

# Viking Roll - Participant Guide

Friday, Nov. 8th – Sunday, Nov. 10th 2019



Camp Roy C. Manchester, Pfeiffer Scout Reservation  
1531 Cross Road, Benton, KY 42025

## Registration

Please complete the event “Registration Form” and Sign up on Tentaroo

Discounted Price by Thursday Oct. 31st 2019      **\$15.00/person\***

\*Fee is for scouts and adults

Regular Price/Walk-Ins after Friday Nov 1st, 2019      **\$18.00/person\* (NO TEE SHIRT GUARANTEE)**

\*Fee is for scouts and adults

Walk-in (unregistered) participants are more than welcome, but will need to pay the event registration of **\$15.00** upon arrival at Camp Roy C. Manchester, additionally, there is NO TEE SHIRT GUARANTEE. Registration and payment can be made on Tentaroo or by Contacting Krystle Morris/John Baker.

## CONTACT:

**Krystle Morris**, Event Staff Assistant Scoutmaster, Troop 2484B  
270-210-7515

*krystledmorris@gmail.com*

**John Baker**, Event Staff Scoutmaster, Troop 1  
270-559-5630

*baker98@comcast.net*

## **Arrival & Check-In**

Vikings and their elders may start arriving Friday, October. 16 after 6:00 PM. Plan to check-in at the Administration Building upon arrival with a final count of the number in each crew.  
\*\* Campsites will be distributed upon arrival.

## **Meals**

Friday cracker barrel will be provided at 9 PM in the New Sailing Pavilion (bring your own chair).

A FEAST will be provided Saturday evening in the dining hall at 6 PM (please advise event staff of food allergies BEFORE ARRIVAL). **Each crew will be responsible for providing 2 Vikings to help with post-feast clean up.**

Units/individuals will be responsible for all other meals for the balance of the event.

## **Activities**

The Viking Roll is a series of contests that will test your crew's scoutcraft ability in the Nordic tradition. Details will be revealed in the upcoming activity guide.

Challenges include: Catapult firing, inferno design 101, common triage, object crushing, and more.

## **Campfire Program**

The day's events will be capped with the Campfire Program in the amphitheater at 8:30 PM. Crews will be rewarded for their mastering of tasks at the Campfire Program. The finest crews will receive plunder to display in their Hall of Honor.

## **Uniforms**

We ask that all Scouts be in Field (class-A) Uniform for Dinner and Campfire Program. Scouts are free to wear whatever their unit has approved as an Activity Uniform throughout the remainder of the weekend. The Council Elders have decreed that PROPER VIKING ATTIRE will substitute for scout uniform (and may garnish accolades during the day's challenges). Beards are encouraged!

## **What to Bring**

Each crew of intrepid vikings will need a single-wheel garden style wheelbarrow to haul their provisions between challenges. The wheelbarrow will be needed to progress through the day's trials.

It should be understood, wheelbarrows are typically adorned with clan markings and an appropriate patrol flag of distinction.

**The complete packing list can be found on page .**

## **Medical**

Units are responsible for administering their own medical aid and attention to Scouts just as they would on a unit campout. Units are responsible for assuring/handling all medical forms (A and B). In case of emergency notify the Camp Ranger and/or Campmaster on site.

If anyone in your crew has medical limitations/food allergies that could affect their ability to camp and participate in the activities, please contact the event organizers ASAP.

## **Schedule**

- Friday, October 13<sup>th</sup>
  - 6:00-8:00 PM Participant arrival/check-in at Admin Building
  - 8:30-9:00 PM Leader's Council: Admin Building
  - 9:00 - 10:00 PM Cracker Barrel
  - 11:00 PM Lights Out
  
- Saturday, October 14<sup>th</sup>
  - Breakfast in campsites
  - 8:30-8:45 AM Opening Flag Ceremony
  - ACTIVITY SESSIONS: To Be Announced
    - 9:00 AM – 12:00 PM
    - 12:00 PM - 1:00 PM LUNCH (on trail or campsite, up to unit)
    - 1:00 PM - 4:00 PM
  - 6:00-7:00 PM FEAST in the Dining Hall
  - 8:30 - 10:00 PM Viking Party: Amphitheater
  - 11:00 PM Lights Out
  
- Sunday, October 15<sup>th</sup>
  - Breakfast in campsites, All vikings pack-up and begin voyage home by 10:00 AM
    - Clean and pick-up areas before departure
    - Check-out with the Campmaster or Event Staff

## **Vehicles**

Unload and set up camp as quickly as possible, then return your vehicle to the Main Parking Lot. Each unit may leave one equipment trailer with attached vehicle at the campsite. The roads must remain clear for emergency vehicles and event activities. Park your vehicle temporarily on the road and unload from there, do not drive into campsites.

## **Troop Packing List:**

The 10 Boy Scout Essentials (as found in your Boy Scout Handbook)

Boy Scout Handbook

One Wheel Barrow

8X10 Tarp

Four 8 foot long staves

1 Cabbage

1 Pair Safety Glasses

12 apples

4 pair work gloves

Patrol Flag

100 foot of paracord/rope for lashings (be prepared to whip and fuse) OR Ten, 10 foot pieces

Fire Starting Kit including kindling

Saturday Trail meal (lunch)

Troop Flag

First Aid Kit

## **SCOUT SKILLS NEEDED:**

Knots

Lashings

Basic First Aid

Fire Building

Tent Pitching

Tribal Communication and Patrol Method

**Vehicles cannot be moved beyond the Main parking lot on Saturday.**