

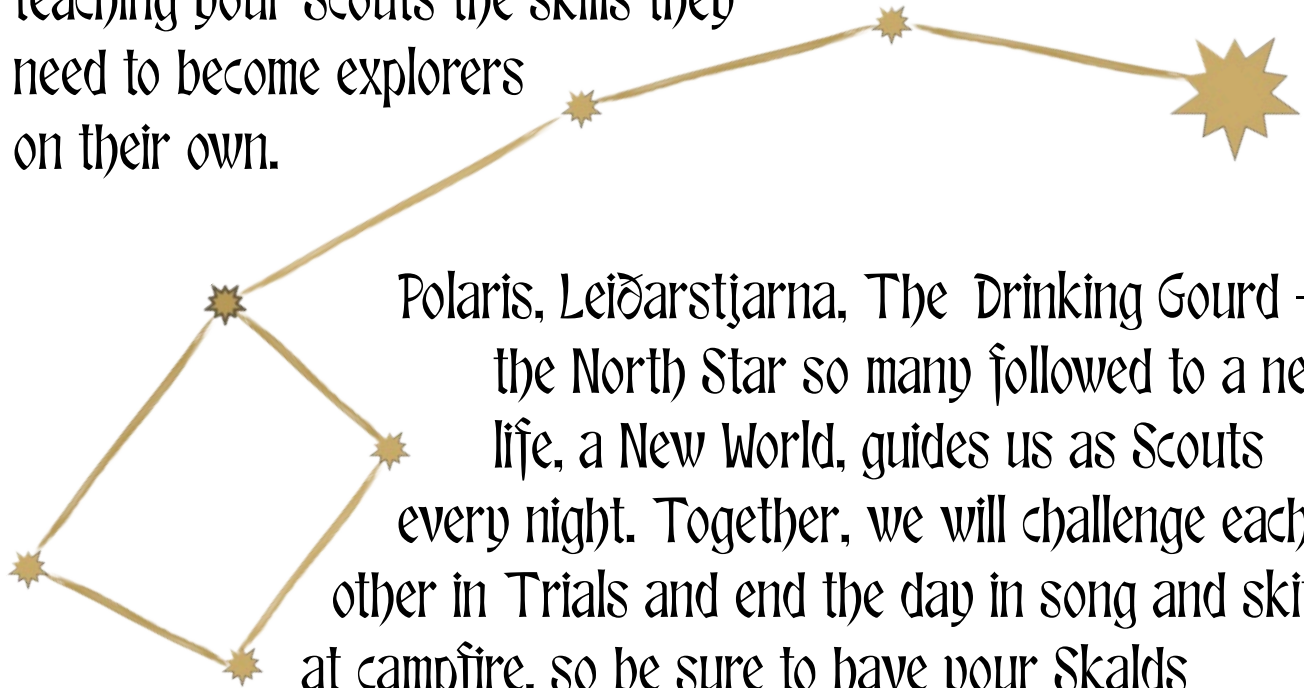


VOYAGE OF THE NORTH STAR

CAMP CURRIER

MARCH 27TH - 29TH, 2026

The Northern Star has guided Sailors, Explorers, Sojourners, and Scouts as they have travelled the world and found their way home. This Spring, we'll set our course to Camp Currier and put our skills to the test – guiding your Patrols forward and teaching your Scouts the skills they need to become explorers on their own.



Polaris, Leiðarstjarna, The Drinking Gourd – the North Star so many followed to a new life, a New World, guides us as Scouts every night. Together, we will challenge each other in Trials and end the day in song and skits at campfire, so be sure to have your Skalds prepare for the celebration!

REGISTRATION

- ❖ Payment is due at the time of registration
- ❖ \$15.00 registration fee for Each Scout.
- ❖ Adults are free!!!
- ❖ Fee increases to \$20.00 per Scout if registering after February 27th, 2026.
- ❖ Registration includes camping, all activities, awards, and a special camporee patch.
- ❖ Registration will begin in November 2025.
- ❖ Register here: <https://scoutingevent.com/558-103519>

WHO CAN ATTEND?

- ❖ We welcome all troops/crews from any district or council.
- ❖ PLEASE READ THE RULES & POLICIES INCLUDED IN THIS GUIDE
- ❖ All Camp Currier rules and policies will be enforced during this event.

CAMPSITES

- ❖ Campsite assignment will be determined by the staff and will be sent to all units on Wednesday March 25, 2026.
- ❖ When you arrive at Camp Currier you will be greeted at the Janoush Family Gateway, and you will receive directions to your campsite. Maps will be available if needed.
- ❖ Troops are responsible for their own meals. (Friday Diner, Saturday Breakfast, lunch, and dinner, and Sunday breakfast)

ARRIVAL

- ❖ Please send a representative to Headquarters (Dining Hall) for Troop check-in.
- ❖ Please bring all waivers to check-in for all scouts. Scouts will be issued colored wristbands to make it easier for staff to know if the waiver was completed and turned in.

PARKING

- ❖ Vehicles are not allowed in the campsites; not even to load and unload. Park vehicles parallel to the edge of the road leaving room for other vehicles to pass when loading and unloading camping supplies.
- ❖ After unloading, Park vehicles in designated parking areas. No "emergency" vehicles will be allowed to park at campsites.
- ❖ Equipment trailers may be parked in campsites when ground conditions are favorable. During wet ground conditions, trailers are barred from campsites as well. The Ranger, Campmaster, or Event Coordinator will advise if trailers are not allowed. Trailers should only be backed into campsites. Do not pull your trailer through the campsite. Trailers are to be parked to the side of campsites to minimize damage to the campsite. If the pull vehicle is left with the trailer, it must be connected to the trailer. If you wish to disconnect the pull vehicle, it must then be parked in a designated parking area.
REMEMBER: there are no Vikings as ferocious as Ranger Marc when it comes to vehicles wrecking campsites!

STALLARI'S COUNCIL

- ❖ Scoutmasters and Senior Patrol Leaders must attend meeting Friday night at 9:00pm in the headquarters (dining hall) at Hamilton Meadows. Finalized information will be presented at this time as well as any last-minute trial changes.
- ❖ We will at least 1-2 judges from each unit to be Trails judges, they should attend as well if possible.

DEPARTURE

- ❖ Please conduct a thorough inspection of your site before leaving.
- ❖ Police your site and surrounding area, picking up all trash. Remember to leave your site cleaner than you found it!
- ❖ After that has been completed stop by the headquarters (dining hall) to check out and receive your "woven tokens" (patches).

IF THERE ARE ANY ADA ACCOMMODATIONS, FOOD ALLERGIES, AND/OR SENSITIVITIES THAT REQUIRE SPECIAL ATTENTION, PLEASE CONTACT THE CAMPOREE STAFF AFTER REGISTRATION.

CAMPOREE CONTACT:

NEAL LOSKOVITZ NLOSKOVITZ@GMAIL.COM

SCHEDULE

FRIDAY

- 6:00-8:00 Arrival & setup Your Viking camp at troop sites
- 8:00-8:30 Leader's council at Dining Hall.
SM and SPL must attend the meeting or their patrols will not participate.
- 8:30-9:00 Trial judges meeting (2 per patrol event) – Dining Hall
- 10:00 Lights out – Rest for the trials ahead!

SATURDAY

- 7:00-8:00 Breakfast at troop campsite
- 8:15-8:30 Opening Assembly – Flag Pole, Hamilton Meadows
- 8:30-12:00 Trials Begin
- 12:00-1:00 Lunch at troop campsite
- 1:00-4:00 Trials Resume
- 1:30-4:30 Open Archery
- 4:30-6:30 Preparation & Viking Feast at troop campsite
- 7:00-9:00 Bonfire celebration – Pickler Fire Ring
- 10:00 Lights out

SUNDAY

- 7:00-8:00 Breakfast at troop campsite
- 8:15-8:45 Awards ceremony, Hamilton Meadows
- 9:00-11:00 Troop campsite cleanup & checkout

TRIALS

PATH OF THE NORTH STAR



❖ THE TASK: Each guild (patrol) will be given a score card with their first event designated, and a set of bearings and distance to navigate for the rest of the day. Scouts will use their compasses – everyone has one, right? – and provided maps to find their events.

❖ JUDGING: COMPLETING ALL EVENTS IN PROPER ORDER.

❖ SKILLS TESTED: NAVIGATION

TRIAL OF THE SHIPWRECKED SKALD

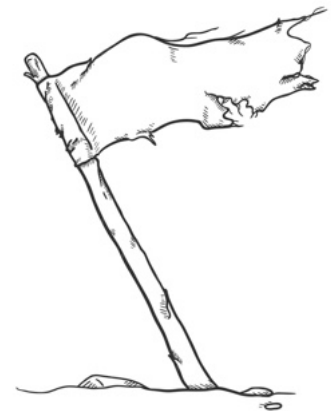
❖ THE TASK: After beaching on a rocky shore, your longship crew is scattered among the rocks, with only a few spars and a bit of sailcloth to be found. One of your crew is wounded, and must be treated and carried to safety – do you have the skills and supplies to care for them?

❖ JUDGING:

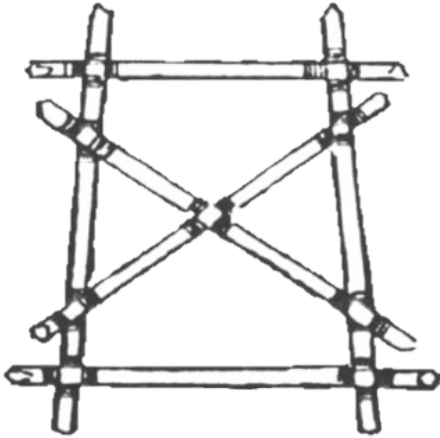
- STRENGTH & CRAFT OF STRETCHER – 10 PTS
- PROPER CARE OF THE WOUNDED, SAFE AND STEADY RIDE – 20 PTS
- COMPLETION OF COURSE WITHOUT FALTER – 20 PTS

❖ SKILLS TESTED: FIRST AID, PIONEERING, STRENGTH, ENDURANCE

❖ MAX POINTS: 50



LOKI'S MAD DASH



❖ **THE TASK:** Viking guilds (patrols) are given spars and rope. Each must lash together an H-trestle sturdy enough to bear one rider. The trestle must be put together using proper square and diagonal lashings. One chosen member is set upon the trestle. The patrol drags the timber and rider across the marked distance course. If the frame breaks, or the rider falls, the trial is lost.

❖ **JUDGING:** TIME TO FINISH THE TRIAL – 15 SECONDS ADDED FOR EACH LASHING TIED INCORRECTLY.

❖ **SKILLS TESTED:** PIONEERING, TEAMWORK, ENDURANCE

SURTR'S GET

❖ **THE TASK:** Each guild (patrol) brings their own tinder and is given flint and steel. A fire must be raised and kept strong enough to burn through a rope. Warriors are to collect and burn true tinder only. Add 2 minutes to the completion time if the guild elects matches instead of flint and steel.

❖ **JUDGING:** TIME TO FINISH THE TRIAL

❖ **SKILLS TESTED:** FIRE BUILDING



THE TRIAL OF HUGIN AND MUNIN



❖ **THE TASK:** A scene or table with items is shown for 1 minute. Observe in silence. Viking guilds must then list or recreate as many details as possible from memory.

❖ **JUDGING:**

- ACCURACY OF ITEMS RECALLED — 30 PTS
- DETAIL & ORDER CORRECT — 10 PTS
- CLAN UNITY IN MEMORY — 10 PTS

❖ **SKILLS TESTED:** OBSERVATION, MEMORY, DETAIL RECALL, COMMUNICATION.

❖ **MAX POINTS:** 50

TRIAL OF ODIN'S KNOT



ROPE BINDS MORE THAN TIMBER AND SAIL—IT BINDS LIFE ITSELF. THE STORY OF VIKING KNOTS IS DEEPLY CONNECTED TO NORSE MYTHOLOGY, PARTICULARLY THROUGH THE VALKNUT, A SYMBOL OF THREE INTERLOCKING TRIANGLES. THE VALKNUT SYMBOLIZES COURAGE, DESTINY, AND THE POWER OF ODIN.

THE TASK: guilds are given five 10-foot ropes and a

skateboard. One Scout from each patrol sits on the skateboard about 35 feet in front of their patrol. On signal, each patrol prepares their rope by tying the five pieces together using any scout knot. One member casts the line to their Scout who must grab the rope while remaining on the skateboard. Once they have the rope, they tie a bowline around their waist, grab the skateboard with both hands and remain on the skateboard as the rest of their patrol pulls them “ashore”.

❖ **JUDGING:** TIME TO FINISH THE TRIAL — 15 SECONDS ADDED FOR EACH KNOT TIED INCORRECTLY

❖ **SKILLS TESTED:** KNOT PROFICIENCY

SIF'S CUTTING RETORT

❖ **THE TASK:** Select Vikings each throw an axe at a marked target and give a chant before they release their weapon. Distance increases each round. Guild points are totaled across all throws.

❖ **JUDGING:**

- ACCURACY OF HITS — 30 PTS
- FORM & STRENGTH IN THROW — 10 PTS
- CHANT BEFORE EACH THROW — 10PTS

❖ **SKILLS TESTED:** PRECISION, COORDINATION.

❖ **MAX POINTS:** 50



MJÖLNIR'S CHALLENGE



❖ **THE TASK:** The guild must use a transporter device (an elastic band with six 15-foot cords attached with two half-hitches) to lift Thor's hammer and move it to a designated area without dropping it. The team members must stay outside a designated circle (20 feet in diameter) where the hammer is located initially. No one is allowed to step inside this circle. Under the direction of the patrol leader (who also stays outside the circle), the Scouts pull the cords to expand the elastic band, fit it over the hammer, and then relax the band to grip the hammer tightly. The guild then lifts the hammer and moves it to a new location, ensuring it remains upright.

❖ **PENALTIES:** IF THE HAMMER FALLS OR A SCOUT ENTERS THE RESTRICTED CIRCLE, THE GUILD MUST RESTART THE ACTIVITY.

❖ **JUDGING:** TIME TO FINISH THE TRIAL

❖ **SKILLS TESTED:** TEAMWORK, KNOTS, COMMUNICATION, UNITY

TRIALS AND RULINGS

TRIAL POINTS

- ❖ Each trial is completed by all Viking guilds (patrols). Guilds are made up of 4–6 Warriors (Scouts).
- ❖ Points are given by strength, skill, and cunning shown.
- ❖ The tally grows through the weekend; the final count crowns the worthy.

BONUS AWARDS & POINTS

❖ MOST SPIRITED VIKING GUILD

- the Viking Guild (Patrol) should live as true Scouts: proudly raising their guild flag and cheerfully exclaiming their guild yell at each trial before them. Vikings Must be fierce in chant and bold in spirit!
- Up to 5 points may be added to every trial dependent upon of the spirit shown from the guild.

❖ THE GREAT BONFIRE

- On Saturday night, song and skit shall rise with flame. Viking Guilds that bring a worthy song or skit may earn 50 bonus points! Viking campfires are fun and give youth the ability to perform, but run-ons, stories, skits, and songs must also fit within the program guidelines of scouting America.
- There are numerous things that are inappropriate and unacceptable. While the following is not an exhaustive list, it will help you begin the discussion about ensuring only appropriate material is portrayed: • No name Calling, put-downs, Hazing • No references to undergarments, nudity or bodily functions • No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities • No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. • Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing “guns” at each other) • No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song. • No water skits – NO ONE gets wet in any way (includes staff, and even if they are “in on it”) • No material with sexual overtones
- Do not include anything that is not in keeping with the ideals of Scouting America. Best motto to have is, “If in doubt, take it out!” All material must be vetted by the guild’s scoutmaster prior to the campfire.

❖ THE FINAL DAY OF THE VOYAGE

- On the Morn of the last day, when the horn sounds and the points are counted, the Viking guild that stood strongest through the trials shall be announced. Their victory shall be spoken of as the most superior Viking guild of the Folkmoot, and their names sung in edas for years to come. Also, there will be awards.



CAMP CURRIER

Chickasaw Council 558 • Eudora, Mississippi

CAMP RULES

CAMP CURRIER IS...

- **A LEAVE NO TRACE FACILITY.**

For more info go to
www.LNT.org

- **A TOBACCO FREE FACILITY.**

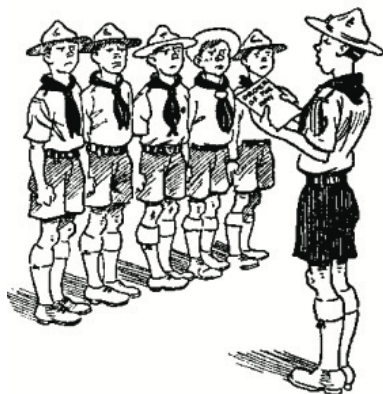
This includes smoking, smokeless tobacco products and vaping products.

- **AN ALCOHOL AND ILLICIT DRUG FREE FACILITY.**

Persons found with or consuming alcohol or illicit drugs will be escorted off property.

- **A PET FREE FACILITY.**

*Pets are not allowed on camp.
(Service dogs are exempt.)*



- Individual troop camping leaders **CHECK IN WITH THE RANGER.**
- Camporee attendees check in at location designated by Camporee Director.
- Units will follow the guidelines on Guide to Safe Scouting (#34416), BSA Health and Safety Guide (#34415), Youth Protection and Age-Appropriate Guidelines for Scouting.
- Scout conduct, youth and adult, is the responsibility of the adult leader in charge. Scouting units are responsible at all times for the behavior of the scouts in their care, adult unit leaders and non-member persons associated with the unit both inside and outside of your assigned campsite. The Scout Oath and Scout Law are the best guides. First aid and safety are the responsibility of the unit adult leader in charge.
- **PARK IN DESIGNATED PARKING AREAS.**
- **DO NOT BLOCK ROADS.** Leave enough room that emergency vehicles can move freely throughout camp in case of emergencies.
- No digging in campsites.
- Fires are allowed at campsites unless there is an issued burn ban. One campfire per campsite. Please use established ground fire locations. All fires must be completely extinguished before leaving. Proper safety elements should be in place and youth members should be monitored by a capable adult.
- **PACK IT IN! PACK IT OUT!** Do not bury or burn any trash. Dumpster space is limited. If dumpster is full you must take your trash of camp with you.
- Water activities require qualified supervision. Those adults supervising must have the proper training and certification for the activities. Notify the Ranger or Campmaster before beginning any water activities.
- **COPE COURSE IS STRICTLY OFF LIMITS.** C.O.P.E. Course elements may only be used when qualified instructors are present. **Campers may NOT cut through the C.O.P.E. course to get from West Road to Magdovitz Road.**
- Bath houses are for your convenience. Please keep them clean and in order. Bath houses used by your unit should be policed and cleaned as part of your check out process.
- Dining Hall should be used only by the units that reserve the facility. Please refer to Dining Hall Rules.
- Please conserve water. Report leaks and broken spigots to the Ranger, Campmaster or Camporee Staff.
- Please do not cut any live vegetation without approval from the Ranger.
- When ready to check out, remove all gear and police your entire area. This includes campsites, latrine, parking area and any facilities that were used. Contact the Ranger, Campmaster, or Camporee Site Inspector for check out.
- If you see anything that needs repaired, doesn't look right or have suggestions, please let the Ranger, Campmaster, or Camporee Staff know as soon as possible.
- **GOLIGHTLY CABIN IS STRICTLY OFF LIMITS. AND MAY ONLY BE USED FOR TRAINING AND EVENT PURPOSES. THIS IS NOT A SLEEPING FACILITY.** This facility may be used only with advance reservation through the council office.



CAMP CURRIER

Chickasaw Council 558 • Eudora, Mississippi

PARKING POLICY

PARKING AREAS

Parking lots are found throughout camp...

- **CENTER ROAD**

The lot on Center road near Golightly serves as parking for the South end of West Road.

- **MAGDOVITZ ROAD**

Parking lot by the Dining Hall (Tomahawk Lodge).

- **WEST ROAD**

Main lot is halfway down West Road across from W8.

Limited parking across from W5, at the entrance to A2 and next to the dam by the lake.

- **NORTH ROAD**

Main lot at North Road Bathhouse.

Limited parking at N10

- **EAST ROAD**

Main lot on East Road across from E2.

Limited parking at A3.

- **RANGE ROAD**

Limited parking next to R1 and at R3.

Parking lot at Rifle Range.

• Camp Currier is a Leave No Trace facility.

• This is a park and walk camp.

• Please be aware of the camp site set-up and parking rules.

VEHICLES

- Limited vehicle parking is available at each campsite; cars are not to pass caution tape. Rebar/caution tape can not be removed.
- When loading and unloading supplies, vehicles not in the limited parking space should park parallel to the edge of campsite with all four wheels off the road. This leaves room for other vehicles to pass.
- All other vehicles should be parked in designated parking areas.

EQUIPMENT TRAILERS

- Equipment trailers may be parked in campsites.
- Trailers should only be backed into campsites. Do not pull your trailer through the campsite.
- Rebar and caution tape should never be removed or taken down.
- Pull vehicles may be left in the site provided they are parked in the designated space.

• **UNITS WITH VEHICLES PARKED AT CAMPSITES FOR EXTENDED PERIODS, REPEATED VIOLATIONS, MOVING OR BYPASSING BARRIERS WILL RISK BEING BARRED FROM USE OF COUNCIL PROPERTIES INDEFINITELY.**

CAMP CURRIER EUDORA, MS • CHICKASAW COUNCIL

9700 WEST COMMERCE ST., HERNANDO, MS 38632

