



## 2012 WB/HP SPRING CAMPOREE HIGHLAND GAMES RULES



### CLAN (TROOP) COMPETITIONS

**Scottish clans** (from Gaelic *clann*, "progeny"), give a sense of identity and shared descent to people in Scotland and to their relations throughout the world, with a formal structure of Clan Chiefs recognized by the court of the Lord Lyon, King of Arms which acts as an authority concerning matters of heraldry and Coat of Arms. Most clans have their own tartan patterns, usually dating from the 19th century, and members of the clan may wear kilts, plaids, sashes, ties, scarves, or other items of clothing made of the appropriate tartan as a badge of membership and as a uniform where appropriate.

The modern image of clans, each with their "own" tartan and specific land, was promulgated by the Scottish author Sir Walter Scott and others. Historically, tartan designs were associated with Lowland and Highland districts whose weavers tended to produce cloth patterns favored in those districts. By process of social evolution, it followed that the clans/families prominent in a particular district would wear the tartan of that district, and it was but a short step for that community to become identified by it.

Your Troop is encouraged to create its own "Clan" identity. It should choose a material or fabric design to become its "Tartan". It does *not* have to be plaid. The Tartan will identify your Clan from all the other on the field of "Battle". Uniforms should be made of your Tartan material. This includes Kilts and/or sashes. Clan flags and banners also typically display the Tartan. You are strongly encouraged to do your research on-line or at the library.

#### Clan Structure

**Chief (SPL) Clan Leader – Counselor (Scoutmaster)**

I

**Commander (ASPL)**

I

**Chieftains (Patrol Leaders)**

*(heads of various branches or Septs of the clan,  
always appointed if the Chief were old or infirm)*

I

**Clansmen (Patrol Members)**

*The greatest in numbers --  
In times of peace, the clansmen did the manual work;  
in times of war, they fought for their chief*

Continued

- Clans will be asked to join a Parade of Clans during opening flag on Saturday morning. Each Clan will parade by the rest displaying their uniforms and flags. Judges will be looking at the number of participants compared to registered number.
- Uniforms will also be judged for most complete and authentic looking. Full uniforms consist of Kilt, Socks, Shirt, Hat or can be any variation thereof. Have fun with it. If Kilts are worn, shorts must be worn underneath. (Kilts may be as simple as cloth wrapped around and pinned. The more it looks right, the better.
- Clan flags will also be judged for authenticity, originality and Clan Identity.
- Each Clan should have a Banner at the field entrance to their campsite identifying their CLAN from the rest. They will also be judged.
- The final competition will be for “Best Clan Overall” based on a combination of the previous 4 criteria.

These competitions are meant to bring some authenticity to the games and to build team unity within the troop. Please do some research and most definitely **HAVE FUN WITH IT!!!**