

ALBEMARLE DISTRICT

2026

HIGHLAND GAMES



SCOUTING AMERICA
TIDEWATER COUNCIL

WELCOME

Many scouts have gone to camp before but this camp will be truly unique.

Prepare to be transported to the 1600's during the early settlement of the Carolinas. A decree has been issued out to all Clans (troops, ships, crews, and posts) in the lands controlled by George Monck, 1st Duke of Albemarle shall gather and compete to determine in games of skill and athletics. The decree states the Clans must gather their youth at an encampment at Camp Dinkerberry on the Banks of the Chowan River to test the athletic prowess and skill of the youth in the district Highland Games.

The winner of the Games shall receive the coveted Crystal Thistle award.

Reprint of the Decree:

It is hereby decreed that all the clans (Troops, Posts, Crews, and Ships) within the lands held by Lord Proprietor of the Carolinas and Commander and Chief of Scotland, George Monck, the 1st Duke of Albemarle (the area of Albemarle District) shall present all their able-bodied youth for testing of athletic prowess and skill at the Albemarle District Highland Games. Clans of the Tidewater region in the Colony of Virginia are duly invited.

The games will be held on the 23rd through 25th days of January in the Year of our Lord two thousand and twenty six (2026) at the Encampment of Dinkerberry in the County of Chowan within the Province of Carolina.

Events shall include the Haggis Hurl, Tug O' War, Welly Tossing, Raiding Ladder Build, Sheaf Toss, and Maide-leisg.

Clans are encouraged to adopt a tartan and wear it to all events. Tastefully worn kilts are highly encouraged.

There are many legends about the origins of the Highland Games. The oldest traces the games tradition back to the period of Roman invasions in the 2nd and 3rd centuries, where Scottish warriors reputedly displayed their bravery and strength by performing feats of skill and power in front of the opposing army. The most widely accepted tale describes the Games as informal athletic tests by which Kings and Clan Chiefs examined the agility, cunning and physical strength of their clansmen. The victors of these trials were then awarded positions of leadership both on the battlefield and within the clan. The Scottish Highland Games are the modern continuation of this ancient Celtic tradition. Each event you watch today may look like a simple matter of brute strength, but each also requires excellent timing, balance and technique.

We hope that your Scouts are challenged while having fun. Event stations can consist of life skills, technical skills, team-building skills, and personal skills. Please note that station availability may change due to lack of station coordinators and/or volunteers.

We hope that your unit will have a fun and exciting experience. Please register as early as possible so that we can plan accordingly. Registration is online only at <https://www.scoutingevent.com/596-albemarlefreezoreehighlandgames2026>.

If you have any questions please contact camporee chairs, Donald and Nicole Bowling at docsbear@gmail.com

REGISTRATION INFORMATION

Participation of all Troops, Crews, Ships and Posts is encouraged.

The registration cost for Scouts is \$18 and Adult leaders is \$15.00. A \$2.00 late fee will be applied to all of those registering after January 15, 2026. Registration may be added to the roster, but a troop must be registered before check in. (see Burns Dinner attachment for Saturday evening adult opportunity for \$10.)

DIRECTIONS

Navigate to **823 Cannons Ferry Rd. Tyner NC**. Turn onto the driveway and drive forward, but **DO NOT** enter the horse farm. Instead, turn left before the entrance to the horse farm and follow the path between the fence and the field to the area directly behind the horse farm. You will see the barn at N 36.30301 W 76.65948.

THE STRUCTURE OF THE COMPETITION

The SPL will act as the Chief of the Clan. Each Clan will be made up of Septs (patrols). Septs are led by Chieftains (Patrol Leaders). Each Sept is to have their own Tartan.

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 tartan may be worn as kilts, armbands, t-shirts, Scottish Hats, scarfs etc.

Please coordinate what Tartan your Clan will be using with Nicole Bowling (docsbear@gmail.com) to ensure we don't have multiple units showing up using the same tartan pattern.

A Word About Kilts

Wearing of a kilt for the Highland Games is highly encouraged. However traditional attire under the kilt is strongly discouraged both due to Youth Protection Regulations and the anticipated weather for this time of year. Compression shorts, thermal leggings or even sweatpants should be worn under the kilt to protect each scout/scouters privacy and to keep you warm in the winter weather.

Scoring

The Camporee will carryout competition-themed activities, awarding points earned by participating/completing assignments at stations that will test physical and mental skills At least one station utilize skills that can be obtained from the Scouting handbook. Overall points awarded based on presentation of your Clans Tartan Dress [10 pts], Flag Aesthetics [10 pts], Adult Staff Volunteers [10 point max], Haggis Throw relative ranking [10 pts], Sheaf Toss relative ranking [10 pts], Wellie Toss relative ranking [10 points], Tug O' War [20 pts for 1st place, 10 pts for 2nd place], Farmers Carry [up to 25 points], Log Drag [up to 25 points] Maide Lesig [18 points] and Storming the Castle [10 points for quality of lashings, 10 points if it will support a scout to climb it].

Scoring will be handled at each station during the weekend. Recipe cards/Scorecards should be handled by each Patrol doing the competition.

POINTS DEDUCTED FOR VEHICLES IN CAMPSITES. VEHICLES SHALL BE PARKED IN THE DESIGNATED PARKING AREA AFTER UNLOADING OF GEAR ON ARRIVAL.

Awards

After all events and scoring have been completed, everyone will meet for the Awards Ceremony. The winning Clan each competition will be presented with an small award. The Chieftain of the overall highest scoring clan will receive the coveted Crystal Thistle Award.

Creation of your unique Kilt/Uniform competition: Use your Highland-themed fabric to create a unique Uniform or your Troop Clan theme. Each member of your Troop should have their theme matching the rest of the Troop.	Flag creation competition: <i>The flag competition requires each clan to create a five-foot pole with a customized flag matching your Clan theme. What has worked in the past for units was to give the flag to a single member of the clan. This then becomes their responsibility and honor to bear the flag for their clan. The flag should measure no more than 3 feet by 2 feet.</i>
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THE HIGHLAND GAMES

Please familiarize yourselves and your Scouts with each of the games and events. All of which we want to make sure that safety is first. Scouts will be throwing and carrying heavy objects throughout the day. We encourage Scouts to bring work gloves to wear during some of the events.

Haggis Throw

Traditionally participants stand on top of a whiskey barrel and must see how far they can throw a haggis whilst still leaving it intact.

We will be using a ballon filled with grain to simulate a Haggis. Each Sept will be presented a makeshift haggis, Scouts should stand atop an upturned bucket and throw the haggis as far as they can in the style of the shot put (holding the beanbag in the palm of one hand, bending their elbow to bring this hand to their shoulder, and quickly extending their arm to launch the Haggis). The Haggis must be caught by other members of the clan and remain intact to be scored. The distance for the longest thrown intact haggis will be recorded as the Clans best score. No points for ruptured Haggis.

Sheaf Toss

Participants use a pitchfork to throw a bag filled with 16lbs of straw over a high bar above their head. The bar is made progressively higher until The Clan records its highest toss which will be measured against the score of the other clans.

Tossing the Wellie

Legend has it that this originated when Scottish husbands wore their muddy boots in the house. In retaliation, the wives threw the boots back at the husbands as they ran from the

Tossing the Wellie

Legend has it that this originated when Scottish husbands wore their muddy boots in the house. In retaliation, the wives threw the boots back at the husbands as they ran from the house to avoid the wives' wrath. This game is all about distance and staying between the lines.

Storming the Castle

Each Troop will need to bring the materials (wood and rope) to make a 6-foot ladder (lashings and knots) with rungs every 12 inches to use to "storm the castle". Teams will have 25 minutes to build their ladder and it will be judged on proper lashings used and how well they are done as well as withstanding a judge standing on the rungs.

Log Drag

Sept 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. 25 points for the fastest time for a sept within a clan, 20 for the second-best, and continuing down five points per place for the top five clans

Farmer's Carry (6 Members)

In the traditional farmer's walk, the competitor picks up two weights and walks around a series of pylons. This is a timed six-person relay. If you have fewer than six Scouts in your sept, someone(s) goes twice. 25 points for the fastest time, 20 for the second-best, and continuing down five points per place for the top five clans. Each Scout will pick up two weights and will carry them across the parade field non-stop. If the Scout stops for any reason, that run is not scored. No instrument may be used to aid the Scout except for a pair of gloves.

Maide Lesig (6 Members)

Two scouts (of competing clans) sit down with their feet pressed against each other and holding a stick in between them. They both pull on the stick trying to raise the other off the ground. The first person to get the other one off the ground or past the kneecaps wins. 3 points award to each clan for each win for up to 6 competitions.

Tug-O-War (Min 4 Max 8)

This will be a single-elimination event. The number of scouts on each side will not exceed 8 but could be less if one of the Patrol/Septs has fewer Scouts. Teams will use the equal number of members as their smallest team. The final rounds will be held in the later afternoon for all to see.

ARRIVAL/CHECK-IN

Check-in starts at 5:00 PM. No one is to enter camp before 5:00 PM without camporee chair approval. Please review the program health/safety/security needs of both the Camporee and your unit, well in advance, to ensure participant understanding.

Please ensure that all participants are registered Scouts and Scouters, per National guidelines, all attendees must be registered within the Scouting America scouting program. Bring all the necessary permission slips, medical forms, medications, and a unit roster. The unit roster must be presented at check-in; updated unit rosters can be submitted at the Leaders meeting Friday night.

Units will be guided by camp staff on parking of cars and unit trailers. Please do not park on the grass within the campsites unless directed to do so by chair.

GENERAL RULES/GUIDELINES

1. All attendees must adhere to the Scout Oath, Law, and Outdoor Code.
2. Fireworks, pets, firearms, electronic games, radios, TV's, and other electronic entertainment ARE NOT permitted.
3. Personal firearms, ammunition, bows, and arrows are not permitted in camp.
4. Alcohol and illegal drugs are strictly prohibited.
5. Scouts are not permitted to leave the boundaries of the campground.
6. The buddy system shall be used, always, during the Camporee.
7. Unit leaders are responsible for their Scouts and visitors.
8. All outbuildings not a part of the Camporee are off limits.

MEDICAL SERVICES

According to Scouting America policy, all Scouts and leaders should complete an Annual Health and Medical Record form (*parts A&B only*) for all scouting activities. **IT IS THE RESPONSIBILITY OF THE UNIT** to obtain and maintain copies of these forms for members of their unit for all activities they conduct. Medical forms will NOT be collected at check-in. All prescription drugs are kept and administered by the unit. It is to be kept in a secure location out of the reach of scouts. By law, medications must be in a container with a typed label from the pharmacy. Medications should be given only in accordance with the label. Handwritten changes cannot be accepted.

All units should bring a unit first aid kit and treat injuries within their capabilities. Units must report all injuries and other medical situations to the *Camp medic*, even those they treat themselves. The unit is responsible for completing an incident report.

STAFF

Weekend events are staffed by volunteers. Scouting America is a volunteer run program. **Each unit in attendance is asked to provide at least one adult to assist at activity stations during the program on Saturday [5 Points per adult - max 10 Points]**. Every unit that participates in an event is expected to provide adult leaders to help facilitate their troop programming, cracker barrels, etc. as needed.

LEADERSHIP

All unit leaders are responsible for the conduct of scouts and any visitors. Two-deep leadership in compliance with Youth Protection Guidelines and the Guide to Safe Scouting is required. You know your scouts. If they need chaperones to go to the bathroom, then provide them.

LEAVING THE CAMP

Anyone leaving the camp **at any time** during the event must sign out with a member of the Camporee Committee and sign in upon their return. We strongly discourage Scouts from leaving camp during the event. Scouts may only leave with a parent, guardian or other individual designated in writing by a parent. Photo IDs are required. Adults leaving camp must ensure that the unit still has two-deep leadership.

ATTIRE

Scouts and Scouters are encouraged to travel in their Class A uniforms. Uniforms are to be worn properly for morning and evening flag ceremonies, the Saturday night campfire, Scout's Own on Sunday and at other appropriate times as announced. Scouts may dress in their activity uniform during activities. Scouts are expected to wear scout appropriate tee shirts and shorts (when weather permits). When standing, a scout's fingertips should touch the hem of the shorts. Kilts may be worn as part of your uniform for this event assuming proper under attire is also worn (see "A Word About Kilts").

FIRES & COOKING

Ground fires are permitted. Units are allowed to have on the ground or above ground but it must be contained in a fire ring. *LEAVE NO TRACE* guidelines shall always be followed. Fire extinguishers /fire buckets are required in cooking areas and adjacent to fire rings.

Camp Dinkerderry is a known bear habitat area. All food and trash should be stored overnight in trailers or in bear proof containers.

WATER

Potable water is **NOT** available on-site. Be prepared and bring the appropriate amount of water that your unit will need throughout the weekend. There is a pitcher pump near the pond from which non-potable water can be obtained. Please remember to shut the valve after every use so the pump does not lose its prime. It is recommended that this water only be used for fire buckets or washing dishes if a chemical sanitizer is used as part of the washing process.

TRASH DISPOSAL

All participants shall practice Leave No Trace principles to the maximum extent possible. If you pack it in, you pack it out! Clean up all trash – even if it is not yours. There is no dumpster on-site, units will need to remove all their trash from the facility. All units must police their area before checkout.

LATRINES

Porta-potties will be provided. These facilities are to be kept clean or cleaner than your bathrooms at home. A SCOUT IS CLEAN.

MONEY & VALUABLES

Radios, CD players, video games, and other personal electronic devices distract from the camping experience and provide an inviting target for theft. **Do not bring them into camp.**

Each scout and adult are responsible for the safeguarding of his or her money and personal property. It is recommended that expensive cameras, watches, etc. be left at home. Regardless, all items should be clearly marked with name and unit number.

PETS

No pets are allowed in camp. Please ensure that anyone planning to attend with your unit during the weekend is also aware of this rule.

SMOKING

Anyone under 21 years old is prohibited from using tobacco in any form while at camp, this includes e-cigarettes and vaping. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited in any tent or building. Cigarette butts must be disposed of properly.

INITIATIONS and HAZING

Corporal punishment, hazing, and initiation of any sort are not permitted in Scouting America.

BAD WEATHER

Be Prepared. There is no rain date. All units should be prepared for foul weather.

PHOTO RELEASE INFORMATION

During the weekend, photographs or video footage may be taken for promotional purposes. If a parent does not wish for their child to be photographed, the unit leader must notify the camporee staff at the time of check-in on Friday night. Unit leaders should have a signed letter or form from a parent stating that permission is not given for the scout to be photographed or filmed. **PLEASE SHARE THIS INFORMATION WITH PARENTS.**



SCHEDULE OF EVENTS

Friday

9:00 PM	OA Meeting – current OA members please attend
9:30 PM	Scoutmaster and Senior Patrol Leader Meeting
10:00 PM	Cracker-barrel for SMs and SPLs
11:00 PM	Lights Out/Quiet in Camp

Saturday

7:00 AM	Reveille, Breakfast (cooked at your site)
8:30 AM	Assembly; Opening Flags
9:00 AM – 10:55 PM	Morning Activities
11:00 – 1:00 PM	Lunch (Unit responsibility)
1:00 – 5:00 PM	Afternoon Activities
5:00 – 5:15 PM	Evening Flags; Scorecards due to District Headquarters; Late cards not accepted
5:15 PM	<ul style="list-style-type: none">• Dinner (Unit responsibility)• Burns Night Dinner for adults who paid in advance
7:30 PM	Campfire Program and Skits
9:00 PM	Cracker-barrel
11:00 PM	Lights out/Quiet in Camp

Sunday

7:00 AM	Reveille, Breakfast (cooked in your site)
9:15 AM	Assembly, Awards, Morning Flags/Scouts Own Service
10:15 AM	Pack Up/Camp Inspection/Safe trip home
11:00 AM	Camp Closed

Saturday Station Time Slots:

9:00 AM-9:25 AM Rotation #1

9:30 AM-9:55 AM Rotation #2

10:00 AM-10:25 AM Rotation #3

10:30 AM-10:55AM Rotation #4

1:00 PM-1:25 PM Rotation #5

1:30 PM-1:55 PM Rotation #6

2:00 PM-3:30 PM Maide Lesig - Clan vs Clan

3:00 PM-5:00 PM Tug O'War - Clan vs Clan (single elimination)



Glan Roster

This form is to be turned in at check in.

Chief (Adult Unit Leader): _____

Chieftain (SPL): _____

Sept (Patrol/Crew):	Sept (Patrol/Crew):
Adults:	Adults:

Clan Score Card

Clan Name and Number: _____

Tartan Name: _____

1. Tartan Dress / Kilt Points (Max 10): _____
2. Flag Aesthetics Points (Max 10): _____
3. Adult Volunteers (5pts per / up to Max of 10): _____
4. Haggis Throw (record max. distance): _____
5. Sheaf Toss (record max. distance): _____
6. Tossing the Wellie (record max. distance): _____
7. Storming the Castle (10 pts lashings, 10 pts function): _____
8. Log Drag (record best time): _____
9. Farmers Carry (record best time): _____
10. Maidie Læsieg (3 pts per win for 6 heats, 18 pts max): _____
11. Tug O' War (20 pts for 1st, 10 pts for 2nd): _____

Total Points (To Be Calculated by District): _____

BURNS SUPPER MENU

STARTER

Cook-a-leekie Soup

A traditional Scottish soup of chicken and leeks.

MAIN

Haggis

Ground Mutton and Liver with Oats and Spices. Served withmashed Turnips (neeps) and and mashed potatoes(tatties)

DESSERT

Tunnock' Tea Cakes
or
Shortbread

Available to adults attending the Highland Games at Camp Dinkerderry. Cost is \$10 to cover the cost of food.

January 24th, 2026



Join us for a lighthearted dinner and entertainment celebrating life and works of Robert Burns!

A handy guide to Burns Night

Planning to celebrate Burns Night in style? Here is everything you need to know.

What is Burns Night?

Burns Night marks the anniversary of the poet Robert Burns' birth, one of our most famous and celebrated Scots.

When is Burns Night?

Given that Robert Burns was born on 25 January 1759, Burns Night takes place on 25 January each year. Many mark the occasion by going to a Burns supper the week of January 25th.

What is a Burns supper?

Held throughout the world on Burns Night (or on an evening close to it) a traditional Burns supper is an evening event that celebrates Robert Burns' life and work through music, poetry, food, drink and comradery.

How did the Burns Night supper begin?

The first Burns supper was held in July 1801 when nine of Burns' close friends got together to mark the fifth anniversary of their friend's death. Taking place at Burns Cottage in Alloway, the night included a tasty meal (haggis, of course!), performances of Burns' work and a speech in honor of the great Bard (now known as the Immortal Memory). The night was such a resounding success they decided to hold it again (this time in honor of Rabbie's birthday), beginning the tradition we still enjoy to this day.

What happens at Burns supper?

Everyone enjoys a hearty Burns Night meal which includes Soup, haggis, neeps and tatties, rounded off with drams of whisky and a traditional Scottish Dessert (in our case we will offer non-alcoholic whiskey and other beverages), some of Burns' poems and songs are recited and tributes are made to the great Bard. The night is one of lighthearted entertainment.

Each Burns supper is individual, but the running order normally goes something like this:

1. To start – everyone gathers, the host says a few words, everyone sits and the chairman of the dinner says *Selkirk Grace*.

2. The meal – the starter is served, the haggis is piped in, the host performs the famous Burns Night haggis poem *Address to a Haggis*, everyone toasts the haggis and the main meal is served, followed by dessert.
3. After the meal – the first Burns recital is performed after Burns Night food, the *Immortal Memory* (the main tribute speech to Burns) is given, the second Burns recital is performed, then there's a *Toast to the Lassies*, followed by a *Reply to the Toast to the Lassies*, before the final Burns recital is performed.
4. To end the night – the host gives a vote of thanks, everyone stands and sings *Auld Lang Syne*, crossing their arms and joining hands.

96

Words by BURNS.

Mod. And.

PIANO.

1. When o'er the hill the east star shone,
 2. In mirk-est glen, at mid- night hour,
 3. The hunt-er lo'es the morn- ing sun- shine.

bought in times near, my jo, And now, see frae the furrow'd field: R
 rove, and the deer - ie, O. If... thro' that glen I gaed to thee, My
 rouse the deer, my jo; At noon the fish-er seek the glen, A