

2020 Albemarle District Fall Camporee

Highlander Games



Leader's Program Guide

October 23-25, 2020

WELCOME

There are many legends about the origins of the Scottish 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 or "Heavy Events" 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 (they also require a kilt!).

PARTICIPATION

All Troops are welcomed and encouraged to attend. The Camporee will use the patrol method. Scouts should be organized into patrols of approximately six to eight youth each (if possible). These patrols will be the Scout teams competing in the contests and need to be provided on the unit roster.

LOCATION

The camporee will be held at the Camp Maple in Maple, NC

REGISTRATION

Registration will occur on Tentaroo or at the council office. Additional scouts can be added at check-in but not whole troop registration.

COSTS

The cost for all participants is \$12.00 for Scouts BSA and Scouts BSA leaders up to October 10, 2020. Late registration will be \$13.50 for Scouts BSA and Scouts BSA Leaders and will close October 17, 2020. Troop registrations after this date must be approved by Camp Scoutmaster.

ARRIVAL/CHECK-IN

Check-in starts at 5 pm at the district campsite. Please bring your roster and song/skit selection when checking in.

PARKING

Trailers may stay in campsite, weather permitting. All cars must be parked in field in front of district campsite.

GENERAL RULES/GUIDELINES

1. All Scouts, Scouters and visitors must adhere to the Boy Scout Oath and Law and The Outdoor Code.
2. Sheath knives, fireworks, pets, firearms, electronic games, phones, radios, TV's and other electronic entertainment are NOT permitted.
3. Personal firearms, ammunition, bows and arrows are not permitted in camp.
4. Scouts are not permitted to leave the boundaries of the campground.
5. The buddy system shall be used at all times during the Camporee.
6. Unit leaders are responsible for their Scouts and visitors at all times.

MEDICAL SERVICES

1. According to BSA 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 turned in at check-in.
2. All prescription drugs are kept and administered by the unit. It is to be kept in a secured 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.
3. 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 *Camporee* staff, even those they treat themselves. If necessary, the Camporee staff will contact emergency medical services.
4. The cost of medical treatment away from camp will be billed to the camper's primary insurance carrier. Registered Tidewater Council units are covered by supplemental insurance, which covers certain deductibles and other expenses for injuries and illnesses incurred at camp. Parents must make arrangements for treatment of pre-existing conditions.
5. Alcohol and illegal drugs are strictly prohibited.

ELECTRONIC DEVICES

Radios, cell phones, CD players, video games, and other personal electronic devices detract from the camping experience and provide an inviting target for theft. **Do not bring them into camp.** If you permit them during travel to and from camp, please leave them in the car during your stay at camp. Youth campers are not permitted to have two-way radios or pagers in camp, as these have proven to be highly disruptive of the camp routine.

CELL PHONE POLICY

If a scout or adult must have a cell phone at camp, we request that scouts and adults not take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts using axes, climbing, lighting fires, etc., should not be distracted by a ringing phone). Please use cell phones only for calls of necessity.

INITIATIONS, HAZING & MILITARY TRAINING

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the Boy Scouts of America.

LEAVING THE CAMP

Anyone leaving the camp **at any time** during the event must sign out at the District campsite 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. An adult unit leader must accompany a Scout to the district campsite to check out. Adults leaving camp must ensure that the unit still has two-deep leadership.

VISITORS AND FAMILIES

Visitors and families are welcome and encouraged to visit the Camporee on Saturday evening through the end of the Campfire. Visitors must depart camp following the campfire. All visitors must check-in on Saturday at the District camp site.

MONEY & VALUABLES

Each scout and adult are responsible for the safeguarding of his 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 visit 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. 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 placed in a trash receptacle.

STAFF

Weekend events are staffed by volunteers. The Boy Scouts of America is a volunteer run program. Every unit that participates in event is expected to provide adult leaders to help facilitate the session programming, cracker barrels, etc. as needed.

Uniform and Dress Code

The official BSA Field uniforms are required for traveling to and from camporee, Saturday night campfire and Church service on Sunday. Activity uniforms (e.g. unit T-shirts) may be worn for the activities on Friday night and Saturday unless deemed otherwise by Scoutmaster. Shirts that promote alcohol, tobacco, or are otherwise inconsistent with scouting values are not allowed. Not having a uniform should not prevent any Scout from attending camp; however, every effort should be made to ensure that every Scout has one, using every means available. Closed toed shoes or boots are to be worn at all times in order to prevent foot injuries. We insist that everyone wear shoes at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Camporee and are prohibited.

FIRES & COOKING

Fires are allowed only in the campsite fire rings and are subject to the status of the State, City, and campground fire prohibitions in effect due to weather on the weekend of the Camporee. *LEAVE NO TRACE* guidelines should be used for all fires. Troops must post fire buckets or a fire extinguisher in the fire area. Fire extinguishers are also required in cooking areas.

WATER

There will be water available at camp but is a bit of a distance. Plan accordingly.

TRASH DISPOSAL

All participants should practice Leave No Trace principles to the maximum extent possible. Place all trash in cans and recycle as much as possible. If you packed it in – you pack it out! Clean up all trash – even if it is not yours.

LATRINES

The campground will have port-a-jons. These facilities are to be kept as clean as or cleaner than your bathrooms at home. **A SCOUT IS CLEAN.**

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.

GEAR

During the activities on Saturday, **each** Scout should carry items in a daypack such as appropriate clothing for the weather, water bottle, small snack, first aid kit, sunscreen, insect repellent, small pocketknife (with appropriate card), paper and pen.

BAD WEATHER

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

CHECK-OUT

Check out can occur after the lowering of the flag Sunday morning. When ready for check-out, send a representative to the staff headquarters pavilion so a representative can inspect your site. Units will be released after successful completion of their final site inspection and submission of an evaluation form from scouts and scout leaders.

SUNDAY RELIGIOUS SERVICE

ALL scouts and scouters are expected to attend the religious service. The wrong message is being sent to the boys when leaders stay behind to pack up so the troop can leave sooner. **A SCOUT IS REVERENT.**

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 leader should have a signed letter or form from parent stating that permission is not given for scout to be photographed or filmed. **PLEASE SHARE THIS INFORMATION WITH PARENTS.**

ACTIVITIES

Activity Details Activities will include but are not limited to:

Caber Toss: Up to 3 adults from each Troop. 1 attempt per adult. Farthest distance wins.

Braemar Stone Put: Rock Toss (baseball to knock a bottle off a post) Teams of 3 per Troop. Each scout gets 3 attempts. The Troop with the most the most bottles knocked off wins.

Clachneart: Disk Throw (Frisbee into Frisbee golf hole) Teams of 3 which team can get the Frisbee in the “hole” the most times in x amount of minutes.

Farmer’s Walk: Two handed weight carry around a figure 8 course. Done in patrols of 4 (or 5) for best combined time. Use 5-gallon buckets with weight in them.

Golf: Patrols will have to make a golf club to bring with them to the Camporee. They will use the homemade golf club to try and hit a golf ball into a target. Patrols of 3. Each scout gets 3 tries. The patrol with the most made shots wins.

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: Patrol 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. \

Maide Lesig: Two scouts 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.

Fiodh Gearradh: 2 handed bucksaw race. Each Troop will have 3 teams of 2 scouts to cut through a 6” log. The Troop with the fastest average time for all 3 cuts wins.

Kilt Run: Each Troop may enter as many as 5 scouts (or as few as 1) in the run. To participate the scout must bring and wear a kilt (to be made before the camporee).

Tug of War Event: Each Troop will have a team of 6 scouts. Single elimination. Last team standing wins.

OA MEETING AND LEADERS MEETING

We will have an OA meeting at 9 pm and leader's meeting at 9:30 pm on Friday night. Each unit needs to send a SPL, or other youth leader, and two adult leaders to the leader's meeting. The meetings will take place at the district campsite. There will be a cracker barrel for those attending the leaders meeting immediately after the meeting.

SATURDAY NIGHT CRACKER BARREL

Saturday night cracker barrel is for all scouts and scout leaders. Each unit is encouraged to make a dish that has Scottish origins to share at the cracker barrel. A name and history of the dish would be great.

KILTS

No highlander games would be complete without kilts. Mr. Scott Buggy, our district chairman, already has his kilt for the event!!!! Now, no one needs to spend a great deal of money for a kilt unless they really want one. Our scouts can be creative and design/make their own. There will be prizes for the most original, authentic, etc. kilts. Let the games begin.

RECOGNITION

Our camporee committee would like to thank the 3 Rivers camporee committee who were kind enough to share their leader's guide for their highlander games camporee.

CAMPING COMMITTEE

Ray Latty/Scoutmaster
Daniel Mc Cloud
Scott Buggy
Frances Creel

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danielamcloud@gmail.com
slbuggy@yahoo.com
madamcommish15@gmail.com

Schedule of Events

Friday, October 23, 2020

5:00 p.m. – 8:30 p.m.	Unit Check-in, Site Assignment, Unit Set-up
9:00 p.m.	OA Meeting – all members please attend
9:30 p.m.	Scoutmaster and Senior Patrol Leader Meeting
10:00	Cracker Barrel for SMs and SPLs
11:00	Lights Out/Quiet in Camp

Saturday, October 24, 2020

7:00	Breakfast
9:00	Flag Raising
9:15	Activity Sessions
11:00	1 st Activity Session
12:00	Lunch
2:00	Activity Sessions
5:00	Prepare Dinner
7:15	Flag Lowering
7:30	Order of Arrow Campfire
9:00	Cracker Barrel for Everyone
11:00	Lights out/Quiet in Camp

Sunday, October 25, 2020

7:00 a.m.	Breakfast
9:15 a.m.	Flag Raising/Church Service/Awards
10:00 a.m.	Flag Lowering
10:15 a.m.	Pack Up/Camp Inspection/Safe trip home

**2020 Albemarle District Fall Camporee
October 23-25, 2020
Unit Registration Form**

Unit: Troop Number: _____

Unit Contact Person:

Name: _____

Street Address: _____

City, State, ZIP: _____

Telephone: _____

Email: _____

Troop Position: _____

On Time Registrations:	Number	Individual Fee	Total Fees
SCOUTS BSA		X \$12.00	\$
SCOUTS BSA/LATE REGISTRATION		X \$13.50	\$
SCOUTS BSA LEADERS		X \$12.00	\$
SCOUTS BSA LEADER/LATE REGISTRATION		X \$13.50	\$
TOTAL			

Make Checks Payable to: Tidewater Council, BSA

Saturday Night Campfire Planning:

Our troop would like to perform the following at the Saturday night campfire:

Skit _____

Song _____

Note: All skits/songs are limited to 5 minutes.

Campfire Director will select skits/songs based on time available.

(More points will be awarded to original, never used before skits and songs by the troop/patrol.)

Account Number 1-6801-153-20 SW # =6153F

Unit Roster

This form is to be turned-in at check-in.

Troop: _____ Scoutmaster: _____

Senior Patrol Leader: _____

Patrol:	Patrol:
Patrol:	Patrol:
Adults:	Adults: