

A Knight's Journal

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Program Guide for Spring Camporee 2025

Scouting America—Twin Valley Council

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NORSELAND KNIGHTS—THE QUEST FOR THE HOLEY NALGENE

CAMP NORSELAND

MAY 13, 2025 TO MAY 15, 2025

The Quest for the Holey Nalgene: An Origin Story

From the Journal of Sir Otto John Seifert:



As a knight of the realm, I have learned that an artifact thought lost to the ages, may lie within the bounds of the forests of Camp Norseland. That artifact, the Holey Nalgene, was lost when a great plague once swept the land during the time of St. Covid. Despite many efforts to locate this great artifact of Scouting since, the search parties of scout knights returned both cold and hungry.

But a single scout was found, after a long and cold night, running around the Norseland meadow, covered in brambles and cuts, having been separated from his patrol. When administered water and first aid, the scout spoke of having stumbled upon the Holey Nalgene in the woods but being forced to leave it and run bravely away when he encountered a white rabbit, the Killer Rabbit of Caerbannog, who frightened the scout, with a single stern

look, into a great fright and mental confusion.

While the scout lost his way, he left clues in the woods as to where he had been. However, by the time he was found, and his mental confusion was remedied, he had forgotten the Holey Nalgene's location. But he remembered leaving a trail of clues—of waypoints which a group of intrepid knights of great bravery could follow back to their beginning—to the Holey Nalgene.

The woods of Norseland are filled with mind-confusing mists and dangerous, stern-looking animal life. But a patrol of questing scout knights, true of heart and filled with inner strength, I believe can face the challenges of wood and fen, of hill and lake, and quest to be the ones to find the Holey Nalgene. Such a patrol would be celebrated by other scout knights for their feats and bravery around campfires for generations of scouts to come.

O.J.S., Knight of the Order of the Bolt

PROGRAM OUTLINE:

Scouts should be prepared to encounter on their quest multiple program areas. They will require certain equipment and will need to understand how to use their equipment. Like learning the fine art of swordcraft, a questing scout should practice perfecting their scout skills before their quest. Scouts will earn clues when they complete a program area's challenge successfully.

Challenges will include Range and Target Activity Program Areas featuring Archery, Tomahawk Throwing, Knife Throwing, and Catapult Firing. Completion of challenges at each of these stations will earn the questing scouts clues to the path to find the Holey Nalgene.

Further, at the Catapult program area, the scouts will need to know how to assemble their catapult (some materials are available provided but troops may bring their own) to successfully assault the walls of Fort Norseland to gain the knowledge of the clue within.

Scouts will also need to demonstrate their prowess in knots and lashes at the Monkey Bridge of Infinite Peril to cross the Dry Waterway of Doom. Each scout will need to show the three knots or lashings asked of them by the Guardian of the bridge. Success results in learning a new clue. Failure will trap the patrol on the far side of the Dry Waterway of Doom, out of the quest and out of luck.

The questing scouts will need to descend down the Point of Honor to enter upon the Lake of Green Ooze to battle the Dark Knight. The scouts must, one at a time, cross the Spinning Log of Serious Maiming to reach the Dark Knight. A majority of each patrol must defeat the Dark Knight on the surface of the Ooze in order to receive their clue. Scouts will get wet so towels and swim gear (or fast drying clothing) will be favored. Scouts will have access to a latrine for changing clothes if needed.

Lastly, a traveling party of the Knights Who Show Knee (easily identified by their Scottish outfits) may challenge patrols of questing scouts at different points at Camp Norseland. If a patrol can answer the Knights three-questions (concerning Leave No Trace and Tred Lightly), then they will receive a bonus clue.

Upon completing all of the quests, and deciphering their clues, the patrols of questing scout knights, to complete their quest, must follow the clues by traveling to the location of the Holey Nalgene. Questing scouts will need to know how to use a map and compass, to be able to navigate between way points, to decipher the final clue.

Upon discovery of the Holey Nalgene, the patrol shall open the Holey Nalgene and shall remove the inscribed marker with the lowest number from within the Holey Nalgene and then return the Holey Nalgene to its resting place. They shall remove only one inscribed marker. Taking two markers is just straight out of bounds.

The questing scouts shall then return to their camps (or to the blacksmithing demonstration), keeping their deeds to themselves, awaiting the moment to participate in their final challenge—the Boudica Memorial Chariot Race. Scouts will need to have reviewed the provided video link demonstrating how to build and ride a pioneered Chariot. Scouts may bring their own materials to construct their Chariot or may use what available pioneering supplies are available at the pioneering shed.

After cooking and eating their own evening repast, and a short chapel ceremony to thank God for their safe personal and patrol victories during the day, scouts shall then report to the Campwide Campfire at which time the victors of the day shall be revealed by their confirming marker and they shall bask in the glory of admiration and appreciation of their fellow scout knights. Thereafter, Scouts will be visited by members of the Order of the Arrow who will proceed with their call-out ceremony.

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## FRIDAY NORSELAND KNIGHT EVENTS

### **BLACKSMITHING & BRANDING:**

A Blacksmithing Demonstration will run Friday night from about 7pm to 9pm in the Meadow and on Saturday from 10:00pm to 3pm. In addition to the demonstrations, a branding station will be operational for scouts to obtain the new Camp Norseland brand on any gear (e.g. hats, water bottles, mugs, leather gear, belts, etc.). Our intent is to also have a small Trading Post open with brandable items for sale. Plan on cash as the form of payment.

### **ASTRONOMY:**

An Astronomy program and (weather allowing) an astronomical viewing opportunity will be provided on Friday night beginning at 10pm or, if weather is bad for astronomy, Saturday night beginning at 10pm. While this is not an “Astronomy Merit Badge” presentation per se, a number of the requirements are likely to be covered. We will provide, in advance, the expected requirements which will be covered.

# ITINERARY -- NORSELAND KNIGHTS

## SPRING CAMPOREE

### **Friday, May 13<sup>th</sup>**

|             |                                                                              |
|-------------|------------------------------------------------------------------------------|
| 6:00-7:00pm | Troop program & health check-in and campsite setup                           |
| 7:00-9:00pm | Blacksmithing demonstrations in the Meadow for any interested persons.       |
| 8:00-8:30pm | SPL & Scoutmaster Meeting in Main Lodge                                      |
| 10:00- ?    | Astronomy presentation and viewing lakeside below the hill of the Main Lodge |
| 10:00pm     | Quiet in Camp                                                                |
| 11:00pm     | Lights out for rest of camp not at Astronomy.                                |

### **Saturday, May 14<sup>th</sup>**

|                |                                                                                                                                                                   |
|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Before 8:15am  | Troops wake and have breakfast in their campsites                                                                                                                 |
| 8:15am         | Flags & Camp program meeting at the flag pole outside of the Main Lodge.                                                                                          |
| 9:00am         | Patrols are released to begin their questing. Blacksmithing demonstration continue. The Knights-Who-Show-Knee begin their reign of terror.                        |
| 11:30am-1:00pm | Lunch is provided at the Main Lodge lakeside patio. Patrols may come and go as they like.                                                                         |
| 3:30pm         | Blacksmithing demonstrations end. Patrols end their quests and report to the Meadow Fire Ring with their supplies to compete in the Boudica Memorial Chariot Race |
| 4:00-4:15pm    | The Boudica Memorial Chariot Race is run. First Aid will be available.                                                                                            |

|                                           |                                                                                                             |
|-------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| 4:15-6:30pm                               | Troops cook and consume their own suppers in their campsites and clean up.                                  |
| 6:30-7:00pm                               | Chapel Service in the camp's Chapel. Bring your own chairs/seating devices.                                 |
| 7:15pm-ish                                | Troops meet in the Meadow at the fire ring for Awards                                                       |
| 7:45pm-ish                                | OA Callout at the Meadow                                                                                    |
| 10:00- ?                                  | (BACK UP IF CLOUDS ON FRIDAY) Astronomy presentation and viewing lakeside below the hill of the Main Lodge. |
| 10:00pm                                   | Quiet in Camp                                                                                               |
| 11:00pm                                   | Lights out for rest of camp not at Astronomy.                                                               |
| <b><u>Sunday, May 15<sup>th</sup></u></b> |                                                                                                             |
| 7:30am                                    | Campsite Checkout Begins and Troops Depart                                                                  |

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## **LUNCH**

*"And the people did feast upon the lambs, and sloths, and carp, and anchovies, and orangutans, and breakfast cereals, and fruit bats..."*

*~~The Book of the Holey Nalgene*

Questing requires energy, and the thirteenth point of the Scout Law is that "A Scout is Always Hungry." Thus, to assist the questing scouts, the King's merry band of catering fools, known as the "Heavy Metal Cooking Crew" shall provide hearty sustenance between the hours of 11:30 am to 1:00 pm for all questing scouts when they arrive to feast and return to their quest. The feasting shall consist of various Medieval dishes (Note that extra sloth will be available upon request).

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## **Special Equipment List for the Program:**

- Ropes and lodge poles for constructing your catapult and Roman Chariot (a limited amount will be available on site at the Jeff Javens Memorial Pioneering shed in the Meadow)
- swimwear for those who will be attempting to fight the Dark Knight by crossing the Spinning Log of Serious Maiming on the lake as part of their quest.
- a regular, good ol' fashion magnetic compass. Map will be provided.
- any item(s) you wish to have branded at the Blacksmithing demonstration with the new Norseland Branding Iron (branding at your own risk).
- bravery tempered in the fires of the Scout Oath and Law

Troops should come prepared to tent camp over Friday and Saturday night. Troops are responsible for all of their own meals except Saturday lunch.

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## **Scout Skills for Questing Scout Knights to Practice before Questing:**

- All knots and lashings within the Scouts BSA Handbook.”
- Marksmanship of arrow, throwing hatchet (i.e. tomahawk), and throwing knife.”
- Basic knowledge of use of a map and compass as outlined within the Scouts BSA Handbook.
- Basic knowledge of how to safely cross a rolling log.
- How to build a pioneered Roman Chariot. See this short HOW TO video <https://scoutpioneering.com/2013/02/19/troop-meeting-challenge-h-frame-trestle-chariot-race/>



- Construction of a catapult of a design similar to the one depicted below. The ammunition will be a tennis ball-sized water balloon (water balloon will be provided). The force of the catapult's throwing arm must be by a rope pulled directly by one or more scouts. No torsion or mechanical advantage can be used.

