



CAPE COD & ISLANDS COUNCIL
BOY SCOUTS OF AMERICA

Highland Games
on Nantucket
MAY 4 - 6, 2018



SUPPLEMENT (Clan Master/Scoutmaster)

Medical Forms ([Part A and B](#)) must be filled out, completely, for each Scout

- Signed permission slip must be handed in and remain with Scout Leader
- Scout Roster required for each Clan (unit) camping
- Camp Richard has limited vehicle access. Carry in all your Gear

NOTE: Camping sites will be designated when registration is complete. Smaller clans may be sharing a site.

All units will follow camp rules. All cars must remain in designated areas,
PARKING IS EXTREMELY LIMITED - PRIOR ARRANGEMENTS ARE REQUIRED.

- ★ Not all sites have a fire ring, plan on cooking on camp stoves or charcoal.
- ★ All camping is Leave No Trace.
- ★ Rubbish and recycling center are available for use.
- ★ All running water at Camp Richard is potable water.
- ★ Camp Richard has shower and restroom facilities. Additional portable restrooms will be provided, where necessary.
- ★ Restrooms in the Bathhouse are for Scouts and adults and are labeled accordingly. They are handicapped-accessible. Restrooms in the Lodge will be for women, and are also handicapped-accessible.
- ★ Showers are for everyone. The adult restroom has a private shower.
- ★ Camp Richard is reasonably accessible for our Scouts with difficulty moving around.
- ★ The Lodge and Trading Post will be open during the entire weekend, the kitchen will be off limits to visiting troops.
- ★ Tarps are available in case of inclement weather (Troops should plan for the possibility of bad weather).

REGISTRATION

- Only one registration per unit will be accepted.
- The cost per person is \$55.00. This includes the boat ride, and meals, (breakfast, lunch, and dinner on Saturday, and breakfast on Sunday.) Snacks are the responsibility of your unit.
- All registrations will be handled through Cape Cod & Islands Council.
- Any changes must be handled through the adult who files the original registration.
- No individual reservations will be accepted.
- Clans consist of 4-8 members. Once registered, your Clan name will be assigned and you will be provided with a brief history of your Clan, your tartan colors and crest. Troops may have multiple Clans based on registration numbers.
- Each Clan is responsible for making their own Clan flag.
- There will be two Steamship times for Scouts traveling for the Games. The first will be the May 4th at 2:45 pm, and the second will be 8:00 pm. If you wish to come on a different boat, or a different time, you are responsible for your own transportation. All troops will return to Hyannis on Sunday the 6th, on the 12:00 Noon Steamship.
- If you will be bringing a vehicle, you are responsible for that reservation. If you need to send a vehicle early, we can make arrangements to pick it up for you and get it to camp.
- A truck will be provided at Camp Greenough on Wednesday May 3rd, to ship your Chuck Box and other gear, if needed. There will be a limited amount of space on the truck.
- The gear truck will return to Hyannis on the same boat, and will be available at Camp Greenough parking lot. Gear will not be unloaded at the Steamship.
- Scouts will need to bring their backpacks with them on the boat, make sure to pack smartly, and **Be Prepared**. You will be marching with the rest of the clans, from the boat to Camp Richard which is approximately 2 miles.
- #20 propane tanks will be available at Camp Richard for \$20.00. **No fuel is allowed on the ferry.**

Contact Jason Zinser (Troop 97) for questions at 508-517-8626



CLANS AND KILTS



New CLAN names are assigned at registration.

Units will represent themselves as a **CLAN** with a minimum of four (4) members and a maximum of eight (8) members. Your **CLAN** must have a name and a two-sided flag.

KILTS: To make the most of this event – proper **CLAN** attire is highly encouraged. Shorts or pants are acceptable under the kilt. Please make every effort to encourage your Scouts to participate in the traditional attire. There are three (3) kinds of kilts – all 3 are acceptable. Troop Class B Shirts are a nice touch! Remember, take pride in your Unit and your Clan!

GAMES

(All games will be adjusted to be appropriate for youth – following BSA Safety Guidelines)

Each **CLAN** will be scored in these categories: Caber Toss, Clachneart, Braemer Stone, Farmers Walk, Battle Axe Throw, Recurve Bow Competition, Fire Starting/Cooking, Flodh Gearradh (Bucksaw competition) and Cairn Construction. *(Game explanations later in this packet)*

There will also be some other Fun Team Building events available.

CLANS will receive route sheets at Friday night check-in.

** We would also like a few skits or entertainment for the campfire.

COOKING

- Friday dinner is on your own. The Steamship has a full selection of food.
- All cooking will take place at each camp site.
- Meals will be distributed to units.
- NOTE: Coffee, for adults, will be available at the dining hall/pavilion.

MENU

1. Friday night: Troops are responsible for their own dinner and may want to bring some snacks
2. Friday night: Leaders and SPL will have Cracker Barrel
3. All food will be boxed up and distributed at the rear door of the kitchen
4. Saturday breakfast: eggs, pancakes, sausage, orange juice and syrup (to be cooked at campsite)
5. Saturday lunch: Ham, turkey and cheese sandwiches, oranges, apples, chips, granola bars (there will be a break for lunch and eating at site)
6. Saturday dinner: Pig roast, coleslaw, potato salad and other items. Maybe Haggis, too!! (This will be a communal meal, serving everyone at the pavilions)
7. Every Troop is asked to bring a Dutch Oven dessert. This will be judged by a panel. You need to bring you own ingredients, if possible, and a Dutch oven. (Charcoal will be available)
8. We would like all clans to participate and bring a dessert to the table for alter the meal.

** There is limited refrigeration at Camp Richard.

** Ice will be provided, when needed for Clan coolers.

** Camp Richard will have #20 Propane cylinders available for \$20.00, please request this when you register.

** Cooking materials are the responsibility of each unit. (propane tree, pots & pans, water cans, stoves, mess kits, cooking utensils, wash kits for clean-up, etc.)

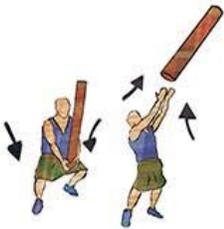
TRAVEL ETIQUETTE

1. You should arrive at the Steamship Authority Terminal in your Class "A" uniform 45 minutes prior to the boat sailing time. Please arrive as a group. We will have one ticket for each of the boats. Once that ticket is handed to the terminal agent, we will not be able to add any late comers.
2. The waiting area is at the main terminal, we would like all scouts to stay in a group and board the boat together.
3. Persons in charge of each Troop will need to look for one of the Senior Event Staff for more information, AND to check in with the number of people that they have.
4. Backpacks can be leaned along the fence closest to the water.
5. Bathrooms are in the main terminal building.
6. This is a busy weekend on Nantucket there will be lots of others traveling on the ferry. Please be courteous to the people traveling on the boat.
7. On the Traditional Ferry, M/V Eagle ,you will be able to walk you packs on. There will be a designated area on the boat to put them.
8. If you have food, drinks, make sure you have them separate from your pack before you start to board the boat.
9. If you put your pack in the luggage cart, you will not have access to it on the boat ride.
10. The boats do have food concessions.
11. Once on the boat....NO RUNNING. These are steel boats if you fall they won't break. You will.
12. The boats are clean when you go on board. As Scouts, we always leave a place cleaner than when we arrived. Pick up your trash. Ask one of the crew for a trash bag; they will give you one.
13. If you feel sick while on the boat, ask one of the crew members for help.
14. On arrival in Nantucket you will be given instructions for exiting the boat. Make sure you have all your belongings before you leave the boat.
15. Information for leaving the Island on Sunday will be given at the event.

There are security cameras on all the boats. You are Boy Scouts in Uniform. Remember the parts of the Scout law: Helpful, Courteous, Kind, Obedient, Clean.

EXPLANATION OF THE GAMES

This is a basic explanation of the proposed games. Scoring may be different, and the way games are played may differ slightly from these explanations. We will adapt them as needed for Scouting.

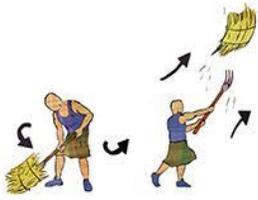


Caber Toss: A long tapered pine pole or log is stood upright and hoisted by the competitor who balances it vertically holding the smaller end in his hands (see photo). Then the competitor runs forward attempting to toss it in such a way that it turns end over end with the upper (larger) end striking the ground first. The smaller end that was originally held by the athlete then hits the ground in the 12 o'clock position measured relative to the direction of the run. If successful, the athlete is said to have turned the caber. Cabers vary greatly in length, weight, taper, and balance, all of which affect the degree of difficulty in making a successful toss. Competitors are judged on how closely their throws approximate the ideal 12 o'clock toss on an imaginary clock. This event is scored individually.



Clachneart (stone put): This event is similar to the modern-day shot put as seen in the Olympic Games. Instead of a steel shot, a large stone of variable weight is often used. The thrower is allowed to use any throwing style so long as the stone is put with one hand with the stone resting cradled in the neck until the moment of release. Most athletes in the open stone event use either the "glide" or the "spin" technique. This event is judged for Distance. This event is scored individually.

Braemer Stone (stone put): Similar to the Clachneart, but the stone is thrown from a standing position. NO SPINNING OR GLIDING. This event is judged for distance. This event is scored individually.



Sheaf Toss: A bundle of straw (the sheaf) weighing 15- 20 pounds for the men and wrapped in a burlap bag is tossed vertically with a pitchfork over a raised bar much like that used in pole vaulting. The progression and scoring of this event is similar to the Weight Over The Bar. Each clan will be scored by their highest throw. The bar starts out around 8 feet and gets progressively higher until the clan is not able to get the sheaf over the bar. The ENTIRE clan is scored on its highest throw. There will be a First, Second, and 3rd place award.

Battle Axe Throw (tomahawk throw): Each member gets 3 practice throws. then, one by one, Each member of the clan throws an axe at a target, the axe must stick into the target. if the axe does not stick in or misses the target, that person is eliminated. Then the remaining members move Back. Each member gets to throw again. if the target is hit (the axe needs to stick in) then they move back again. The ENTIRE clan is judged on the longest distance that an axe is thrown AND sticks in the target. There will be 3 prizes for the 3 highest scores.



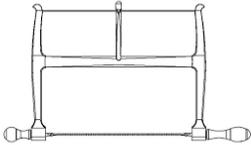
Farmers Walk: A bale of hay is carried in each hand towards a finish line. The finish line is 50 yards away, and needs to be crossed OR the Scout carries the bales as far as possible. If a tiebreaker is needed, the competing clans may choose one member for a head on competition. The contestants will need to carry the bales back and forth from the start to the finish and back again, and continue until one can't carry on. The event is scored by how far the bales are carried.



Recurve Bow: Each Scout gets 5 practice arrows at a 10 yard target. Then they get 5 "Scoring arrows". The clan member that scores the highest will win. There will be 3 prizes for the 3 highest scores, this in an individually scored event. An

alternate way of scoring could be that all clan members line up and shoot at the targets at the same time, as they would in a battle! Then the collective score is taken.

Fire Starting/Cooking: This event is an Entire Clan event. The clan must build a fire, prepare a type of Scottish bread (which the ingredients will be provided), and cook and eat the bread. This event is judged on teamwork, fire building speed, and cooking know-how. There will be a 1st, 2nd, and 3rd place for this event.



Flodh Gearradh. (Bucksaw competition): The clan will elect 2- two-man teams. The teams will attempt to saw through a log. The fastest score wins. This event is a Clan judged event. 1st, 2nd, and 3rd place will be awarded.

Cairn Construction: A pile of stones, 3 feet high, is disassembled, and rebuilt in another spot. This is an event for the entire clan, and is judged on time and teamwork.

Tug of War: This will be offered as a team building activity. Clans may choose to team up with each other and take on a larger clan, or they may challenge another clan to a tug of war. This will be a fun event, not a judged event. This is a good event to build Scout Spirit.

Wellie Toss: This is another fun event, in which the clan members literally throw their own shoe as far as they can. This is not a judged event, but will surely include bragging rights for the next games, as they will be the RETURNING CHAMPION.