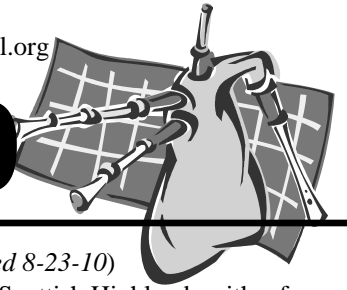


Highland Games 2010



It is time again for Longhorn Council Highland Games Competition *(Revised 8-23-10)*

Our Highland games combine traditional Celtic sports competitions that originated centuries ago in the Scottish Highlands with a few Scouting twists! You will compete in fun and challenging Celtic tests of strength, endurance and skill. The Highland Games is both an individual event and a team event for groups of 4-8 participants from Venture Crews, Teams and Troops. Highland Games will run in the morning from 8:30 AM – mid-afternoon at Camp Tahuaya. Teams choose their participants for each Highland athletic competition. These competitions are open to all Boy Scouts, Venturers, Explorers and adults. Kilts will be provided for the participants where necessary. Units are encouraged to make their own kilts! Troops, Venture Crews and Varsity Teams can also visit the annual Gathering of the Clans Scottish Festival in Salado, 3 miles south of Camp Tahuaya. The Festival runs from Friday night to Sunday afternoon. Festival admission is usually \$10 on Saturday and \$8 on Sunday. Participants may camp all weekend at Camp Tahuaya. All participants receive a Camp Tahuaya Highland Games T-Shirt.

WHERE: Saturday, November 13th, 2010

WHERE: **Camp Tahuaya** - maps and directions are available on the council website at www.longhorncouncil.org

WHO: Boy Scouts, Varsity Scouts, Venture Crew Members, and Scouters

REGISTRATION: Early Registration Deadline is 5:00 PM on Wednesday, November 10th, 2010
Full fee for all Registrations after 5:00 PM on Wednesday, November 10th, 2010
Final Payment must be received by 5:00 PM on Wednesday November 10th, 2010

FEES: **Early Registration Discount:** \$16.00 before Wednesday at 5:00 PM, November 10th, 2010.
\$21.00 after 5:00 PM Wednesday, November 10th, 2010.
Includes Highland Games T-SHIRT, awards, game equipment, & insurance.

SCHEDULE:	Check-in	7:00 PM – 9:00 PM Friday	Opening Ceremony	8:30 AM Saturday
	Check-in	7:00 AM – 8:30 AM Saturday	Highland Games	9:00 AM – afternoon Saturday

There will be three age classes for youth in all of the events. “Light Weight” are age 11-12 years, “Medium Weight” are 13-14 years, and “Heavy Weight” are 15 and older.” There will also be a Venturers Class, Adult Class, and Adult Coed Class. Team and Individual Awards will be given in each class. There will be “Toss” events that go for distance and “throw” events go for height. We’ll be adding a few Scouting touches for safety in some events, like helmets. Why you might ask? Read on...

EVENTS: Our Traditional Events plus several NEW Events

Turning the Caber A caber is a 16-20 foot long pole that is tossed end-over-end. The object is to balance the Caber (pole) vertically over your head, run forward and toss it so that it flips end over end and lands vertically. We use a lighter variant of the 90 to 120 pound logs the Scots use but it’s fun just the same! Think helmets.

Sheaf Toss What’s a Sheaf? A sheaf is a 16-20 pound bag of hay (10-12 pounds for the light weights). What do you do with it? Hurl it straight up into the air over an adjustable crossbar with a pitchfork. It’s High Jump with pitch forks. Highest toss wins.

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.

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 it over the crossbar (we hope). Highest toss wins.

Clachneart It’s a rounded stone and you throw it – like a shot put. You can spin if you want. Distance Counts.

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

Hammer Throw The Heavy Weights will be about 16 pounds while the Light Weight is 10 pounds. This is “Light” as Scottish hammers go, but we are interested in a SAFE throw! Another distance event.

Farmer’s Walk In the farmer’s walk, the competitor picks up two weights, each weighing up to 150 pounds and walks around a series of pylons. The winner walks the farthest. We’ll go a little light on the weight: you’ll use hay bales, bulky but not nearly as heavy. You get the idea...

Pumpkin Slaying Demonstrate your swordsmanship as you slice a pumpkin (or other fruit/vegetable) with a huge Scottish Claymore sword – *if* you can hit it!

Battle Axe Throw The battle axe was issued to the 78th Fraser's Highlanders, a military regiment from the Highlands of Scotland. The axes were light enough to be used with one hand and heavy enough to dent or puncture armor. The axes used in the competition are lighter than the original weapons, but safer to throw. In competition, the axes are thrown at increasing distances towards a target. The winner is the individual who's axe, thrown from the greatest distance, strikes and sticks blade first in the targets.

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.

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 an-made barriers. This event is just for the Fit!

Tug-o'-War This is a team only event and is just for fun.

Highland Games Registration Form

Registrations due by 5 PM Wednesday, November 13, 2010. Full fee for all registration after November 10th.
Highland Games is a rain or shine activity.

Leader: _____ District: _____ Troop Team Crew #: _____
(Circle one)

Address: _____

City: _____ State: _____ Zip: _____

Phone (H): _____ (W): _____

Email Addresses (MUST be legible): _____

We are Camping: Friday Night _____ Saturday Night _____ Not Camping _____

Number of youth participants: _____

Number of Adults: _____

Register by Nov. 11: Total attending: _____ X \$16 = \$ _____

Register after Nov 11: Total attending: _____ X \$21 = \$ _____

1-6801-154-20

Number of T-shirts: Sm ___ Med ___ Lg ___ XL ___ 2XL ___ 3XL ___

Mail To:

Longhorn Council, BSA

ATTN: Highland Games

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