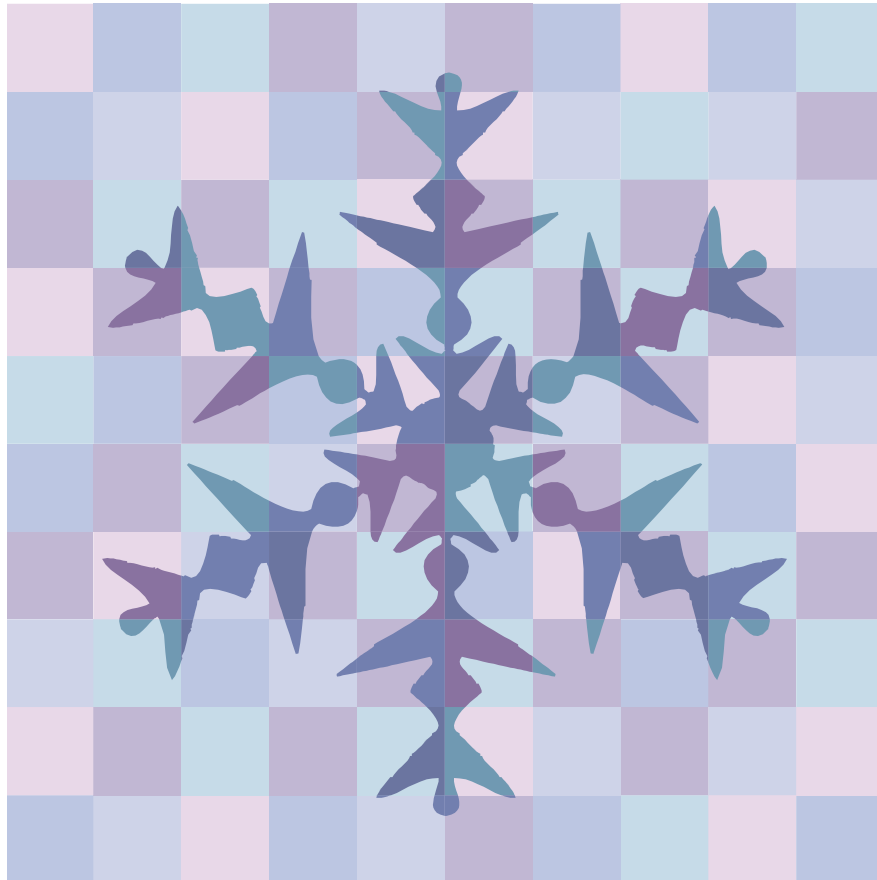


Viking Vetr (Winter) Games



Sunrise District Klondike
D-A Scout Ranch
January 16-18, 2026

Sunrise District welcomes all Scouts and Arrow of Light (AoL) scouts to our 2026 Winter Klondike at D-A Scout Ranch. This year your patrols/dens will be following in the footsteps of the Vikings of long ago. Along the trail, your patrol/den will be tested on different leadership, team building and scout craft, all while having fun!

Attend the 2024 November, December and 2025 January Roundtables to learn how your unit can prepare for the Winter Event. If you have questions or wish to help run an event, call the Activities Committee Chairman, Dave Busse dbusse4@att.net.

POLICY ON AOL ATTENDANCE

Arrow of Light (AOL) can attend only by invitation of a host Troop. To strengthen the learning opportunity and promote the AOL to Scout transition, all Arrow of Light dens and their parents/leaders are only invited as part of a host troop. AoL scouts cannot register independently of a host Troop. In keeping with the BSA's Guide to Safe Scouting, Arrow of Light scouts may camp over night when accompanied by a parent (s) or a parent(s) designated (**in writing**) adult guardian (sibling, aunt/uncle, grandparent, etc.). At least one of the attending adults must have completed BALOO training. All AoL scouts should be organized into dens of five (5) to eight (8) members. AoL scouts will compete as dens against other dens in age appropriate events. Do not allow your invited AOL Scouts to mix with your patrols when competing.

NATIONAL POLICY ON AOL ATTENDANCE

*In keeping with the Scouting America's Guide to Safe Scouting, Arrow of Light cubs may camp over night when accompanied by a parent(s) or a parent(s) designated (**in writing**) adult guardian (sibling, aunt/uncle, grandparent, etc.). All AOL scouts should be organized into dens. AOL scouts will compete against other AOL scouts. Do not allow your invited AOL scouts to mix with your Scout patrols when competing.*

Arrow of Light Den Camping: Each Scout should attend with their parent(s) or guardian(s). An Arrow of Light Scout whose parent or legal guardian cannot attend a den overnight camping trip may participate under the supervision of at least two registered leaders. The leaders and a parent or legal guardian must agree to the arrangement, and all Youth Protection policies apply.

Only Arrow of Light dens may conduct den coordinated campouts with Troops. Arrow of Light den coordinated campouts are restricted to no more than two consecutive nights. Den camping only includes the Arrow of Light youth. As with pack coordinated campouts, the den must have a BALOO trained adult leader in attendance and all Youth Protection policies apply.

Arrow of Light Den Camping may participate and camp at a Scouts BSA troop unit campout. All Cub Scout camping requirements still apply, including the den must have a BALOO trained adult leader in attendance and all Youth Protection policies apply.

All AOL scouts should be organized into dens. AOL scouts will compete against other AOL scouts. Do not allow your invited AOL scouts to mix with your Scout BSA patrols when competing.

THE COST and REGISTRATION

The cost is a non-refundable fee of \$15.00 per person. **ARROW OF LIGHT DENS MUST REGISTER AS PART OF A HOST TROOP.** Register online at council website. <https://michiganscouting.org/events/>, go to January 2026.

Unit Rosters/Medical Forms

At the Friday evening leaders meeting the unit leader must submit a unit roster and a copy of the BSA Medical Form Parts A and B for each youth and adult attending. The Medical Form Part B will be returned at checkout. Any outstanding fees must be paid at the Friday evening leaders meeting. Please bring your receipt and any required forms with you to the event. All adults and youth spending the day or weekend at camp must register and pay. Although AoL scouts and their adult leaders will register with a host troop, they will be asked to submit a separate roster. **The Unit roster form is found in the Appendix.**

HEALTH AND SAFETY

Each unit must provide a roster and a copy of Part A and Part B of the BSA medical form for each scout and adult attending the camporee. The Part B medical forms will be returned to the unit when they checkout. The BSA medical form can be found at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

Each adult leader is responsible for the health and safety of the Scouts/AOL within his/her unit. Each unit should bring a properly equipped first aid kit. Proper sanitation of hands, food and cooking gear should be maintained when preparing and cooking food. Garbage should be disposed of in garbage bags. Spread dirty dishwater into the woods. **NEVER WASH DISHES AT THE CAMP RESTROOM OR AT THE WATER PUMP!**

Incidents requiring first aid should be treated by the unit. If further assistance is required seek help from the camporee health officer. Please notify staff of any injuries, especially those requiring hospitalization. The District will have a qualified first aider in the staff area.

Your patrol will have to be OK'd by the district's Health and Safety committee to make sure members are dressed for the weather before you start on the trail.

REMEMBER TWO DEEP LEADERSHIP MUST BE MAINTAINED AT ALL TIMES. Each Patrol or AoL den must be accompanied by at least two adults. The Buddy System will be used at all times.

Per BSA policy, AoL dens must be accompanied by at least one adult who has completed BALOO training!

PHYSICAL CAMP ARRANGEMENTS

Cabin/Campsites

Troops are encouraged to camp in cabins for the weekend. Please note that the district can't hold any cabins so troops are advised to register for a cabin as soon as possible. Units participating only on Saturday will check-in at Klondike HQ at 9am on Saturday.

Remember that all Scouting America, Youth Protection, and D-A Scout Ranch rules and regulations apply and must be followed. Vehicles and trailers will be parked near the designated cabin/campsite. Fires are only allowed in a designated fire pits. You must bring your own firewood.

Camping will be located at D-A Scout Ranch. Units should arrive no earlier than stated by D-A Scout Ranch rules. A camp map can be found via the MCC website for D-A Scout Ranch.

Restrooms and gray water disposal

In-door restrooms will be available for use near the Hay pavilion at Jack Lord sub-camp. Do not wash dishes or dispose of gray water in the restroom! Garbage should be disposed of in garbage bags. Spread dirty dishwater into the woods. **NEVER WASH DISHES AT THE CAMP RESTROOM OR AT THE WATER PUMP!**

Photo Releases: The Michigan Crossroads Council and Sunrise District may use photos and videos taken during the event for posting to the District Facebook page. No names will be published when utilizing photographs for Facebook posting. Photo Release form is Part A of the BSA Health Form.

Contact Information for Camp Arrangements

Please contact Dave Busse at dbusse4@att.net for any questions on camp arrangements.

Klondike Camp Rules & Regulations

1. All Scouting America, Youth Protection, & D-A Scout Ranch rules must be adhered to.
2. All Scout Leaders must act in accordance with the Scout Oath and Law, and follow youth protection guidelines, at all times.
3. All rules in the "Guide to Safe Scouting" must be adhered to at all times.
4. Each unit must maintain "Two Deep Leadership" at all times.
5. Scouts must use the buddy system at all times.
6. All youth medications must be administered by the unit leader.
7. All injuries must be reported to the Camporee Health Officer, so they may be logged.
8. Only those registered with Scouting America are allowed to attend.
9. All vehicles must be parked in designated parking areas.
10. Shoes or Boots must be worn at all times.
11. Leave No Trace Camping rules shall be enforced. Climbing of trees is prohibited. Leave all live trees alone.

12. Lights out means Quiet (Youth and Adults).
13. Use of Offensive Language is prohibited.
14. Possession or use of alcohol, fireworks, or illegal drugs is strictly prohibited. Any violations of this rule will result in notification to the proper authorities and expulsion from camp.
15. **Smoking or vaping of any substance is prohibited at the Spring Camporee.** Any violators will be asked to leave the camporee.
16. Ground Fires are not allowed outside of existing fire rings or above ground fire pits that you bring.
17. All participants are to remain in D-A Scout Ranch property
18. **Walking or going onto D-A lakes and streams is prohibited.** Any violators will be asked to leave the camporee.

THE PROGRAM

FRIDAY NIGHT:

- Upon arrival at camp go to the Klondike HQ cabin. Final registration is at 9pm.
- Senior Patrol Leaders and Scoutmasters are invited for a leaders meeting at 9:30pm. Units will submit rosters, submit BSA Medical Forms Part A&B for all youth and adults, submit campfire skit forms, conduct final registration, sign-up for cabin decoration contest, receive event station score cards, review Klondike rules and understand last minute changes to the program.
- **LIGHTS OUT AT 11:00 p.m.**

SATURDAY:

- All events are based on a patrol/den of five to eight scouts competing.
- Troops participating only on Saturday will check-in at 9am at the Klondike HQ.
- At 9am all patrol/den will assemble outside the Jack Lord cabin for health and safety inspection. Event stations will start at 10am.
- Each patrol/den will receive score cards and trail maps.
- As a courtesy and service to your unit the district health and safety team will inspect troop first aid kits. The team will recommend items to be replaced due to age and items to add to help ensure youth and adult safety.

ALL SKILL EVENTS – SATURDAY

Patrols/dens will participate in the following events. Extra points are given for patrol/den flag and yell or cheer. Note: Every Troop is expected to help with the judging of the stations. **Patrol/Den equipment list is found in the Appendix.**

Ragnar's Ring Toss

Three helmets mounted on a board. Scouts take turns tossing six rings made of rope. Each ring that lands on the helmet horns is a point. Highest average score for the group wins.

Items needed: Viking helmets with horns, rings made out of rope, mount for helmets

Bjorn's Battle Axe Throw (Plastic Hatchet Throw)

Each scout gets three throws of the battle axe. Points: Bullseye 5 points, Second ring 2 points Outer ring 1 point. Highest average score for the group wins.

Items needed: Plastic Hatchet Throw Game, rope for throwing line

Loki's Fire Building (Flint and Steel)

This will be a timed event. Each scout will be given a flint and steel. A stand with three ropes will be set up over the fire created using the flint and steel. The winner will be the group that burns the top rope in the shortest amount of time. The fuel used to create the fire cannot touch the rope in the event, only the flames can touch the rope. Items to build the fire can be brought to the event or can be gathered on site. No accelerants can be used for this event. Lint, charcloth, paper, carboard and wood are all acceptable.

Bonus Points if you bring your own Flint and Steel

Items Needed: flint and steel, rope, stands for rope

Lagertha's Shield Wall battle

This is a teamwork building game. The game involves two teams.

The Offensive Team will be bound together to form a line. Each player will be tied to the player next to them at the waist with a rope using s square knot. The team has to work in unison to pick up throwing objects that are spread across the field. These items will be thrown at the Defensive teams "Valknut".

The object is to knock the "Valknut" off its mount.

The Defensive Team will also be bound together to form a line. Each player will be tied to the player next to them at the waist with a rope using s square knot. The team has to work in unison using shield to defend the "Valknut".

The "Valknut" will be mounted on a pole just above the defenders. The defenders will have shields to block the offensive team's projectiles from knocking the "Valknut" from its mount. There will be a line that will represent a "Trelleborg" around the "Valknut" that the offensive team cannot cross. The Defensive team will be in the "Trelleborg" and cannot cross its borders to defend the "Valknut". If the offensive team throws all their projectiles and does not knock the "Valknut" off its mount they can pick up any projectiles that are outside of the border of the "Trelleborg" and use them again. If all the projectiles are in the border of the "Trelleborg" their turn is over and they have lost.

The team that knocks the "Valknut" off its mount in the fastest time wins. **Warning:** If the defensive team accidentally knocks over the "Valknut" it counts as a win for the offensive team.

Viking Terms:

Valknut -The "Valknut" is a symbol consisting of three interlocked triangles. It is also known as Odin's knot, symbolizing the transition between life and death and the power of the god Odin.

Trelleborg - A Viking fortress is called a **Trelleborg** or ring fort. These circular fortifications were built in Scandinavia during the Viking Age and had a strictly circular shape.

Items needed: Rope, Valknut Symbol, Stand for symbol, Nerf balls, rope to create a border, Shields for defense (sleds?)

Knut's Knot Relay

The knot relay is a timed event. The fastest time tying all four knots correctly wins. Knots will be tied one at a time each by a different scout. After the first knot is tied and deemed correct the second knot can be started and so on until all four knots are tied correctly.

The four knots are:

The Blood Knot – used to join two ropes of equal size together with a very strong connection.

Knute Hitch – A simple ancient knot used to attach a lanyard to anything with a small eye. Can be used to carry pocket knives or other small objects.

Water Bowline – This knot is less liable to jam when wet. A more secure bowline that can handle rougher handling. Vikings were masters of the sea and needed secure knots for their boats.

Blood Loop Knot – A useful loop in the middle of a line for all kinds of attachments.

Items needed: rope and a board displaying the knots to be tied

Freyja's First Aide

The patrol will be given a first aid scenario which could involve: broken bones, shock, severe bleeding, head injury, lacerations, heart attack, frostbite or hypothermia. **Scoring:** Points based on analysis and treatment. Example problem is found in the appendix.

Longboat (Battleship)

Viking ships will be set up on the other side of a wall created with a tarp to block the view of the ships locations. One scout from each patrol acts as a spotter. They will stand at the edge of the tarp where they can see the enemy ships. The spotter will direct the other player where to throw their projectiles over the tarp to try and score hits on the enemy ships. There will be four different size ships. Each ship will have different point values. Each team will have 10 minutes to throw their projectiles at the ships. Once all the projectiles are thrown, if the ships have not all been hit, the spotter must retrieve all the balls and bring them back to the other player. They must then return to the spotter position and direct their players throws until the ten-minute time limit is up, or all the ships have been hit. In the event of a tie then the team with the fastest time wins.

The Four Ships sizes are:

Knorr: Wide sturdy ship designed for trade and exploration. 1 point

Karve: Small and more maneuverable than longships. 4 points

Skeid: Large type of Longship with more rowing benches than normal. 2 points

Longship: Long narrow fast ships used in raids. 3 points

Items needed: Nerf Balls, ships made out of cardboard, tarps and rope

Rollo's Snow Spear Race (snow snakes)

This event is similar to a snow snake race with a twist. Instead of carving or painting a snake your troop will need to decorate your snow spear in viking decorations. Your snow spear will be a 4-foot-long wooden rod approximately $\frac{3}{4}$ " to 1" in diameter.

The winner will be the snow spear that slides the furthest on the track.

Items needed: Closet rods – dowel rods?

Eric the Red's Kuub Tournament

Kubb is a game that was played by Viking children when they were out gathering wood as children will do when doing their chores.

Kubb is a game where the objective is to knock over wooden blocks (kubbar) by throwing wooden batons (kastpinnar) at them. Kubb can be described as a combination of bowling and horseshoes. Play takes place on a small rectangular playing field, known as a "pitch". "Kubbs" are placed at both ends of the pitch, and the "king", a larger wooden block, is placed in the middle of the pitch. The ultimate objective of the game is to knock over the "kubbs" on the opposing side of the pitch, and then to knock over the "king", before the opponent does.

Each team will have two players. Each player will throw their baton from their sides corner post. They will need to knock down their opponents kubbs before attempting to knock down the king in the middle of the field. If the king is knocked down before all the opponents kubbs you lose. Batons are thrown back and forth until one side wins. Batons can only be thrown underhand. They cannot be thrown in a sidearm or overhand motion.

Items needed: Three Kubb Sets consisting of 4x4 pine, closet rods and broom stick handles.

A SCOUT IS REVERENT

A Scouts' Own service will occur Saturday evening. All scouts and adult leaders are encouraged to come and practice their duty to God and the twelfth point of the Scout Law.

AWARDS AND FELLOWSHIP

On Saturday night an Awards and Fellowship program will take place. Awards for the best patrol will be presented. All units are encouraged to participate in the fellowship by performing a skit or song. Skit/song entry form is found in the Appendix. Please turn in the entry form at the Friday night leaders meeting.

Attend the 2025 October, November, December and 2026 January Roundtables to learn how your unit can prepare for the Winter Event. If you have questions or wish to help run an event, contact the Klondike Chairman, Larry Oakley, slapshot_3@hotmail.com.

SCHEDULE FOR THE 2026 SUNRISE DISTRICT WINTER KLONDIKE

FRIDAY JANUARY 16, 2026	
Check-in/Registration - Staff Area	9:00 pm
Leader's Information Meeting and Final Registration	9:30 pm - 10:00 pm
Camp Wide Lights Out	11:00 pm
SATURDAY JANUARY 17, 2026	
Breakfast	7:00 am – 9:00 am
Saturday Check-in/Registration – Staff Area	9:00 am
Patrol/Den Clothing and Equipment Check	9:00 am
Judges final instruction and preparation. Troop first aid kit inspection	9:00 am
Opening Ceremony	9:45 am
Daytime events	10:00 am - 3:30 pm
Lunch	11:30 pm - 1:00 pm
Day time events end	4:00 pm
Diner/Free Time	4:00 pm - 8:00 pm
Scouts Own Service	8:00 pm
Awards, Fellowship Campfire, Scouting Birthday Bash, Klondike Check Out	8:30 pm – 10:00 pm
Camp Wide Lights Out	11:00 pm
SUNDAY JANUARY 18, 2026	
Breakfast	7:00 am - 9:30 am
D-A Checkout	10:00 am – 11:00 am

Campfire Skit or Song Entry Form

Unit _____

Name of skit _____

Name of song _____

Skit or song can only run 5 minutes or less!

Please return form to camporee staff at the Friday night leaders meeting

**MICHIGAN CROSSROADS COUNCIL, BSA
SUNRISE DISTRICT
2025 WINTER KLONDIKE ROSTER**

General Information:

Council _____

Unit Type (Unit #): Pack_____ **Troop**_____ **Crew**_____ **Ship**_____

Weekend: From_____ **to** _____

Assigned Campsite _____

Camp Leader _____

Cub Scout Leader/Scouts BSA Leader/Crew or Ship Advisor Position Trained: Y or N (circle)

Cub Scout Leader/Scouts BSA Leader/Crew Advisor/Ship Advisor YPT: Y or N (circle)

For AoL Den Leader BALOO Trained: Y or N (circle)

Camp Leader: Address _____

City _____

State _____

Zip Code _____

Cell Phone Number _____

Email Address _____

Youth and adult attendee roster in a fillable form is found at:

[Microsoft Word - Weekend Camping Unit Roster MCC.docx \(michiganscouting.org\)](#)

APPENDIX

REQUIRED PATROL EQUIPMENT

Items required by all participating patrols.

- Klondike “dog” sleds
- snow snakes
- GPS receiver
- compasses
- matchless fire starters of choice, tinder, kindling (flint & steel, etc.)
- wood for fire building
- dry firestarter
- 1 - 2 quarts drinking water per scout for the trail. Important.
- Patrol/Den Flag
- Staves - 4 per group, 6 ft. rope per scout and one 15 ft. rope per sled
- Winter emergency kit: First Aid Kit, blanket, etc.
- Nugget Pouch: Each team will need a sturdy, homemade, leather, canvas or plastic pouch. Mark it with unit number, patrol name or totem. Size should be about 9" X 3" with a draw string.
- Large Ziplock plastic bag and pencils: Or similar, to keep the patrol score sheet dry.
- Scout Handbook

AOL EQUIPMENT

Each den must carry the following equipment with them on the events:

- 2-Compasses
- 2-pencils or pens
- 1-notebook
- 1-den flag on mast
- 1-Scout Neckerchief (or equivalent) per AOL scout
- Winter emergency kit: First Aid Kit, blanket, etc.
- Nugget Pouch: Each team will need a sturdy, homemade, leather, canvas or plastic pouch. Mark it with unit number, patrol name or totem. Size should be about 9" X 3" with a draw string.
- Large Ziplock plastic bag and pencils: Or similar, to keep the patrol score sheet dry.
- snow snakes

PERSONAL EQUIPMENT

Each Scout and AOL scout must carry (or wear) the following equipment with them on the events:

- hat
- gloves
- boots
- water bottle

SAMPLE TROOP PROBLEM

This problem will not be used in our First Aid event; similar problems will be presented to the patrol.

It has been extremely hot afternoon in Portsville, following a morning downpour. Joe Pecks has been working hard in his Electric Shop all day. Near closing time he collapses to the floor. Hasty examination reveals his face and body are covered with cold, clammy sweat; he is bleeding for his left elbow and right thigh. When he tries to raise his body using his left wrist, it will not support his weight. Treat injuries

ANALYSIS: Heat exhaustion.
Wounds on left elbow and right thigh.
A sprained wrist.

TREATMENT: Wrap in blanket.
Offer hot tea or coffee with sugar.
Have someone call the police/EMS department.
Compresses and bandages to elbow and thigh.
Place arm in sling.

Cold application to wrist.
Folded Newspapers to wrist for possible fracture.

Judging criteria: accurate identification of situation and properly applied first aid treatment. Judges will score patrol/den on basis of 1 to 10. Scoring will be done using the score sheets only and will not vary. This is to keep the competition equitable. Any questions about scoring may be addressed to the judge at the time of the event. The Chief Judge will resolve any disputed score.

SAMPLE AOL PROBLEM

This problem will not be used in our First Aid event; similar problems will be presented to the den.

A man stumbles over a keg of nails in front of Smith's Hardware Store on Cedar Avenue. He receives a deep scratch on his right leg, causing a steady flow of dark red blood. The man claims he feels faint. He suddenly falls unconscious. His face is pale. Treat injuries

ANALYSIS: Deep scratch on right leg
Venous bleeding
Fainting

TREATMENT: Call 911
Treat for shock
Apply bandage to leg wound

Judging criteria: accurate identification of situation and properly applied first aid treatment. Judges will score patrol/den on basis of 1 to 10. Scoring will be done using the score sheets only and will not

vary. This is to keep the competition equitable. Any questions about scoring may be addressed to the judge at the time of the event. The Chief Judge will resolve any disputed score.

The following equipment is recommended for the patrol first aid kit.

6 triangular bandages	wooden matches	Blankets
1-1 inch roller bandage	1-scissor	
Antiseptic swabs	baking soda	
Tongue depressor	compress bandage	
Calamine lotion	2-blankets	
Soap	1-box of band aids	
2 staves (for stretcher)	sterile cotton	
Vent-l-breather or equivalent	latex gloves	

For Arrow of Light dens an individual first aid kit or normal first aid materials from home may be used.

In lieu of certain drugs and equipment, Scouts may dramatize such as saying, "I am now boiling water to make it sterile, etc. The team leader should explain where and how he obtained the imaginary equipment, and the dramatization should be logical in keeping with the problem.