



2019 BLUE GRASS COUNCIL

SCOUTISH GAMES

MAY 3-5, 2019 * CAMP MCKEE

\$10 PER PARTICIPANT
REGISTER BY APRIL 26TH

*T-Shirts are available to be purchased separately - must be ordered by April 16th

Our Scoutish games combine a traditional Celtic sports competition 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 Scoutish Games is both a patrol and troop event. The Scoutish Games will run Saturday morning from 8:30 AM through Saturday evening campfire.

Activities will include but are not limited to:

- Catapult Competition (design link and instructions on next page)
- 6 Highland Games Competitions
- 6 Scout Skill and Knowledge Stations
- Dutch Oven Dessert Contest
- Campsite Entrance Contest
- Clan Name/ Yell/ Logo Contest



For more information contact Melody Brooks at excused@windstream.net

THIS IS A RAIN OR SHINE EVENT

In case of severe weather we will meet in the designated emergency shelter. As Scouts and Scouters, we should always "BE PREPARED" for any kind of weather.

Sample T-shirt Design



CAMPING : Only troop trailers will be allowed in campsites. All vehicles will be required to park in the designated parking lot. Campsites will be available on a first come, first served basis to those troops that pre-register.

CAMPFIRES : All campfires **MUST** be above ground with a **FIRE BUCKET** near by.

WATER: Water will be available on site.

Completing the transformation from "patrol" to "clan"

Here are a few items that will help you transform your Scouts into Scottish Highlanders and get into the spirit of the games.

- Construct a gateway entrance to your campsite.
- Design a clan banner for the entrance to your campsite. The design for your banner is limitless, but should reflect your troop and a Scottish or Celtic design.
- Develop a clan cheer or yell, this will be used during troop competitions.

Catapult Information

Catapult Designs - https://www.google.com/search?q=bsa+catapult&client=safari&source=lnms&tbn=isch&sa=X&ved=0ahUKEwjuwtb1p_gAhUE4oMKHZ_NDvIQ_AUIDygC&biw=1280&bih=577

Catapult Rules

- Rules for Catapult
- It can not exceed 10 feet in length, 10 feet in Height or 5 feet wide
- It has to be a true Catapult No trebuchets, ballista's etc..
- It can use stored energy such as rubber bands or rope but must be powered by Scouts.
- It must be deemed safe to use by the range officers
- It must be assembled at camp.
- The ammunition will be supplied and will be no bigger than a grapefruit
- Catapults will be judged on a few aspects not just distance. Be creative.

Scouts and adults participating in this event should have a completed copy of the BSA Health and Medical form Part A (Informed Consent, Release Agreement, and Authorization) & Part B (General Information/Health History). Scoutmasters should maintain a folder or binder for reference in case of emergencies.

2019 Scoutish Games

Unit # _____ District: Elkhorn Lake Cumberland Lonesome Pine Mt. Laurel Palisades Shawnee

Contact Name _____ Position _____

Address _____

City, ST, Zip _____

Contact E-mail _____

Contact Daytime Phone _____

Adult	Scout	Name	T-shirts are \$10 each in addition to registration fees - Enter quantity below size						Amount Due
			AS	AM	AL	XL	2X	3X	

Participants _____ X \$10.00 = \$ _____ (register by April 26th)

T-Shirts _____ X \$10.00 = \$ _____ (T-shirt orders must be received by April 16th - No exceptions)

Total Due=\$ _____

Payments by: Check (make payable to BSA) Charge my: Visa MC AmEx Discover

Credit Card Account # _____

Exp Date _____ CVV: _____

