

**Yellow Jacket District
Freeze-O-Ree
Camp Gallant
January 25, 26 & 27, 2008**

Dear Scouters:

The time is fast approaching for our 24th annual Freeze-O-Ree. Various final arrangements have to be made to insure a great success for all of our scouts, both young and old.

The competitive events of last year proved to be both fun and educational and therefore will be repeated this coming year. This year we are looking to having another laid back year.

The following is a list of programs that will be held at the Freeze-O-Ree this year.

Log Pull	Birds or Prey Show	Gateway Building Competition
The Flood	Frozen Axe Challenge	Find the missing Yellow Jacket
Fire Building	Blacksmith's Demo	First Aid Challenge (Quick Reaction)
Hawk Throwing	Mouse Trap Game	Hand Glider's Demo

Just a few reminders that need to be mention by the Camping Chairman:

- Check in – Headquarters at the pump house,
- Freeze – O – Ree fee is \$5.00, payable at check in,
- Please have a list of all persons accompanying your unit. This is a must!!!
- Cook Off for Troops and/or Adults will be held on Saturday, at 4:00 p.m.
- First Aid will be available at Headquarters and Troop 324 campsite.
- Water will be available (weather / temp. permitting) **
Please bring water if temperature drops below freezing.**
- Don't forget to bring firewood from home. (Hardwood is best)
- The adult cracker barrel is a covered dish. Bring your own and be creative. Bring something for everyone to enjoy for this time of fellowship.
- Please have your Troops' First Aid Kit available for your Troop.

Other information will be forth coming, as it becomes available. If you have any questions please feel free to contact William Britt or Rodney Brundidge

The patch for this year is a very unique one for this event. Be sure to come and get yours. These patches are the coolest yet.

“Scoutmaster and Assistance Scoutmaster Leader Specific Training” will be offered on Saturday morning. This is your chance to train your leaders and committee members without investing another day. Please remember that your unit must have two-deep leadership if you would like to attend this training. If not, every effort will be made to find a “Trained Leader” to help watch your unit in your absence.

This training will be conducted in the Administration Building. Those attending will eat breakfast at their camp site and go to class afterwards. The class will break to allow the leaders to return to have lunch with their unit. The afternoon class will end in time for you to return to your unit for supper.

You may have a person who needs this training but who does not plan to spend the weekend at camp. If so, they are welcome to attend this training. All they have to do is to arrange for one or more meals with their unit. (Or some other unit if their unit is not attending).

Most of the instructors will be from attending units. Instructors will “rotate” to the classroom. They will cover assigned material and return to their units after only a brief absence.

It will greatly aid in planning material needs for this course if you will provide the names of those planning to attend to the Council Training Chairman, Gary Whitfield at gary.whitfield@milliken.com

If you have any questions, please feel free to give myself or our District Executive a call.

Yours in Scouting,

William Britt, III
Camping Chairman
Yellow Jacket District
Troop 10 Scoutmaster
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Yellow Jacket District Executive
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SCHEDULE OF EVENTS

FRIDAY

- 4:00 – 9:00 PM** REGISTRATION (Troop 10 Campsite)
- 9:00 PM** SENIOR PATROL LEADERS’S MEETING (Troop 10 Canopy at Troop 10 Campsite)
- 10:00 PM** LEADERS’ MEETING & CRACKER BARREL (Troop 10 Campsite). Bring something to share with everyone.
- 11:00 PM** QUIET TIME!!!! LIGHTS OUT!!!

SATURDAY

- 7:00 AM** REVEILLE
- 9:00 AM** OPENING (at Flag Pole near bathrooms)
- 9:30 AM** EVENTS BEGIN
- 12:00 – 1:30 PM** LUNCH
- 1:30 – 5:00 PM** EVENTS CONTINUE
- 5:00 – 7:30 PM** TROOP TIME (DINNER)
- 8:00 PM** CAMPFIRE
- 11:00 PM** QUIET TIME!!!!!! LIGHTS OUT!!!!!!

SUNDAY

- 7:00 AM** REVEILLE
- 9:30 AM** DUTY TO GOD
- 11:00 AM** CHECK-OUT

FREEZE-O-REE ATTENDEES

TROOP # _____ SCOUTMASTER _____

ADULT LEADERS _____

PATROL NAME _____

PATROL LEADER _____

PATROL MEMBERS:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

(Reproduce as needed)

**2008 CHATTAHOOCHEE COUNCIL
YELLOW JACKET DISTRICT
FREEZE-O-REE**

COMPETITIVE EVENTS

**LOG PULL
FROZEN AXE CHALLENGE
MOUSE TRAP GAME
THE FLOOD
BIRDS OR PREY SHOW
BLACKSMITH'S DEMO
HAND GLIDER'S DEMO
FIRE BUILDING
GATEWAY BUILDING COMPETITION
HAWK THROWING
FIND THE MISSING YELLOW JACKET
FIRST AID CHALLENGE (QUICK REACTION)**

Disclaimer:

This summary of events is being published solely as a study guide for the 2008 Freeze-O-Ree. Due to unforeseen circumstances the events and event rules are subject to change upon approval of the Freeze-O-Ree chairman.

LOG PULL

Objective:

The patrol pulls a log through a prescribed course.

This is a timed event.

Procedure:

At the “go” signal, the patrol runs to the rope and log supplied and ties a timber hitch around the log.

All members of the patrol must grab the rope and proceed to drag the log at the fastest speed possible through the marked course to the finish line.

Rules:

All members of the patrol must assist in pulling the rope and log.

If the rope comes loose from the log during the course of the event the patrol must stop and re-tie the timber hitch around the log before proceeding.

All patrol members starting the course must cross the finish line holding onto the rope before the timer will stop. (The timer stops when the last scout crosses the finish line.)

The timber hitch must be intact around the log upon crossing the finish line.

A 30 second penalty will be awarded for incorrectly tied knots.

QUICK REACTION

Objective:

The patrol will respond to a victim located in the woods with a broken leg.

This is a timed event.

Procedure:

The instructor advises the patrol that a scout is injured on the trail with a broken leg and heavy rain is on the way.

The patrol assembles behind the start line.

At the “go” signal the scout’s run to the injured victim and administers proper treatment. (Splint the leg, treat for shock, and send for help.)

The patrol utilizes the material at hand to erect a shelter over the injured scout.

Rules:

The timer will stop when the shelter is erected, the victim has been properly treated for his injuries and help has been summoned.

Mouse Trap

This is a timed event. You will use the items at hand to lash lengths of poles together to catch the mouse. You will not be able to cross the line for any reason. At the end of the pole you will have a length of rope to catch the mouse trap.

The Flood

This is a timed event. Using the spars and ropes at hand you will build a platform that your whole patrol must get up on. After this time the clock will stop.

Fire Building

Your patrol must build a fire properly and boil a small amount of water in the shortest amount of time. Timed event.

Frozen Ax Award

This is for the senior patrol leaders. **You must use a Boy Scout Ax.** We will not allow any other type of ax. You must cut through a small spar and then you must cut a 90 degree angle in one of the poles. You will be graded on how you handle the ax and you will be asked to demonstrate how you sharpened the ax. Also you must demonstrate the proper usage of an ax. Your ax must have a cover on it at all times unless it is in use in the ax yard. This will be timed and we will check the for the proper 90 degree angle.

Gateway Building

Spend your time in your Troop area building a gateway. You may bring items from home or you may use anything you find in camp. Please do not cut any live trees to use for your gateway. This can be built in any fashion to depict a certain event or have a story behind it. We will judge these by originality and look at how tough it was to build and workmanship.

Missing Yellow Jacket

Our mascot is lost somewhere in camp and needs to find his way home. Do your good turn and help us locate him. He went for a walk without his “buddy”. The Troop that finds him in the least amount of time after the opening flag ceremony and returns him to the Scoutmaster of Troop 10 will receive a special award at the campfire.

Hawk Throwing

You must bury your hawk in a playing card from a predetermined distance. You will have 2 chances to try to hit the card. In case of a tie you must be the closest to a quarter (25cent piece.)