



# 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*