



2026 Scottish Highland Games

Midnight Sun Council

# LEADERS GUIDE

**Location:** Lost Lake Scout Camp

12660 Lost Lake Rd, Fairbanks, AK

**When:** May 1-3, 2026

Welcome to the MSC Spring 2026 Camporee – Scottish Highland Games at Lost Lake!

This weekend is designed to bring Scouts together in friendly competition while emphasizing Scoutcraft, teamwork, leadership, and spirit.

**VOLUNTEERS NEEDED FOR THE EVENT** – Volunteers are the backbone of our events. If you are available to assist at the Highland Games, please contact Jodi Tansky at [jodi.tansky@gmail.com](mailto:jodi.tansky@gmail.com). To ensure there are enough volunteers please contact Jodi at your earliest convenience.

### **Registration**

Available on the Black Pug Events page: [www.scoutingevent.com/696-springcamporee26](http://www.scoutingevent.com/696-springcamporee26)  
You can also register in person at the Midnight Sun Council office.

### **Fees and Costs**

Early bird: \$20 per Scout and \$10 per Adult

After April 16<sup>th</sup>: \$25 per Scout and \$5 per Adult

Fees will be paid to Midnight Sun Council. Fees cover expenses such as insurance, site fees, program supply costs, recognition costs, individual patches, and the leadership cracker barrel.

### **Camporee Location**

The camporee will be held at Lost Lake, Alaska. Campsites can be reserved through the Midnight Sun Council office or during online registration.

### **Arrival, Parking, and Equipment**

As you arrive at Lost Lake, check-in will be at the Honor Lodge. Upon arrival at the camporee, the unit must send an adult leader to the Honor Lodge. A leader needs to check in the entire group.

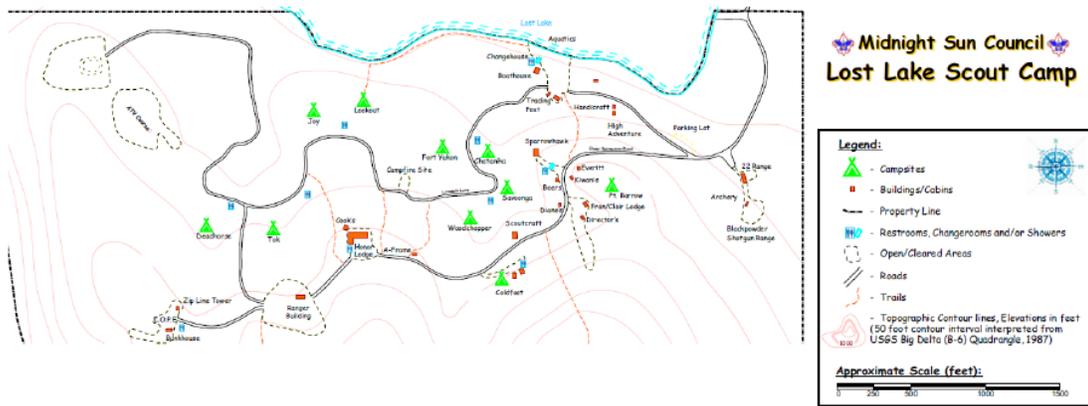
If Loveless Loop around camp has been plowed down to dirt it is still only a single vehicle wide so camp is ONE WAY! Enter camp and proceed up the hill to Honor Lodge. Pass the ranger station then down the hill to the campsites. Leave the campsite and proceed towards the waterfront for parking lot at the Y intersection.

All parking shall be in the designated parking area only. Minimizing vehicles in the camping area improves the outdoor experience for all, improves safety, and reduces damage to the unimproved ground.

Vehicles that arrive on Saturday after 8:30 am MUST PARK at the bottom parking area.

## Check-In

1. Located in Honor Lodge. Check in on Friday evening 6-8pm
2. Health Forms - all participating youth and adults, Part A and B. Forms will be turned in to the health officer at check-in and will be released back to the unit at departure.
3. Roster of participating youth and adults, including points of contact in case of emergency. Units keep one copy and provide one copy to the camporee registrar at check-in.
4. At check-in, units will receive the following:
  - a. A hard copy of the Leader's Guide.
  - b. Invitation to Cracker-barrel leadership meeting.
  - c. Updated Schedule



## Check-Out

When ready to depart, the unit must ensure that the campsite is properly cleaned up and all participants, equipment, and trash are taken out.

Ask the youth and the adults to complete the evaluation forms. To check out, you must have your campsite approved by the Ranger.

**MEAL PLANNING-** Units are responsible for all their meals. The meals you should be prepared to make are **two Dinners (Friday, if your unit chooses & Saturday), two Breakfast (Saturday & Sunday) and one Lunch (Saturday)**. We highly recommend that meals be simple and easy to prepare and clean up.

## Health, Safety & Conduct

- Youth Protection and Guide to Safe Scouting
  - Any overnighing adult **MUST** be registered with the council

- The Scout Oath and Scout Law
- Leave-No-Trace Ethics and the Wilderness Code
- Fire Safety and Tote-n-Chip
- Follow applicable laws and restrictions.
- No alcohol, drugs, fireworks, or firearms
- Use of tobacco products within the view of Scouts is prohibited by BSA rules. Adults needing to partake should retire to their vehicles.

Failure to comply with these rules may result in the individual or the unit being asked to leave the camporee event

### **Schedule** (Draft)

Friday: Check-in 6pm, Cracker Barrel Leader/Patrol Leaders 8pm, Taps

Saturday:

8:30am Opening Flags

9-12pm Highland Games

12-1pm Lunch (units will prepare for their attendees)

1-2pm Highland Games Demonstrations

2-5pm Highland Games

5-7pm Dinner (units will prepare for their attendees)

7:30pm Campfire

Sunday: Check-out by 10am

Please familiarize yourselves and your Scout with possibilities for 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.

### **Please Bring:**

Food and drinks for your unit

**Work gloves**

**Highland Fun Spirit!**

## Scottish Highland Games

There are many legends about the origins of the Scottish games. The oldest tradition of the Games traces back to the period of the 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 tales 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 or “Heavy Events” are the modern continuation of this ancient Celtic tradition. Each event you see may look like a simple matter of brute strength, but each also requires excellent timing, balance, and technique.

### Clans:

The word clan comes from a Gaelic word meaning “children”, which denotes “family”. This is precisely what our Scout troops are – families. This weekend the scouts will not be participating as patrols, but as “Clans”. Patrol = Clan

**Each Clan should be between 4-8 scouts and not exceed 8.** Each Clan shall provide a Clan name at check in.

Here are a few items that can help transform your patrols into Clans and to enhance the spirit of the Camporee theme.

- Some clans express their unity by possession of common emblems or symbolic colors known as tartans, (plaid textile designs). At our Highland Games, it is highly encouraged that your clan wear their tartan! The Clan tartan can denote an individual clan (patrol) or the entire troop unit. This can be as simple as plaid armbands, plaid sashes, or the traditional kilt consisting of material wrapped around the waist. Note: you do not need to go out and purchase kilts. These can be as simple as buying a roll of fabric, wrapping a piece of fabric around the waist, and pinning it in place. Shorts or pants must be worn under the kilts.
- Design a Clan flag or banner. Carry it to each event and post it at your campsite when not in use.
- Develop a Clan cheer or yell. You can use this during activities, games, and events. Having a Clan tartan, cheer or banner will score some Spirit Points!!

## Competition Format

- Scouts compete as Clans (patrols).
- Shotgun start rotation.
- Awards for top clans and Scout Spirit.

## Highland Game Stations (draft)

- Caber Toss
- Stone Carry
- Tomahawk Throw (Looking for adults that want to be trained!)
- Farmers Carry
- Sheaf Toss
- Ladder Lashing
- Log Drag
- Clan Tug-O-War
- Kilt Run

Campfire Program - Saturday evening skits and awards.

## **HIGHLAND GAME EVENTS**

### ***Individual Events***

#### **Event #1 Caber Toss**

The caber toss involves tossing a large wooden pole (or weighted PVC) end over end. The goal is not the sheer distance of the throw, but for the caber to fall directly away from the thrower after landing. A perfect throw ends with the 'top' end nearest to the thrower and the 'bottom' end pointing exactly away. It is scored by viewing the caber as though it were the hour hand on a clock. A perfect toss is a noon. Each person will be allowed 3 attempts.

The object of Tossing the Caber is to toss it in as straight a line as possible, end over end, and as close to 12 o'clock. The distance thrown is not important. Scoring will be as follows:

The best 2 tosses count. The measurement is counted from where the Individual tosses the caber. The average score of all Scouts in a patrol/clan will be used for competition scoring.

The Scout tossing must upright the caber, pick it up, and toss it for the scoring to count.

## **Event #2 Stone Carry**

The stone carry involves picking up a stone and carrying it to a set point and back to the starting line. If a scout stops for any reason, they will be scored on the distance they walked.

## **Event #3 Tomahawk**

You will be allowed 3 test shots than one shot at the bull's eye. Best Score Wins.

## **Event #4 Farmers Carry**

In the traditional farmer's walk, the competitor picks up two weights and walks around a series of pylons. 50 points for the fastest time, 45 for the second-best, and continuing down five points per place for the top ten. Each Scout will pick up two weights and will carry them across the parade field non-stop. If the Scout stops for any reason, he is to stay there. No instrument may be used to aid the Scout except for a pair of gloves.

## **Event #5 Sheaf Toss**

Traditionally, competitors try to use a very sharp and pointy pitchfork to throw a sheaf (a bundle of straw) over a high bar. But for our competition, we will use a McLeod and a bag filled with ... mysterious contents ... and the tosses will be for distance. From the starting line, each clan member will use the pole to lift the sheaf up and launch it as far as possible without stepping over the start line. After a 3-throw familiarization round, you'll then get three throws with which to make the highest score possible. The clan score will be the combined distance of all the best throws divided by the number in the clan.

## ***Clan Events***

### **Event #6 Storming the Castle (Ladder Lash Challenge)**

The castle walls must be scaled — but first, Scouts must build the means to do it! Patrols will receive poles and rope, and their task is to lash together a sturdy ladder using square and diagonal lashings. Once the ladder is complete, each patrol will take turns “storming the castle” by carrying their creation to a designated point and proving it can stand up to use. This event tests knot knowledge, lashing skill, teamwork, and the patrol’s ability to work under pressure.

### **Event #7 Log Drag**

Practice that timber hitch, because it may come in handy. 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. Three Scouts get inside the bowline and drag the log across the line. This is a timed event for the clan; four members should participate. Your best knot-tiers!

### **Event #8 Tug-O-War**

This will be a single-elimination event. The number of scouts on each side will not exceed 10 but could be less if one of the Troops/Clans has fewer Scouts.

### **Event #9 Kilt Run**

The fell race gets its name from the hills of Northern England where it originated. It's a non-traditional endurance test of running and cross-country skills over rough terrain. This cross-country race typically features several natural and man-made barriers. Time ends when the last member of the Clan/Patrol crosses the finish line.

**Keep in mind the events are somewhat flexible and may change based on a variety of factors. The important thing is to have fun!!!**

### ***Closing ceremony***

After all events and scoring have been completed attendees will meet for the Awards Ceremony on the Game Grounds. Winners of each competition will be presented with an award. Team Winners of each event will receive a certificate for their Clan, Winners of the flag competition and Kilt competition will each receive a certificate for their Clan as well.

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