection Criteria	Potential	Awarded
Troop/patrol cooking and dining area well established and organized, duty roster and menus posted in campsite	30	
Troop/patrol first aid kit visible and in central location	30	
Troop/patrol cooking equipment, food and water supply properly stored	30	
All troop/patrol camping gear arranged and stored in orderly fashion	30	
Established area for hand and dish washing located within campsite	30	
Plastic garbage bag or trash container set up and utilized. **Bonus of 30 points for recycling center in place and utilized. Recycling of paper, aluminum, glass and tin (metal). True Separation of Trash and Recyclables**	30 Bonus 30	
FIRE SAFETY (a) Campfire area cleared and defined, (b) fire area safely located away from tents and trees and with leaves cleared to at least 10 feet radius. Two fire buckets filled with water at fire area, (c) Ax yard outlined with cord or rope 3 feet off ground and area established in safe manner, (d) Fuel stored in acceptable BSA manner, (e) Stoves clean and neat, (f) Stoves secured and stored in safe manner.	30	
General appearance of campsite clean and orderly	30	
American Flag, and Troop flag displayed visibly	30	
Campsite improvement camp-craft item made by SCOUTS (not adult leaders) – gateway, lashed flag pole, stool tripod or other woodcraft item. This should be an item not used before.	60	
Total Possible Points = 330 plus Bonus of 30	360	

