

# LEADER'S GUIDE

NEW BIRTH OF FREEDOM COUNCIL  
KEYSTONE CAPITAL DISTRICT

## SPRING CAMPOREE

APRIL 24-26, 2026



BE PREPARED FOR  
THE HIGHLAND GAMES

**KEYSTONE CAPITAL DISTRICT**

**2026**

**SPRING CAMPOREE**

**“THE HIGHLAND GAMES”**

**APRIL 24-25-26, 2026**

**H.M. LEVITZ MEMORIAL PARK**

**28 PARK DR.**

**GRANTVILLE, PA 17028**



**Registration via [nbf.Tentaroo.com](http://nbf.Tentaroo.com)**

**Late registration fees start April 10th at midnight.**

**Registration closes midnight April 12th, 2026.**

**Cancellations will be allowed online until**

**midnight April 19th, 2025.**

There are many legends about the origins of the Scottish Games. The oldest traces the Games tradition back to the period of 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 tale 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 watch today may look like a simple matter of brute strength, but each also requires excellent timing, balance and technique (they also require a kilt!).



## TARTAN

What is a tartan? In many countries today, the pattern of interlocking stripes called a tartan is often mistakenly known as “plaid.” Plaid actually comes from the Gaelic word for a blanket, and is specifically used in the context of Highland dress to refer to a large length of material. The original kilt was known as the “belted plaid” and consisted of a length of cloth (basically a large blanket) that was gathered and belted at the waist. The plaids were most often made from a tartan cloth, and so the confusion between the two terms is understandable.



Tartan refers to the pattern of interlocking stripes, running in both the warp and weft in the cloth (horizontal and vertical), or any representation of such a woven design in other media (printed, painted, or otherwise rendered). Typically, today one thinks of “clan tartans” – that is, tartan designs that represent certain Scottish clans and families. We encourage troops to choose and wear a tartan that they like or is part of their family history.

## KILTS

No highlander games would be complete without kilts. We encourage troops to dress in traditional highland game attire. Now, no one needs to spend a great deal of money for a kilt unless they really want one. Our scouts can be creative and design/make their own. There will be prizes for the most original, authentic, etc. kilts.

(Shorts must be worn under all Kilts)

## General Information

Important Pre-Camporee Zoom Meeting April 19th, 2026: All volunteers, Scoutmasters, senior patrol leaders, and other adults, please plan to join us for our Camporee Leaders' Meeting for final discussion of all camping and Camporee issues and questions:

Topic: Keystone Capital District Spring Camporee Leader Meeting

Time: April 19th, 2026 7:00 PM Eastern Time

Join Zoom Meeting :<https://tinyurl.com/kcspringSPL26>

### Arrival and check-in:

All units must check in at the headquarters located at the Pavillion next to the volleyball court before setting up any equipment.

To participate in camporee, units must have the following:

At least two-deep adult leadership. All leaders with current Youth Protection training.

All units must have a roster and med forms part A and B. Med forms will be kept with the unit.

At check-in, units will receive the following:

- Directions to your campsite and parking areas
- Invitation to Cracker-barrel leadership meeting
- List of activities, location map, and schedule

### Vehicles:

Parking of vehicles will be in main lots as designated by Camporee Staff. Please do not use the Lodge parking lot.

Vehicle towing unit trailers can drive to assigned campsite and drop trailer and remove the vehicle to the parking area. Due to limiting traffic in the camping area only those vehicles towing trailers will be permitted to drive in the camping area.

### Campsites:

Campsites will be preassigned prior to arrival. Location will be provided at Check-in. Units will be adjacent to one another. Size of assigned area was determined by registered attendees as of April 12th. Units should not expand beyond their assigned camping space.



### **First Aid:**

It is expected that any injuries should first be treated and evaluated by their own SPL or senior Scouts throughout the Camporee or their own troop adult leadership.

Injuries beyond the capabilities of the troop's adults should be referred to headquarters for additional assistance. Each unit should have their own first aid.

### **Bathrooms:**

There will be restrooms located in the park. There will also be Porta Johns located in the camping area.

### **Headquarters:**

The headquarters for the event will be located in the Pavillion near the volleyball court.

### **Potable Water:**

There will be water by the main bathrooms in the park. this can be used for drinking, cooking and fire buckets.

### **Personal water bottle:**

everyone should be using their own personal water bottle, NO sharing. Please arrive with a full water bottle. Stay hydrated.

### **Campfires:**

Off the ground campfires are permitted. LEAVE NO TRACE guidelines should be used for all fires. Troops must post fire buckets or a fire extinguisher in the fire area.

**Sunscreen & insect repellent:**

Yes --- it's finally that time of year when we need to worry about the sun and the return of insects. A Scout is prepared.

**Campfire program:**

Troop skits, songs or chants: Each unit should be prepared with a skit or song or group chant to be presented during the campfire program. Please complete the campfire program form and have it approved at the headquarters. All troops must participate. Skit, song or chant must be submitted in writing to the staff at H.Q. during the 12-1:30 lunch time.

**Garbage:**

All Units are responsible for their own garbage. Everything must be hauled out with your unit or placed in the dumpster by the lodge. Ashes from fires should be disposed of properly and not discarded on the property. No hot ashes should be placed in the dumpster.

**Buddy System:**

Please remind all Scouts that the buddy system should be used at all times. Scouts should never travel alone.

**Parking:**

All vehicles should be parked in the main parking areas. Lodge parking lot is off limits

**Colors:**

Will be at 8:45 am.

Sign up for flag duty at check-in.

**Service Project:**

There will be a service project that will be done during the day on Saturday. Please have scouts bring gloves.

**Electricity:**

None available at unit camping areas.

**Off limits:**

The Lodge and Lodge parking area are rented by another group for the weekend. Please respect this area and do not enter the yard or parking lot around the Lodge.

**Behavior:**

Everyone should conduct themselves according to the Scout Oath and Law. Violators will be asked to leave.

**Dress:**

Activity uniforms (e.g. unit T-shirts) may be worn for the activities on Friday night and Saturday during the day unless deemed otherwise by Scoutmasters. Shirts that promote alcohol, tobacco, or are otherwise inconsistent with scouting values are not allowed.

Closed-toed shoes or boots are to be worn at all times in order to prevent foot injuries. We insist that everyone wear shoes at all times. Sandals that cover the toes and have heel straps are allowed. Flip-flops are not appropriate footwear at the Camporee and are prohibited.

**Tobacco/smoking:**

Adults must refrain from smoking or using tobacco products in the presence of or near any scout. Any youth caught smoking or using tobacco or vapor products will be ejected from the Scouting event.

## **Weather Emergencies**

Troops should go to one of the 3 pavilions in the event of a severe weather or a weather emergency.

Troops should be prepared for adverse weather by making sure their tents and canopies are properly staked down for the potential of high winds.

## **Electronic Devices:**

In order to provide a quality outdoor experience, the use of personal electronic devices, including cellular telephones, by Scouts while at camp is discouraged. Each Troop is allowed to establish their own policy for personal electronic devices.

## **Leader's Meeting and Cracker Barrel:**

On Friday evening, all units Senior Patrol Leader and Scoutmaster should attend the leadership meeting in the pavilion behind the gift shop. At this meeting, we will review the following:

- Update of schedules and activities
- Details of event
- Weather updates and safety review



### **Friday, April 24, 2026**

5:30-8:30pm: Arrival and Check-In, Camp Set-up

9:00-9:20pm: Leader Meeting & Cracker-Barrel (SM, and SPL required)

10:30pm: Taps and Quiet time

### **Saturday, April 25, 2026**

6:30am: Reveille

6:30-8:30am: Breakfast and cleanup. Arrival and Check-In available.

8:45-9:00am: Colors, Opening Ceremony, and Announcements

9:00am-12:00pm: Patrol Activities

12:00-1:30pm: Lunch and Break

1:30-3:30pm: Patrol Activities

3:30-4:30pm: Tug-O-War Competition

5:00-7:30pm: Dinner at Campsites

7:00-7:45pm: Scouts own Service/Catholic Mass

8:00-9:30pm: Awards, Campfire, and Order of the Arrow Callout Ceremony

9:30pm: Order of the Arrow Chapter Ice Cream Social

10:30pm: Taps and Quiet Time

### **Sunday, April 26, 2025**

6:30am: Reveille

6:30-8:30am: Breakfast and Cleanup

9:15-11:59am: Clean up, Pack up, Check-out and departure

## STATIONS

- Clachneart (Klack ne art) – Stone of strength. Like the modern-day shot put but using a rounded stone (Ball).
- Caber Toss - One of the most iconic highlander games is the caber toss. The caber toss originated from woodsmen tossing logs across streams for crossing. Today the caber toss is measured on technique and accuracy.
- The Braemar Stone Toss stems from a customary practice by early Highland Chieftains who kept a large stone outside their gatepost and challenged the throwing arms of every visiting clan's warrior. Clans will compete in throwing stones at targets. This is a game of skill and accuracy.
- The Farmers Walk - Clans will compete in a figure 8 race while carrying two weights.
- Haggis Toss - Don't drop the haggis! A traditional dish, the haggis, is meat pudding cooked in an animal's stomach. Clans will take turns tossing the "haggis" back and forth trying not to drop it or it break open.
- Storming the Castle - Teams will have 25 minutes to build a ladder, and it will be judged on proper lashings used and how well they are done as well as withstanding a judge standing on the rungs.
- Log Drag – Clans will run to a log and tie a timber hitch to one end of the log and a bowline to the other end of the rope. Scouts must get inside the bowline and drag the log across the finish line. This is a timed event.
- Hammer Toss - There is no doubt as to the origins of throwing the hammer. Wherever this tool was used - smithies, quarries, or farms - men diverted themselves by throwing the wooden shaft sledgehammer. We'll be using a replica that will be tossed for distance.
- Sheaf Toss - A sheaf is a 16–20-pound bag of hay (10-12 pounds for the lightweight division). Hurl it straight up into the air over a rope 8 feet above the ground with a pitchfork. It's high jump with pitchforks and bags of hay! The sheaf must cross over the rope. The distance will then be measured from the rope for distance.
- Shield Design – Clans will design and decorate their own shield.
- Clan Wide Tug-o-War competition.