

GIE IT LALDY

“GIVE IT EVERYTHING YOU GOT!”



Highlander Games Camporee

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!**).

Prizes Awarded in 11-13 and 14-17 year old groups

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.

Golf - Chip a golf ball into the floating pool target

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 Lesig - 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.

Flodh 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.