



2025 Highland Games

Hosted by the Bison District

JAYHAWK AREA COUNCIL BOY SCOUTS OF AMERICA

HIGHLAND GAMES LEADERS GUIDE

Location: Falley Scout Reservation

8602 Kingman Road, Oskaloosa, Ks

When: April 25th – 27th 2025

The Bison District of Jayhawk Area Council welcomes Scouts from all districts and councils to come and experience the many different games offered at the Highland Games Spring Camporee.

Events will be offered to Scouts BSA, Venture Crew, Explorer and Webelos.

To offer the absolute best program we would like your help. To be the most prepared that we can be, your early registration is Key!

Please note all dates and be ready!

Registration begins December 15th with our early bird and ends March 2nd.

Regular registration is January 14th and ends February 14th.

Late Registration starts February 15th and Registration is closed March 2nd.

With our new Arrow of Light Scouts Crossing over before the event we will have a later registration for them please contact kurt.garner@scouting.com for more information.

Registration Fees:

Participant	Early	Regular	Late
Scouts	\$20	\$25	\$40
Adults	\$10	\$15	\$30
New Scouts (AoLs)		\$20	\$20

VOLUNTEERS NEEDED FOR THE EVENT – Volunteers are the backbone of our events. If you are available to assist at the Highland Games, please contact Brian Wiggans bjwiggans@gmail.com or Kurt Garner at kurt.garner@scouting.org. To ensure there are enough volunteers please contact them at your earliest convenience. A special registration will be available for staff members once they are approved. If you are approved to be on staff, do not register and pay with your unit (though you can still count as one of the registered leaders for your unit for the weekend).

Event Chair: Brian Wiggans bjwiggans@gmail.com

Staff Advisor: Kurt Garner kurt.garner@scouting.org

CHECK IN AND OTHER CAMPING DETAILS

Please have at Check-in:

BSA Health Form A&B ---

Unit Form Check-in Sheet (Page 7)

CHECK-IN- The Troop's Senior Patrol Leader (SPL), Crew or Acting SPL and ONE adult leader per unit are required to check-in at the Welcome Center. Check-in will be Friday night between 5:00 pm-8:45 pm or Saturday between 7:00 am - 8:30 am.

MEDICAL FORMS- A current Annual Health and Medical Form with Part A & B (per BSA) are required for **All individuals** attending this event, whether camping or as a day visitor. **Troop leadership is responsible for holding these forms during the Camporee.** Troop Leadership shall address any limitations, medications, allergies, or other medical issues relevant to the Scouts of their Troop. Please speak with Camporee Leadership directly if there are any issues, that they need to be aware of.

BRING YOUR FIRE BARRELS!!!!

MEAL PLANNING- Units are responsible for all their meals. The meals you should be prepared to make are **two Dinners (Friday, if your unit chooses & Saturday), two Breakfast (Saturday & Sunday) and one Lunch (Saturday)**. We highly recommend that meals be simple and easy to prepare and clean up, especially lunch. No meals will be served by the camporee staff.

BRING YOUR FIRE BARRELS!!!!

Scouts working on the Cooking Merit Badge are encouraged to use this as an opportunity to complete some of their requirements.

RESPECT AND BEHAVIOR – Please respect the privacy of your neighboring units. Since you have other Scout units near your campsite, please keep the noise level down. Scouts and leaders are expected to behave as Scouts, always following the Scout Oath and Scout Law. The possession of or use of drugs, alcoholic beverages (including NA Beer), firearms, or fireworks are **STRICTLY PROHIBITED**. If anyone is found to be in possession of the previous items, they will be removed immediately, and sanctions will be enforced. We must also follow all regulations of the Falley Scout Reservation (flyer included)

Nighttime activities are at the Scoutmaster/SPL's discretion.

Please remember this event is close to a small lake, we are requesting no individuals enter into to the water. Should an individual be found to violate this request they will be requested to leave the event immediately.

Camping - Scouts BSA, Venture Crew, and Explorer Post

Campsite Selection:

It is first come first pick of campsites, unless you have required needs (Message Event Chair before the event). Special Requests received at the event will be taken but may not be able to be granted.

Webelos and Arrow of Lights and Highland Games

Due to The Highland Games Being a Spring Camporee held in April, Arrow of Light Scouts should already be crossing over and be able to attend the event as member of their Troop. We will have a special registration for them available.

Contact Kurt.Garner@scouting.org for more information.

Webelos and Arrow of Light Camping Additional Guidelines

Effective June 1, 2024, Webelos is the designated program for 4th graders and Arrow of Light is the designated program for 5th graders. As such, the Arrow of Light program is no longer combined with the Webelos program and the purpose of Webelos (4th grade) is no longer to prepare Cub Scouts to join Scouts BSA. The purpose of the Arrow of Light program is to prepare for Arrow of Light Scouts to join a Scouts BSA troop.

* Guidelines for Webelos Scouts Camping Overnight with Scouts BSA

- Webelos Scouts and Webelos Scout dens may not participate at a Scouts BSA troop unit campout or at a Scouts BSA “camporee” or other events designed for Scouts BSA during the day and/or overnight, even as visitors. .

* Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA

- Arrow of Light Scouts can participate and camp at a unit coordinated campout with a Scouts BSA troop they are eligible to join. They must attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. All Cub Scout camping requirements still apply, including the Arrow of Light den/patrol must have a BALOO trained adult leader in attendance and all of Scouting’s Youth Protection policies apply.
- Arrow of Light Scouts may participate at a Scouts BSA “camporee” (council coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in one of two ways:
 - I. **With their Arrow of Light Den/Patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout’s parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack. Or
 - II. **As an Individual Scout.** Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two deep leadership per NCAP Standard HS-502.

Event Information

Schedule:

Friday: April 25th, 2025

5:00 PM to 8:45 PM – Registration and Check-in. (Dinner if your unit chooses)

9:00 PM – Scoutmaster/Clan Chief Meeting

11:00 PM – Lights Out

Saturday: April 26th, 2025

7:00 AM to 8:30 AM Check-in / Breakfast (units will prepare for their attendees)

8:45 AM Opening Ceremony

9:00 AM to 12:00 noon: Highland Games

12:00 noon to 1:00 PM: Lunch (units will prepare for their attendees)

1:00 PM to 4:30 PM: Highland Games

4:30 PM to 5:15 PM: Tug of War Final 4

5:15 PM to 7:15 PM: Dinner (units will prepare for their attendees)

7:30 PM: Closing Ceremony-OA Call out (TBD/optional)

10:30 PM – Lights Out

Sunday: April 27th, 2025

9:00-11:00 AM: Check Out/ Breakfast (units will prepare for their attendees)

THE HIGHLAND GAMES

The SPL will act as the Chief of the Clan. Each Clan will be made up of Septs (patrols). Septs are led by Chieftains (Patrol Leaders). Each Sept is to have their own Tartan.

Wearing of Clan Tartans – What is a “Clan”? A Family. What are Troops? A Scout Family. Some Clans, as well as Troops, express their unity by possession of common emblems or symbolic colors (Class B’s for instance). At our Highland Games, we encourage your Clan/Troop to wear Tartans, whether they be kilts, armbands, t-shirts, Scottish Hats, etc.

Please familiarize yourselves and your Scouts with each of the games and events. All of which we want to make sure that safety is first. Scouts will be throwing and carrying heavy objects throughout the day. We encourage Scouts to bring **work gloves** to wear during some of the events.

Please Bring:
Food and drinks for your unit
Work gloves
Bicycle helmets (if you have them)
Highland Fun Spirit!

Creation of your unique Kilt/Uniform competition:	Flag creation competition:
Use your Highland-themed fabric to create a unique Uniform or your Troop Clan theme. Each member of your Troop should have their theme matching the rest of the Troop.	<i>The flag competition requires each clan to create a five-foot pole with a customized flag matching your Clan theme. What has worked in the past for units was to give the flag to a single member of the clan. This then becomes their responsibility and honor to bear the flag for their clan. The flag should measure no more than 3 feet by 2 feet.</i>

HIGHLAND GAME EVENTS

Individual Events

Event #1 Caber Toss

The caber toss involves tossing a large wooden pole. The object of Tossing the Caber is to toss it in as straight a line as possible, **end over end**, and as close to 12 o'clock. The distance thrown is not important. Scoring will be as follows:

The best 2 tosses count. The average score of those two tosses in a patrol/clan will be used for competition scoring.

The Scout tossing must upright the caber, pick it up, and toss it for the scoring to count.

Event #2 Clach Neart-Stone Put (Shot put)

The stone must be put with one hand and with the stone remaining against the neck throughout the throw until the release. Any throwing style may be used if the rules are followed, and the style is deemed safe by the judge.

Event #3 Braemar Stone.

What's a Braemar Stone? Well, it's like the Clach Neart, except bigger and you can't move when you toss it (no shot-put moves). Again, distance counts.

Event #4 Atlas Stones

The Atlas Stones Challenge involves lifting 3-5 stones sequentially from lightest to heaviest onto different sequential pillars. The event is judged on the number of stones completed within a certain time.

Event #5 Weight Throws.

Pick up the weight in one hand, sling it from side to side to gain momentum and throw it the farthest ... or as far as possible.

Event #6 Weight Toss

You'll stand under an adjustable height crossbar, hold the weight and swing it back and forth between the legs. On the final swing, you bring the weight up in an arc. Then toss it over the crossbar (we hope). Highest toss wins.

Event #7 Tomahawk Throw

Try your skill and see if you can hit your target and make it stick. Best Score of the team is kept.

Event #8 Tossing the Wellie

Legend has it that this originated when Scottish husbands wore their muddy boots in the house. In retaliation, the wives threw the boots back at the husbands as they ran from the house to avoid the wives' wrath. This game is all about distance and staying between the lines.

Clan Events

Event #9 Tug-O-War (Min 4 Max 8)

This will be a single-elimination event. The number of scouts on each side will not exceed 8 but could be less if one of the Patrol/Septs has fewer Scouts. Teams will use the equal number of members as their smallest team. The final rounds will be held in the later afternoon for all to see

Event #10 Root Beer (Mead) Consumption (8 members)

This is an 8 Scout relay. If you have fewer than 8 Scouts, some Scouts will go twice. Scouts will run from the starting line to where a baseball bat will be located. Each Scout will lean over and spin around with their forehead placed on the end of the bat for five complete revolutions and return to start and drink 8 ounces of root beer and when finished write their name. Then the next participant must start. 50 points for the fastest time, 45 for the second-best, and continuing down five points per place for the top ten.

Event #11 Farmer's Carry (6 Members)

In the traditional farmer's walk, the competitor picks up two weights and walks around a series of pylons. This is a timed six-person relay. If you have fewer than six Scouts in your sept, someone goes twice. 50 points for the fastest time, 45 for the second-best, and continuing down five points per place for the top ten. Each Scout will pick up two weights and will carry them across the parade field non-stop. If the Scout stops for any reason, he is to stay there. No instrument may be used to aid the Scout except for a pair of gloves.

Event# 12 Sac Race Relay

Participants will run to the sack, put both feet in and begin hopping toward the finish line. Contestants must always keep both feet in the sack and at least one hand on the sack. The sack must remain as close to the waist as possible and should not fall below the knees.

Event #13 Kilt Run (AKA The Fell Race)

The Fell Race gets its name from the hills of Northern England where it originated. It's a non-traditional endurance test of running and cross-country skills over rough terrain. This cross-country race typically features several natural and man-made barriers. We will be adding some challenges along the way as this event will require the entire Sept to work together. Speed is helpful but teamwork wins!

Time ends when the last member of the Clan/Patrol crosses the finish line and their objectives have been met.

Keep in mind the events are somewhat flexible and may change based on a variety of factors. The important thing is to have fun!!!

After you have completed all challenges, you may repeat a challenge provided:

#1 Septs who have not completed the challenge have priority.

#2 That the event is still happening and is available for a second run.

Closing ceremony

After all events and scoring have been completed attendees, everyone will meet for the Awards Ceremony. The winners of each competition will be presented with an award. Winners of the flag competition and Kilt competition will each receive a certificate for their Clan as well.

UNIT CHECK-IN FORM

This form is to be filled out before arriving at the Camporee and turned in at registration. Use additional sheets if necessary. Please print NEATLY or type. This information will be used as input for record-keeping purposes. Make copies as needed. Use more pages if necessary.

Clan/ Unit No.:		City:	
Leaders:		Total # of Youth:	
		Total # of adults:	

Sept/Patrol Name: _____	Sept/Patrol Name: _____
Sept/Patrol Leader: _____	Sept/Patrol Leader: _____
Scouts: _____	Scouts: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Sept/Patrol Name: _____	Adult Leaders: _____
Sept/Patrol Leader: _____	_____
Scouts: _____	_____
_____	_____
_____	_____
_____	_____
_____	(Staff)
_____	(Staff)
_____	_____

UNIT CHECK-IN FORM

This form is to be filled out before arriving at the Camporee and turned in at registration. Use additional sheets if necessary. Please print NEATLY or type. This information will be used as input for record-keeping purposes. Make copies as needed. Use more pages if necessary.

If your form is not ready you may be asked to move back to the end of the line.

SAMPLE SCORE CARD (not Actual)

SEPT: Dragons (Patrol) Troop 222

Medical Forms (30 points): _____ Kilts (judge station)(15 points) _____

- #1 CABER TOSS Time/Score: _____
- #2 CLACH NEAST/STONE PUT Time/Score: _____
- #3 BRAEMAR STONE Time/Score: _____
- #4 ATLAS STONES Time/Score: _____
- #5 WEIGHT THROW FOR DISTANCE Time/Score: _____
- #6 WEIGHT TOSS FOR HEIGHT Time/Score: _____
- #7 TOMAHAWK THROW Time/Score: _____
- #8 TOSSING THE WELLIE Time/Score: _____
- #9 TUG-O-WAR Time/Score: _____
- #10 MEAD CONSUMPTION Time/Score: _____
- #11 FARMER'S CARRY Time/Score: _____
- #12 SAC RACE Time/Score: _____
- #13 KILT RUN Time/Score: _____



Firearms may not be discharged.



Violations of Prairie Peoples Park Regulations will result in expulsion from park.



NO ALCOHOL



Prairie Band Potawatomi Tribal Police
Prairie Peoples Park Regulations
15400 M Road
Mayetta, KS 66509
785-966-3024

Camping information



1. Camping is restricted to PBPN Tribal members, except during authorized special events, i.e. Pow-Wow.
2. Consumption of alcohol or use of illegal drug is strictly prohibited.
3. All drivers must possess a valid driver's license. A current motor vehicle registration is required for all privately owned motorized vehicles entering the park. Vehicles must have valid insurance coverage.
4. Privately owned motor vehicles are restricted to maintained roads and parking areas only, unless otherwise posted, and are limited to a 5 mile-per-hour speed limit
5. Camping is allowed only in designated area and is subject to restrictions as posted. All campers and camping units are limited to a stay of not more than 14 consecutive days although a 14-day extension may be obtained with written permission from the Park Manager or Tribal Police Dispatch. A five-day absence is required before returning to the park to camp again.
6. Fires are allowed in fireplaces, fire rings and cooking grills. Fires must be completely extinguished prior to leaving the area.
7. Pets must always be restrained by a camper, cage, hand-held leash, or tethered chain no longer than 10 feet. Dogs participating in authorized activities or assisting the visually or hearing impaired are not subject to these restrictions.
8. A special event permit is required for any event involving entrance fees, exclusive use of an area, sales, organized competition, amplified sound, use of temporary structures (does not include common camping gear), or reservation of specific site or facility. Check with the Park Manager of Tribal Police Dispatch for details.
9. Hunting is not allowed. Firearms may not be discharged.
10. Fireworks are allowed only at designated times and in designated areas.
11. Litter must be put in trash containers, if provided. Where containers are not provided, park users must carry their trash out with them.
12. Digging holes, removing geological formations, archeological relics or ruins, or vegetation (except for noncommercial use of edible wild plants, wild fruits, nuts, or fungi) is prohibited.
13. No person may advertise or solicit sales while staying in the park, except with approval from special events such as the Annual Pow-Wow.
14. Quiet hours are 11 p.m. to 6 a.m., except during the Annual Pow-Wow or Tribally sponsored events. However actions that alarm, anger, or disturb other at any time are prohibited.
15. All complaints relating to campers should be made to Tribal Police. Any exceptions to these regulations must be approved in writing by the Park Manager.

