

Clans gather for Games

Written by James Jestes
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Sounds of bagpipes cut through the highlands of Grandfather Mountain yesterday, marking the 52nd annual gathering of Scottish clans in the High Country.

Founded in 1956 by Agnes MacRae Morton and Donald MacDonald, the Grandfather Mountain Highland Games are more than just a tradition, they are a calling. Tens of thousands of people from all over the world travel to Grandfather Mountain to answer that call.

Bagpipes aren't the only thing that draw people to Grandfather Mountain. Inventions like the Ipod, mp3 player, and cell phone have helped the gap between generations to widen, but the Grandfather Mountain Highland Games continue to bring them back together. "The Games are very innovative," said Harris Prevost, advisor to the Highland Games, long time friend and co-worker of the late Hugh Morton. Examples of the Grandfather Mountain Highland Games influence are the Celtic Groves, where Celtic bands play, the Torch Lighting ceremony, Parade of Tartans, and races like the Bear. "These games really are not the oldest, they're one of the oldest, they're not the biggest, they're one of the biggest, they're the best!" said Prevost.

The Games opened Thursday, July 12, 2007, with sheep herding demonstrations, "The Bear," a five mile run to the top of Grandfather and the torch lighting ceremony known as the "Raising of the Clans." They will continue though out the weekend and will conclude on Sunday July 15, 2007.

For information on tickets and events, visit the games website at www.gmhg.org