

# Viking Tribal Tournament

*A Roosevelt District Klondike Derby*



**The guide to weekend tournament event 2025.**

**Camp Hart Scout Reservation**

**Pennsburg, PA**

**February 14<sup>th</sup> – 16<sup>th</sup>**

## **The Days of Vikings**

Farmers, explorers, and merchants. But to some they were considered pirates. Vikings were the Scandinavian warriors of the sea, known as barbarians by those who feared them. Travel with us to the tenth century - to the days of the Vikings! <https://www.britannica.com/topic/Viking-people>

## **Viking Vernacular**

Vikings: Scouts with shields and helmets who are registered for the Viking Tribal Tournament and want to have a great time competing in the day's activities.

Clan: Vikings from the same Scout Unit.

Chief: The Patrol Leader from a Viking Clan.

Tribe: A group of Viking Clans from the same region.

Head Chief: The Senior Patrol Leader from a Viking Clan.

Judges: Clan Elders and older Clan Members who have a specific responsibility during the Tournament. If you want to be a Judge, contact the Viking Queen (defined below).

Clan Elders: Registered leaders with shields and helmets who are registered to help guide and protect the clans.

The Viking Queen: Klondike Derby Chief Leader Gina Gorski [215-806-2644](tel:215-806-2644)  
[cubpack460olc@gmail.com](mailto:cubpack460olc@gmail.com)

Tribal Camp Master: In charge of Clan check-in and check-out procedure and Facility needs. Ken Gorski 215-806-2645

Tribal Health Officer: Chris Gallagher 267-303-5499

## **Tournament Logistics**

- Weekend Tournament Check-in.
  - Clan Check-in will be in Cozy Cabin/Office.
  - Make sure you check-in with Tribal Camp Master upon arrival.
  - Send only one or two Clan Elders with roster and any last-minute payments.
  - There will be a Chief, Head Chief, and Clan Elder meeting at 9:00 P.M. – 9:30 P.M. in Hart's Dining Hall. Scouts, please use buddy system.
- Day of Tournament Check-in will be at the Dining Hall
  - Make sure you Check-in upon arrival.
  - Send only one or two Clan Elders with roster and any last-minute payments. Please check-in by 8:30 A.m.
- Judge Meeting 8:00 – 8:30 for any last-minute changes and to pick up tournament supplies for your Station
- All Clans will be responsible for their own meals except for lunch on Saturday.
- Coffee and hot chocolate will be available in the dining hall throughout the day. Please have your own reusable hot cup to help reduce waste.
- Awards Ceremony / Campfire will be held in the dining hall at 7:00 P.M. – 8:00 P.M.
  - All Clans staying the weekend should come prepared with a song and/or skit.
- Cracker Barrel will follow the Campfire.
  - Clans are encouraged to bring their favorite cracker barrel snack to share and mingle with other clans.
- Trading post will be open on Saturday. Hours will be posted in the morning.
- First Aid will be located at the dining hall during the day's tournament.
- Closest Emergency Room
  - Grand View Hospital 700 Lawn Avenue, Sellersville, PA 18073 (12 minutes)
  - St. Luke's Hospital, Upper Bucks Campus, 3000 St Luke's Drive, Quaker Town, PA 18951 (17 minutes)

## **Camp Rules**

- **Conduct Yourself with the highest regards of the Scout Oath, Law, & Outdoor Code.**
- All vehicles and trailers must be parked in the main parking lot for the duration of the weekend. Vehicles and trailers are not permitted in camp without express permission of the Ranger. If there is a need to move larger or heavier equipment in to a campsite, please let us know so arrangements can be made.
  - Overflow parking is at Camp Garrison, With Clans responsible for transporting participants back to Hart
- No open flames are permitted inside cabins/structures for heating purposes. (Not including Fireplaces)
- Fires are only permitted outside only in either established fire circles or in raised fire pits/grills.
- Clans are to remain in Designated areas only.

## **Event Details**

- For clans staying the weekend There will be a mandatory meeting Friday night at 9:00 pm at Harts dining hall.
  - The Chiefs, Head Chief, and a Clan Elder should attend.
  - Updated/changes for the weekend will be giving at this time.
- The Viking Tribal Tournament Will begin Saturday Morning and end after the awards campfire in the evening.
- Events are designed for clans to be tested for their leadership skills, teamwork, clan spirit, and outdoor skills.
  - Each station will grant up to 5 points per station for completion.
  - Up to 5 points for skill proficiency.
  - Up to 10 bounce points for clan spirit.
  - What is Clan spirit?
    - Each Clan is required to have a flag, clan name, and a song/cheer.
    - Clans should promptly share the 3 above to the Judge at each station
    - Clan spirits also count on how well the clan's teamwork is. And how well the clan members interact with each other.
- There will be 13 stations

- The first station will be at Saturday morning Check-in
  - This will be Check point Charlie.
    - Sleds will be checked for required materials for a total of skill points
    - They will also be scored for themed decorations, in place of clan spirit.
- There will be a scavenger hunt for bonus points.
  - After completing each station, you can ask the Judge for their clue.
  - After you collect all the clues, they will lead your clan to a location. Once you find the item hidden at the location take a picture. Be the first clan to show said picture to the Viking Queen and receive 10 extra points. For all the others an extra 5 points will be awarded.
- Clan sled size should be no less than 4 and no more than 8, unless approved by the Viking Queen.
- Clans will be using sleds to carry their gear from station to station.
  - If your clan needs a sled contact the Viking Queen. A fellow clan might have a spare one for you to borrow.
  - If there is no snow, then one set of removable wheels will be permitted on the back half of the sled.
  - If you are a newer unit and would like to build your own sled. There will be a diagram on the back of this Clan Elders guide.
- There will be two competitions for Clan Elders.
  - The first will be a costume competition held on the porch of the dining hall at 12:45 during lunch.
  - The second will be a Dutch oven dessert competition. The contestants will be Judged during the cracker barrel on Saturday night.
- Lunch will be provided on Saturday at 12:00P.M. – 1:00P.M. If there are any dietary restrictions to be aware of, please share them with the Viking Queen.
- 7:00P.M. – 8:00P.M. Join us for the award ceremony and campfire in the dining hall.
  - Each clan should come prepared with a song and/or skit.
- Following the campfire there will be a cracker barrel in the dining hall.
  - Each clan is asked to bring their favorite cracker barrel snack to share with the tribe. It is also encouraged for clans to show good sportsmanship and mingle with other clans in the tribe.
  - The clan elders will have their Dutch oven desserts Judge at this time.

## **Safety Minute**

- Each Viking needs to be prepared for winter camping.
  - No Sneakers.
  - Dress in layers.
  - Bring proper outerwear for either snow and/or rain.
- No throwing snow or rocks/stones.
- No running in camp.
- No portable heaters or electric blankets are permitted at this event.
- Always have a buddy.
- Use camp trails. Only use the road when you must cross.
- Show good sportsmanship.
- No weapons are allowed to be a part of your costume if one is worn.
- Have Fun!!!!

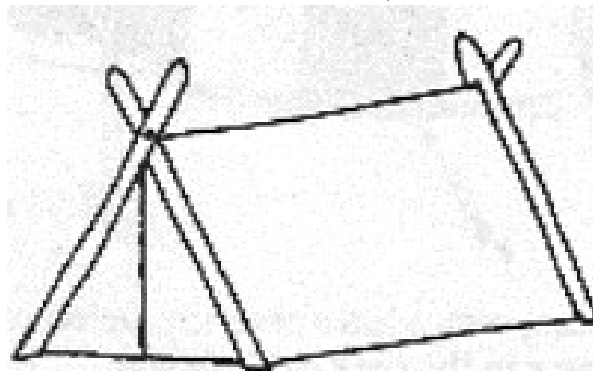
## Stations List

**Check Point Charly** will be the first station on Saturday morning during Check-in. Sleds will be checked for required materials for a total of skill points. They will also be scored for themed decorations.

1. First Aid: Access to medical help is hard to find when Vikings are exploring. Show proper first aid for the wounds/condition the judge will put in a Serino for you!
2. .22 caliber Shooting: If Vikings were in modern days, rifles would be important for hunting for food and fur. This station you will show your sharp shooting skill and see if you would be able to provide for your clan.
3. Viking memory challenge: In a time where almost all information is passed by word of mouth. This game is meant to test the memory of your clan. On the table there will be a variety of items, you will have an allotted amount of time to look at the items before they are covered. Your clan will be scored on how many items you remember, and if you get the name of the item correct when you told the judge what you remembered.
4. Ax Throwing: The number of throws will be determined by the Judge. Vikings, from a time before firearms would have to rely on other methods for hunting and protection. An average score from your clan will be the number of points you earn.
5. Fire Building: The ability to make a fire meant life. For both cooking and warmth is important. To get maximum skill point you must light a fire using a flint and steel. You also must keep your fire going for 5 minutes.
6. Lashings: To cook over a fire, you must suspend a pot of water over it. Using 3 scout staves make a tripod and suspend the pot of water that the judge will provide 2 foot off the ground without spilling.
7. Citizenship: Vikings were big on citizenship in their communities. The biggest way they practiced citizenship was to gather to make law and to decide cases in a meeting called a **Thing**. Each community had its own independent Thing. Rather than have all disputes settled by duel or family feuds, the Thing was instituted to both write Viking law and to

decide cases of disputes within the law. In this station the judge will give you a topic. You will have 5 minutes to discuss this topic with your clan. Then you must have one of your clan members debate your point of view on said topic. You will be judged on how well you portray your clans' point of view.

8. Navigation: Vikings navigated primarily using celestial bodies like the sun and stars, particularly the North Star, combined with keen observation of natural landmarks, ocean currents, wind patterns, and even the color of the sea, essentially relying on a combination of visual cues and knowledge of the environment rather than detailed maps or compasses. In this station you will be asked to look at a star map. You must point out the north star and name a certain number of constellations.
9. Shelter building: In a time before premanufacture tents Vikings would build basic A frame tents using staves, lashings, canvas, and stakes. In this station your clan must build a sturdy A frame tent.



10. Physically Fit: Viking jobs are all physically demanding. Vikings also like to run or play games during their down time. For this station your clan must make it through an obstacle course. Your score will be based on the time of completion and sportsmanship.
11. Archery: Archery was crucial for hunting, providing food for families and communities. The skill of a hunter was often measured by his proficiency with the bow. Your score will be based off an average score of your clan.
12. Cooking: Cooking on the go is an important skill. For this station your clan will cook pop and fresh croissants on sticks over a fire. Top skill points for originality/topping.



# Equipment Lists

## Clan Equipment (must have at least one, or the number listed, on sled)

Sled	(5) Long Staves (Approx. 4 Ft in length)
Patrol Flag	(1) Blankets to be used for stretcher
First Aid Kit with gauze or wraps	(8) 6 Ft pieces of rope (for knot tying/lashing)
Scout Handbook - multiple	
Pencil or Pen and Paper	
2 Gallons of Water	
Flint & Steel	Tarp
Tinder in a waterproof container	Pop & Bake biscuits or croissants
Kindling	song and/or skit for campfire
Fire Bucket (bucket to hold water)	
Camp Shovel	
1 - 2 pairs of Fire/Heat Resistant Gloves	

## Head Cheif (Each Cheif must have this on their person)

Patrol Roster (including name, rank, emergency phone numbers - required at registration)  
Pencils and Paper  
Watch  
Map of Area (will be provided at check-in)  
Station Packet (will be provided at check-in)

## Viking Equipment (Each Scout must have this on their person)

Rain gear for each Scout  
Coat, Hat, Gloves  
Sturdy Footwear (**NO SNEAKERS**)!  
Pocket knife (only with Totin' Chip)  
Totin' Chip Card, Firem'n Chit  
Mug or Cup (for HOT drinks)  
Personal Water Bottle

## Clan Equipment

Troop Flag – please bring your troop flag to opening ceremonies on Saturday to be displayed at the dining hall all day, to be retrieved at closing colors

# Event Schedule

Friday	6:00 – 8:00pm	Camp check in and Event Registration at
	<b>Cozy Cabin/Office</b>	
	9:00 – 9:30pm	Clan Elder, Head Cheif, Cheif meeting at
	<b>Hart Dining Hall</b>	
	10:00pm	Quiet Time
	11:00pm	Taps/Lights Out
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Saturday	6:30 – 8:00am	Reveille and Breakfast with your Unit
	8:00am	Judge Meeting
	8:00 – 8:30am	Late Check ins & Sled inspections
	(Check Point Charley)	
	8:30 – 9:00am	Opening Ceremonies & Flag Raising
	9:00am – 12:00pm	Morning Stations & Cub Klondike
	12:00 – 1:00pm	Lunch in Dining Hall
	12:45	Clan elder costume contest porch of
	Dining Hall	
	1:00 – 4:00pm	Afternoon Stations & Cub Klondike
for own meal)	4:00 – 4:30pm	Closing Stations & Evening Colors
	4:30 – 6:30pm	Dinner with your Units (Responsible
	7:00 – 8:00pm	Campfire – Awards and Songs
	8:00 – 9:00pm	Cracker Barrel in Dining Hall
Competition	8:00	Clan Elder Duch oven Dessert
	10:00pm	Quiet Time
	11:00pm	Taps/Lights Out
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Sunday	7:00am	Reveille
	7:30am	Breakfast with you Unit, pack up campsite
	9:00 – 11:00am	Site Inspections, Clan checkout
	Let Tribal Camp Master Know If you have to check-out before 9:00am	

# Viking Tribal Station Timetable

Clans will be given a specific Station Number to start the tournament. Patrols will then work in numerical order to complete all 12 Stations. Have the designated Leader sign your sheet at each Station.

Check Point Charlie Station will be completed before leaving Parade Field.

Please remember these are approximate times. We would like to stick as close to the schedule as possible, but things happen.

DO NOT enter a station until the previous Clan has left. Patience is key to having a great event.

Clan Name: \_\_\_\_\_

Clan #: \_\_\_\_\_

Station	Start Time	End Time	Signature
CHECK POINT CHARLEY			
	9:00	9:20	
	9:30	9:50	
	10:00	10:20	
	10:30	10:50	
	11:00	11:20	
	11:30	11:50	
LUNCH	12:00	1:00	
	1:00	1:20	
	1:30	1:50	
	2:00	2:20	
	2:30	2:50	
	3:00	3:20	
	3:30	3:50	

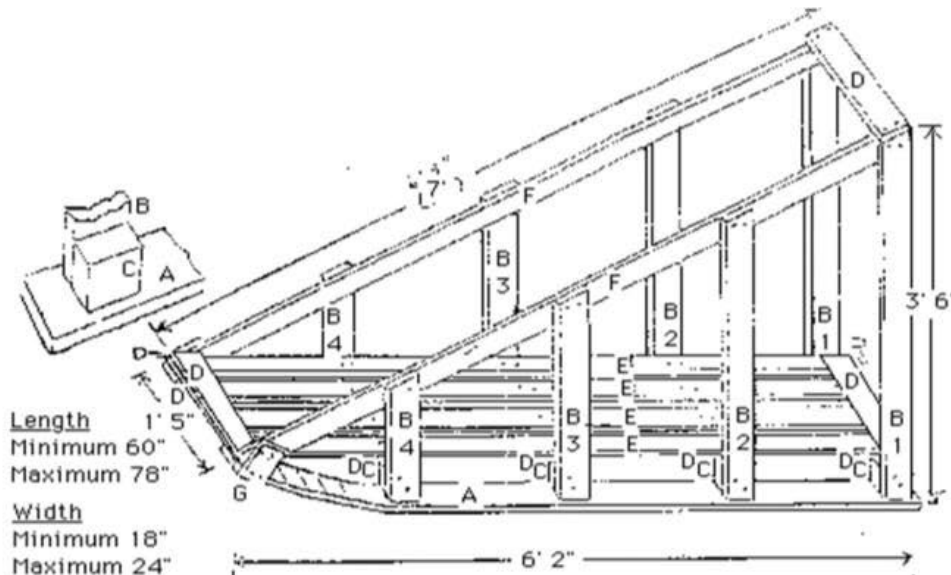
## Klondike Derby Sled Plans

The following plan is for a sled that has minimum and maximum dimensions as shown. There is no absolute requirement for these dimensions, but these are typical of those used in most areas.

The sled below is show as a guide. Your own design may be used if it conforms to the minimum and maximum dimensions. Make sure the sled is strong enough to bear the weight of your equipment and will hold together for a long trip. It is best to use screws rather than nails. Drill first to avoid splitting wood. Varnish bottom of runners and wax before using. Wire netting or a canvas snow curtain may be added to prevent items from falling off of the sled.

Secure a towing rope at the front and secure a brake rope at the rear.

### Sled:



### Materials:

Item	Label	Quantity	Dimensions
Runners	A	2	1" x 4" x 6'2"
Uprights	B1	2	1" x 4" x 3'6"
	B2	2	1" x 4" x 2'8"
	B3	2	1" x 4" x 1'9"
	B4	2	1" x 4" x 10"
Upright Supports	C	8	2" x 4" x 4"
Cross Supports	D	6	1" x 4" x 1'5"
Floor Strips	E	4	1" x 4" x 6'
Hand Rails	F	2	1" x 2" x 7'
Front Supports	G	2	1" x 4" x 6"