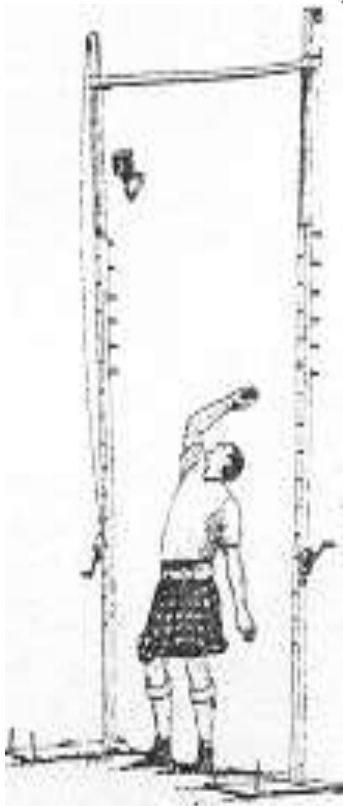


HIGHLAND GAMES



**MAY 13-15
2016**



BOY SCOUTS OF AMERICA®
COLONIAL VIRGINIA COUNCIL



HIGHLAND GAMES 2016

COMBINING THE TRADITIONS AND SKILLS OF THE GREAT SCOTTISH HIGHLAND GAMES, SCOUTS AND SCOUTERS WILL GATHER MAY 13-15 2016 AT ENDVIEW PLANTATION FOR THE HIGHLAND GAMES 2016. EXPECT LOADS OF FUN! THERE WILL BE ACTIVITIES, CHALLENGES AND PRIZES GALORE, BASED ON SKILLS ONLY A TRUE HIGHLAND GAMES POSSESSES. GET INTO SHAPE AND MAKE PLANS TO MEET AT ENDVIEW FOR THIS UNIQUE EVENT! LEADERS, PLEASE USE THIS GUIDE TO PREPARE FOR HIGHLAND GAMES. HERE YOU'LL RECEIVE GENERAL AND SPECIFIC INFORMATION FOR A SAFE, FUN EVENT FOR YOUR UNIT.

THE REGISTRATION FEE IS \$10.00 PER YOUTH AND ADULT FOR ALL UNITS REGISTERING BY MAY 1, 2016. AFTER MAY 1, THE REGISTRATION FEE WILL BE \$15.00 (\$10.00 PLUS \$5.00 LATE FEE) PER YOUTH AND ADULT WILL APPLY. EACH UNIT MUST HAVE HEALTH FORMS OF ALL ITS CAMPER'S IN CAMP AT ALL TIMES. IF THERE ARE SPECIAL HEALTH REQUIREMENTS FOR ANY SCOUT, VENTURER, OR ADULT LEADER, PLEASE NOTIFY THE EVENT CHAIRMAN. TROOPS, CREWS AND INDIVIDUALS ARE TO SUPPLY THEIR OWN MEALS AND GEAR.

DURING THE DAY, THERE WILL BE ALL TYPES OF FUN ACTIVITIES GEARED AROUND THE HIGHLAND GAMES THEME. ON SATURDAY NIGHT, THERE WILL BE THE TRADITIONAL CAMPFIRE. TROOPS, CREWS, AND INDIVIDUALS WILL SHOW OFF THEIR VARIOUS TALENTS AND ENTERTAIN US ALL WITH SKITS, CHEERS, SONGS, AND SCOUTING ANTICS! PLEASE SIGN UP FOR YOUR SKIT, CHEER, AND OR SONG BY 5:00 P.M. WITH THE CAMPFIRE MC AT THE STAFF AREA.

PLEASE FORWARD QUESTIONS OR CONCERNS TO THE EVENT CHAIRMAN, TOM AUTH AT 757-876-2270 (AUTH5@COX.NET).

WE LOOK FORWARD TO SEEING ALL OF YOU AT THE FIRST HIGHLAND GAMES AT ENDVIEW!!

GENERAL INFORMATION

WHAT IS HIGHLAND GAMES?

This weekend involves overnight camping, physical activities and competitions. When the scouts arrive at the various activity stations, they are timed and tested on their strength, agility, teamwork and problem solving skills. Based on their skills and knowledge demonstrated at each station, the scouts will receive "points" as a means to keep score and earn prizes at the closing ceremony.

WHEN IS HIGHLAND GAMES?

May 13-15, 2016, the weather should be awesome. However Scouts/Venturers may have to make do in the rain and mud. The Scouts/Venturers never know exactly what they'll be working with until the weekend of the event, so they have to be prepared for anything!

WHO CAN ATTEND HIGHLAND GAMES?

All Colonial Virginia Council Cub Scouts, Boy Scouts, and Venturers are the ones for which this event is intended. You can come as a Pack/Troop/Crew or as an individual. Cub Scouts are invited up for just Saturday if they like. If you are not located in our Council, well you are welcome too!! Just contact Tom Auth at Auth5@cox.net for information on how and where to pay.

WHERE IS HIGHLAND GAMES?

Endview Plantation in Newport News Virginia



WHAT ARE THE HIGHLAND GAMES ACTIVITIES?

All the activities for the Highland Games are based on activities and skills of (you guessed it) Scottish Highland Games. The Highland Games activities have been designed to test the scouts skill and knowledge and to be great fun. Plus, the participants will be able to earn prizes based on their ability to perform the various Highland Games challenges. Here is a sampling of the activities

- 1) HAMMER THROW**
- 2) CABER TOSS**
- 3) STONE PUT**
- 4) WEIGHT THROW**
- 5) WEIGHT OVER BAR**
- 6) SHEAF TOSS**
- 7) MAIDE LEISG LAZY STICK**
- 8) TUG OF WAR**
- 9) STEEPLE CHASE**
- 10) KNIFE THROW**
- 11) CLAYMORE HACK**
- 12) AXE THROW**
- 13) GOLF CLOSEST TO HOLE**

If you register as an individual, you will be placed with a group for the Tug-Of-War.

At night, there will be a campfire full of songs, skits, jokes, tall tales and lots of fun. Units or individuals are encouraged to perform a song, skit, jokes, etc. at the evening campfire.



GENERAL REGULATIONS AND POLICIES

The following items are NOT allowed: Pets, Televisions, Radios, Video Games, Fireworks, Firearms, Illegal Drugs, Alcoholic Beverages, or Tobacco Products.

1. All camping will utilize Leave No Trace techniques.
2. Fires must be kept to a cooking size and must be leave no trace.
3. Scouts are not to roam through the campsites.
4. Cutting of live trees is not permitted.
5. Unit leaders are responsible for their units at all times.
6. All vehicles are to be parked in the designated parking areas. No vehicles in camp sites.
7. Scouts will remain in their troop area between taps and reveille unless on authorized errands.
8. No Scout will enter the camping area of another troop without permission.
9. Defacing, destroying, or “trashing” of the property of others, the BSA or the Plantation is strictly forbidden.
10. Scouts are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.

SCOUTMASTERS ARE STRONGLY ENCOURAGED TO DISCUSS THESE REGULATIONS WITH THEIR TROOP PRIOR TO ATTENDING THE CHUNK!

Camping at Endview

The city of Newport News has graciously allowed us to use Endview for this event and we want to make sure that we take good care of the property while we are there. Remember leave no trace principles and leaving the space better than when we found it. Here are a couple of Endview specific regulations:

1. We will be using port-a-johns so please plan accordingly. There will **not** be running water or flushing toilets.
2. There will be water buffalo with clean potable water. Please do not waste any water and be as water conscious as possible.
3. We will be camping in the battle fields behind the plantation. There are historic earthworks that we will need to stay off of. Please keep the Scouts to the designated camping areas only.
4. Vehicles will be able to park close to the campsite area, and one vehicle per site will be allowed back. If your troop brings a trailer you will be able to leave it in your site.
5. The sites are marked out squares in the middle of a large field. Please make sure you and your Scouts stay within your campsites boundaries.
6. Campfires are allowed, but should follow leave no trace principles. A burn barrel, lifted off the ground or a leave no trace fire must be used.

Campsite Assignments

Campsites will be assigned based on information given during the pre-registration process and the size of available areas for tents. Units will be given their site assignment at check-in.

Leadership

TWO-DEEP ADULT LEADERSHIP IS REQUIRED. All troops should be under the patrol method, led by their Senior Patrol Leader. There must be at least one adult Scouter in the troop site at all times. This is to facilitate contacting a unit member in case of an emergency and to provide the unit information concerning ongoing events as well as to provide security for each site.

First Aid

Each troop is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries in the admin area.

Parking

There will be no vehicles allowed in the campsite areas or activity field. Trailers will be allowed to park in or near each site. Troops without trailers will be allowed one vehicle at a time to the camp site to unload. **TROOP TRAILERS ARE HIGHLY RECOMMENDED.**

Visitors

Visitors are welcome and encouraged to attend the daytime activities and ceremonies. However, they must leave the campsite area at the completion of the ceremonies.

Webeles

WEBELOS are welcome and encouraged to attend daytime activities or camp with a sponsoring troop/crew. They are expected to follow all camp regulations.

CHECK IN REGISTRATION

Pack, Troops and Crews may arrive 5pm on Friday, May 13th to set up campsites. If you plan to arrive before 5pm you **MUST** contact Tom Auth to make arrangements (or you may end up waiting until our staff is ready to receive you). Upon entering Endview units will proceed to the registration. Campsite areas will be assigned at that time.

All Vehicles must be in the parking area by 9:00 Friday night

HANDICAPPED PARKING

Requests for special parking passes for medical conditions will be made on a case-by-case basis. ***Special passes must be requested in advance*** and will be issued on the day of the event. We prefer

to discuss the request prior to May 11th to allow for the greatest degree of accommodation. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

REGISTRATION & FEES

There is a registration fee for Scouts of \$10.00 per person to cover awards, patches, ribbons, insurance and park fees. All participants must be listed on the registration form, and turned into the Scout Shop or registered online by May 1, 2016.

The Unit Leader will submit an updated roster of all participants and Leaders attending Highland Games to Event Headquarters between 7:00 and 9:00 PM Friday night. The total fee paid at the Scout Office must equal participants or plan to pay for additional personnel. Units will be allowed to add up to 10% to the previously registered lists.



HIGHLAND GAMES EVENT SCHEDULE

Friday, May 13

5:00 p.m. - 9:00 p.m. Check-in at Registration Area and set up campsites

9:00 p.m. - 9:30 p.m. Participant's Briefing

10:00 p.m. Taps – Lights Out

Saturday, May 14- Boys Scouts and Ventures

7:00 a.m. Reveille

7:01 a.m. - 8:15 a.m. Breakfast in site

8:30 a.m. - 8:45 a.m. Opening Ceremony

9:00 a.m. - 12:00 a.m. Activities

12:00 a.m.- 1:20 p.m. Lunch/Rest time

1:30 p.m. - 4:30 p.m. Activities resume

4:45 p.m. Retire Colors (Optional-Staff will conduct)

4:30 p.m. - 7:30 p.m. Dinner in site

7:45 p.m. - 9:00 p.m. Campfire, Awards

10:00 p.m. Taps – Lights Out

Saturday, May 14 Cub Scouts

Breakfast on your own

9:30 a.m. Registration open

10:00 a.m. Meet at the parade field for morning meeting

10:15 a.m. Events open

12:30 p.m. Lunch on your own

1:30 p.m. Events reopen

3:00 p.m. Events Close

3:30 p.m. Awards Ceremony

Dinner on your own

Sunday, May 15

7:00 a.m. - 8:30 a.m. Breakfast and Clean-up

9:00 a.m. - 9:30 a.m. Chapel Service in Sites

9:30 a.m. - 12:00 p.m. Check-out at staff area and pick up packet

Be sure to check Lost and Found prior to departure

HIGHLAND GAMES 2016

May 13-15, 2016

Registration for Highland Games can be made at the Colonial Virginia Council office using this form

REGISTRATION: EVENT CODE =904

UNIT# _____

DISTRICT: _____

COUNCIL: _____

CONTACT NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

EMAIL: _____

PHONE: _____

We are Camping:

____ Friday Night ____ Saturday Night ____ Not Camping

We have ____ Youth X \$ ____ = \$ ____

We have ____ Adults X \$ ____ = \$ ____

Total Amount= \$ ____

FEES

YOUTH \$1 0.00

ADULTS \$1 0.00

Questions? E-mail or Call Tom Auth Auth5@cox.net Cell 757-876-2270

***Fee for Highland Games will be \$15.00 per Scout and Adult if paid after May 1, 2016**

Certification: All Participants Listed Above Are Registered in The Boy Scouts of America.

Leader Signature X _____ Date _____