

Scoutish Highland Games



Signal Hill District Spring Camporee April 28 – 30, 2017



Welcome to the Signal Hill Spring Camporee and OA Call out 2017, hosted by Clans 29, 168, & 461 at Bonnie Camp Lowden in Oregon, IL. The theme of this year's Spring Camporee is Scoutish Highland Games – testing the men of all the surrounding Clans in feats of brain and brawn.

Check-in: Friday betwixt 5pm and 9pm. Clans are required to bring two (2) completed copies of the attached attendance roster. Whomsoever shall be first to arrive must present the roster, otherwise members from your Clan can'nae be permitted to proceed to your campsite. **Note: there will be a SPL meeting at 9:30 PM Friday at the Program Center – all Clan SPLs and Scoutmasters are required to attend.**

Volunteers: Two adult volunteers from each Clan are required to help with the events of the Games. Please indicate your volunteers on the attendance roster.

Phone numbers: Emergency 9-1-1 Camp Ranger: (815) 397-0210 Report any accidents to the Camporee coordinators or to a Clan leader.

Schedule Items: Flags will be at 8:00AM Saturday, time off for lunch will be 12:00-1:30, and time off for dinner will be 4:00-6:00, so consider these time windows when planning meals for your Clans.

Odds & Ends:

Scouts are expected to wear Field Uniforms for opening ceremonies, Firebowl/OA Callout, and Scout's Own Service. All other times, Activity Uniforms (Class B) are appropriate. Extra points at activities will be awarded for Clan members showing a Scottish flair, such as kilts, battle paint, or tartan armbands.

Spirited Clans will come with a Clan Name, Clan Call, and Clan Colors – these will factor into scoring in the competitions. Each troop should also prepare a skit (or two to avoid duplicates) – there will be time for entertainment at the firebowl, although the OA callout will use a significant portion of the time.

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Space is available at most camp sites for Troop trailers. General parking is limited, so please carpool.

Clans are expected to leave a clean campsite devoid of trash. All trash must be removed from the campsites and placed in the dumpsters located near the parking lot.

Buddy system will be enforced. Please remind all wee lads to have a buddy at all times.

Tour permits are not required, as this is a District event.

Campsite inspections will be made during the Games on Saturday.

Questions: Dan Scharlau (847) 894-9415, Jerry Brand (847) 702-7505, Don Cox (847) 687-2855, David Geist (847) 951-7845, Jeff Teal (847) 456-9851, Kevin Budinger (847) 899-8989

Phone reception is a wee bit challenging at the site – Verizon seems to work best, so try Dan Scharlau first

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Camp Rules & Information:

GENERAL:

The Scout Executive or his Designee, the Camp Ranger, and On-duty Campmasters are authorized to enforce these rules and procedures. The Scout Oath and Scout Law will prevail as the code of the camp.

All information within the Boy Scouts of America Guide to Safe Scouting and National Standard will be observed.

YOUTH PROTECTION & LEADERSHIP:

Our council follows the BSA National Policy requiring at least two (2) adult leaders on all trips and outings, with one leader being 21 years of age or older. At least ONE leader within any group must be current in Youth Protection Training.

DRUG, ALCOHOL, & TOBACCO USE & ABUSE:

All buildings or facilities under control of the local council are designated as non-smoking facilities. Smoking outside entrance/exit doors is not permitted at any location. In addition, all Scouting functions, meetings, or activities should be conducted on a smoke-free basis with permitted smoking areas away from all participants. Smoking in the presence of youth members is strictly prohibited.

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving the participation of youth members. *Source: Guide to Safe Scouting.*

FIRES:

Fires shall be tended at all times. Ground fires are permitted only in existing fire pits. Liquid fuels may not be used for starting any type of fire. Propane and liquid fuels must be used under direct adult supervision and kept locked when not in use.

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FIREWOOD:

Due to the threat of insect infestations and/or disease, the use of outside firewood is prohibited. Downed wood may be gathered as firewood. Cutting live or standing dead trees is prohibited.

VEHICLES:

Only one vehicle per Clan will be allowed to enter camp at a time. Clan trailers may remain at the campsites, but the towing vehicle must return to the parking lot. Please consider bringing a wagon or similar transport for gear.

EMERGENCIES:

Clans are encouraged to Be Prepared to respond to minor injury situations with qualified trained leaders and appropriate first aid equipment. If further assistance is required, notify staff at the Program Center.

COURTESY:

Please stay out of other Clans' campsites unless invited to enter. Quiet time is observed from 11pm to 7am. Please remain in campsites after 11pm, except in case of emergency.

ELECTRONIC DEVICES:

Please leave all electronic devices at home or secured in a Clan vehicle.

CHECKOUT:

WHEN YOUR CLAN IS READY FOR CHECKOUT, PLEASE SEND A REPRESENTATIVE TO THE PROGRAM CENTER. AFTER SUBMITTING EVALUATIONS AND COMPLETING A CAMPSITE INSPECTION, YOU WILL BE PROVIDED WITH YOUR SCORESHEETS & GOODWILL FOR A SAFE TRIP HOME.

IF YOU PLAN TO LEAVE BEFORE SCOUT'S OWN SERVICE ON SUNDAY, PLEASE LET US KNOW AT CHECKIN AND WE WILL MAKE EVERY EFFORT TO ACCOMMODATE WITH A SEPARATE CAMPSITE INSPECTION.

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CLAN CHALLENGE CATEGORIES:

First Aid

Fire Building

Shelter Building

Orienteering

Shooting

Cooking

CLAN FEATS OF STRENGTH:

Tossing the Caber

Log Drag

Sheaf Toss

Golf Shot

Maide Leisg (“Lazy Stick”)

Tug of War

CLAN SUPPLIES:

Backpack or equivalent

Patrol First Aid Kit

Pens/pencils/pad of paper

Leather work gloves (multiple pair, these will be allowed for use in the Tug of War)

Compass

BSA Scout Handbook (BSA Field Handbook also recommended)

At least one sturdy stave or walking stick

25' rescue rope

Tinder and primitive ignition source (fire starters discouraged, and no butane/propane lighters allowed)

Water bottles (all Clan members)

OA Sashes for all current OA

Scout Spirit and Teamwork

