

HIGHLAND GAMES

MOUNT CAMMERER DISTRICT

2021 FALL CAMPOREE



Where: The Samson Farm, Washington Pike

When: October 1-3, 2021

Cost: Scouts \$15, Scouters \$5

Contact Information:

Host Troop: Troop 506

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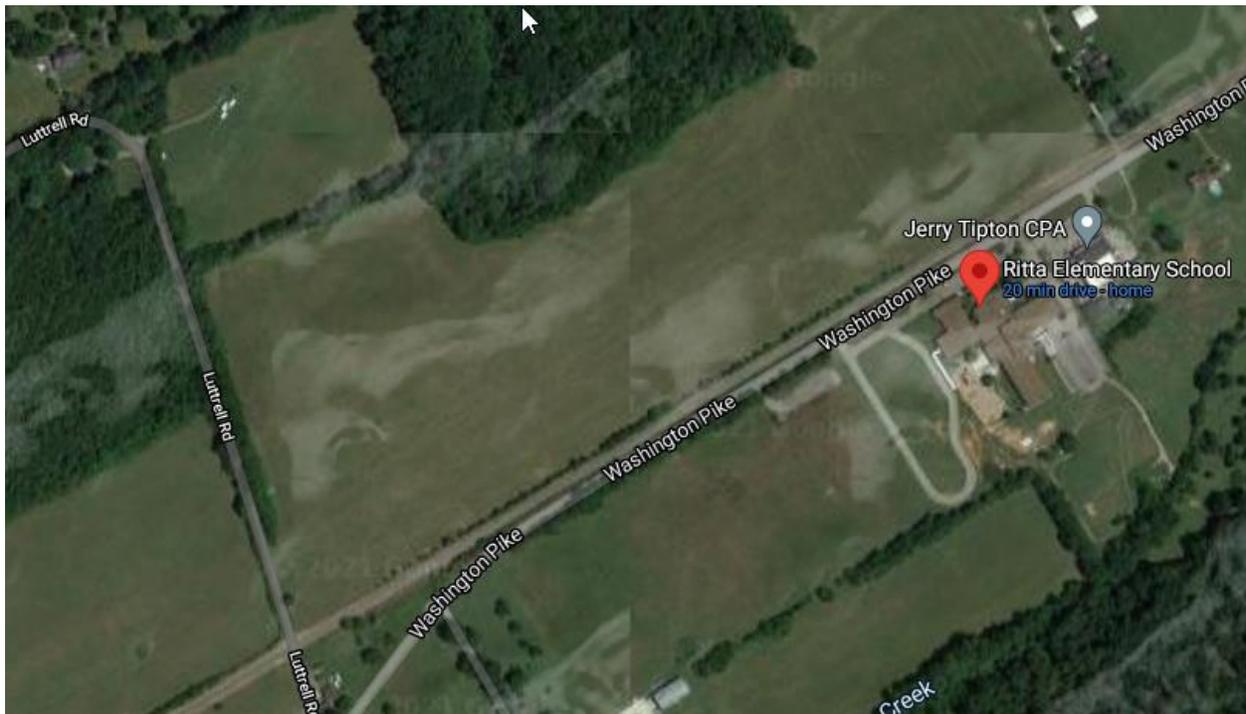
Bill Cocran: (865) 323-4791

Bill.Cocran@gmail.com

Directions and Map

The location is off Washington Pike on Luttrell Road near Ritta Elementary School.

36.05904276829102, -83.86770753142997



Schedule

FRIDAY

5:00-8:30	Check-in and Registration
9:00-10:00	Cracker Barrel – Scoutmasters and SPLs
11:00	Taps - Lights Out

SATURDAY

7:00	Reveille
7:00-9:00	Breakfast
9:00	Flag Raising, Announcements, Patrol Flag and Yell, Judging
9:30-Noon	Morning Rotational Events
Noon-2:00	LUNCH
2:00-4:00	Afternoon Rotational Events
4:00-5:00	Kilted Run/Tug-O-War/Scoutmaster Challenge
5:00-7:30	DINNER
7:30	Flag Lowering
7:45-10:00	Campfire, Awards
11:00	Taps – Lights Out

SUNDAY

7:00	Reveille
7:00-9:30	Breakfast
9:30 -10:00	Chapel (Kirk)
10:00-Noon	Clean-up, Pack-up, Checkout

Welcome to the Highland Games!

A-right!

Gather ya' castle's clans and come to the Highland Games! Ya' clan is invited to the Highland Games of the Mount Cammerer District of the BSA, hosted by Clan O'Cocran (Troop 506). We wish ya' lads and lassies lots a luck as we celebrate our Scottish heritage and participate in our games. Try your luck at the Caber Toss, the Braemer Stone Put, the Battle Hammer Toss, the Farmer's Walk, the Battle Ax Throw, the Kilted Run, a Tug-O-War, and the Clanmaster's (Scoutmaster's) Challenge.

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!

Don't forget to bring your **10 Essentials**: Each clan member should have a day-pack, which includes items you might need throughout the day, including: pocket knife (or multitool), rain gear, snacks, flashlight, extra clothing, first aid kit, sun protection, map and compass, fire starter, and a water bottle with drinkable water.

Event notes:

There will not be water available on site

We will be on a farm and do not want to damage their property. Campfires are fine if they are elevated.

Full patrol roster must participate in each event

Each Patrol must carry the patrol roster card with all patrol members names and age with them to each event. Form toward the end of this packet.

Ribbons will be awarded to the top three Clans for each event at the campfire

The OA will have a trading post open on Saturday to purchase drinks/snacks. They will also be providing the closing campfire.

There will be a Catapult Demonstration provided by Crew 401.

We may have some Webelos visiting so please welcome them.

We will have a bagpiper at the campfire (Saturday Night) and Kirk (Sunday morning)

All events that apply will follow AAU Guidelines based on age.

CLAN (PATROL) EVENTS



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 requested that your clan wear their tartan! The Clan tartan can denote an individual patrol (clan) or the entire troop unit. (Your decision—your unit) This can be as the traditional kilt consisting of material wrapped around the waist. (Look at the Braveheart movie to see how they wore the plaid material. Also check out several online sites that have ready-made kilts). Search the web for many options. Let’s have fun and get into the Highland spirit! Participation points will be awarded for wearing of Clan Tartans

50 points for participation if entire troop participates.

Clan Flags and Battle Cry:

District Staff Conducting

Clans should design and construct a clan flag (highland themed) and yell to make your clan stand out as unique. These will be judged Saturday morning. Each clan should have a flag for review at the Saturday morning opening ceremony and ya’ should also have a clan battle cry to frighten and intimidate the other clans and let ‘em know your clan is here to win the games. The flag should contain the following elements: the castle (Troop) number, district name, clan (patrol) name, clan (patrol) member names, and some element of the flag design should be related to the camporee theme. (This “theme element” can be a simple addition to your existing patrol flag. You do not need to make a completely new patrol flag for this camporee.) The battle cry should involve all clan members, express enthusiasm, and show scout spirit. Judges may ask clan members questions about your flag and/or battle cry. Separate scores will be given for flags and battle cries. **The flag score will be used as a tiebreaker if needed to determine the overall winner.**

Judging for Clan Flag: 1st=100 pts 2nd=75 pts 3rd=50 pts Participation=25 pts

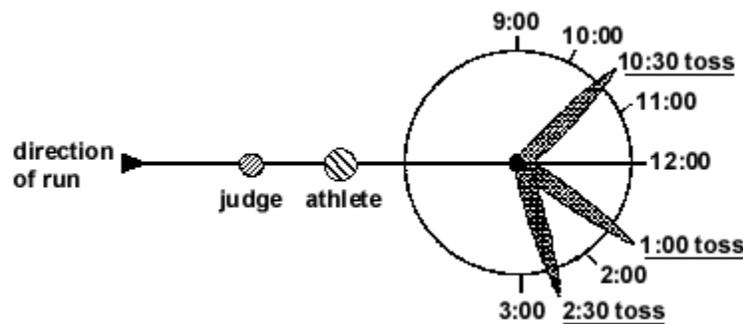
Judging for Battle Cry: 1st=100 pts 2nd=75 pts 3rd=50 pts Participation=25 pts

Caber Toss:

Troop 506 Conducting

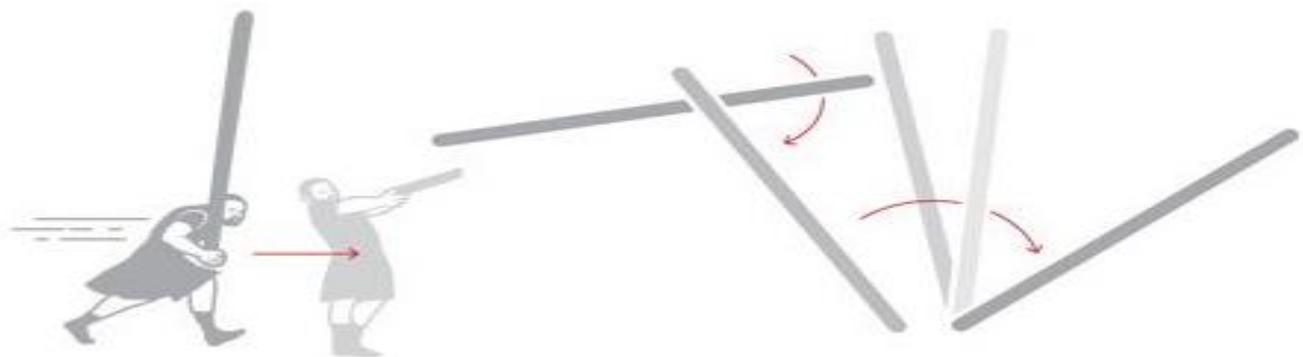
The caber toss is a traditional Scottish athletic event practiced at the Scottish Highland Games involving the tossing of a large wooden pole called a caber, similar to a telephone pole or power pole. It is said to have developed from the need to toss logs across narrow chasms to cross them. In Scotland, the caber is usually made from a Larch pine tree. A caber typically is 19 feet 6 inches tall and weigh up to 175 pounds. We will be using lighter versions made from 4x4 lumber, but the FUN will be the same. Participants must upright the caber, lift it from the bottom, hold it upright. Then with forward motion flip the caber trying to keep it as straight as possible flipping the caber end over end. Points will be given to how close it lands to 12 o'clock position.

Caber Size	Females Age	Males Age
8ft	10.5 to 14	10.5 to 12
10ft	15-17	13 to 14
12ft		15 to 17



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 (turned caber) – **25 Points**
Caber not turned – **15 Points**

The better of 2 tosses count. The measurement is counted from where the individual tosses the caber. The average score of all scouts in a clan will be used for competition scoring.



1st=100 pts, 2nd=75pts, 3rd=50pts and participation =25pts

Braemar Stone Put:

Troop 222 Conducting

In medieval Scotland, military training was forbidden under British rule, so Scotsmen disguised their Highland warrior training as strongman competitions. The skill required for the weight-for-distance event could be used to break open formations of English soldiers in battle. This event is similar to the modern-day shot put seen in the Olympic Games. Instead of a steel shot, a large stone is used. In this test of strength athletes throw a stone from a stationary position (no running approach allowed). Three different size/weight stones will be provided to accommodate the different weight classes. Throw distances by each clan member will be averaged for the clan score.

Stone Weight	Females Age	Males Age
6lbs	10.5 to 14	10.5 to 12
8lbs	15-17	13 to 14
12lbs		15 to 17



1st=100 pts, 2nd=75pts, 3rd=50pts and participation =25pts

Battle Hammer Toss:

Troop 401 Conducting

There is no doubt as to the origins of throwing the hammer. Wherever this tool was used - smithies, quarries, or farms – men diverted themselves by throwing the wooden shaft sledgehammer. We'll be using a replica that will be tossed for distance. The heavy weight will be about 12 pounds while the light weight is 6 pounds. This is small as Scottish hammers go, but we are interested in a "safe" throw. In this test of strength athletes throw the hammer from a stationary position (no running approach allowed). The best of three throws will count. The average score of all scouts in a clan will be used for competition scoring.

Hammer Weight	Females Age	Males Age
6lbs	10.5 to 14	10.5 to 12
8lbs	15-17	13 to 14
12lbs		15 to 17



1st=100 pts, 2nd=75pts, 3rd=50pts and participation =25pts

Farmer's Walk:

Troop 156 Conducting

The competitor picks up two weights, one in each hand, and walk or run 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
1gal	10.5 to 14	10.5 to 12
2gal	15-17	13 to 14
4gal		15 to 17

1st=100 pts, 2nd=75pts, 3rd=50pts and participation =25pts

Battle Ax Throw:

Troop 155 Conducting

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

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

Bullseye = 100 pts, Next Ring = 75 pts, Outer Ring = 50 pts, Participation = 25pts

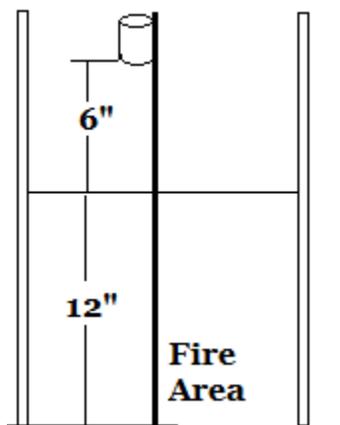


Fire Building:

Troop 4401 Conducting

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 and boil water in the provided container- the fastest time to boil wins. You will be given time to construct a fire lay, no higher than 12" (a string will mark the height). When your clan is ready to start, signal the time keeper with a "hardy battle cry" signal to begin. Material can be added to your fire once it is lit, but not go above 12". The container will be 18" high and have a measured amount of water. Time will stop when the water boils over the top edge of the container. Each clan will need to bring a Firestarter. This can be homemade flint and steel or commercially purchased Hot Spark type - no matches, lighters, etc. They will also need to bring fire building material - no liquid fuel, magnesium shavings or petroleum products - only natural/organic materials that "one would find in the East Tennessee outdoors". After the event, the clan will extinguish their fire and clean the area. A shovel and burn barrel will be provided.

1st=100 pts, 2nd=75pts, 3rd=50pts and participation =25pts



CLAN (TROOP) EVENTS

Kilted Run:

Troop 157 Conducting

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 a little less than 1-mile in distance and include several natural and manmade obstacles. Two scouts from each clan will compete. Both scouts must finish. The two scouts' times will be averaged. Obviously, kilts are a must for this one!

1st = 100 pts, 2nd = 75pts, 3rd = 50pts and participation = 25pts

Tug-O-War:

Troop 8 Conducting

This is a kilted participation event. Get 6 scouts to represent your clan to battle it out on the rope against the other clans. **No weights or cleats.** Your clan will receive points only if you participate.

participation = 50 pts

Eagle Challenge:

There will be an Eagle Challenge open to all Eagle Scouts. Details will be given at camp.

Scoutmaster's Challenge:

Troop 506 Conducting

This is a participation event. Cheer your Scoutmaster on as they take their turn at the cabers. The Scoutmaster that turns the heaviest caber and gets closest to 12:00 wins. They will start out with the 8ft caber and those who are able to turn the caber and get 12:00 will advance to the next caber all the way up to a 16ft caber. This will repeat until one Scoutmaster emerges as the winner. In the event of a tie the Scoutmasters will throw the 8lbs hammer for distance. Longest throw wins.

(Bragging Rights Only . . . No points assigned to this one.)

How will the overall winner be determined?

The top 3 patrols in each event will be awarded points depending on their placing.

1st Place will be awarded 100 point, 2nd Place will be awarded 75 points, and 3rd Place will be awarded 50 points. The points earned in each event will be totaled to determine the overall winner.

If a Troop is represented by multiple Patrols that place in the top three, only the highest placed patrol's points will be used to determine the overall winner and the lower patrol's points in that troop will not be awarded.

Example: Event A results are as follows:

- 1st Place – Patrol A from Troop 2
- 2nd Place – Patrol B from Troop 3
- 3rd Place – Patrol C from Troop 2

Only the points awarded for 1st Place will be used to determine the overall winner and the points for 3rd Place will be vacated. Points awarded for this event would be: Troop 2 – 100 points, and Troop 3 -75 points.

Flag of Scotland and where it fits into the United Kingdom

The flag of Scotland also known as the St. Andrew's Cross is a white Cross on a blue field named after the Patron Saint of Scotland St. Andrew.



In 1603 King James VI of Scotland ascended to the throne of the King of England and ruled both Scotland as James VI and England as James I. This is the same King James the commissioned a version of the Bible to be translated into English which is still used today. In 1603 the crowns of Scotland and England were unified by the Union of Crowns act unifying the Crowns of Scotland and England. Soon after that King James wanted a new flag that represents both kingdoms. This new flag combines the St. Andrew's Cross that represents Scotland and St George's Cross that represents England.



This new flag was only used by the King until 1707 when the Acts of Union were passed by both the Parliament of Scotland and England creating the United Kingdom of Great Britain. In 1801 the Kingdom of Ireland was added to create the United Kingdom of Great Britain and Ireland. At this time the St. Patrick's cross was added.



You may notice when St. Patrick's Cross was added it was not symmetrical and the flag can be flown upside down. The wider white above the diagonal red is up closest to the flag pole. This allows the white from the St. Andrew's Cross to stand out more. You also might ask what about the Kingdom of Wales? Wales was already part of the Kingdom of England at the time the flag was created and is not represented separately. Wales has since split off and has its own Parliament, but is still not represented separately on the flag.

Campfire Song, Skit, or Yarn Submission Form

Please use this form to let us know that you wish to perform at the Saturday evening campfire. If possible, turn this form in at check-in, so that the campfire plan can be set. Base the skit or song on a Highlander theme, but feel free to use your imagination. As many patrols as your troop has may participate. A selected number of best skits will be presented at the campfire.

Unit # _____ Clan _____

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:

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

Highland Games Clan Roster

Troop# _____

Senior Clan Leader (SPL) _____

Youth _____ Adults _____ Combined Total _____

Clan Name	Clan Name
1. Clan Leader	1. Clan Leader
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
Clan Name	Clan Name
1. Clan Leader	1. Clan Leader
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
Clan Name	Clan Name
1. Clan Leader	1. Clan Leader
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.

Patrol Name: _____

Troop #: _____

Patrol Leader: _____

Scoutmaster Signature: _____

Name	Age	Flag	Yell	Caber	Stone	Hammer	Walk	Ax

Instructions: Fill in the Patrol Name, Troop Number, and Patrol Leader at the top then the name and age of each Scout in the grid. Please write so the person running each event can read it. When you attend each event, the person running the event will initial next to the Scouts name in the grid under the event that they are running. All scouts in each patrol are expected to participate in each event. Turn in this sheet to the person running the last event that you completed.

“Clan Camp” Inspection

Troop # _____

2021 MOUNT CAMMERER DISTRICT Fall Camporee Highland Games

Item	Possible	Awarded
Troop/patrol cooking and dining area well established and organized, duty roster and menus posted in campsite	30	
Troop/patrol first aid kit visible and in central location	30	
Troop/patrol cooking equipment, food and water supply properly stored	30	
All troop/patrol camping gear arranged and stored in orderly fashion	30	
Established area for hand and dish washing located within campsite	30	
Plastic garbage bag or trash container set up and utilized.	30	
FIRE SAFETY (a)Campfire area cleared and defined(b)fire area safely located away from tents and trees and with leaves cleared to at least 10 feet radius. Two fire buckets filled with water at fire area. (c)Ax yard outlined with cord or rope 3 feet off ground and area established in safe manner. (d)Fuel stored in acceptable BSA manner. (e)Stoves clean and neat. (f)Stoves secured and stored in safe manner.	30	
General appearance of campsite clean and orderly	30	
Old Glory, State, and Troop flag displayed visibly	30	
Campsite improvement camp-craft item made by SCOUTS (not adult leaders)– gateway, lashed flag pole, stool tripod or other woodcraft item. This should be an item not used before.	60	
Total Possible Points = 330	330	

