

South Georgia Council Fall Camporee 2018

Git Yer Kilts Ready



September 28-30, 2018

Camp Osborn

All Troops, Crews and Posts welcome

History of the Games

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 compete in may look like a simple matter of brute strength, but each also requires excellent timing, balance and technique (they also require a kilt!).

***While kilts will not be required for our games, it is highly recommended to have them to fit with the theme of the games.

Your unit should choose its colors, or tartan. You may choose to buy kilts, but for cost I suggest buying the tartan cloth and making them. There are many sources for directions of how to make them online and you can find coupons online to save money on cloth. They can be as simple or complex as your unit would like.***

Prizes awarded for the games in 11-13 and 14-17 age groups and adult class.

Overview:

The 2018 Fall Camporee for the South Georgia Council will be held the weekend of September 28-30, 2018. The Camporee will take place at Camp Osborn in Sylvester, GA.

Kilts are encouraged but not required (see History of Games Below for more info)***

The necessary information for this event and its multitude of activities are provided in this program guide. The theme of this camporee is “Highland Games” and will be a weekend of games and “feats of strength” to challenge all scouts as they compete by patrols.

We will also have a special program to honor Camp Osborn’s 75th anniversary and storm recovery progress.

Fees and Registration:

The cost per youth will be \$15.00 if paid by Friday, September 21 at 5:00 PM. After that time, the cost will be \$20.00 per youth. The cost for adults will be \$10.00 if paid by Friday, September 21 at 5:00 PM. After that time, the cost will be \$15.00 per adult.

Patches will be distributed on Sunday at check out, based on the number of Scouts and Scouters turned in at registration Friday evening of the event. Walk-In unit registrations are discouraged.

You can now register online for this event! See our website, www.sgcbosa.org for more information.

Dutch Oven Dessert Contest & Adult Dinner Submission

For those troops interested, please feel free to join us in this year’s Dutch Oven Dessert Contest. We would love for every troop to submit an entry for judging and share the bounty during the evening cracker barrel. Rules are included on the competitions page.

This year we are also including an adult competition. Submit a highland games themed dinner bowl for judging.

Saturday Morning Activities

Units/patrols will participate in a series of “feats of strength and skill” throughout the day. Possible activities are listed further in the guide.

A finalized schedule will be distributed at the leader meeting Friday night at 9:30pm

Campsite Competition

Each troop’s campsite will be scored based on the criteria of the campsite inspection sheet included in this guide. Judging begins at 2:00PM on Saturday.

Closing Campfire

Awards and a special tribute to Camp Osborn’s 75th anniversary and storm recovery.

Order of the Arrow

Immediately after the closing campfire, Withlacoochee Lodge of the Order of the Arrow will conduct the call out ceremony for potential new Arrowmen. If your unit has not had unit elections before the Camporee and need to do so, the lodge will have members available Friday night to conduct elections. However, it is preferred that elections be held prior to the event weekend.

Cleaning Schedule

A Scout is Clean and respects his environment. We should leave camp better than we found it. We will have a list of cleaning assignments available at the leader meeting to ensure we enjoy a clean and safe camp.

Policy on Alcohol, Tobacco, and Drugs:

The Boy Scouts of America expressly forbids alcoholic beverages of any kind. Anyone in violation of this policy will be ejected from the event immediately. This rule will be strictly enforced.

Controlled substances (i.e. Drugs) are **ILLEGAL** and are **ABSOLUTELY FORBIDDEN**.

The Boy Scouts of America prohibits the use of tobacco products in the presence of a Scout. Smoking will only be allowed in the designated area and not within the presence of youth.

Health and Safety Issues:

- No fireworks or personal firearms
- No dogs
- Per BSA Youth Protection Policy, no adult shall sleep in a tent with a youth other than his/her own youth
- No chainsaws are permitted
- No ATVs or "Go-Carts" are permitted
- No Scouts will ride in the cargo area or on the hood of any vehicles
- Golf Carts will be approved for **ADULTS** on an individual basis prior to the event.
- Only one vehicle (cars, trucks, vans, etc.) will be allowed in the camping area for unloading/loading of troop equipment. All other vehicles must be in the parking area.

A health officer will be available and on duty the whole weekend. Any medical emergencies should be reported to a staff member immediately.

Camporee Contacts

If you have questions or require assistance:

Camporee Chair: Drew Sterling
 229-669-6922
 scoutsterling@gmail.com

Staff Advisor: Kelli Sterling
 229-483-1557
 Kelli.sterling@scouting.org

2017 FALL CAMPOREE SCHEDULE

Friday, September 26

5:00 PM – 8:30 PM Arrival and Check-In
9:30 PM Scoutmaster / SPL Meeting
11:00 PM Taps

Saturday, September 27

8:00 AM Morning Activities
Noon – 1:30 PM Lunch
1:30 PM – 5:30 PM Afternoon Activities
2:00 PM Completion Campsite Inspections
5:30 – 9:00 PM Supper and Troop Activities
7:00 PM Troop Dessert Deadline/Adult Dinner Submission
9:00 PM – until Closing Campfire/OA Call Out
Following Campfire Cracker Barrel
11:00 PM Taps

Sunday, September 28

9:00 AM Scouts' Own Chapel Service
10:00 AM Catapult Challenge
11:00 – Noon Check-out in site with Camp Commissioner/Patches handed out**

* Detailed schedules for the morning activities will be distributed at the Friday night Scoutmaster / SPL meeting.

** When ready to check-out send runners to Headquarters and Camp Commissioner will be sent to site.

Potential events

(Events may be added or dropped at any time)

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. We will have 2 sizes for the 2 age groups. Participants will be required to stand up the pole, lift it from the bottom and hold it upright. Then with forward motion flip the pole trying to keep the pole as straight as possible. Distance will be calculated to the distance of the colored end tip and a one foot deduction will be taken for each degree off of straight. (We will use a clock face for degree calculations i.e. 1, 2, 3...8, 10, 11 o'clock) Sample - If the painted end lands at 20 feet and falls at the 10 o'clock position you would receive 18 feet. $20-2=18$

Braemar Stone Put - 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 approach allowed). Two different size/weight stones will be provided to accommodate the different age groups.

Clachneart - It's a rounded stone and you throw it—like a shot put. You can spin if you want. Distance counts. Two different size/weight stones will be provided to accommodate the different age groups.

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 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 5 pounds while the light weight is 3 pounds. This is small as Scottish hammers go, but we are interested in a "safe" throw. The best of three throws will count.

Farmer's Walk - The competitor picks up two weights, one in each hand, and walks around a series of pylons (figure eight). 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 - Scouts make a ladder (lashings and knots) out of spars to go over a fence,

obstacle, or climbing wall. This is a timed event for the patrol.

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 patrol.

Sheaf Toss - A sheaf is a 16-20 pound bag of hay (10-12 pounds for the light weight division). Hurl it straight up into the air over an adjustable crossbar with a pitchfork. It's high jump with pitchforks! Highest toss wins the individual champion. Combined patrol tosses determines the patrol winner.

Maide Leisig - Two scouts sit down with their feet pressed against each other and holding a stick in between them. They both then pull on the stick to trying to raise the other off the ground. The first person to get the other one off the ground or past the kneecaps wins. The patrol goes against each other to pick a champion. Later the champions from each patrol will go up against other patrol champions to determine an undisputed champion.

Fiodh Gearradh (2 handed bucksaw) - Each clan will cut through a 6" diameter log using a 2 man lumberjack bucksaw. Each member of the clan must take a turn. The fastest average time for all cuts wins.

Kilt Run - Originated in the hills of northern Scotland. It is an endurance test of running and cross-country skills over rough terrain. This race will be about 1 mile in distance and include several natural and manmade obstacles. Kilts are a must for this one!

Tug-of-War Team Event - Single elimination. Competing patrols will be grouped by age, (i.e. 11-13 and 14-17), numbers, and weight.

Troop Catapult Challenge

Standard for judging:

The catapult must be erected by the Scouts at the campsite. No portion of the catapult may be preassembled.

There shall be absolutely no adult help in the construction of the catapult. Those using adults will be disqualified from the competition.

The catapult must be constructed of all-natural materials, with the exception of the launch object holder or wheels. No purchased wood from the store like 2 by 4's or 4 by 4's.

Launch object will be a standard 1 lb cornhole bag.

****Scouts must be able to move the catapult to the competition area****

Factors:

	Judge A	Judge B	Earned	Max
Lashings tied correctly (5 ea)	_____	+ _____	= _____	10
Correct lashings used (5 ea)	_____	+ _____	= _____	10
Troop Sign or ID (5 ea)	_____	+ _____	= _____	10
Complexity of construction (5 ea)	_____	+ _____	= _____	10
Overall appearance (10 ea)	_____	+ _____	= _____	20
Utilization of the theme (20 ea)	_____	+ _____	= _____	40

Distance traveled of launched object will be awarded separately.

Campsite Inspection

Troop# _____

1. Campsite Well Defined (border)	5 Pts	_____
2. UNITED STATES FLAG (Properly Displayed)	10 Pts	_____
3. Troop Flag	5 Pts	_____
4. Campsite Gateway	10 Pts	_____
5. First Aid Kit	5 Pts	_____
6. Designated Cleaning Area	5 Pts	_____
a. Dishes clean	2.5 Pts	_____
b. Pots and Pans Clean	2.5 Pts	_____
c. Kitchen Area Clean	2.5 Pts	_____
d. Hand Washing Area	2.5 Pts	_____
e. Duty Roster Posted	2.5 Pts	_____
7. Campfire Area Clean	5 Pts	_____
a. Wood Neatly Stacked	5 Pts	_____
b. Wood Yard Marked	5 Pts	_____
c. Wood Tools Stored Properly	5 Pts	_____
8. Trash Disposal	2.5 Pts	_____
a. Trash Bags Available	5 Pts	_____
b. Campsite Clear of Litter	5 Pts	_____
c. Recyclable Bags Available	5 Pts	_____
9. Tents (Safely Arranged and Organized Per Patrol)	5 Pts	_____
10. Leave No Trace Policies In Practice	5 Pts	_____

100 Points Possible

Total: _____

Competitions

Adult Highland Games Dinner (Theme Related)

Saturday evening, we encourage adult leaders from the troops to submit a Dinner item that is related to the Highland Games theme for judging. This is an open competition with few rules or direction.

1. One entry per Troop
2. Must be related to the Camporee theme
3. Submit a bowl for judging by 7p Saturday.

Dutch Oven Desert

Saturday evening, we encourage every troop to submit a Dutch oven desert for judging and to share during cracker barrel.

1. One entry per troop, no adult help
2. The desert must be cooked in a Dutch oven
3. Must be cooked with charcoal or coals from wood fire
4. Turn entry in by 7pm Saturday

Primitive Gateway

All troops are welcome to build a primitive gateway to be judged

1. No Adult Help
2. Natural Fiber rope and material, this is primitive
3. Has to be completed before 2pm Saturday

Primitive Gadget

All troops are welcome to build a primitive gadget to be judged

1. Only one gadget per troop will be judged
2. No adult help
3. Natural Fiber rope and material, this is primitive
4. Has to be completed by 2pm Saturday

Patrol Flag Coat of Arms Competition Rules

1. One Patrol Flag per PATROL/clan may enter the competition. If a unit has three patrols, there should be three patrol flags for that unit. Scouts should decide how they will design the Patrol Flag for their unit and work as a team.
2. Each flag must be clearly marked with criteria which is listed below
3. Flags must be made from leather, wood, cloth or other natural materials. Paper flags will not qualify.
4. Flags may be any shape or form but must not exceed 24 inches in height or 24 inches in width.
5. The flag must be attached to a pole six foot in height.
6. Flags should represent the scouts not adults work.
7. Must include the clans' Coat of Arms (your design) and name.
8. Durability, portability, use of scout skills, artistic design, originality and team work will be judged. Everyone should be involved in the designing the patrol flag.
9. Flag will be brought to the main pavilion by 1pm Saturday for judging and can be picked up prior to dinner that evening.

There are 100 total points in the Patrol Flag Contest. Please review the criteria carefully. Judging standards and their consistency are important to the success of the contest and will ensure fairness in all levels of the patrol flag contest.

Scout theme depicted	10 points
Design	20 points
Creativity—uniqueness of flag	10 points
Patrol Name and unit number	40 points
Flag construction Scout made	10 points
Suitability of height and shape (see above)	10 points
TOTAL 100 points	

