



2026 Scottish Highland Games

Midnight Sun Council

LEADERS GUIDE

Location: Lost Lake Scout Camp

12660 Lost Lake Rd, Fairbanks, AK

When: May 1-3, 2026

Welcome to the MSC Spring 2026 Camporee – Scottish Highland Games at Lost Lake!

This weekend is designed to bring Scouts together in friendly competition while emphasizing Scoutcraft, teamwork, leadership, and spirit.

VOLUNTEERS NEEDED FOR THE EVENT – Volunteers are the backbone of our events. If you are available to assist at the Highland Games, please contact Jodi Tansky at jodi.tansky@gmail.com. To ensure there are enough volunteers please contact Jodi at your earliest convenience.

Registration

Available on the Black Pug Events page: www.scoutingevent.com/696-springcamporee26

You can also register in person at the Midnight Sun Council office.

All scouts and adults in attendance need to register, including volunteers!

Fees and Costs

Early bird: Scout - \$20 Adult - \$10 BSA Scout Volunteer - Free

After April 16th: Scout - \$25 Adult - \$15

Fees will be paid to Midnight Sun Council. Fees cover expenses such as insurance, site fees, program supply costs, recognition costs, individual patches, and the leadership cracker barrel.

Camporee Location

The camporee will be held at Lost Lake, Alaska. Campsites can be reserved through the Midnight Sun Council office or during online registration.

Arrival, Parking, and Equipment

As you arrive at Lost Lake, check in will be at the Honor Lodge. Upon arrival at the camporee, the unit must send an adult leader to the Honor Lodge. A leader needs to check in the entire group.

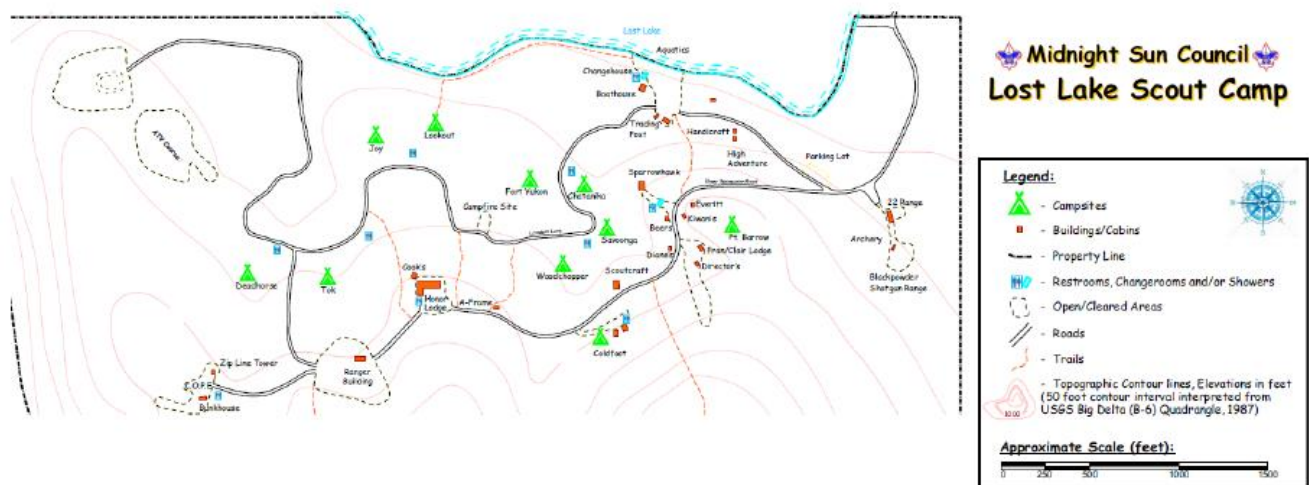
If Loveless Loop around camp has been plowed down to dirt it is still only a single vehicle wide so camp is ONE WAY! Enter camp and proceed up the hill to Honor Lodge. Pass the ranger station then down the hill to the campsites. Leave the campsite and proceed towards the waterfront for parking lot at the Y intersection.

All parking shall be in the designated parking area only. Minimizing vehicles in the camping area improves the outdoor experience for all, improves safety, and reduces damage to the unimproved ground.

Vehicles that arrive on Saturday after 8:30 am MUST PARK at the bottom parking area.

Check-In

1. Located in Honor Lodge. Check in on Friday evening 6-8pm
2. Health Forms - all participating youth and adults, Part A and B. Forms will be turned in to the health officer at check-in and will be released back to the unit at departure.
3. Roster of participating youth and adults, including points of contact in case of emergency. Units keep one copy and provide one copy to the camporee registrar at check-in.
4. At check-in, units will receive the following:
 - a. A hard copy of the Leader's Guide.
 - b. Invitation to Cracker-barrel leadership meeting.
 - c. Updated Schedule



Check-Out

When ready to depart, the unit must ensure that the campsite is properly cleaned up and all participants, equipment, and trash are taken out.

Ask the youth and the adults to complete the evaluation forms. To check out, you must have your campsite approved by the Ranger.

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).**

Health, Safety & Conduct

- Youth Protection and Guide to Safe Scouting
 - Any overnighting adult **MUST** be registered with the council
- The Scout Oath and Scout Law
- Leave-No-Trace Ethics and the Wilderness Code
- Fire Safety and Tote-n-Chip
- Follow applicable laws and restrictions.
- No alcohol, drugs, fireworks, or firearms
- Use of tobacco products within the view of Scouts is prohibited by BSA rules. Adults needing to partake should retire to their vehicles.

Failure to comply with these rules may result in the individual or the unit being asked to leave the camporee event

Schedule (Draft)

Friday: Check-in 6pm, Cracker Barrel Leader/Patrol Leaders 8pm, Taps

Saturday:

8:30am Opening Flags

9-12pm Highland Games

12-1pm Lunch (units will prepare for their attendees)

1-5pm Highland Games

5-7pm Dinner (units will prepare for their attendees)

7:30pm Closing Campfire

Sunday: Check-out by 10am

Please familiarize yourselves and your Scout with possibilities for 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

Highland Fun Spirit!

Scottish Highland Games

There are many legends about the origins of the Scottish games. The oldest tradition of the Games traces back to the period of the 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 tales 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 see may look like a simple matter of brute strength, but each also requires excellent timing, balance, and technique.

Clans:

The word clan comes from a Gaelic word meaning “children”, which denotes “family”. This is precisely what our Scout troops are – families. This weekend the scouts will not be participating as patrols, but as “Clans”. Patrol = Clan

Each Clan should be between 4-8 scouts and not exceed 8. Each Clan shall provide a Clan name at check in.

Here are a few items that can help transform your patrols into Clans and to enhance the spirit of the Camporee theme.

- Some clans express their unity by possession of common emblems or symbolic colors known as tartans, (plaid textile designs). At our Highland Games, it is highly encouraged that your clan wear their tartan! The Clan tartan can denote an individual clan (patrol) or the entire troop unit. This can be as simple as plaid armbands, plaid sashes, or the traditional kilt consisting of material wrapped around the waist. Note: you do not need to go out and purchase kilts. These can be as simple as buying a roll of fabric, wrapping a piece of fabric around the waist, and pinning it in place. Shorts or pants must be worn under the kilts.
- Design a Clan flag or banner. Carry it to each event and post it at your campsite when not in use.
- Develop a Clan cheer or yell. You can use this during activities, games, and events. Having a Clan tartan, cheer or banner will score some Spirit Points!!

Competition Format

- Scouts compete as Clans (patrols).
- Shotgun start rotation.
- Awards for top clans and Scout Spirit.

Highland Game Stations

- Caber Toss
- Stone Carry
- Tomahawk Throw (Looking for adults that want to be trained!)
- Farmers Carry
- Sheaf Toss
- Ladder Lashing
- Log Drag
- Clan Tug-O-War
- Kilt Run

Campfire Program - Saturday evening skits and awards.

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

HIGHLAND GAME EVENTS

Individual Events

Event #1 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 weigh up to 175 pounds. We will be using a Scouting appropriate version of the logs the Scots use but the rules and the FUN will be the same. Participants must upright the caber, lift it from the bottom, hold it upright. Then with forward motion flip the pole trying to keep the pole as straight as possible, end over end, points given to how close to end over end and closer to 12 o'clock position.

Scoring will be as follows:

11:30- 12:30- **100 Points**

10:30– 11:30 or 12:30– 1:30– **75 Points**

9:30– 10:30 or 1:30– 2:30– **50 Points**

All others– **25 Points**

The better of 2 tosses count. The measurement is counted from where the individual tosses the caber. The average score of all scouts in a clan will be used for competition scoring.

Event #2 Stone Carry

The stone carry involves picking up a stone and carrying it to a set point and back to the starting line. If a scout stops for any reason, they will be scored on the distance they walked.

Event #3 Tomahawk

You will be allowed 3 test shots than one shot at the bull's eye. Best Score Wins.

Event #4 Farmers Carry

The competitor picks up two weights, one in each hand, and walk or run around the obstacle course. 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 Clan members. Clan times will be averaged. No instrument may be used to aid the Scout except for a pair of gloves.

Event #5 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 a rope 8 feet above the ground with a shovel. It's high jump with shovels and bags of hay! The sheaf must cross over the rope. The distance will then be measured from the rope for distance. Clan's distance will be added and divided by the number of scouts in clan.

Optional Events:

Welly Throw

Competitors take part in the hammer throw where they take a heavy metal ball on a pole and spin around with it before letting it go so it flies as far as possible. (due to safe scouting we have to alter this)

Players will have two turns to throw the “welly” boot (think AK ExtraTuffs) as far as possible. They shouldn't step over the start line. The further they can throw it, the higher their score.

Clan Events

Event #6 Storming the Castle (Ladder Lash Challenge)

The castle walls must be scaled — but first, Scouts must build the means to do it! Patrols will receive poles, and their task is to lash together a sturdy ladder using square and diagonal lashings. Once the ladder is complete, each patrol will take turns “storming the castle” by carrying their creation to a designated point and proving it can stand up to use. This event tests knot knowledge, lashing skill, teamwork, and the patrol’s ability to work under pressure. Please plan to bring rope! We have a limited supply on hand.

Event #7 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 clan; four members should participate. Your best knot-tiers!

Event #8 Tug-O-War

This will be a single-elimination event. The number of scouts on each side will not exceed 10 but could be less if one of the Troops/Clans has fewer Scouts.

Event #9 Kilt Run

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. Time ends when the last member of the Clan/Patrol crosses the finish line.

Keep in mind the events are somewhat flexible and may change based on a variety of factors and weather.

Closing Campfire

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

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

Event Scoring

Every patrol will be given their schedule, a map of the camp, and the location of each station. At each station, the patrol will have to complete a task or challenge. The patrols will have a limited amount of time to complete that challenge. A patrol can earn a maximum of 100 points at each station. 75 points can be earned for their performance at the station, and 25 points can be earned for the Patrol's Scout spirit. All stations will consider each Patrol's skill, knowledge, and TEAMWORK.

Scout Spirit Scoring Matrix – Used at all scored stations

- **Patrol Flag Present** – 5 pts
 - 5 = Flag displayed clearly at station
 - 0 = No flag brought
- **Patrol Yell (Unprompted)** – 5 pts
 - 5 = Yell/cheer performed with energy, unprompted
 - 2 = Performed but needed prompting / low enthusiasm
 - 0 = Not performed
- **Full Patrol Arrival Together** – 5 pts
 - 5 = All members arrive together as a group
 - 3 = Minor straggler(s), but mostly together
 - 0 = Arrive in small groups or scattered
- **Leadership by Patrol Leader** – 5 pts
 - 5 = Clear leadership, directions given, respected by patrol
 - 3 = Some leadership, but shared/unclear
 - 0 = No visible leadership
- **Cooperation, Participation, Enthusiasm** – 5 pts
 - 5 = Entire patrol engaged, enthusiastic, supportive, no bickering
 - 3 = Most engaged, but minor issues (arguing, lack of focus)
 - 0 = Poor cooperation, arguing, or disengagement



Caber Toss (PVC lengths 4' → 6' → 8')

- **Qualification Progression** (up to 30)
 - 10 pts for each length successfully flipped in order (4', 6', 8').
 - At least one member of the patrol must qualify to get the points for this section.
- **Straightness / “12 o’clock” Line** (up to 20)
 - 20 = near-perfect line; 15 = slight angle; 5 = significant angle.
- **Control & Safe Technique** (up to 10)
 - Clean lifts, safe setup/spotting, no unsafe drops.
- **Patrol Participation** (Entire patrol participates) (up to 15)
 - 15 = all patrol members made at least one attempt
 - **8 member patrol**
 - Deduct -2 pts per missing/no-turn (down to 0).
 - **7/6 member patrol**
 - Deduct -3 pts per missing/no-turn (down to 0).
 - **5/4 member patrol**
 - Deduct -4 pts per missing/no-turn (down to 0).
 - **Less than 4 members in a patrol**
 - Deduct -3 pts per missing/no-turn (down to 0).



Farmer’s Carry

- **Course Completion** (up to 20)
 - All legs completed; jugs never dropped outside control zone.
- **Speed / Time Ranking** (Adaptive up to 25)
 - Award points by finish **rank r** among **N patrols** using a linear scale:
 - Points = $\text{round}(25 \times (N - r) / (N - 1))$
 - Best time ($r = 1$) → 25 pts
 - Last place ($r = N$) → 0 pts
 - If $N = 1$, award 25 pts.
 - **Ties:** Compute the average of the tied ranks and apply the formula to that average, rounding to nearest integer.
 - **DNF/DQ:** Rank below all finishers (after last place) and score via the same formula (often 0).
- **Transitions & Carry Technique** (up to 10)
 - Smooth handoffs, safe carries, proper posture.



- **Patrol Participation** (8 relay legs) (up to 20)
 - 20 = 8 distinct legs by 8 Scouts.
 - Deduct -3 pts per missing leg/participant (down to 0).

Kilt Run (Patrol Speedwalk Relay)

- **Speed / Time Ranking** (Adaptive up to 35)
 - Award points by finish **rank r** among **N patrols** using a linear scale:
Points = $\text{round}(35 \times (N - r) / (N - 1))$
 - Best time ($r = 1$) → 35 pts
 - Last place ($r = N$) → 0 pts
 - If $N = 1$, award 35 pts.
 - **Ties:** Compute the average of the tied ranks and apply the formula to that average, rounding to nearest integer.
 - **DNF/DQ:** Rank below all finishers (after last place) and score via the same formula (often 0).
- **Form Compliance** (up to 20)
 - Strict speed-walk (no running), etiquette, rule adherence.
- **Course Completion** (up to 10)
 - Clean start/finish, no missed checkpoints.
- **Patrol Participation (8 relay legs)** (up to 10)
 - 10 = 8 distinct legs by 8 Scouts.
 - Deduct -2 pts per missing leg/participant (down to 0).
- **Bonus Points** (up to 15)
 - Scouts are wearing kilts for the event.

Storming the Castle (Ladder Lash Challenge)

- **Correct Lashings** (up to 25)
 - Proper square/diagonal lashings; neat and secure.
- **Ladder Stability / Demo** (up to 20)
 - Passes safety check; stands/holds per instructions.
 - Build Efficiency & Organization (up to 10)
 - Tool/rope management, role assignment, clear leadership.
- **Safety & Procedure** (up to 5)
- **Patrol Participation** (8 roles) (up to 15)
 - 15 = all 8 actively contribute (lashing, measuring, stabilizing, transporting, demo).
 - Deduct -2 pts per missing role/participant (down to 0).

- Tip: If climbing demo is used, rotate roles so each Scout performs one meaningful task.

Sheaf Toss

- **Height Cleared** (up to 35)
 - Award 10/15/20/25/30/35 as bar rises by preset increments.
- **Technique & Control** (up to 15)
 - Smooth load, consistent swing, controlled follow-through.
- **Safety** (up to 5)
 - Clear range, proper spacing, commands.
- **Patrol Participation** (8 tosses) (up to 20)
 - 20 = each Scout attempts at least one toss.
 - Deduct -3 pts per missing attempt/participant (down to 0).



Participation Enforcement (unless otherwise noted)

Requirement: For all events except the Caber Toss, each patrol must complete 8 distinct turns or roles — one for each Scout in an 8-member patrol. In the Caber Toss, every Scout in the patrol is required to make at least one attempt.

Short Patrols/Absences: If fewer than 8 are present, the patrol must still complete 8 total turns (rotate safely) to earn full participation points; apply the listed per-missing-turn deduction if they do not.

Safety First: Any unsafe act can forfeit form/safety points and, if needed, pause the attempt until corrected.

Time Requirement: Each station must be completed within the time allotted. Patrols should use their time carefully to ensure all members participate as required. When the time limit expires, the event will end immediately, and scores will be based on the progress made up to that point.