



**"IT'S TOO COLD
TO DIG FOR GOLD!"
PROSPECTORS DECLARE...,
"IT'S TIME TO PLAY SOME
HIGHLAND GAMES!"**

On **Saturday, January 30, 2021** everyone in the Klondike is taking a break from their hard labors of transporting gear, digging mines, and panning for gold. Instead, they are going to spend a day of playing games – **HIGHLAND GAMES!**

Games that test one's ability to do everyday tasks predate all written history. The Highland Games are said to have begun November of 1093 when Scottish King Malcolm III summoned men to race up a hill overlooking the village of Braemar with the aim of finding the fastest runner in Scotland to be his royal messenger. The **HIGHLAND GAMES** have since evolved into a festival of fun and culture, discovering the fastest and strongest among the competitors.



Weight Over High Bar



Sheaf



Weight for Distance



Hammer



caber

REGISTRATION DEADLINE FOR THIS EVENT IS JANUARY 8, 2021!

WHERE IS THIS?

950 Sportsmen's Club Road, Mifflinburg,
Pennsylvania 17844
coordinates > 40.950342, -77.099667.

REGISTRATION DEADLINE

\$16 Registration includes lunch!
Deadline is January 8, 2021
This will be a Saturday-only event

Registered units may add a scout or two beyond the deadline, if there is room on their sled roster.

! PATROL METHOD !

The "SLED LEADER" scout will be SPL for the day! Unit Adults will assure reasonable and prudent use of masks and physical distancing for their scouts throughout the day.

In the "games" areas, cheers and loud constructive encouragement this year are considered **FUN** and are **DEFINITELY ENCOURAGED!** ...but do listen to the mayors' instructions.

CHECKING IN

SLED LEADER ONLY – no adults, sleds, or other scouts - will check in at the Snow-blind Assayers (WEST end of clubhouse) from 6:30 AM to 7:30 AM. **ONE ADULT FROM EACH UNIT** will pick up their unit's lunch tickets at the EAST end of the clubhouse during this same time period.

HEALTH AND SAFETY

Scouts and other hardcore survivalists wisely practice their cold weather outdoor skills *before* setting out!

They know that comfort and survival mean dry gear and dry firewood. Plan to stay dry.

Footwear should be waterproof and have a little "wiggle room." Tight or wet boots cause cold feet!

Remember to dress in adjustable layers so you can dial in your insulation to suit your activity.

If you get cold, get moving! It will warm you up!

If you feel as though you are getting uncomfortably cold, be sure to speak up and let your sled team leader or your adult leader know you are concerned.

MEDICAL EMERGENCIES - The EMTs from Mifflinburg Ambulance Service will be on stand-by. Their crew runs the First Aid challenge at Bonanza Creek.

KLONDIKE HEADQUARTERS (A.K.A Snow-Blind Assayers) is in the west end of the clubhouse. Check-in, first aid assistance, questions, lost items, etc. will be handled there.

LUNCH IS INCLUDED!

THIS YEAR, YOUR REGISTRATION INCLUDES LUNCH AT THE BVSA CLUBHOUSE!

CHOOSE TWO SANDWICHES - hot dog, barbecue, or grilled cheese + baked beans, chips & drink

For increased safety and physical distancing, the lunch has been spread over four periods with a maximum of only six teams dining in the clubhouse at a time. You may, of course, pick up your meals and move outside to dine for even greater separation.



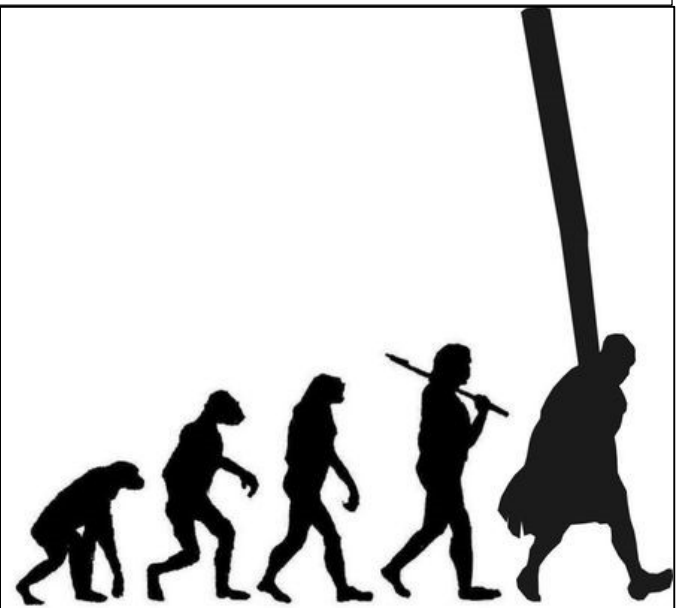
WHAT WILL WE NEED?

By late October/early November we will have posted to the council website and to the Seven Bridges Facebook page the following items:

- Registration Form
- Sled Gear List

For the day of the event:

- **COSTUMES!** in layers, of course
- **HAND SANITIZER FOR EACH SCOUT!**
- Medical forms (stay with adult leaders)
- Sleds & Sled Gear
- Masks - or just use balaclava or neck gaiter!
- Your outing essentials - minimal



RELAY RACE

CHOOSE 5 RUNNERS TO FORM YOUR SLED TEAM TO COMPETE IN THIS RACE.

Teammate 1 (on starting shot) will race out and retrieve the first item with your sled number on it and deliver it to teammate 2.

Teammate 2 will carry the item to the point where he/she will retrieve a second item with your sled number on it and deliver BOTH items to teammate 3.

Teammate 3 will repeat this process, carrying ALL THREE items to teammate 4.

Teammate 4 will repeat the process, carrying ALL FOUR items to teammate 5.

Teammate 5 will repeat the process one last time, locating the final sled number item and racing to carry ALL FIVE items across the finish line. Items may NOT be thrown outside their staging areas to increase difficulty for other teams.

Prizes for first AND second place finish

HAVE FUN DRESS THE PART!

GOOGLE SEARCH FOR:
VIKING ATTIRE
HIGHLANDER ATTIRE
NORSEMAN ATTIRE

FURS! SKINS! KILTS! HOME-MADE SHIRTS!
BLANKET-WRAP COATS! FEATHERS! HATS!

THE PHOTOS AND MEMORIES MAKE
COSTUMES WELL WORTH THE EFFORT

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