

## Chapter 4 The Brigadoon of the Scottish-American Community

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### Key Facts:

- The Highland games and gatherings P100-102
  - Purposes: amusement and selection of fit young men as bodyguards and labors
  - One of the first Highlandized Highland Games: the Braemar Gathering in Scotland
  - Braemar Highland Society
- North Carolina's Scottish games and gatherings
  - 4 Annual Highland Games (p104-107)
    - ✓ Timing: harvest times and historical events
    - ✓ Major event: clan society meetings
  - Traditional Games of the Game Tradition (p107-111)
    - ✓ The "Heavies", clachneart, hammer throw, tossing the caber, haggis hurling and etc.
    - ✓ Authentication of the changed practices
  - Scottish Highland Games in Scotland: "laughable stereotype of Scotland"
    - ✓ Chieftain: the elite organizers vs American "egalitarian sense of community"
    - ✓ No clan tents
  - American innovations
    - ✓ Tartan parades (p115)
    - ✓ Memorial cairn (p116)
    - ✓ Southern Clan Tents: front(p119) and back(p119-120) areas
    - ✓ Grandfather Mountain Games(chief annual event): camps sites (p120-122)
- Emergent heritage
  - Ethnic/heritage revivals insured by strengthening the Scottish-American community
  - Open games

### Theoretic Claims:

- Selection and innovation of the tradition/heritage (p102)
  - Creation of a coherent sense of self and community
  - Creation of communication of knowledge and theories regarding heritage
- Imagined community (p103, p111)
  - Continuity with the past: re-create the past to give meaning to the present
  - Authenticity of spirit: a feeling of connectedness

### Methodology:

- Participant observation
- Historical analysis
- Comparative method