

Cades Cove District



2026 Freeze-O-Ree
Leader's Guide

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General Information: The Freezerie will be held at the Townsend Visitor Center, 7906 E Lamar Alexander Pkwy, Townsend, TN 37882. There will be signs directing traffic to the camping locations. The event will take place from Friday, February 6th, to Sunday, February 8th, 2026.

Units can begin check-in on Friday, the 6th, at 5:00 p.m. The cost is \$15.00 per person. Camping areas will be provided on a first-come, first-served basis. We are looking forward to a weekend of fun and friendly competition.

Two-deep leadership is required. Two YPT/SYT-trained adult leaders must be present for each unit that is attending.

- The Camporee will be held rain or shine. In the event of inclement weather, the unit leader is responsible for the welfare of the Scouts in their charge.
- Every person attending will need to provide BSA health form Parts A and B
- WATER: Units are requested to bring enough water for the weekend. There is one spigot on site for use in the event you run out or in case of an emergency.
- Field Activity Uniform (formerly known as Class A) will be required for Campfire, Saturday evening's flag service, and Sunday morning's worship service. Unit activity Uniforms (Unit T-shirts) should be worn during program activities.
- Unit adults and youth leaders should plan to attend the Friday Evening Unit Leader/Youth Leader Meeting at Headquarters. At this meeting, leaders will receive final details and any last-minute changes. A Cracker Barrel will immediately follow.
- Ground fires will **NOT** be permitted, use above ground fire pits.
- Your unit is responsible for its own meals, so please plan accordingly.
- Troop trailers will be allowed in campsites. The trailer must always be attached to the tow vehicle. No other vehicles are allowed in campsites. Parking will be available in a designated location.
- Restroom facilities will be provided. Please help us keep them clean.
- The unit is responsible for the removal of all trash from their campsite. Please follow "Leave no trace" front country camping rules. Plan on taking your camp trash with you when you leave.
- We will be asking for volunteers to judge events at the Friday unit leader meeting.

We can't wait to see all of you at Cades Cove's Arctic Winter Freeze-O-ree.

Takes place February 6 - 8th

Friday

5:00 pm- Check-in starts

8:30 pm- Scoutmaster/SPL meeting

10:00 pm- Quiet time

11:00 pm- Lights out

Saturday

7:00 am- Reveille

8:45 am- Flag ceremony/morning announcements

9:00 am- Activities start

12:00 pm- Lunch

1:00 pm- Afternoon activities/trading post opens

4:00 pm- Yetis are due

5:00 pm- Cooking competition submissions are due

5:15 pm- Trading post closes

5:45 pm- Flag ceremony/evening announcements

6:00 pm- Dinner

8:00 pm- Campfire

9:00 pm- OA gathering

10:00 pm- Quiet time

11:00 pm- Lights out

Sunday

7:00 am- Reveille

8:30 am- Flag ceremony/chapel

9:15 am- Break camp

11:00 am- Final units depart

Events and Competitions

Lumberjack Relay:

Materials: logs, saw, and safety gear will be supplied

Goals: Patrols will be timed to see who can get through 8 scouts the quickest, 2 scouts at a time must saw 2 discs that are 2 inches thick using a bowsaw. Fastest time to get through all 8 scouts wins. **A Totin' Chip is required for all scouts participating.**

Scoring: Fastest patrol wins

Judges: Need 2 judges to help with this competition

Mountain Man Orienteering Course

Materials: a map of the area and compasses (patrols **must** provide their own compasses)

Goals: Each patrol must use their map and compasses to orient themselves along a course and collect letters to unscramble a word.

Scoring: Fastest time and proof of completion, patrols that have not gotten the letters in the correct order will receive a 1-minute time penalty.

Judges: Need 2 judges to help with this competition.

A-frame lashing with Twist

Materials: poles and rope

Goals: Each team must build its A-frame using only the provided materials.

The rider must be carried at least 25 feet without touching the ground.

Patrols will be given a random “disability” using cards, but every player must contribute in some way. The disabilities are Howling Wind Deafness (can't hear, spades), Frostbite Feet (can't use legs, clubs), Frozen Arms (can't use arms, diamonds), and Silent Builder of the North (can't talk, hearts). There will only be one person who cannot walk. The disabilities will be decided by drawing cards. Each patrol is allowed one reroll of the disabilities.

You cannot remove your “disability” during the game — you must find creative ways to work around it. Each patrol will have to carry the member with Frostbite Feet.

A volunteer must check the A-frame for safety before anyone rides it.

If the structure breaks or the rider touches the ground, the team must go back to the start before continuing.

Scoring: whoever builds and completes the course the fastest wins

Judges: Need 2 judges to help supervise

Kim's game (memory game):

Materials: A table with miscellaneous items covered by a blanket.

Method: Each patrol will be given 60 seconds to look at the table of items and memorize as many items as possible. The blanket will then cover the table, and the patrol will have to write down as many items as they can remember.

Scoring: Number of accurate items written; 1 point per correct item and 1/2 deducted for every incorrect item written. Extra points if the patrol can write where an item was on the table.

Judges: Need 2 judges to help with this competition

Trivia:

Materials: N/A

Goals: Three patrols at a time will participate in a Jeopardy-style game featuring a mix of basic and challenging scouting-related questions. Each question is worth a different number of points, called out during the game.

Scoring: The patrol with the most points wins.

Judges: Need 2 judges to help with this competition

Yeti Building Competition:

Materials: Up to each troop (please be creative)

Goals: Each troop will build a Yeti either before or at the camp using materials, such as but not limited to, papier-mache or cotton balls on cardboard. The Yeti cannot be taller than 18 inches; all submissions must be turned in by 4:00 pm on Saturday at Headquarters and will be judged and put on display for all troops to see after Campfire. There will be a special ribbon for the winners of the contest.

Dessert Cooking Competition:

Materials: Up to each troop (please be creative)

Goals: Make your best winter-themed dessert. Be creative with it. Cobblers are allowed, but we recommend trying something different. It can be made in a Dutch oven, but it does not have to be. It could be a winter holiday-themed. It is up to your troop. The dessert must be made during the camp. It will be judged based on taste and presentation.

Campfire: Please have your skits and songs ready for the closing campfire. We will also have a flag retirement ceremony.

Trading Post: It will be run by the youth of the Order of the Arrow from our chapter. The trading post will open on Saturday at 1:00 pm and close at 5:15 pm. We will sell drinks, chips, and candy for cash only.