

Scoutish Adventure Games



Fall 2022 Camporee Leaders Guide

Ed Bryant Scout Reservation

N6960 County Rd G, Mauston, WI 53948

September 23-25, 2022

Camper Fees

Cub Scouts and Scouts BSA Youth - \$15

Cub Scouts and Scouts BSA Adults - \$15

Out of Council Units – add a \$5 surcharge

Includes camp fees and camp patch

Contact Information

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Camporee Chair

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District Director

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Dear Scouts and Scouters,

Your Clan (Troop) is invited to attend the annual Mohawk District Fall Camporee at Ed Bryant Scout Reservation.

The word clan comes from Gaelic *Clann*, literally '**children,**' more broadly, '**kindred,**' which denotes **family**. This is precisely what our Scout Troops are – families.

This year's theme is "SCOUTISH HIGHLAND GAMES."

The games include Caber Toss, Sheaf Toss, Braemar Stone Put, Battle Hammer Toss, Farmer's Walk, Battle Ax Throw, Maide Lesig, Flodh Gearradh, a Kilt Run, and Tug-O-War.

Camporee dates are September 23-25, 2022.

This registration packet should help you understand what is happening at the Camporee so you can publicize it to your Troop.

We will be having a Saturday evening Gathering of the Clans (Campfire) you won't want to miss, so bring your Scouts and join us for a fun-filled weekend.

I hope to see you all there.

Cody Butcher (Clan BEAR)
Mohawk District Camping Committee Chair

Pearls of Wisdom from Baden-Powell

"Vigorous Scout games are the best form of physical education because most of them bring in moral education."



2022 Mohawk District Fall Camporee

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LOGISTICS

REGISTRATION

Registration is online at <https://scoutingevent.com/620-MohawkFallCamporee2022>

PARTICIPANTS FEES

- Cub Scouts and Scouts BSA Youth - \$15
- Cub Scouts and Scouts BSA Adults - \$15
- Out of Council Units – add \$5 surcharge
- Invited Staff \$10

NOTE: The unit registration deadline is September 16, 2022

Unit leaders must do their best to register most of their Scouts by the deadline. Units registered by the deadline will be allowed to add additional Scouts without penalty up to the day of the event. Campsites will be assigned based on actual registration numbers. However, if your Troop requests a specific campsite, please email Cody Butcher.

HEALTH FORMS and YOUTH PROTECTION TRAINING (YPT)

A PRINTED copy of current health forms, Parts A and B, MUST be turned in at check-in for all participants (including adults). These forms **WILL NOT** be returned at the end of the Camporee. Units must also have health forms for all participants to keep at their campsites.

All adults attending MUST have current BSA Youth Protection Training.

ARRIVAL and CHECK-IN

Units may arrive at EBSR on Friday after 5:00 pm. Units will be welcomed at **Nelson Lodge to check-in.** **A unit roster of all participants and health forms must be turned in at check-in.** ALL vehicles must return to the parking lot after unloading. Trailers may remain at the campsites. Contact the camporee chair if you feel you have someone who requires a vehicle in camp due to medical concerns.

FIRST AID

Units are responsible for handling the administration of medicine and basic first aid. Any injuries beyond the unit's capability should be referred to camp staff and medical officers. All injuries should be reported to the camp staff.

CAMP RULES

Follow the Guide to Safe Scouting, Youth Protection, and the Scout Oath and Law.

MEALS

Units will be responsible for bringing their meals. There are NO district-provided meals.



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UNIFORM - 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 possessing of familiar emblems or symbolic colors. Most Scottish clans are well known for their tartans or plaid textile designs.

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 the traditional kilt (Scout appropriate) consisting of material wrapped around the waist or a purchased kilt.

HOSTING UNITS

Troops can host Webelos and Arrow of Light Dens. The Troop is responsible for coordinating with these Dens to camp with the Troop. Camping together is a tremendous and essential demonstration of Scouting methods for Webelos and Arrow of Light Scouts and encourages Cubs to continue in Scouting. Contact your Mohawk District Commissioner if you have trouble contacting a companion unit.

ADDITIONAL COVID-19 PRECAUTIONS (subject to modifications)

All participants should complete a [pre-event screening checklist](#) at the unit level, and units will be expected to complete daily wellness checks of all members at their campsite. In addition, units should plan to increase and enhance the cleaning and sanitation of common touch areas at their campsite.

UTILITIES, RESTROOMS, and TRASH

- Potable water is available at Fellowship Hall. Units may need to haul their water to their campsites.
- Most campsites do NOT have electricity. Contact the camporee staff if you need electricity for CPAP or other medical reasons.
- Mobile phone coverage is limited.
- All campsites have latrines, and the camp has flushable toilets and heated showers.
- Plan to pack your trash to the dumpsters at the camp entrance on Sunday morning.

DEPARTURE

Check out as a unit. Please check out with the Camporee Staff at Nelson Lodge before departure. Practice outdoor ethics skills and leave your campsite better than you found it.

WE CAN'T DO IT WITHOUT YOU

The Camporee Committee asks attending Troops to volunteer to assist or operate a station or provide a few high-speed older Scouts to assist with stations. Stations will provide all Scouts with a learning opportunity and are geared at HAVING FUN!!!!



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EVENT SUMMARY

Our Highland games will combine traditional Celtic sports that originated centuries ago in the Scottish Highlands with a few Scouting twists (primarily for safety!)

Scouts will compete in fun and challenging Celtic tests of strength, endurance, and skill. The Highland Games is an individual and team event for 4-8 Scouts clans. The games are open to all registered Arrow of Light, Webelos, and Scouts BSA. Each clan will choose its participants for each Highland competition.

There will be two weight classes for all events, "Heavyweight" (Scout weighs over 100 lbs.) and "Lightweight" (Scout weighs under 100 lbs.) There will also be an option to compete as an older Scout (Scouts 15 yrs. and older).

There will be **TOSS** events that go for height, **THROW** events that go for distance, and **TIMED** events.

CLAN REQUIREMENTS

The SPL will receive the event card at the SPL cracker barrel on Friday evening. All members of a clan must stay together. Scouts are required to have a water bottle and appropriate clothing for the weather. Each clan should carry a first aid kit during rotations.

WEARING OF CLAN TARTANS

Highland attire will be considered full uniform for the games and can be worn during competitions. You should wear tartans or standard class A uniform at the flag ceremonies. Let's have fun and get into the Highland spirit! Participation points will be awarded for wearing Clan Tartans.

50 points for participation.

CLAN FLAGS

Clans should design and construct a clan flag (highland themes) and yell to make their 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



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Each clan should plan a song, skit, or story 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 are awarded for each event. Clans will be judged on sportsmanship, camaraderie, and keeping the spirit of the games. If witnessed by the district staff, individuals who do not follow the scout law may have deducted points from their scores.

THE GAMES

Caber Toss – (Scottish Log Throwing Sport) Caber originates from the Gaelic word 'cabar,' meaning a wooden beam or long tapered pole - like a log.

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 weighs up to 175 pounds. We will use a lighter version of the logs, but the rules and the FUN will be the same.

Participants must upright the caber, lift it from the bottom, and hold it upright. Then with a forward motion, flip the pole, trying to keep the pole as straight as possible, end over end. Points are given to how close the caber lands to the noon position. The distance in the Scottish caber toss is irrelevant to these Highland Games.

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 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 lightweight division). Hurl it straight up into the air over a rope 8 feet above the ground with a pitchfork. It's a 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. The clan's distance will be added and divided by the number of scouts in the clan.

Braemar Stone Put – Historically, the Braemar Stone Put stems from standard practices by early Highland Chieftains. They kept a large stone outside their gatepost and challenged the throwing arms of every visiting clan's warrior. In the Braemar Stone Put, athletes throw a stone from a stationary position (no running approach allowed). Two size/weight stones will be provided to accommodate the different weight classes. The clan's distance will be added and divided by the number of scouts in the clan.

Battle Hammer Toss – There is no doubt about the origins of throwing the hammer. Wherever this tool was used - smithies, quarries, or farms - men diverted themselves by throwing the wooden shaft



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sledgehammer. We'll be using a replica that will be tossed for distance. The heavyweight will be about 8 pounds while the lightweight is 6 pounds. This is small as Scottish hammers go, but we are interested in a "safe" throw. The best of three throws will count. The clan's distance will be added and divided by the number of scouts in the clan.

Farmer's Walk – The competitor picks up two weights, one in each hand, and walks or runs around the obstacle course. The entire patrol will line up in a 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. We will be using gallon jugs of water. A gallon of water weighs a wee bit over 8 lbs. (8.33 lbs.). So, 6 gallons and 4 gallons for weight classes. More precisely, the bigger Scouts of the clan will carry three gallons in each hand, and the lightweights will carry two gallons in each hand. This is a timed event for all Clan members. Clan times will be averaged.

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 toward a target. Each Scout will be given two practice throws and three throws for each. 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 – pronounced 'made leash' – is a tussle of strength and balance. Two scouts sit down with their feet pressed against each other and holding a stick between them. They pull on the stick 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.

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

Kilt Run – Originating 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 about 1 mile in distance and include several natural and artificial 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!

Tug-of-War – This is a participation event. Your clan will receive points only if you participate. **participation = 50 pts**



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GEAR

Troops – You should know what to bring. Troops will work with their Webelos and Arrow of Light Dens to share their policies on tents, food, and any other items.

Webelos and Arrow of Light Scouts – You will need personal gear and a tent. Reach out to local Troops or contact [Cody Butcher](#) if you are uncertain about what to bring for the weekend.

Required items:

- **BSA Health Medical Form Part A and B – 2 printed copies for every participant**
- Personal medications
- YPT for all adults

Suggested packing list

- Tent with ground cloth
- Bedroll or sleeping bag, ground pad
- Pillow
- Field (Tan Scout shirt) and Activity (Scout t-shirt) uniforms
- Clothing appropriate for the weather
- Extra change of clothes
- Closed-toed shoes
- Jacket & raingear
- Hat
- Pajamas/nightwear
- Toiletries (soap, towel, toothpaste, toothbrush, comb, deodorant)
- Mess kit (bowl, spork, mug in a mesh bag)
- Water bottle
- Flashlight and extra batteries (or headlamp)
- WEBELOS Handbook (optional)
- Hand sanitizer, folding chairs, insect repellent, sunscreen
- Contact the host Troop for additional items needed (e.g., money for food)

What NOT to bring to camp: Alcohol, electronics/game equipment, firearms, guns and ammunition, sheath knives, fireworks, illegal drugs, pets, scooters, skates, skateboards, and valuables.



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SCHEDULE AT A GLANCE

FRIDAY, SEPT 23

- 5:00 – 9:00 Check-in at Nelson Lodge
- 8:45 **PLC Meeting** – Senior Patrol Leaders, Assistant Senior Patrol Leaders, Scoutmasters from each Troop, and all event volunteers, please report to Nelson Lodge.
Schedules will be handed out and events explained.
Last minute updates.
- 11:00 Quiet time

SATURDAY, SEPT 24

- 7:00 Reveille and breakfast at your campsite
- 8:30 – 9:00 Opening Flag Ceremony
- 9:00 – 10:00 **Gathering of the Clans** – Clans, will gather at the flagpole and should be in their full regalia (your tartans, kilts, colors, etc.).
There will be a spirit award for the weekend, and you may want to consider a clan flag and yell to make your clan stand out as unique.
At the flagpole, each clan will introduce themselves.
Clan battle cry and clan flag judging
- 10:00 – 12:00 Highland Games morning rotation
- 12:00 Lunch at your campsite
- 1:30 – 4:00 Highland Games afternoon rotation
- 4:15 All Clans meet on the battlefield for Tug-O-War and Kilt Run
- 5:00 – 7:30 Dinner at your campsite
- 8:00 Campfire – All clans participate
Highland-themed songs and skits are recommended!
AWARDS!
- 9:00 Clan campfire and merriment at your campsite
- 9:00 Optional clan gathering at Nelson Lodge back porch for screening of the movie **“Brave.”**
Bring your camp chair. The movie will be outside.
- 11:00 Quiet time

SUNDAY, SEPT 25

- 7:00 Reveille and breakfast at your campsite
- 9:00 Scouts Own Service
- Please be respectful, and no site tear down during service.
- 9:30-12:00 Check out and campsite inspections
- Noon All units should be out of Camp. See you at the next Camporee!



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Campfire Song, Skit, or Story Submission Form

Please use this form if your clan wishes to perform at the Saturday evening campfire.

Base the skit or song on a Highlander theme, but feel free to use your imagination.

Unit # _____ Clan _____

Check one: Song Skit Story _____

Song, Skit or Story name: _____

Description of song, skit, or story:

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

Scoutmaster's name: _____

Scoutmaster's signature of approval: _____

All materials must be scout appropriate and approved to be performed at the Campfire.

If you are in doubt – please reference the National Camping School guidance below.

[BSA Ceremonies and Campfire Guidance](#)

