



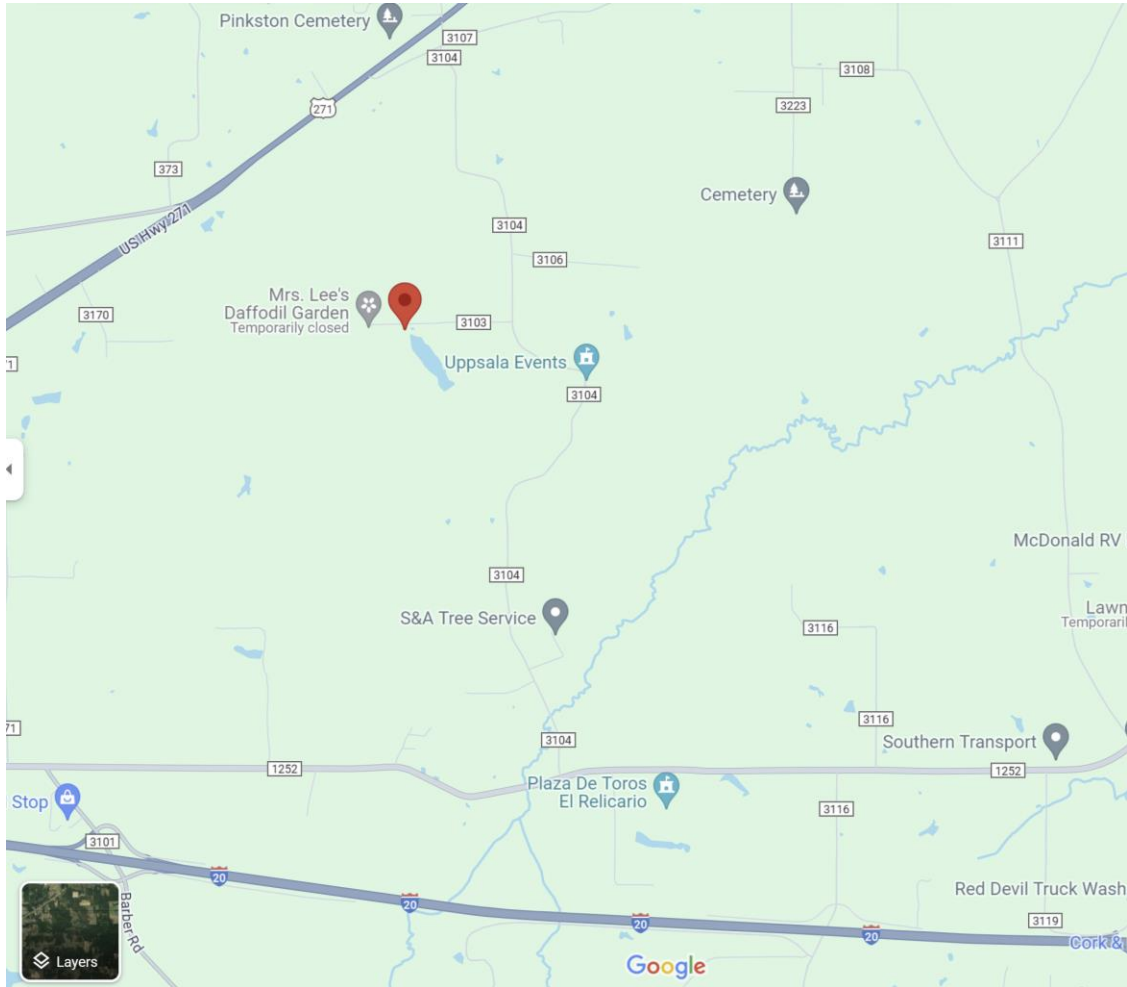
April 25-27 at Mrs. Lee's Gardens  
Bob Watson – Chairman  
Dolly Robison – Assistant Chairman

Gather ya' castle's clans and come to the Highland Games! Ya' clan is invited to the Highland Games of the East Texas Area Council. We wish ya' lads and lassies lots a luck as we celebrate the Scottish heritage and participate in the games. Try your luck at the the Farmer's Walk, the the Kilted Run, Tug-O-War and more. This sheepskin will tell ya' what to bring and how to plan. Read it carefully...ya' clan's standing in the games depends upon it! Will your patrol be the one on the top of the leaderboard at the Saturday night campfire?

- ◆ Opened to all Scout Troops, Venturing Crews and Arrow of Light Dens that have not crossed over in the East Texas Area Council. Arrow of Light Dens are invited to come for the day on Saturday.
- ◆ Two-night Jamboree-style camp with patrol competitions to test scout skills.
- ◆ Early bird registration fee is \$15 per Scout and Scouter before April 11<sup>th</sup> at noon. Regular registration fee is \$20 on April 11<sup>th</sup> at noon.
- ◆ Please make copies of this guide for your troop or forward/repost as needed.

# Mrs. Lee's Gardens

21600 County Rd 3103, Gladewater, TX 75647



# HIGHLAND GAMES TROOP VOLUNTEER ASSIGNMENTS

We want to thank you and your Troop Leaders for participating in this event. We would like to provide over 20 activities in which scouts can participate. We are asking each Troop to plan, coordinate, provide needed items (including awards), set up and run at least one QUADJAM event slot per registered patrol. For example, if you plan to register four patrols, your troop will need to sign up to run at least four event slots. We are expecting 15-20 Troops to participate this year.

To sign your Troop up to run an event, please sign up through Signup Genius. Assignments will be made on a first come, first serve basis at:

**[www.signupgenius.com/go/20F0544ACA82DAAFA7-51776692-2025#/](http://www.signupgenius.com/go/20F0544ACA82DAAFA7-51776692-2025#/)**

Activities are listed on Page 9 with descriptions for each event beginning on page 10.

For information or answers to questions, contact:

Bob Watson: Golden Eagle QUADJAM Chairman  
Cellular 903-3534587  
Email [slobwatson@gmail.com](mailto:slobwatson@gmail.com)

Dolly Robison: Golden Eagle QUADJAM Assistant Chairman  
Cellular 325-642-6064  
Email [jtanddolly@yahoo.com](mailto:jtanddolly@yahoo.com)

# 2025 HIGHLAND GAMES SCHEDULE

## Friday Afternoon: April 25, 2025

- 3:00 pm** Gateway Building
- 5:00–9:00** Opening of Registration at Camporee Headquarters. Set up campsites. Troops may use vehicles with trailers to transport gateways and other heavy gear. All other vehicles should remain in the parking area. Scouts should hike from the parking lot to their campsites.
- 9:00** Scoutmaster, SPL and Event Coordinators meeting at headquarters  
**(signups for flag ceremony, event information, etc.)**
- 11:00** Lights out

## Saturday: April 26, 2025

- 7:00 am** Reveille. Breakfast in campsites
- 8:30** SPL Leaders Meeting
- 8:45** Flag ceremony and announcements (Class A or costume required)
- 9:00-11:45** Patrol competition
- 10:00** Race (two scouts per patrol)
- 12:00-1:30** Lunch at your campsite
- 1:30-4:30** Patrol competition
- 3:00** Gateway Judging (judges meet at headquarters)
- 5:15** Colors Lowered
- 6:00** Dinner at your campsite (Class A or costume required)
- 7:10** Dutch Oven Dessert Submittal
- 7:15** Dutch Oven Dessert Judging – all adult leaders are invited to come taste and vote on their favorite desert
- 8:00** Campfire and awards
- 10:30** Taps - lights out

## Sunday Morning: April 27, 2025

- 7:00 am** Reveille- Breakfast at your campsite and clean up
- 8:30** Non-denominational church service
- 11:00** Check out

# 2025 HIGHLAND GAMES SCHEDULE

(Optional Saturday Only Schedule in the event of Severe Weather on Friday or Sunday)

## Saturday: April 27, 2024

- 7:00 am** Opening of Registration at Camporee Headquarters. Set up campsites. Troops may use vehicles with trailers to transport gateways and other heavy gear. All other vehicles should remain in the parking area. Scouts should hike from the parking lot to their campsites.
- 8:45** Scoutmaster, SPL and Event Coordinators meeting at headquarters  
**(signups for flag ceremony, event information, etc.)**
- 9:15** Flag ceremony and announcements (Class A or costume required)
- 9:30-11:45** Patrol competition
- 10:00** Race (two scouts per patrol)
- 12:00-1:30** Lunch at your campsite
- 1:30-4:30** Patrol competition
- 5:15** Colors Lowered
- 6:00** Dinner at your campsite
- 7:15** Dutch Oven Dessert Competition  
Gateway Judging (judges meet at headquarters)
- 8:00** Campfire and awards
- 10:00** Check out and head home or camp over night if weather is good

**Arrival Procedure:**

Troops may use trailers to transport gateways and other heavy gear to their campsites, but for the safety of all of our youth, please remove all motorized vehicles from the camping area and move them to the parking area.

**Check in:**

Friday afternoon starting at 5:00pm but as early as possible. Have dinner before arriving.

**Medical Information:** Every scout must have an annual health and medical record filled out and signed by a parent/guardian. Troops are responsible for maintaining these records in case of emergency. They will “not” be turned into Camporee staff.

**Latrines:**

Port-a-johns will be available. One port-a-john will be handicapped. Male and female port-a-johns will be marked accordingly.

**Uniforms:**

All scouts should arrive in Class A uniforms and plan on wearing their uniforms or themed costume for flag ceremonies, campfire and chapel activities. Kilts/costumes should be no shorter than two inches above the knee, and shorts should be worn underneath.

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 suggested 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 a traditional kilt consisting of material wrapped around the waist or a purchased kilt. Highland attire will be considered full uniform for the games. Let’s have fun and get into the Highland spirit! Scout spirit points will be awarded for wearing Clan Tartans.

**Clan Flags:**

Clans should have a clan flag and yell to make your clan stand out as unique. These will be expected at each event. These can be your traditional patrol flags or can be newly constructed clan flags for this event!

**Water:**

Each troop needs to bring enough water for their troop activities. Scouts will need to bring a water bottle or camel back to drink from during the day.

**Arrow of Lights:**

We welcome Arrow of Light dens that have not crossed over on Saturday from 9:00 am until 6:00 pm. Parents or legal guardians must accompany each AOL to the camporee. Each Arrow of Light den should be accompanied by two deep leadership to help them get around camp.

**Early Departure:**

If a troop must leave early, please inform the headquarters before leaving Camporee. Please leave no trace in your campsites and throughout the Seldon’s farm

**Service Project:**

This is a good time to relay to new Scouts the importance of Scout service. The service project of clearing fallen branches will be run on Saturday as one of the events on the patrol rotation.

All scouts need to bring work gloves, wear closed toe sturdy shoes, and any other safety gear they feel is necessary to help keep safe while picking up fallen branches.

# GENERAL INFORMATION

## Event Information:

- ◆ Consult the Event Description Sheets for details on each of the events.
- ◆ Each event will be worth 10 points. (Possible exceptions may be granted to certain events).
- ◆ Patrol method will be judged highly.
- ◆ There may well be more events than a patrol can compete in. It will be up to each patrol to determine the order and which events they will compete in.
- ◆ Each patrol should look like a patrol - the uniforms should be similar, either full uniform, activity uniform or costumes that match the event. Patrols are encouraged to pick a Scottish tartan (a piece of woven cloth made up of horizontal and vertical stripes in different colors, on a colored background) and incorporate it into each member's uniform. Adults and youth in costumes need to use good taste when selecting their costume. Kilts should be no shorter than two inches above the knee, and shorts should be worn underneath. Each patrol should have a flag and a yell and scouts should work as a team; these items will be included in their score for each event.

**Event Awards:** Awards for each event in the Patrol Competition are the responsibility of the troop manning the event. If you are responsible for running an event, please make first, second, and third place awards that you will present during the Campfire ceremony to the patrols you judge to have the best scores at your event.

## Competitions:

- ◆ The competitions on Saturday will be by patrols.
- ◆ Patrols must have between 4 and 10 scouts.
- ◆ Patrols need to stay together and work together.
- ◆ Points will be awarded based on how well the scouts work together and on Patrol/Scout spirit.
- ◆ Come prepared with your patrol flag, yell, and song, as well as a great teamwork attitude.
- ◆ Scouts are encouraged to dress in either troop/patrol t-shirts or a Scottish costume for events which could lead to extra credit! We would like to see the Scouts get into the spirit of the theme! Adults and youth in costumes need to use good taste when selecting their costume. Kilts should be no shorter than two inches above the knee, and shorts should be worn underneath. Camporee leaders will have scouts change that are not in scout appropriate costumes.
- ◆ Campsite gateways will be judged starting at 3:00 pm on Saturday. Judging will be based on workmanship, creativity, decoration/embellishment, adherence to Safe Scouting guidelines, theme, and appropriateness.

**Be Prepared:** Patrol competition events will have all the supplies needed for scouts to participate. But a Scout is prepared, each patrol is encouraged to carry a backpack with the 10 scout essentials (compass, first aid kit, fire building supplies, etc.). **Each scout should carry a water bottle and rain gear!**

**Campfire:** Each troop is encouraged to register to perform one skit or song at the Saturday night Campfire. The troop's Scoutmaster must approve the submission on the basis of it being appropriate and reflective of proper scout spirit. Troop SPLs must turn in a campfire submission form found on page 19 during check-in or to Headquarters anytime on Saturday by noon.

**Emergency/Medical:** There will be a medical aid station set up near the Camporee headquarters tent during events, and a medic will be on grounds Friday and Saturday evening. Each Troop must have:

- 🗳️ Its own first aid kit.
- 🗳️ Permission slips and medical forms for each Scout.

**Facilities:** Each troop will be responsible for its own equipment, food and water. We cannot build fires except in designated fire areas.

Mrs. Lee's Gardens is a privately owned farm that allows the Scouts to camp there, thus all respect should be given the property and the owner. Do not disturb any of the animals that may roam or flowers that grow throughout the property.

Each unit is responsible for keeping its site clean, performing a police line and packing out all of its own trash. Everyone is responsible for keeping the portable outhouses clean.

**General Rules:** The Camporee, like all Scout functions, is run with the Scout Oath and Law as its guide. Remember to ask permission before entering another Troop's campsite. Do not bring any electronic equipment (radios, games, etc.). Fireworks, alcoholic beverages, and anything else that is disruptive are also "not" allowed. Do not cut any trees or shrubs. Do not dig a ditch around your tents or entrance gate. We need to leave the property in better shape than it was Friday when we arrived.

- ✓ Full Scout uniforms shall be worn properly whenever Scouts are at Flag Ceremonies or Chapel, however, since the theme of the day is "Highland Games", kilts or Scottish outfits will be considered to be "in full uniform". Adults and youth need to use good taste when selecting a costume for this event. Kilts should be no shorter than two inches above the knee, and shorts should be worn underneath.
- ✓ Troop Policy will determine in-camp dress codes or patrol dress codes during activities.
- ✓ No "message" T-shirts at any time. Plain or Scout related T-shirts only.
- ✓ There will be competition points based on this dress code.
- ✓ **All units must maintain two-deep Adult leadership in accordance to all Scouting rules.**
- ✓ **Female troops will need to maintain female leadership at all times.**
- ✓ **The Buddy System must be maintained at all times by all scouts.**
- ✓ **Youth females must have youth female buddies.**

**Early Departure:** If you are leaving Saturday night, please let the Camporee staff know when you register. Checkout will be after the award ceremony/campfire Saturday night.

Any scouts that need to leave and/or return, must have permission from their scoutmaster.



# HIGHLAND GAMES

**IMPORTANT NOTE:** Follow the map to visit as many events as possible as you travel around the Highlands on your quest to test your scout skills and find out if your patrol will be on the top of the leaderboard at the campfire Saturday night.

Each patrol should carry the 10 Scout Essentials, (pocket knife, 1<sup>st</sup> aid kit, extra clothes, rain gear, flashlight, trail food, fire starters, sun protection, map, and a compass) and each scout should carry a water bottle and rain gear (if needed). These events are set up for 4-10 Scouts per patrol.

1. Farmer's Walk
2. Fire Starting
3. Slingshot
4. Archery
5. Ax Throwing
6. Knot Race
7. Cairn Construction
8. Sheep Herding
9. Haggis Toss
10. Bouldering – Kiss the Blarney Stone
11. Big Game Hunt
12. Log Cutting
13. St. Andrew's Open – One hole golf course
14. Build Bagpipes
15. Catapult
16. Run the Gauntlet
17. Tug of War
18. Race Around the Highlands

## OTHER EVENTS

19. Service Project
20. Dessert Cookoff
21. Youth & Adult Costume Contest
22. Gateway Competition
23. Campfire / Award Ceremony

**\*we will add more events as troops/crews sign up.**

# HIGHLAND GAMES DESCRIPTIONS

## 1) Farmer's Walk Event Leader/Troop:

Use a heavy weight in each hand and go for a walk.

The competitor picks up two weights, one in each hand, and walks or runs around the obstacle course carrying the weights in their hands. 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). The participants will carry half of the weight in each hand. The average score of all scouts in a clan will be used for competition scoring.

Water Amount	Females Age	Males Age
1 Gallon	10.5 to 14	10.5 to 12
2 Gallons	15-17	13 to 14
4 Gallons		15 to 17

**Event Leader Tips.** Hammer three foot stakes 40-50' apart, or use cones to mark off the distance that scouts will need to move the weights.

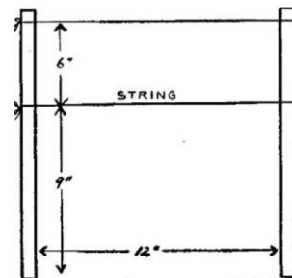
**Materials:** at least 10 gallon milk jugs filled with water in case some spring a leak throughout the day (2 should be filled half full of water), four 3 foot stakes or 4 cones to mark off the distance that the weights will need to be moved.

## 2) Fire Starting Event Leader/Troop:

The climate of Scotland is generally cool and wet. Having a heat source such as a fire for keeping warm and cooking is a must for survival. In this timed event the clan will build a fire to burn a string hanging 15" off the ground. When your clan is ready to start, signal the timekeeper with a "hardy battle cry" signal to begin. Once the timer is started, clans will construct a fire lay, no higher than 9" (a string will mark the height), and light it. Material can be added to your fire once it is lit, but material can not go above 9". Time will stop when the second string at 15" high burns in half. Each clan will need to bring a Firestarter. Patrols can bring fire building material - no liquid fuel, magnesium shavings or petroleum products - only natural/organic materials that "one would find in the East Texas outdoors" and paper products, or they can forage for it during the event. After the event, the clan will need to extinguish their fire and clean the area. A shovel and burn barrel will be provided.

**Event Leader Tips:** Set up a safe area and make a fire ring. Give fire safety briefing and instructions. Additional information for this event can be found here: [www.inquiry.net/outdoor/games/smith/2nd\\_class\\_knife/string\\_burning\\_contest.htm](http://www.inquiry.net/outdoor/games/smith/2nd_class_knife/string_burning_contest.htm)

**Materials:** Patrols should bring their own fire starter and can bring fire-building materials such as newspaper, tinder, kindling, and fuel or they can forage for items. The event leader should provide a fire bucket filled with water in case it is needed.



## 3) Slingshot Event Leader/Troop: \*Jerl May (Range Master) & Chuck Stinnett / Troop 618B

**Event Leader Tips:** Must have one scout range certified master to lead this event. Give a slingshot safety briefing and instructions. Allow each scout to shoot 3-5 at a target.

**Materials:** 2-4 targets. 2-4+ slingshots. Bag of dried garbanzo beans (these shoot better than dog food)

## 4) Archery Event Leader/Troop: \*Atarah Lee (Range Master) / Troop 201B

**Event Leader Tips:** Must have one scout range certified master to lead this event. Give an archery safety briefing and instructions. Allow each scout to shoot three arrows at a target. The new shooting sport manual

allows for animal targets. If possible get deer targets for scouts to shoot at, and teach the proper place to shoot them.

**Materials:** 2-4 Targets. 2-4 bows. 6-12 arrows.

**5) Ax Throwing**      **Event Leader:** \*Tim Hill (Range Master) & Luke Kimbrough / Troop 613

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 one practice throw and two competition throws. The distances are based upon the Scout's age. The average score of all scouts in a clan will be used for competition scoring.

**Event Leader Tips:** Must have one scout range certified master to lead this event. Give an axe safety briefing. Give the instructions.

**Materials:** 2-3 Targets. At least 4-6 axes or hatchets.

Distance from Target	Females Age	Males Age
15 Feet	10.5 to 14	10.5 to 12
20 Feet	15-17	13 to 14
25 Feet		15 to 17

Bullseye = 6 pts, Next Ring = 4 pts, Outer Ring = 2 pts, Scout Spirit = 4pts

**6) Knot Competition**      **Event Leader:** \*Rich Long / Troop 369B

**Event Leader Tips:** Have a series of scout knots that patrols must tie, with each patrol member tying at least one knot. Extra points can be awarded for patrols that can tie a Celtic knot or two. Here are examples of how to tie Celtic knots: [www.youtube.com/watch?v=hD\\_5ggRjY80](http://www.youtube.com/watch?v=hD_5ggRjY80) or [www.youtube.com/watch?app=desktop&v=v5BGIK61pQI](http://www.youtube.com/watch?app=desktop&v=v5BGIK61pQI)

You could also make this a "Hoist the Sheep" game where you use specific knots to hoist a sheep.

Or scouts can run to a log and tie a timber hitch to one end of the log and a bowline to the other end of the rope. Three Scouts get inside the bowline and drag the log across the line. This is a timed event for the patrol.

**Materials:** lengths of ropes that patrols can use to make knots

**7) Cairn Construction**      **Event Leader:**

Construct a cairn with the materials provided.

**Event Leader Tips:** Make sure you teach the scouts a little bit about what a cairn is and its history and have a few pictures of examples. Here is a little bit of information, but feel free to find out more if desired:

A **cairn** is a human-made pile (or stack) of stones raised for a purpose, usually as a marker or as a burial mound. Cairns have been and are used for a broad variety of purposes. In prehistory, they were raised as markers, as memorials and as burial monuments (some of which contained chambers). In the modern era, cairns are often raised as landmarks, especially to mark the summits of mountains. Cairns are also used as trail markers. They vary in size from small stone markers to entire artificial hills, and in complexity from loose conical rock piles to elaborate megalithic structures. Cairns may be painted or otherwise decorated, whether for increased visibility or for religious reasons.

\* Event leaders should take pictures of each finished cairn with its clan/patrol and upload them to the East Texas Area Council Facebook page.

**Materials:** Have a large variety of rocks in all sizes that the scout patrols can use to build their own cairn.

**8) Sheep Herding**                      **Event Leader:** \* Troop 618G

**Event Leader Tips:** All sheep will begin at the start point next to the shepherd. The shepherd is not allowed to leave this area or to physically guide the sheep; they can only direct them through verbal communication. Get the sheep to put their blindfolds on and then lay out the marker cones in the area. Once you are happy with the layout, begin the activity.

**Materials:** 8-10 bandanas (for blindfolds), sheep pen (wooden stakes and flags/rope or metal animal pen, etc. make sure one side is open so they can be herded into the pen), put cones or other obstacles that scouts cannot be hurt by between the pens that the shepherd must herd the sheep around.

**9) Haggis Toss**                      **Event Leader:** \*Mitchell Hancock / Troop 252

Corn-hole game where the bags are the “haggis”. You can play this game any way you would like that would make it easy for you to award points. One idea is to set up a throwing line and the board. Then allow each team 10 throws (every patrol member should get at least one throw). Then award points based on the number of throws that go in the hole.

**Event Leader Tips:**

**Materials:** Corn hole boards, bean bags or something that looks like “haggis” to toss

**10) Bouldering (Kiss the Blarney Stone) Event Leader/Troop:**

Conquer the boulder by free climbing an artificial rock wall without the use of ropes or harnesses.

**Event Leader Tips:** One spotter is required per climber on the wall. Multiple scouts can climb as long as each has their own spotter.

**Materials:** Bob Watson’s moveable rock wall

**11) Big Game Hunt**                      **Event Leader/Troop:** \* Troop 618G

Go on a Scottish big game hunt. If you manage to find all of the items on the list, you will be one step closer to possibly being at the top of the leader board at the campfire ceremony.

**Event Leader Tips:** Come up with a list of items that scouts can find during a scavenger hunt outdoors. Give patrols a set time to return.

**Materials:** 50 scavenger hunt lists (one per patrol), or laminate 12 that can be turned back in and reused, timer to track when patrols should return.

**12) Flodh Gearradh (Log Cutting - 2 handed bucksaw)                      Event Leader/Troop:**

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.

**Event Leader Tips:** Give an axe/saw safety briefing. Set up the sawhorses and spars. Give the instructions.

**Materials:** Axe or lumberjack-type saw. 2 sawhorses, a few 3’ logs 6” in diameter for cutting, set up a safety circle using Mason tape and tent stakes. Recommend tools to sharpen axe.

**13) St. Andrews Open**                      **Event Leader/Troop:** Crew 621

One hole golf course.

**Event Leader Tips:** Set up a one hole golf course with a chipping and putting green that patrol members can each take a swing until they get the ball in the hole.

**Materials:** golf clubs (or have patrol make their own with sticks and rope you provide), golf ball, cup/metal can that can be placed in a dug out hole in the ground (make sure that you fill the hole in once the event is over and place grass back on top so that there is no evidence of the hole), and flag for the hole.

**14) Build Bagpipes (expensive station)      Event Leader/Troop:**

**Event Leader Tips:** This is an expensive project, so I recommend each patrol working together to make one bagpipe. Watch these videos for how to make your own bagpipe:

[www.instructables.com/How-to-Make-Bagpipes-out-of-a-Garbage-Bag-and-Reco/](http://www.instructables.com/How-to-Make-Bagpipes-out-of-a-Garbage-Bag-and-Reco/)  
[www.youtube.com/watch?v=6PukD5eYfFs](http://www.youtube.com/watch?v=6PukD5eYfFs)

**Materials:** event leaders will need to provide trash bags (one per patrol), 2 recorders per patrol, sturdy straw (one per patrol), clear packing tape, Scissors

**15) Catapult      Event Leader/Troop: [Craig King Troop 618\(Rangemaster\) and Leo Gustafson Troop 440](#)**

**Event Leader Tips:** [Must have one scout range certified leader to run this event.](#) Have a set area where scouts can use a catapult to launch an item matching the BSA rules found on pages 17-18. Make sure that the area is marked off with stakes and rope so that other scouts do not wander onto the field where the launched item might be thrown. Set up a target for them to aim at and hit as shooting for distance is not allowed by the BSA.

**Materials:** The event leader will need to build the catapult for scouts to use (less than 5 feet tall), soft items that are no bigger than a tennis ball, and a target. You may be able to borrow the items to build a catapult from the NYLT program. \*see pages 15-16bra of this leader guide for BSA Regulations for building a Catapult and items that are approved to be launched.

**16) Run the Gauntlet      Event Leader/Troop:**

Participate in an obstacle course challenge.

**Event Leader Tips:** search online using words like “gauntlet games” “backyard obstacle course” “teenage obstacle course” to find fun gauntlet activities like these on Pinterest: [www.pinterest.com/jhamon00/gauntlet/](http://www.pinterest.com/jhamon00/gauntlet/)

**Materials:** ropes, tires, logs, team skis, etc.

**17) Tug of War      Event Leader/Troop: [\\*Mitchell Hancock / Troop 252](#)**

**Event Leader Tips:** have two patrols compete against each other in the tug of war. **No weights or cleats may be used.** The winner can earn more points. Time the event so that you have a way to break any ties for first, second and third place.

**Materials:** One long thick tug of war rope with a bandana tied in the middle.

**18) Kilt Run/Race Around the Highlands      Event Leader/Troop:**

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 approximately 1-mile in distance and can include several natural and manmade obstacles. Two scouts from each clan will compete. Both scouts must finish. The two scouts' times will be averaged. The top 10 finishers will receive points for the top award. Bonus points will be given for wearing a kilt.

**19) Service Project      Event Leader/Troop:**

**Event Leader Tips:** Patrols will earn bonus points for participating in the service project picking up tree limbs and sticks and putting them in a trailer to help clean up Mrs. Lee's Gardens. There will not be awards given for this event.

**Materials:** Trailer for loading tree limbs, extra gloves for scouts that do not have them.

**20) Dessert Cook-off      Event Leader/Troop: [Dolly Robison / Troop 618B](#)**

Each patrol is encouraged to make your best Dutch oven dessert to be judged by all adult leaders that would like to be a judge. Adult leaders will be given multiple spoons and one coin to put in their favorite dessert's jar.

**21) Scottish Costume Competition**    **Event Leader/Troop:** Bob Watson/ Troop 618B

**Event Leader:** Judged at Campfire by crowd reaction. Have an award for the best youth costume, the best adult costume and the best group costume.

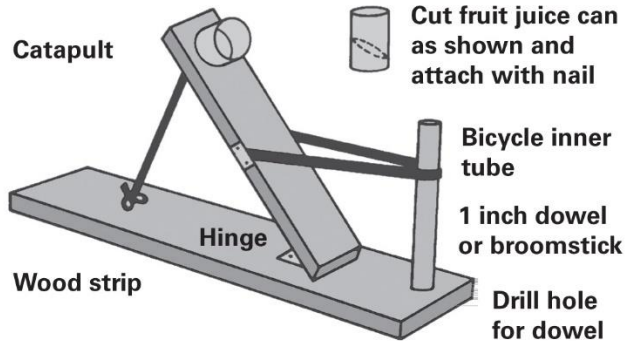
**22) Gateway Competition**    **Event Leader/Troop:** Bob Watson

**23) Campfire / Award Ceremony**    **Event Leader/Troop:** Bob Watson / Troop 618B

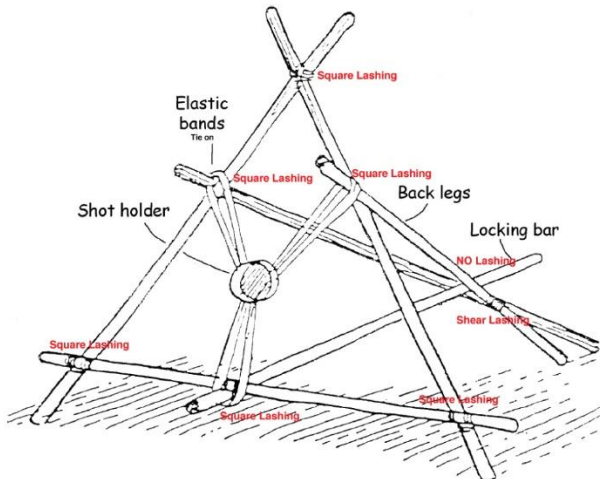
## Catapults and Other Shooting Devices

Catapults activities table top size used for STEM or den activities or pioneering projects less than 5 feet in height are the only approved apparatus. NOTE: contests where the object is to shoot a projectile for great distance are not approved. The potential energy for the catapult should be restricted as appropriate.

Catapults using hydraulic, gas, springs, counterweights, or any other gravity propelled device to provide the propulsion are prohibited. Care should also be taken when determining the number or use of rubber band or bungee cords.



**Table top example above (den meetings/STEM activity)**



**Catapult shown above made with Scout hiking staff.**

### Ammunition

Water balloons - use small, biodegradable balloons, and fill them no larger than a ping pong ball. Note: When using balloons be sensitive to latex allergies that may be present.

Soft objects - no larger than the opening of a small juice can.

Only soft objects are approved.

The use of any projectile larger than a tennis ball is not approved.

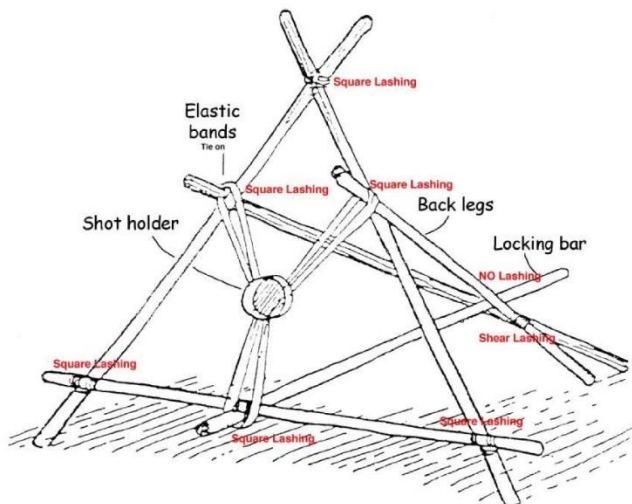
Although specific rules have not been written about each type of shooting activity, these general guidelines apply:

1. Have fun and be responsible!
2. Always wear eye protection.
3. Do not aim any shooting device at a person. Never shoot any projectile, even if it is soft or seems to be harmless, at or near people, animals, or personal property. This includes water balloons.
4. A balloon launcher is not a toy and is made for the sole purpose of launching water balloons. Never launch water balloons at eye level.
5. Do not use any projectiles such as rocks, pebbles, or ball bearings that are hard or that could cause harm.
6. Never use a launcher if there are signs of wear. Check before each use.
7. When using a slingshot or balloon launcher, never put your finger or hand between the tubing connection and the handle.
8. Targets may be made similar to those for archery and BB gun shooting. Creative targets may also be made that relate to the camp theme.
9. The catapults must be launched on range which meets the criteria of a safe range: safe area, safe distance, and safe backstop as appropriate for the size.
10. The range must be established. This can be a temporary area appropriately sized for the activity. Make certain that no one will wander into the landing zone of the projectiles.

# CATAPULT Building and Safety Requirements

Catapults should be built and tested BEFORE the CAMPOREE.

In order to meet BSA safety requirements, ALL catapults should be built with the following materials.



**Here's what each troop or patrol will need for one catapult (Troops may build more than one catapult):**

- six Scout Staves
- seven 6-foot x 1/4-inch lashing ropes
- three, six foot lengths of 1/4" surgical tubing or elastic cord
- three short lengths of cord (to secure the shot holder to the structure if you're using surgical tubing)
- one pre-made "shot-holder" – maybe be a canvas pouch or can that will hold the tennis ball. It is VERY important that your projectile holder is secured to the tubing, and that the tubing is secured to the scout staves
- see the note at the bottom of the page for ammunition that can be used

It should be noted, the "locking bar" (refer to the drawing) is only lashed to the bottom crossbar of the A-frame. The angle of fire is adjusted by moving the "locking bar" up and back.

Each launching can serve as a point of reference to adjust the "locking bar" and, if necessary, the position of the elastic bands.

**\*See National Range and Target Activities Manual Scouting America for all rules involving Catapults found here: [www.scouting.org/outdoor-programs/range-activities/](http://www.scouting.org/outdoor-programs/range-activities/) Please see page 12 and 67**

\*Ammunition that can be used per Scouting America regulations: Water balloons - use small, biodegradable balloons, and fill them no larger than a ping pong ball. Note: When using balloons be sensitive to latex allergies that may be present.

Soft objects - no larger than the opening of a small juice can. The use of any projectile larger than a tennis ball is not approved.



**QUADJAM Highland Games  
Campfire Song, Skit, or Yarn Submission Form**

*(One submission allowed per Troop to ensure campfire doesn't run into the wee early morning hours)*

Please use this form to let us know that you wish to perform at the Saturday evening campfire. Turn this form in at check-in or Saturday by noon at the latest, so that the campfire plan can be set. Try to base the skit or song on a Highlander theme, but feel free to use your imagination.

A selected number of best skits will be presented at the campfire.

Unit # \_\_\_\_\_ Clan (AKA Patrol) \_\_\_\_\_

The Troop's Scoutmaster must certify that this song, skit, or yarn is suitable for young audiences.

Scoutmaster's name: \_\_\_\_\_

Scoutmaster's signature of approval: \_\_\_\_\_

Check one:      \_\_\_\_\_ Song      \_\_\_\_\_ Skit      \_\_\_\_\_ Yarn

Song, Skit or Yarn name: \_\_\_\_\_

Description of song, skit or story:

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Submittal must be scout appropriate and approved by your Troop's Scoutmaster to be performed at the Campfire.

## Highland Games - Clan Roster

Please turn in at the registration table when you enter the Highland Games

Troop # \_\_\_\_\_ Senior Clan Leader (SPL) \_\_\_\_\_

# of Youth \_\_\_\_\_ # of Adults camping \_\_\_\_\_ # of Adults for Sat. only \_\_\_\_\_

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