



May 3-5, 2024

SKYMONT
SCOUT  RESERVATION

Register at: www.scoutingevent.com/556-vikinginvasion

VIKING INVASION CAMP-O-REE

The Days of Vikings:

Vikings were 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.

Viking Vernacular:

Vikings: Scouts who are registered for the Invasion and want to have a great time competing in tenth century Norse games.

Clan: Vikings from the same Patrol. (Clans should be limited to no more than 8 Vikings.)

Chief: The Patrol Leader from a Viking Clan.

Viking Elders: Adults who are registered for the Invasion.

Judges: Viking Elders who have been conscripted into service for the competition.

*(Did the Vikings really have conscription? We do not know. But the Activities Committee does!
How do you think these things get organized?)*

At the request of the Committee, each Viking Tribe (known in later years as a Scout Troop, Crew, or Ship) is required to provide a minimum of one conscript to serve as a judge for an activity.

A Note to Viking Elders:

Viking Elders, your presence is appreciated. You may take pictures, cheer for the youth, and give encouragement. You are welcome to participate in the activities. If you see something unsafe, you have the right and responsibility to take corrective action. Now, there are some things you may NOT do. Do not aid your Vikings in the competitions. Do not give advice, answers, or provide them with any advantage. Let the Chiefs be responsible for their clans. Your role between now and the invasion is to train your Chiefs to lead their clans.

A Word of Caution: (From the Guide to Safe Scouting)

BSA Policy prohibits any "activities where participants strike at each other", including "combat games." Scouts MUST NOT be allowed to carry replica swords or axes or to engage in skirmishes or battles. This could result in their dismissal from the event and from camp. Please set this expectation in advance to prevent us from having to enforce it later.

CAMP-O-REE LOGISTICS AND INFORMATION

REGISTRATION:

Register at: www.scoutingevent.com/556-vikinginvasion

Fees: \$25 for Scouts, \$10 for Adult Leaders and Staff.

All participants will receive an event patch.

CHECK-IN: Friday, May 3, 5:00-8:00pm

Check-in will be done by the unit leader. Unit Leaders will turn in a roster of all youth and adults in attendance. This roster should identify your primary Viking Elder and Tribe Chief. (Per BSA policy, all youth and adults MUST be registered in the unit.)

Additionally, a roster for each Patrol (Clan), including the Clan name, Clan Chief, and Clan members will be turned in at the Leader Meeting on Friday night.

Medical Forms, parts A & B, are also required on all participants. Please bring COPIES of medical forms and allow the originals to remain with the unit.

CAMPSITES:

Units will select campsite preferences during registration. Units who register early will get priority for their preferred site. Depending on unit size, multiple units may be assigned to share a campsite. Final campsite assignments will be available 1 week before the event.

COOKING:

Units are responsible for providing and preparing their own meals. The dining hall kitchen will be CLOSED for this event. Please plan accordingly.

PARKING:

Units may obtain a pass to take gear to their campsite. Trailers may be dropped in the site. All vehicles MUST return to the parking lot.

VIKING INVASION BATTLE PLAN

Friday, May 3

- 5:00 PM - Camp Opens & Check-in Begins
- 8:00 PM - Senior Patrol Leader Meeting (Dining Hall)
- 10:00 PM - Lights Out

Saturday, May 4

- 9:00 AM - Opening Flags
- 9:30 AM - Competition Begins
- 12:00 PM - LUNCH
- 1:30 PM - Competition Resumes
- 4:30 PM - Closing Flags
- 5:00 PM - DINNER
- 8:00 PM - Campfire & Awards
- 10:00 PM - Lights Out

Sunday, May 5

- 9:00 AM - Scouts Own Service (Chapel)
- 11:00 AM - Units Depart & Camp Closed

VIKING INVASION COMPETITION ACTIVITIES

This camp-o-ree is a Council-wide event and an opportunity for Scout to interact and have fun. **Vikings** (Scouts) will be organized into **Clans** (patrols) led by their **Chief** (patrol leader.) A series of fun, but challenging, activities is planned. Activities will be scored and prizes will be awarded for high-scoring clans. Some activities will require planning and preparation in advance of the event. Read the following notes carefully.

PARTICIPANT REQUIREMENTS

Each Viking must carry water and a first aid kit and be prepared to present these in good order whenever requested by a judge. Each Clan will need a compass, paper, and pen or pencil. In days of old, Vikings took immense pride in their Clans. Each Clan must have a name and a yell. Clans should announce their presence to judges loudly, proclaiming their Clan's name and yell before each activity. Judges cannot award points to Clans who fail to announce themselves.

VIKING INVASION ACTIVITIES & COMPETITIONS

Tyr's Hand (Axe & Knife Throwing)

Vikings considered the axes and knives as multipurpose tools. It could be used for building, repairing items, games, as well as for offense and defense. For this event, Vikings will get three throws at a target. Vikings will earn 1 point for each axe or knife that sticks in the target. The Clan's score will be the average score of its Viking members.

**This event falls under BSA's Shooting Sports Guidelines. All shooting sports rules will be followed.*

DO NOT CROSS OVER OR UNDER CAUTION TAPE!

Eir's Healing (First Aid)

It wasn't easy being a Viking. Danger was everywhere, and they had to "Be Prepared" for anything. Chiefs will select a card with a first aid scenario based upon Tenderfoot, Second Class, and First Class rank requirements. Anything from those requirements may be tested including transport and CPR. Each scenario will be worth 30 points, with points earned based on specific steps of appropriate responses.

Loki's Lashings (Lodge Building)

The Norse, like other seafarers, were experts with pioneering - the art of knots and lashings. Pioneering was not only used aboard their long ships, but also wherever they went on land. From rigging sails and repairing masts, to building shelters on uninhabited lands, Vikings used pioneering. For this event, Clans will be timed in two-person teams to build an A-frame shelter from materials provided. Times from all teams will be averaged, with deductions given for improper lashings, to derive the final Clan score.

Odin's Knots (Knots)

For this competition, Vikings complete a relay race with each Viking tying a different knot. The Clan will be timed to determine points.

Thor's Hammer (Feat of Strength)

Vikings were fiercely strong and would often challenge each other in feats of strength. In this event, Vikings will be timed while carrying buckets across a set distance. Vikings may choose from lighter or heavier buckets, which will result in point bonuses or point deductions. Clan score will be an average of its Viking members.

Mimir's Course (Orienteering)

The Norse were excellent navigators that sailed as far West as Canada, as far East as Russia, as far North as Finland, and as far South as North Africa. Their ships used a combination of sail and oars to travel, explore, trade, and raid. Vikings will complete an orienteering training circle and be awarded points for each correct control point. Clan scores will be the average of its Viking members.

Sutir's Forge (Fire building)

Fire was vitally important to Viking culture. Used to forge tools and weapons, cook, provide warmth, and prepare oils used in construction of their long ships, building and keeping a fire was an essential skill. Clans will be timed while building their fire using tinder and kindling of natural materials only and lighting it using only flint and steel. Clans may bring their own materials or forage the surrounding area to obtain them. No accelerants or synthetic materials allowed.

Heimdall's Bifrost (Obstacle Course)

The land of the Vikings was a challenging landscape of hills and mountains, valleys, fjords, and bogs. Foraging for food could be a simple walk or a days-long adventure across rough terrain. Clans will compete in a timed obstacle course (with hidden Scout challenges along the way.) Clans will earn points based on time for all Vikings to cross the finish line.

Ullr's Shield (Shield Design Contest)

Viking shields were decorated in patterns to signify where they came from and help identify friend or foe during battle. Clans will create and decorate their clan shield and present it during closing flags for judging. Clans may create a brief backstory for their clan name and clan shield design to earn additional points.







CAMP-O-REE EQUIPMENT LIST







Scouts should be prepared with all their appropriate personal gear that they will need for a weekend camping trip. Units should bring all gear necessary for meal preparation and dining, safety and sanitation, and first aid supplies. In addition to Scouting's 10 Essentials, the following list of items are recommended for this event.

Vikings	Clans
Scout Field Uniform "Class A"	Troop Flag
Totin' Chip Card	Patrol Flags
Firem'n Chit Card	Fire Starting supplies
Pocket Knife	Compass
Water Bottle	Paper & Pencil/Pen
First Aid Kit	Shield supplies

DO's and DON'Ts

Safety rules to help enjoy our camp responsibly!

-  Wear footwear with toe protection and ankle support.
-  Travel on trails and paths carefully—running is discouraged.
-  Follow the *Guide to Safe Scouting* at all times.
-  Practice *Leave No Trace* principles.
-  Return all vehicles to parking lot after loading and unloading.
-  Have fun!

-  Tobacco, e-cigarettes, and vaporizers are allowed ONLY in the parking lot.
-  Personal Firearms are NOT allowed on property.
-  Designated areas are OFF-LIMITS except during approved programs.
 - Shooting Sports Ranges Climbing Tower
 - Aquatics Dock Kitchen
-  Fires are limited to EXISTING fire rings.
-  Outside firewood is NOT allowed.
-  NO tree cutting.



For more information, contact:

Camp-O-Ree Event Chair: Jon Green jdgreen4184@yahoo.com

or

Council Program Director: Brent Baker brent.baker@scouting.org



BOY SCOUTS
OF AMERICA®

CHEROKEE AREA COUNCIL