

Seminole District Nordic Camporee Leaders Guide

Hosted by Huracan OA Chapter

December 6-8, 2024 - Camp Rybolt

28°57'58.6"N 81°32'13.0"W



We invite you to the official Seminole District Nordic Camporee

The camporee will be held this December 6-8 for your troop to have a fun experience where the scouts will embark on traditional games that Vikings used to play which have been specifically chosen to both build teamwork between your troop and ignite the champion spirits in your very patrols to see who is the best and can win the most events and the win the grand Viking horn.

Registration

- <https://scoutingevent.com/083-SeminoleDistrictFallCamporee>
- Sign up before Dec 1 and if you don't we cannot guarantee that there will be room for your troop to participate in the schedule or even a place to camp.
- The camporee is paid by your yearly dues so why not come if you already paid for it

Location

- This camporee is being held at Camp Rybolt field at 41940 Boy Scout Rd, Paisley, FL 32767
- 28°57'58.6"N 81°32'13.0"W
- There will be a designated parking area. A troop may park one vehicle with a trailer at the campsite. That vehicle will remain in the campsite until the conclusion of the event.
- There is water at Rybolt field but it is a decent walk away from your camping locations
- Restroom, showers, and port-a-potties will be available. Use the correct gender facility. Since you are all scouts that means you should be clean so keep the facilities clean to show that you follow the scout law.
- Follow leave no trace guidelines to throw out your wash water after dishes.
- You will need to pack your trash out.

Expectations

- All scouts as well as Scouters will follow all points of the scout law, oath, and outdoor code.

- Cell phones will not be with scouts at the activities (It is ok at the campsite with unit Scouters approval). You are here to do things you can't do at home plus vikings didn't have phones so neither will you while you are one with the viking.
- Buddy system must be used around camp and should be enforced by both troopmates and other troops. (Keep each other accountable)
- Two deep leadership with any youth and adult interactions
- Your troop will need current required health forms on file for your participants.
- Your troop first aid kit needs to be known to your troop where it is.
- There strictly no fireworks, pets, alcohol, and illegal drugs
- Smoking is prohibited in public areas so any adult who smokes must do so out of youth view

Participation

All troops and crews are encouraged to attend the camporee. Camporee is where the games are based around patrols (not troops) so each patrol can have 6-10 scouts (the more you have in 1 patrol the higher chance they have to win). To give everyone a better time please divide your patrols age/skill level evenly.

Check in

You'll see us when you drive in and we will tell you where your campsite is and the rest of the important info will be discussed at SPL meeting

Check out

I know you all hate to check out but for this one camporee I will put my trust in the SPL's to ensure that your troop will leave the area better than you found it. This means your troop will need to do a successful police line over your camping area. If this goes well then the next camporee we can continue this way of dismissal. But this is a privilege so if you mess it up this one time then it will go back to the whole hassle of finding someone to approve your troop to leave.

Cracker Barrel/SPL & SM Meeting

At 21:30 Friday Night the SPL & SM Meeting will start (acting SPL or SM works). The meeting will be held in the only pavilion in Rybolt field. The meeting will have some additional information as well as free cracker barrel for scoutmasters and SPL's.

Visitors and family members

Visitors are welcome and encouraged to attend during the day and through the campfire on Saturday. Your troop will be expected to ensure YPT guidelines are followed.

Uniform/dress code

Closed toed shoes are required for the whole event. During flags, scouts own, and award ceremonies, class-A/Field-uniform is required but otherwise class-b/activity uniform for everything else. If patrols would like to do anything Viking themed props to y'all and you may have a higher chance to win the Viking horn.

Fire Saturday Night

The fire will be started at 21:00. Your troop needs to be fully cleaned up from dinner before any member arrives. From when you arrive at Camp Rybolt to when you turn in your Viking dinner to the judges any patrol can and put themselves on the campfire program list. Only 1 skit per patrol and keep the skit/song under 4 minutes. The campfire skits/songs will be graded based on originality, patrol participation, and enjoyment of the audience. At the conclusion of the campfire, the OA will conduct a traditional callout ceremony.

Scout's Own / Interfaith and Award Ceremony

All Scouts and Scouters are expected to attend. The wrong message is sent to scouts when leaders and other scouts stay behind to pack up the campsite. We will make this event efficient and with respect for your time to ensure everyone participates.

How the activities are going to be run

The camporee is an event where your troops' patrols are building their teamwork skills through competition with other patrols from other troops. To ensure that the patrols can truly bond with their entire patrol we would like the adults from the troops to run the activities. The absolute bare minimum we can do for the activities to run is 1 volunteer per 2 patrols. The games will be described below and Friday night at the SPL/SM meeting we will give out roles with specific information on how to run the activity.

The Viking's Horn

The Viking's horn is the way to show that your patrol are the best Vikings. There are some requirements

1. The Patrol must participate in all the activities
2. The patrol must have a submission to the Vikings Iron Chef
3. At Least 50% of your patrol needs to do a skit at the campfire (with the limited free time during camporee it is suggested that the skit is prepared before the camporee)
4. The patrol must show up to scouts own
5. Most importantly they must demonstrate principles of the scout law, oath, outdoor code, slogan, and motto.

If your patrol completes the requirements the Viking's horn will go to the patrol with the highest average placing in the Viking events.



Schedule

This is an approximate schedule and the schedule is subject to change based on the number of patrols participating. The guaranteed schedule will be given out at the SM and SPL meeting.

Friday

18:00-21:00 Check in/Camp set up

21:30-22:15 SM/SPL cracker barrel and meeting (FREE Food)

23:00 Quiet hours/lights out

Saturday

6:45 Reveille

8:45 Opening Ceremony/Flag Ceremony

9:00-12:00 Activities

12:00-13:15 Lunch and Skit prep

13:30-16:30 Activities

16:40-17:25 Championships

17:30 Dinner

19:30-20:00 Vikings Iron Chef submissions

21:00 Campfire Program Starts

22:00 OA Cracker Barrel

Sunday

6:30 Reveille

8:00 Scouts Own/Awards Ceremony

9:00-11:30 Dismissal Inspections

12:00 You better be out before 12

Camp Activities

Activities may change based on the number of patrols signed up but unless something substantial happens these will be the games.

Viking Holmgang



Using your trusty foam sword and shield you will need to like in the olden days defeat your opponent in weapons combat. 1v1 One hit and your dead but if you die you at least will have the rest of your patrol to bring forth victory

King's Game

Unleash your inner Viking tactician in this game of strategy and precision. Using wooden batons, knock over your opponent's Kubb (wooden blocks) before toppling the king. Accuracy and teamwork are your weapons—points awarded for patrol participation and precision in toppling the king!

Toga honk



In this intense 1v1 Viking duel, two warriors sit opposite each other, feet pressed against their opponent's. Holding onto a shared rope, each participant will try to pull the other using raw strength and leverage. Victory comes to the warrior who can out-pull their opponent while staying grounded!

Ax Throwing



Harness the power of the legendary Viking berserkers by testing your ax-throwing skills. Patrol members will take turns hurling axes at targets, aiming for the bullseye. Points awarded for accuracy—only the most skilled Viking will triumph!

Viking siege craft



Step into the role of a Viking raider! Patrols will construct a throwing device using provided materials. Once built, they'll launch projectiles as far as their device can. Further the item flies the more points awarded.

Viking Iron chef



Like true Viking cooks, patrols will create meals using only unprocessed ingredients. Each patrol will cook up a traditional Viking dish and present it to the judges. Points awarded for taste, creativity, and adherence to Viking culinary traditions. This competition will accept entries from 19:30-20:00 where the SPL meeting was held.

King's Rescue



Your patrol's mission: find the lost Viking King! Using compass skills, navigate dangerous terrain to locate him, then work together to transport the wounded king back to safety. Your patrol's success will depend on speed, strategy, and coordination!

The Pillage Quest

Rally your warriors and storm the enemy stronghold! Seize their sacred crown and return it to your clan's camp without being caught by their sentries. Only through cunning teamwork and swift action will your patrol conquer and claim the village as your own.

Odin's Sphere



The ball flies like a raven, but only the swiftest and strongest shall score. Teams clash in a fierce battle of skill and speed, passing the ball through the field like Viking raiders on a daring raid. No blades, only feet and teamwork will decide which patrol triumphs!

Skadi's Hunt



Step into the boots of Skadi, the Norse goddess of hunting, and test your aim with bow and arrow. This is a battle of patience and precision, where every shot brings you closer to glory. Will your arrows strike true and earn you the favor of the gods?

Viking Star Strike

In this team-based Viking game, patrols of warriors will test their skill and precision as they take on the ancient art of hnútukast. Armed with bones, each patrol will attempt to strike a rotating target. The bones must be thrown with accuracy and strength, aiming to knock the star's arms off balance.

Jormungandr's Pull



Face off against your rivals in a test of raw strength as you try to pull them into defeat! It's a full patrol tug-of-war that will push your team to its limits. Only those with the might of Jormungandr can claim victory!

Liar's dice



Test your deception and intuition in this Viking bluffing game. Each player rolls dice in secret and makes bold claims about the total number of dice showing a certain face across all players. Opponents must decide whether to raise the bid or call the bluff. Be careful—get caught lying, and you lose a die. The last player with dice remaining wins! This game challenges both strategy and the ability to detect deception, making it a thrilling competition for all.