



Highland Games

**Cranberry Harbors & Squanto District
Invites all Council 251 Scouts**

October 20-22, 2017--- Camp O' Squanto, Plymouth



The King commands your attendance.
Each troop will be required to run/work at a station

Registration: Registration opens August 9, 2017

Activities: Pioneer Rope Throw, Weight Throw, Braemer Stone, Caber Toss, Compass Medallion, Hoist the Sheep, Toss the Sheaf, Farmer's Walk, Cairn Construction, Fire-Starting, Hand-Shake Wrestle, Water Balance Pipe, Haggis Toss, Kilted Run, Tug-O-War

All are asked to participate as traditional Scotsmen in Clans.

The SPL will be the Chief of the Clan. His Clan will be made up of Septs (patrols), smaller Clans dependent on the Chief, led by Chieftains (Patrol Leaders). Each Sept is to have their own Tartan. We ask that you wear kilts. However, there will be no traditional wearing of the kilt.

Ask your leaders and parents to look at the activities and have them come to roundtable to ask how they can help make this a successful weekend for you.

All bagpipers are welcome to attend in full clan attire. We are looking for pipers to pipe at opening, awards presentation and at the camp fire.

We will present more information during roundtables in September, 2017.

Get your tartan picked out and make your kilts.





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The full rules of each event are under development

Scored Events Descriptions

Turning the Caber	competitors toss a large tapered pole called a "caber"
Sheaf Toss	using a pitchfork hurl a straw filled burlap bag over a horizontal bar over your head
Weight Throw	similar to the hammer throw in the Olympics
Braemer Stone	similar to the modern-day shot put but uses a stone
Farmer's Walk	take a heavy weight in each hand and go for a walk
Balance Pipe	using sections of half pipe your Sept working as a team move the ball thru a course
Fire-starting	traditional scout fire starting
Pioneer Rope Throw	rope rings are tossed to land on a pole
Compass medallion	using a compass follow directions around the circle of stakes
Cairn Construction	construct a cairn with the materials provided
Hoist the Sheep	using a rope to hoist the sheep
Hand Shake Wrestle	lock one forearm to control the other person

Event Scoring

All scouts weights, along with their names, will be listed on the numbered card each patrol will be given at check-in. Scouts will be marked as heavy or light weight – and given appropriately weighted objects in competition.

The following events are considered weight/distance related events:

Turning the Caber*, Sheaf Toss, Weight Throws, Braemer Stone, Farmer's Walk, Balance Pipe
These events, with the exception of Turning the Caber, **will be scored by total distance gained divided by the total weight of the patrol (or distance gained by number of participants, i.e. Sheaf Toss).**

*Turning the Caber will be judged on actually turning the caber and how close to dead ahead the caber lands.

Timed events:

Fire-starting, Pioneer Rope Throw, Compass medallion, Cairn Construction, Hoist the Sheep, Hand Shake Wrestle

These events will be **scored by average time per clan/patrol and, of course, successful completion of the task.**

Non-scored Activities:

Crafts, Exhibits, and Gathering Activities

+ Units requesting a cabin must register and pay for all attendees and Lead a Station



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Schedule

Friday, October 20

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| 5:00 pm | This is the earliest you may arrive. Campsite assignments on Camporee Field and Sports Field |
| 5:00 – 8:30 | Registration. All units and individuals must register and be on a roster. |
| 9:30 pm | Adult leader and SPL Cracker Barrel at Headquarters. Leaders meeting |
| 10:00pm | Lights Out. All youth in their campsites, and quiet. All vehicles removed from campsite area. No vehicles allowed in campsite area after this time. |

Saturday, October 21

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| 8:00 am | Registration opens for late arrivals and day use. No vehicles allowed in campsite area for the remainder of the day. |
| 9:00 am | All Unit Opening Flag Ceremony |
| 9:30 am | Let the Games begin |
| 12:00 pm | Break for lunch -- Submit Campfire Skits to HQ |
| 1:00 pm | The games continue |
| 4:00 pm | Activities End. Stations turn in your results to HQ |
| 4:00 pm | Tug-O-War Games |
| 5:00 pm | All units break for dinner. Retire Colors at Flagpole |
| 7:30 pm | Camp Fire |
| 10:00 pm | All youth in their campsites. |
| 10:30 pm | Lights out |

Sunday, October 22

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| 7:00 | Vehicles allowed into campsite area for loading. |
| 8:00 | "Scouts Own" A Scout is Reverent |
| 12:00 | You will have packed up and checked out. |

SCHEDULE SUBJECT TO CHANGE. BE SURE AND ATTEND THE FRIDAY EVENING CRACKER BARREL FOR THE FINAL SCHEDULE