



VIKING QUEST

Freeze-o-Ree

Prepare your shields, ready your longboats, and gather your bravest companions - the Viking Quest Freeze-O-Ree is calling! This year Scouts will step into the world of ancient Norse explorers, mastering new skills, conquering challenges, and discovering the true spirit of teamwork and courage.

Raise your banners-registration is now open!

REGISTRATION INFORMATION

Deadline to Register: January 9th

Price: \$25 per Scout or friend if registered before the deadline.

Hoodies may be ordered when registering S-XL - \$25; 2xl -\$28; 3xl \$32.

Any registered Scout, Troop, Venture Crew and/or Arrow of Light Den may attend this event. Arrow of Light Scout must attend with a designated troop or two registered leaders from their pack.

What Awaits Young Vikings?

Forming Your Tribe

Create your own Viking name, design a shield and banner and forge the beginnings of your Scout “tribe”. Each troop will receive a shield. Units are encouraged to bring material to design their shield. Each troop will receive a 3-foot banner. Units are encouraged to bring material to design their banner and a post to attach it to. The banner and shield must be carried at all times during the games.

Survival Skill, Viking Style

Demonstrate essential skills such as First Aid, Fire Building, Knot Tying, and Plant Identification - just like Norse adventures.

Longboat Team Challenge

Join your tribe for fun competitions inspired by legendary Viking feats.

Master the Tool of a Warrior

Scouts will show cases their ability for the hunt with axe throwing and archery.

Conquer the Trails of the North

This Obstacle Course will test your agility, problem-solving, and teamwork.

Competitions

Viking Stew Competition

All tribes are encouraged to participate Saturday night in a Viking Stew Challenge. Those participating will bring their stew to the dining hall by 6pm. Taste testing will begin at 6:15pm.

Viking Longboat Decoration

Each tribe must bring their own materials to design their longboat.

Viking Attire

Scouts are encouraged to embrace their inner-Viking and show off their best Norse-inspired outfits.

Viking Skits

Tribes are encouraged to perform fun, imaginative mini-performances inspired by Norse myth, Viking life, or hilarious camp-themed activities.

Event Schedule

Friday: 4:00-8:00 pm: Check-in

Saturday:

7:30-8:30 am: Check-in

9:00-9:30 am: Opening Ceremony/Flags

9:30-11:30 am: Introduction/Banners and Shields/Activity

11:30-12:30: Lunch by Unit

12:30-4:00 pm: Activity

4:00-5:00 pm: Viking Long Boat Race

5:30-7:00 pm: Dinner by Unit

6:15 pm: Taste Testing of the Viking Stew Competition

7:30-8:30 pm: Campfire and Awards

8:30-10:00 pm: Troop Time

10:00 pm: Lights Out

Sunday:

10:00 am: Everyone Departs Camp

GUIDELINES AND PROCEDURES

General Information:

- There is no on-site registration. All Scouts and adults must be registered in advance.
- All unit representatives and adults should be familiar with these guidelines and procedures.

Parking:

- Vehicles are not authorized at campsites or anywhere else outside of the designated parking area.
- Each Troop may bring a trailer that may remain at the campsite.

Check In:

- Check-in is available from 4:00 - 8:00 PM on Friday and 7:30 - 8:30 AM Saturday at the registration building.

Campsites

Units are required to bring their own camping equipment. Each unit will receive the campsite assignment prior to arrival.

Clothing and Shoes:

- Participants and leaders are required to always wear closed-toe shoes at Camp FGL.
- Shower shoes or flip-flops may be worn in the shower but not while walking to and from the shower.

Emergencies and First Aid:

- In the event of an emergency, alert your Scoutmaster and call 911 if necessary.
- Each Troop must provide its own first aid kit at its campsite.
- Leaders should promote personal hygiene. Hand washing helps prevent the spread of bacteria and viruses.

- Each participant is required to have an up-to-date Annual Health and Medical Record.

Waterfront Activities:

- All those participating in the longboat race will provide swim check records. Scouts must be classified as a Swimmer to participate in the race.

Animals:

- Pets are not allowed at Camp FGL, but documented service animals are. Contact the Director of Programs or Camp Director in advance for more information.
- Respect all wildlife you encounter.

Food, Beverages, and Trash:

- Troops are responsible for bringing and cooking their own food at their campsites.
- Do not leave any fire unattended. Local fire bans, if implemented, will be posted.
- Troops must bring their own firewood. Gathering wood from the forest is prohibited.
- Trash must be taken to the large dumpster behind the dining hall.

Alcohol and Drugs:

- Alcohol is strictly prohibited during this event. Alcohol is not allowed anywhere on the property.
- Illegal drugs, including marijuana, are prohibited during this event. Illegal drugs are not allowed anywhere on the property.

Departing Camp:

- Units should treat their campsite and all camp property with the utmost care.
- Leave things as good as, or better than, you found them.
- Damage will result in a forfeited site deposit and/or additional charges.

- *Leave no trace!*

We look forward to seeing you there!

Chair ~ Austin Scott