

A group of people, including children and adults, are gathered outdoors at sunset. They are standing on a grassy field, and some are near a small boat. The sky is filled with colorful clouds in shades of orange, red, and yellow. A large red banner is at the top of the image.

2025 Days of Vikings Camporee

A Guide for

Viking Tribes

November 21st - 23rd, 2025
Cub Adventure Camp

We thank Troop 163 of the Mark Twain District, Connecticut Rivers Council, Scouting America for allowing use of their 2021 Viking Camporee Leader's Guide as the basis for this document.

Welcome to the 2025 Days of Vikings III Camporee!

Welcome Aboard!

On behalf of all of the leadership team, we are so excited to welcome you to the 2025 Days of Vikings III Camporee. We have planned a lot of fun activities to help you immerse yourself as a viking this upcoming November at the camporee! From building a Viking ship at lashings, scaling an epic climbing tower, and finding lost gold, we know you will have fun!

This year's camporee is being run by Chapter 18 of the Order of the Arrow, and the motto is the same as it was last year; For Youth, By Youth! Every station is being planned and run by youth and will be *advised* by adults, keeping the event youth run and making it more fun for the Vikings that are attending! The leadership team has been working very hard to plan these stations, and we know you will enjoy them!

As your tribe's Head Chief or Elder, please familiarize yourself with this Leaders Guide! It has most of the details of the stations, rules and regulations for the awards, and other important details that will make this camporee a success. As Head Chief, you should have your Clan Chiefs working with their clans to ensure they are completely ready to enjoy the camporee!

We look forward to hosting your tribe at Cub Adventure Camp on November 21st to 23rd!

Yours in Scouting,
Ben Brown
2025 HT Camporee Youth Director

Event Information

- When** The Huguenot Trail Days of Vikings Camporee III will be on November 21st to 23rd.
- Where** The Camporee will be at Cub Adventure Camp on the HOVC Scout Reservation in Maidens, VA
- Who** This event is open to Scouts BSA, Venture Scouts, and Sea Scouts. AOL scouts are welcome to attend, however there must be two BALOO trained adults in attendance as well.
- Register** Units must register and pay online through the Black Pug System. Every tribe (unit) can send a maximum of 32 vikings (may increase closer to the event). Clans will be roughly eight people and will not contain vikings from other tribes. There is no limit on the amount of clans that a tribe will be given. In addition, every clan should contain an elder (a scoutmaster from the troop) to mentor the scouts and, when asked, assist the Camporee staff in maintaining order. They should also make sure that the vikings are safe.
Register online: <https://scoutingevent.com/602-80985>

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Camporee Schedule (Tentative)

Friday

5:00 PM	Earliest you may arrive and set up camp	
5:00-9:00 PM	Registration for all units and individuals	<i>Admin Building</i>
	Begin Decorating Viking Long Boats	<i>Campsites</i>
8:30-9:00 PM	Opening Campfire	<i>Amphitheatre</i>
9:05 PM	Leaders Meeting	<i>Amphitheatre</i>
10:00 PM	All Vikings in their campsites	
10:30 PM	LIGHTS OUT	

Saturday

8:15 - 9:00 _{AM}	Welcome and Opening Flag Ceremony	<i>Flag Poles</i>
9:05 - 9:45 _{AM}	Round Robin Session 1 begins	<i>Station Areas</i>
9:55 - 10:35 _{AM}	Round Robin Session 2 begins	<i>Station Areas</i>
10:45 - 11:25 _{AM}	Round Robin Session 3 begins	<i>Station Areas</i>
11:35 _{AM} - 12:15 _{PM}	Round Robin Session 4 begins	<i>Station Areas</i>
12:20-1:50 _{PM}	LUNCH TIME	<i>Campsite</i>
1:30-1:50 _{PM}	Leaders Meeting	<i>Longhouse</i>
2:00-2:40 _{PM}	Round Robin Session 5 begins	<i>Station Areas</i>
2:50-3:30 _{PM}	Round Robin Session 6 begins	<i>Station Areas</i>
3:40-4:20 _{PM}	Round Robin Session 7 begins	<i>Station Areas</i>
4:25-4:45 _{PM}	Free Time	<i>Campsites</i>
4:45 _{PM}	Viking Long Boat Judging and Races	<i>Race Track</i>
5:30 _{PM}	DINNER TIME, prepare Danish Oven dish	<i>Campsite</i>
7:00 _{PM}	Danish Oven Judging	<i>Longhouse</i>
8:00-9:00 _{PM}	Viking Campfire Program and Awards	<i>Amphitheatre</i>
10:30 _{PM}	LIGHTS OUT - All Vikings in their campsites	<i>Campsites</i>

Sunday

7:00 _{AM}	Vehicles allowed in campsite for loading (carefully)	<i>Campsites</i>
8:45 _{AM}	Interfaith Worship Service	<i>Amphitheatre</i>
<i>following</i>	Closing Flag Ceremony and awards	<i>Amphitheatre</i>
10:00 _{AM}	All campsites inspected and Troops released	<i>Campsites</i>

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 back with us again, to the tenth century - to the days of the Vikings!

Credit: <https://www.britannica.com/topic/Viking-people>

Viking Vernacular

Troop

- Vikings:** Scouts registered for the Huguenot Trail District Camporee who are looking forward to an awesome time competing in 10th century Scandinavian-related games, learning skills, and competing in competitions.
- Clan:** A group of 8 vikings that will move together throughout the day to different stations.
- Chief:** Leader of the clan. In charge of making sure that the clan has a plan before the camporee, and ensuring that the clan knows what to do at the camporee.
- Tribe:** All of the viking clans in the same troop.
- Head Chief:** Senior Patrol Leader of the troop he is in charge of ensuring that the Chiefs have all of their necessary information. **Assistant Head Chief** is the troop's assistant senior patrol leader.
- Elders:** Scoutmasters and Assistant Scoutmaster registered for the camporee. They are responsible for mentoring their vikings.



Camporee Staff

- Lendmenn:** Senior Patrol Leaders and Assistant Senior Patrol Leader of the Camporee.
(Ben Brown, Nola Ruzicka, James Marinello, Ryan Urban)
- Flagmenn:** Station Leaders of the Camporee
(Caedmon Tan, Kate Biles, Madden Currin, Michael Saunders, Hailey Ouellette)
- Hildingr:** Viking King/Camporee Director (Dave Sanders, dsanders90@gmail.com)
- Lachs:** Health Officer

Other

- Long Boats:** Camp Canoes decorated by Clans to be raced in the viking long boat race. **NO PERMANENT MODIFICATION ARE TO BE MADE TO THESE BOATS .**
- Long House:** Cub Adventure Camp Nature Center

Check In/Check Out

Check in is from 5:00pm to 8:00pm. Tribes will arrive together and will send their Head Chief and Head Elder into the Cub Adventure Admin Building. They will turn in their health forms, roster with Scout names (including those arriving late and those attending as guests), and emergency contact numbers. They will receive their campsite assignment, event shirts, and wristbands which **must** be worn throughout the entirety of the event.

Check-Out will begin at 10:00pm following the interfaith worship service. A staff member will come by to check the campsite, and then the troop is free to be dismissed.

Anyone arriving late or leaving Camp before Sunday's Closing Ceremony **MUST** check in/out with Zach Hite (703)-409-3925 , and must check back in if you return, to keep an accurate head count in case of an emergency. All youth and adult participants and staff must wear the wristband provided throughout the Camporee.

A Note to Elders

Elders are welcome to participate in activities. Your presence is appreciated. If you see something unsafe, you have the right and responsibility to take corrective action. You may take pictures, cheer for the youth, and give encouragement.

There are some things you may not do however. Don't aid your Vikings in the competitions. Don't give advice, answers, or provide them with any advantage. Let the Chiefs be responsible for their Clans and Head Chiefs for their Tribes. Your role between now and November 21st is to coach and mentor your Chiefs to be prepared to lead their Tribes and Clans. Please see the activities and rank advancements that you can help your Vikings prepare for.

We will be asking each Tribe/troop to have **AT LEAST** one adult who can help this camporee be the best one yet! This adult(s) can be a volunteer at a station, help with check-in, monitor traffic, or follow other assigned tasks.

Thank you for allowing the Vikings to have the best experience during this year's Camporee!

Preparing for the Camporee

Viking Longboat Decorating

At the camporee, each clan will decorate and race a "longboat." The longboats will be a *camp* canoe (or kayak depending on the average age of the clan) and thus **must not** be decorated with anything permanent; *please do not use paint, glue or anything that will damage the canoes or that is permanent*. In addition, all decorations/temporary modifications done to the camp canoes must be done during the camporee.



Clans should decorate their longboats during the longboat decorating station, as well as during any free time clans may have. Clans are expected to bring any and all materials they wish to decorate their longboat with. See the longboat decorating section below for more information.



Longboats must be at the starting line at 4:45pm to be eligible for decoration judging and to be entered into the race. The race will begin around 5:00pm following decoration judging. ALL clan members must assist in carrying the longboat across the finish line. The race will be 100 meters (around 300 feet) in the activity field at CAC. Depending on the teams registered, there may be two rounds. In the case two rounds are needed, the top three teams from each

will move on and the final winner will be determined then. *If a clan commits any un-scout-like conduct (anything beyond playful competition), they will be immediately removed from the competition, and their time will be eliminated; this includes before, during, or after the race.*

The Right Apparel

How far you want to take this is up to you! Attend in Class “A” uniform or in **full Viking costume** (not $\frac{1}{2}$ or $\frac{1}{3}$). Do not bring any real weapons - that could go bad quickly. Vikings are heavily encouraged to make, decorate and bring shields and pool-noodle mjölnirs to decorate their Long Boat, but no other swords, axes, hatchets, spears, hammers or similar weapons. Make the shield from wood, cardboard, cardboard wrapped in foil... It's up to you, but do not bring unaltered store-bought shields. If Vikings choose to create shields or mjölnirs, they must be **used appropriately throughout the entire event**, otherwise, they will be taken until the end of the Camporee. Viking attire will be judged for authenticity and creativity, with Viking Gold awarded for best dressed. But, **NO ONE is required to wear Viking-themed clothing.**

Saturday's Round Robin Stations

Saturday's schedule will consist mainly of going around visiting different round robins. Vikings will learn skills such as First Aid, Lashings, and Geocaching, and they will also be able to try Hatchet Throwing (Scouts BSA only), Archery, and Climbing the Cub Adventure Camp Climbing Wall! Please see below for more details on what will be covered at each station and what should be prepared ahead of time for your vikings to be successful. Additionally, each station will have volunteer staff members. Please make sure that your scouts are respectful to these volunteers

Pioneering



At the pioneering station, vikings will construct a 15 foot long viking boat! At the end of the camporee, the boat will make its maiden voyage, showing off all of the vikings who are best! To excel at this station, vikings should come with a knowledge of their lashings and knots. If there is extra time, vikings will compete in knot and lashing relays and other games which these skills are needed for!

Climbing

At this station, vikings will climb and repel, with a belayer, from the 50 foot Cub Adventure Tower. While vikings are encouraged to climb the tower, there is no requirement and points will not be deducted from their performance at this station. Scores will be based on team work and cheering on other clan members. Are you up for the challenge?

Hatchet Throwing

Here vikings will have the opportunity to test their strength and will by competing in a long viking tradition of hatchet throwing! All Vikings rode the waves and leaped into battle more often than not with a Viking Axe in their hands. The ax was one of the most popular items for Vikings to carry into battle. Viking axes were often sharpened and Vikings would practice their ax-throwing in competitions before heading off to war.

No knowledge is needed to excel at this station, just good teamwork and a willingness to learn!

Archery

At Archery, vikings will have the opportunity to shoot bows and arrows! They will defend their ground and compete against other teams. They don't need to come know any skills in-particular, just willing to want to perform!

Geocaching

Vikings will be sent across our camp to take back gold stolen by thieves! In order to do so well, they will need to use their navigational skills including taking bearings, and reading maps! Scouts should come into the camporee of this knowledge to do best at this station! Clans will be provided with their treasure locations during this station, but if they are not found, they are allowed to search for them during free time. Are you ready?

First Aid

Here, vikings will practice their first aid skills! They will go into the forest rescuing fallen vikings to get them ready for battle once again. They should come prepared knowing basic first aid skills to do best at this station and earn the most gold.

Team Games

Vikings will go head to head competing in viking related games. Vikings will learn teamwork, develop their communication skills, and more than anything, HAVE FUN! They should be prepared to launch cannons at other ships, escape from prison, and many more!

Awards - TENTATIVE

As noted in previous sections, we will have numerous awards to distribute this year! To win the most amount of awards to take home, come prepared with viking attire, bring a danish oven to share, collect resources to decorate your longboat, and most of all, come with amazing TEAM SPIRIT!

All awards will be judged by the staff. The scores that the clan or tribe was given, is the score received; they are not debatable and points will be deducted for arguing with staff.

Long Boat Decorating

Category	3pts	2pts	1pt
<i>Viking Related:</i>	Decorations clearly match Viking history and style.	Some Viking stuff, but not super clear or accurate.	Decorations don't really match Vikings or history.
<i>Creativity:</i>	Unique and original that stands out.	Some new ideas, but kind of plain.	Little creativity, or generic design.
<i>Visual Appeal:</i>	Eye-catching and impressive—makes people say "wow!"	Looks nice, but not amazing.	Messy or boring to look at.
<i>Craftsmanship:</i>	Skillfully crafted with well-made decorations and designs.	Some rough craftsmanship, with minor flaws in execution.	Sloppy, or falling apart.
Total Points: (out of 12)			

Long Boat Racing

Fastest race completion time.

Campfire Skits

Category:	3pts	2pts	1pts
<i>Viking related:</i>	Skit clearly shows Viking stuff and is mostly accurate.	Some Viking ideas, but not clear or consistent.	Hardly any Viking stuff or not accurate.

<i>Creativity/ story:</i>	Fun and original story based on Viking legends or history.	Some creative parts, but the story is weak or plain.	The story is confusing or not creative.
<i>Performance:</i>	Characters are full of energy and emotion—great acting!	Some good acting, but not all the way through.	Acting is flat or not much effort is shown.
<i>Overall impact:</i>	Skit was exciting, memorable, and well done!	Some fun parts, but missing excitement	Skit was boring or not well put together.
Total points: (out of 12)			

Spirit Log

Category	3pts	2pts	1pt
<i>Viking attire:</i>	Most of the scouts and adults wore ACCURATE viking attire throughout the weekend. (50% or more)	A few scouts and adults wore viking attire throughout the weekend. (25% or more) OR Most of the scouts wore attire, but it was INACCURATE	Little to no scouts and adults wearing viking attire throughout the weekend.
<i>Teamwork:</i>	Actively fosters a strong sense of unity, and camaraderie. Always supports and motivates each other.	Shows some teamwork, but lacks a strong connection and camaraderie .	Struggles to collaborate or engage throughout the weekend.
<i>Creativity:</i>	Bings bold, and unique ideas with a Viking mindset or adventure during activities.	Attempts some creative efforts, but lacks originality during activities.	Little innovation or creativity during activities
<i>Passion:</i>	Deeply engaged in viking culture with good spirits and enthusiasm.	Some enthusiasm and interest in viking culture, but is not very strong.	Little to no effort or connection to viking culture/.
<i>Resilience:</i>	Overcomes challenges, and perseveres showing great endurance and adaptability	Shows determination, but struggles with setbacks and requires encouragement	Easily discouraged, and lacks perseverance
<i>Overall influence:</i>	Leaves a lasting impact, very spirited and engaged in all activity	Has a noticeable presence, but doesn't significantly stand out	Has minimal influences or engagement throughout the weekend

	throughout the weekend	throughout the weekend.	
Total Points: (out of 18)			

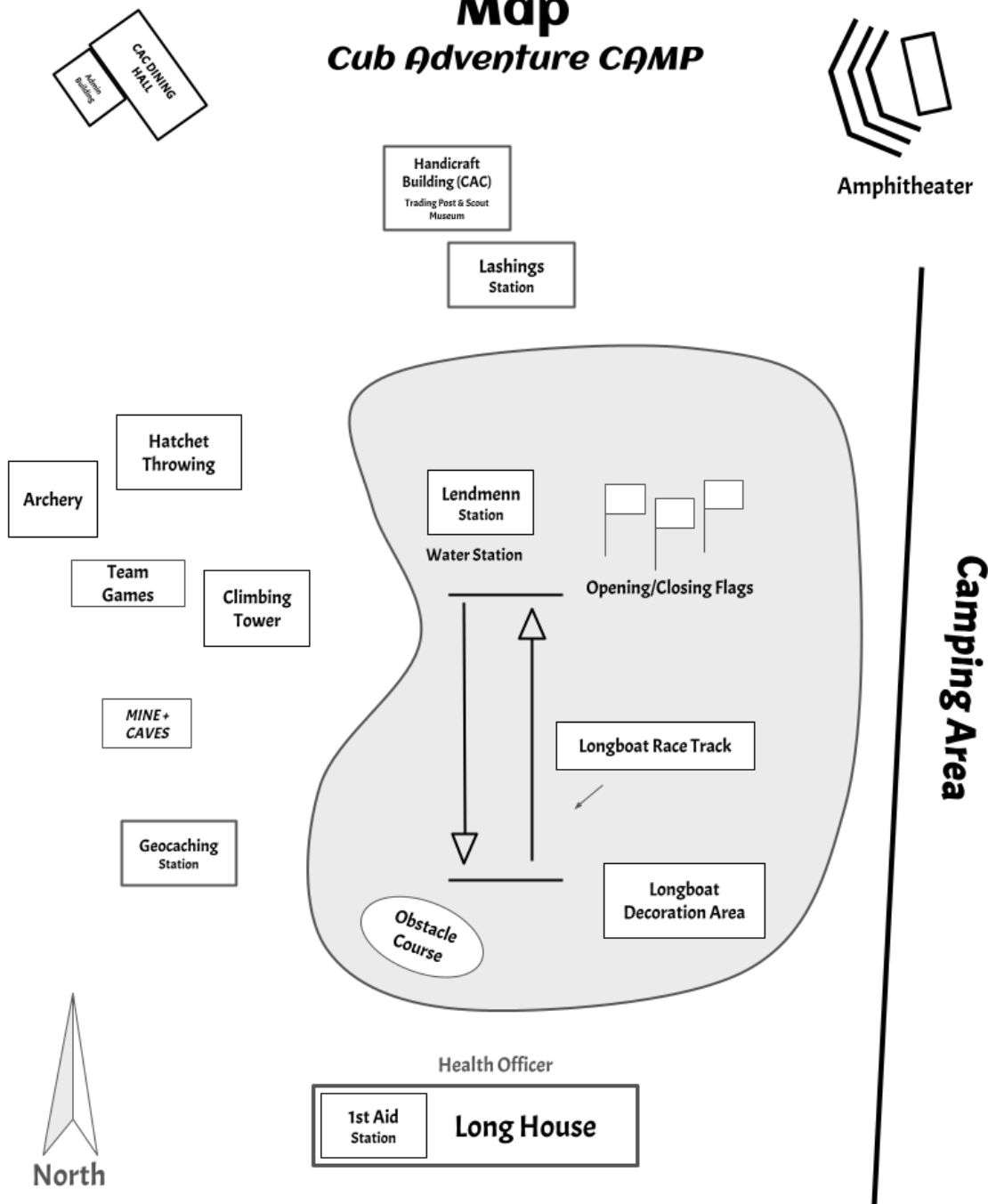
Danish Oven Competition

Category:	3pts	2pts	1pt
Authenticity:	The dish reflects Viking-era ingredients, cooking techniques, and presentation.	Some viking inspiration, but lacks authenticity.	Little to no connection to the Viking theme.
Taste:	Bold, well balanced flavors that showcase Viking- style cuisine.	Some good flavors, but lacks depth and/ or flavor balance.	Bland, or poorly executed flavors.
Creativity & Presentation:	Unique and visually striking dish that embraces the Viking style.	Some creativity, and well presented, but missing a stand out element or “wow” factor.	Uninspiring, or sloppy presentation.
Cooking execution:	Perfectly cooked.	Some uneven cooking.	Over or under cooked, or somehow both over and undercooked.
Overall Impact	The dish is a stunning example of viking era cooking and is memorable.	Some good components, but missing key elements.	Unremarkable, or poorly executed dish.
Total points: (out of 15)			

Camporee Map

2025 Huguenot Trail Camporee Map

Cub Adventure CAMP



Additional Comments

Cub Scout (Arrow of Light) Policy

AOL Scouts are welcome to attend as **guests** of a Tribe during Saturday's activities, and must be registered as part of a Tribe (\$7.50). They should be registered as AOLs in Black Pug. **They may camp overnight with the Tribe and must be accompanied by two registered Cub Leaders, at least one of whom must be BALOO trained.** AOLS **MUST** stay with their assigned Clan during their visit and be a fully participating member of the clan for all round robin stations and all competitions.

Vehicles in Camp

Up to two vehicles can enter camp to transport gear, and one trailer per unit may remain in the campsite during the Camporee-**BUT NO OTHER VEHICLES.** **Only approved staff and emergency vehicles are permitted beyond the Dining Hall between 9 PM Friday night and 7 AM Sunday morning** for safety and due to lack of space. Other Troop vehicles should be parked in **one of two lots to the right of the Welcome Center noted on the map.**

Drug, Behavior, Weapons, and YPT Policy

Guide to Safe Scouting

All participants in official Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals, and be aware of state or local government regulations that supersede Boy Scouts of America practices, policies, and guidelines. The *Guide to Safe Scouting* is an overview of Scouting policies and procedures gleaned from a variety of sources.

Drugs and Alcohol

Illegal drugs and alcohol are not permitted at any time, and all tobacco use should be out of sight of scouts and others. All waste needs to be packed out. Standard rules from the Guide to Safe Scouting apply with respect to prescription medications.

Knives, Weapons, and Firearms

Vikings and Elders with Totin' Chip cards may carry one pocket knife.

We encourage you to come dressed in Viking attire. This year, bring only shields and/or pool-noodle hammers. If Vikings (and Elders) behave appropriately, future camporees may be opened to other costume weapons. Thank you for keeping scouting safe for all.

With the exception of law enforcement officers, no one is permitted to carry firearms.

Behavior

Vikings and Elders are expected to behave in accordance with the Scout Oath and Law at **ALL**

times. Violations by theft, phone use, knife use, shield use, fire use, hazing, name calling, bullying, physical hitting, inappropriate inter-gender behavior and language, and other unScoutly behaviors may lead to confiscation for the remainder of the Camporee and/or to being sent home early.

Adults Staying Overnight

As per the September 1, 2023 BSA policy change, ALL adults staying overnight MUST have completed Youth Protection Training (YPT) AND be registered with the Boy Scouts of America.

AOL Attendance

Arrow of Light Scouts may participate at a Scouts BSA “camporee” (council coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in one of two ways:

- With their Arrow of Light Den/Patrol. Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack. Or
- As an Individual Scout. Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two deep leadership per NCAP Standard HS-502