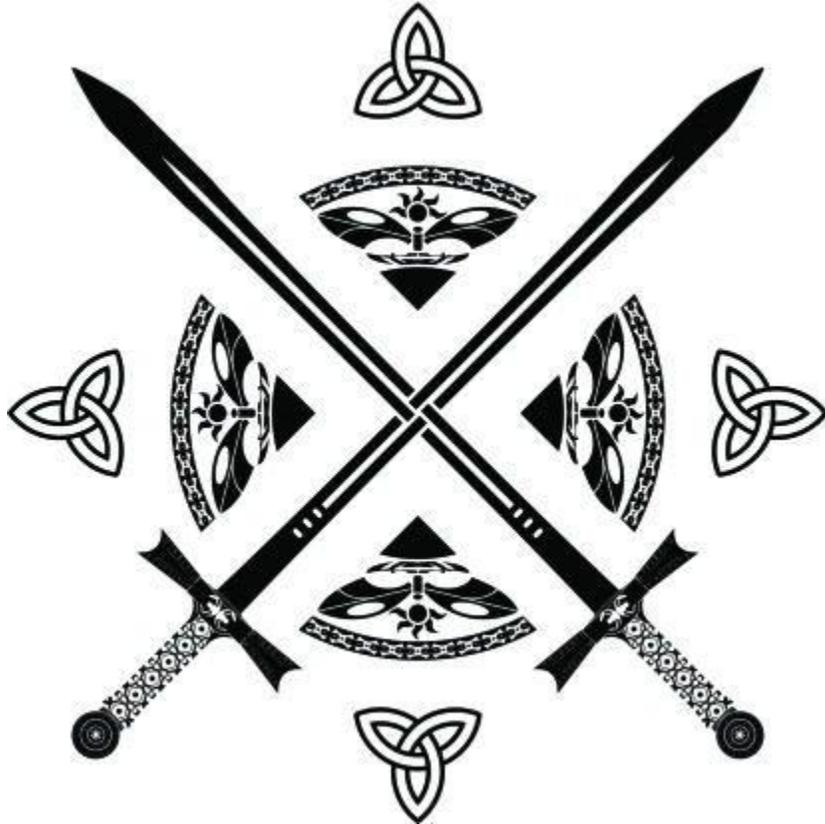


“SCOUTISH”

HIGHLAND GAMES

FEBRUARY 28- MARCH 1, 2020



LEADER & PROGRAM GUIDE

Welcome

(You must read the first paragraph in a Scottish accent.)

Hear ye, hear ye! Cawin a' scouts 'n' gaffers tae Lost Bayou Scout Camp fur oor Inaugural Hielan Games. Tis a day o' fin 'n' contest o' braun 'n' endurance 'n' yer scouts ur sure tae hae a grand ole time.

Ok, enough with the Scottish accent! Come one and come all to the Inaugural Lost Bayou Highland Games to be held on February 28- March 1, 2020. This event can't be missed if your Troop is of competitive nature. I mean, hey, aren't they all!

There are several legends regarding the origins of what are known as "Scottish," "Gaelic," or "Celtic" Highland Games. The oldest legends of the tradition date back to the Roman invasions in the 2nd and 3rd centuries (AD), where Celtic warriors reputedly displayed their bravery and strength by performing feats of skill and power in front of the opposing Roman armies.

Variations of the origin describe tribal celebrations in which clans would come together throughout the year to hold a feast, which often included special foods, music, poetry, dance, and sports such as horse-racing, hunting, swimming, archery, and wrestling.

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 Highland Games or "Heavy Events" are the modern continuation of this ancient Celtic tradition. ***(They also require a kilt!)***

Our "Scoutish" Highland Games will combine these traditional Celtic origins, the competition of strength, endurance, and skill-- as well as coming together to celebrate and fellowship within our special tribe... as brother Scouts.

For the purposes of this games, the participating Troops' Patrols will be competing as Clans. (Patrol = Clan.)

- ◆ Each Clan shall consist of no more than 8 Scouts.
- ◆ Each Clan shall provide a "Clan name" at the time of registration.
- ◆ The events shall have two age categories (10.5-13yo and 14-17yo) for size equity.
 - Before the day starts, PLEASE categorize your clan on being either Group A (10.5-13yr olds) OR Group B (14-17 yr olds).
 - At each station, tell the station leader which group your clan is, so that they can record the scores properly.

Event Information

Registration and Check-in Procedures:

Registration should be completed online by the stated deadline. Check-in will be at the First Aid Lodge. Please have your unit's roster of attendees and health forms at that time. If a scout plans on arriving late, they will need to check in with the Camp Director before heading into camp.

For units staying overnight, Friday check-in will start at 5:00pm. Troop trailers will be allowed in camp, but all vehicles must be parked in the designated parking lot at all times

Event Fees:

This event is open to all Boy Scouts, Explorer Scouts, Venture Crews and Sea Scouts. Registration includes access to all events and a Highland Games Patch.

The deadline to sign up for this event is February 21st.

The cost is \$20.00 per Scout.

Health Forms:

Current health forms MUST accompany all units to the event. A health officer will be available only on Saturday.

Meals:

All meals will be the responsibility of each Clan. Lunch will be provided for **volunteers**.

Water and Restrooms:

Restrooms are available. Water spigots are located at latrines in all the campsites but will also be provided at certain event locations. Please keep in mind that camp has been Winterized. Some water spigots may not be active. Please plan accordingly.

Uniforms:

Class B uniforms can be worn. Kilts will be accepted in lieu of scout shorts/pants and highly encouraged!

Fires:

Keep all fires in the designated fire rings. Do not create any new fire rings. We will advise you of any weather concerns or other camp restrictions should they arise.

Garbage:

Remember, a Scout is Clean. Please leave your campsite better than when you arrived. There is a dumpster next to the Ranger's shop at the entrance to camp.

Check-out Procedures:

If a Clan plans on leaving early, they should check out with the Camp Director before leaving.

Camp will close on Sunday at noon, so all units must depart by 11:00 AM.

Prizes will be awarded accordingly by each event.

Scottish Events

Separate areas will be laid out for each of the events and Clans will be assigned stations for starting the competition. Each Clan will circulate through the events until they have completed all event stations.

Caber Toss - 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 weighs 175 pounds. Ours will not be as big. There will be varying sizes.

Tomahawk Throw – Tomahawk throwing at its finest.

Braemar Stone Putt - Historically, the Braemar Stone Put stems from a common practice by early Highland Chieftains who kept a large stone outside their gatepost and challenged the throwing arms of every visiting clan's warriors. In the Braemar Stone Put, athletes throw a stone from a stationary position (no running or spinning approach allowed). There will be varying sizes.

Toss the Wellie – How far can a Clansman toss the ole boot!

Battle Hammer Toss - There is no doubt as to the origins of throwing the hammer. Wherever this tool was used - smithies, quarries, or farms – men and women diverted themselves by throwing the wooden shaft sledgehammer. We'll be using a replica that will be tossed for distance.

Scottish Trust Maze- Each Clansman must complete the obstacle blindfolded. The only way the rest of the Clan can communicate and help the Scout finish the obstacle is by using only the words given to them from the King.

Toss the Haggis – Haggis, of course, is the national dish of Scotland. Often served with “neep and tattlers” (turnips & potatoes). It is made from sheep offal. Don't ask what that is! The sheep being tossed will be fake. How far can you toss the haggis?

Log Drag: Practice that timber hitch, because it may come in handy. The Clansmen 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 of the Clansmen get inside the bowline and drag the log across the line. This is a timed event for the patrol.

Farmer's Walk Relay – Each clan member picks up two weights, one in each hand, and walks a certain distance. 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 patrol members.

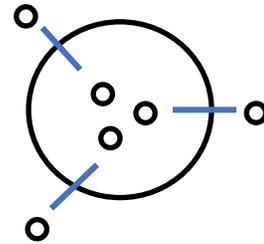
Storming the Castle – Clansmen make a ladder (lashings and knots) out of spars to climb over a fence, obstacle, or climbing wall.

Fire Building – Each Clan will build a proper fire as quickly as possible to pop the balloon

Orienteering – You will guide your Clan along the “Scoutland” wilderness with your orienteering skills to visit the most popular sites of the country.

Four Horsemen – Don't let the water spill from the bucket! A bungee will be around the bucket and have four ropes attached around the bucket. Think of an X, where the bucket of water is in the middle. Your Clan will maneuver the bucket from one point to another.

Ring Tug- A large circle is drawn on the ground. One clan stands inside the circle in a circle formation, facing outward. The other clan stands on the outside of the drawn circle, also in a circle formation, surrounding the other clan facing inward. Each person from the outer circle has a small tug-of-war rope, the other end of the ropes will be where the other clan holds. Which ever clan has the most opposing clan members on their side of the drawn circle after the tug-of-war, wins.



Evening Events

Clan Jousting –Exactly what it says!

Team Tug-of-War- Clans will face each clan in a tug-of-war battle!

Scavenger Hunt

All throughout the day, each clan will be working together to finish the ultimate scavenger hunt. This scavenger hunt is created to encourage the Scouts to communicate with their fellow Scouts and leaders from other troops. Each clue found will lead to the next. Every clan will have the chance to complete the scavenger hunt. It may be challenging for a few clues, so make sure to work as a team!

Additional Information

Here are a few items that will help you transform your scouts into “Scotish” Highlanders and get into the spirit of the weekend:

- ◆ Clan flags can earn you extra tokens! (made prior to the weekend)
- ◆ Have your Clan members wear kilts!
- ◆ The more Highland Game spirit a clan has, the bigger award they shall receive.

2020 Highland Games Event Schedule

Friday

5:00 – 9:00PM – Registration and Campsite Setup

8:00- 10:00 – Movie/Gathering

10:00 – Lights Out

Saturday

7:00 – Reveille/Breakfast in Site

8:30 – Opening Ceremony at Dining Hall

9:00 – 11:30 – Patrol Activities

11:30 – 1:00 – Lunch/Rest Time

1:15 – 3:45 – Patrol Activities

4:00 – 4:30 – Troop Competitions

4:30 – Retire Colors/Announcements

4:45 – 5:45– Dinner in Site

6:00 – 7:00- Campfire Social / Awards

7:00 – 9:00 - Campfire

10:00 – Lights Out

Sunday

7:00 – Reveille/Breakfast in Site

9:00 – Take down/Clean-up

11:00 – Camp Closed

*** Times and events subject to change.

Questions:

Please contact the Evangeline Area Council at 337-235-8551 x107

If interested in volunteering contact:

Program Director: Michael Blanchard

Email: cimtaurus@gmail.com