


**Scouting
America**
Chattahoochee Council



2025

FREEZE-O-REE

SURVIVING WORLD WAR II

JANUARY 24 - 26, 2025

CAMP EGL



Scouting America

Chattahoochee Council

EVENT GUIDE

www.91BSA.org/FreezeORee

2025 Freeze- O-Ree, Surviving World War II

Date: January 24 - 26, 2025

Location: Camp FGL - 2818 Antioch Road, LaGrange, GA 30240

Registration and Cost:

Troops, Crews, and AOL Dens must register at www.91BSA.org/FreezeORee

\$17.00 Early Bird rate per attending Scout/Leader/Adult until 1/3/2025

\$25.00 Regular rate from 1/4/25 through close of registration on 1/18/25 at midnight. There will be no onsite registration or payments accepted. Units must be registered by the deadline.

Please register as a unit.

Refund Policy: Cancellation on or before 01/04/2025 will qualify for a 100% refund. Cancellation between 01/04/2025 and 01/18/2024 will qualify for a 50% refund. No refund for participants who cancel after the registration closes on 01/18/2025 or do not show up for the event. No Refund will be issued till after the completion of the event. All Refunds will be issued as a mailed check.

Camporee Details

The Camporee theme is "Surviving World War II" and is dedicated to remembering the training and service of United States Veterans. The events will reflect this. **The wearing of camouflage is recommended and may play a role in Scout spirit bonus points awarded at some stations.**

Camporees are a chance to join in one of the oldest traditions in Boy Scout history - Coming together for Scouting competition. These gatherings provide an opportunity for units to match skills against each other. There will be fun, friendship, and fellowship. This guide is intended to help your unit prepare for the fun and excitement of this year's Freeze-O-Ree.

****Please note, this is a Scouts BSA event and not a Cub Scout event. However, AOL scouts may register and participate with a Scouts BSA troop provided the following guidelines are met: They must attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. All Cub Scout camping requirements still apply, including the Arrow of Light den/patrol must have a BALOO trained adult leader in attendance and all of Scouting's Youth Protection policies apply. ****

The Scout oath and law will govern the behavior of all participants during this weekend. The principles of Leave No Trace should be practiced at all times. All events for the Freeze-O-Ree will be based on basic Scouting skills and concepts as taught and used in the Scout to First Class rank advancement section of the handbook. They will also include fun type challenge events that will require effective communication, leadership, and teamwork to successfully complete. Deployment Order Documents will be given to each patrol listing the activities to visit. The score for each event will be recorded on the document. Each patrol must turn in their Deployment Order Document to the Freeze-O-Ree Staff as they finish in order to be eligible for any awards.

SCHEDULE OF EVENTS

Friday: January 24, 2025

6:00 PM to 9:00 PM. Check-in
9:00 PM Leaders/SPL Meeting
11:00 PM Lights Out

Saturday: January 25, 2025

8:20 AM to 8:30 AM Flag Raising
8:30 AM to 11:30AM Morning Events
11:45AM to 1:15 PM Lunch
1:30 PM to 4:30 PM Afternoon Events
8:00PM to 8:15PM Scout's Own
8:15 to 9:15PM Campfire
9:15 PM - Scoutmaster/SPL Meeting/Camporee Evaluation
11:00 PM Lights Out

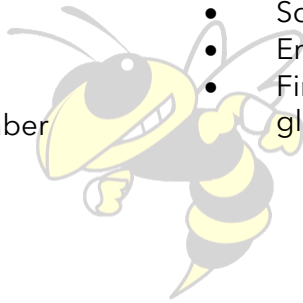
Sunday: January 26, 2025

8:00AM to 9:00AM Leave No Trace Check Out

Schedule subject to change due to weather or other factors.

Essential Items for Each Patrol:

- Daypack for carrying supplies.
- Ziploc bag for storing Passport.
- Notebook and pencil
- Water bottle for each patrol member
- Deployment Order Document
- Scout Book
- Energy snacks for morning & afternoon
- First aid kit (with 3 gauze pads and latex gloves)



CAMPOREE GUIDELINES

Camp Check-In Procedure

Check-In Hours: Friday 6:00 PM - 9:00 PM @ Admin Building
Please bring the following with you:

- Copy of your Unit Roster
- Camp fee payment receipt or copy of online registration receipt.

Campsite Assignment - Campsite will be assigned and emailed a week prior to the event. Units from in council and out of council will be attending this event. Be prepared to share a campsite with another unit. A Scout is FRIENDLY.

Parking - You will be directed to your campsite at check-in in front of the admin building. Vehicles are permitted on camp roads only for the purpose of transporting gear, trailers, and transporting event supplies. Great care must be taken when on these roads and you must abide by the speed limit. **Immediately following unloading, you must remove your vehicle to the parking lot outside the admin building as quickly as possible. Vehicles are NOT for transporting Scouts/Scouters around camp.** Vehicles will be allowed to return to the campsite only on Sunday. Trailers may remain in camp.

Camp Check-Out Procedure - Vehicles may be brought into the campsites on Sunday for loading gear only. Vehicles are NOT for transporting Scouts/Scouters around camp. Unit Leaders must inform Camp Staff when your Unit is leaving camp. You will receive your patches when you check out. We will be inspecting your campsite.

- Clean campsite of ALL trash.
- Do not throw food scraps into the woods. It will attract wild critters, i.e. The Beaver Shark, into your Campsite. Put all food trash into plastic garbage bags.
- Campsite latrines are cleaned, and all trash picked up.
- Remove all trash bags from your campsite and place them in the dumpsters located behind the dining hall.

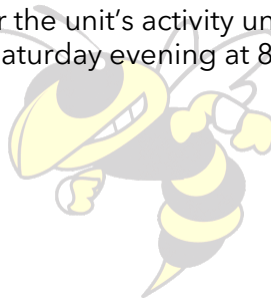
DO NOT LEAVE TRASH BAGS BY THE SIDE OF THE ROAD OR IN THE PAVILIONS.
A Scout is TRUSTWORTHY

Campsites - Each unit is responsible for the condition of its campsite and is expected to observe current Leave No Trace camping procedures in compliance with the Outdoor Code and Scout camping policies.

Uniforms:

Friday: Units may arrive in and continue to wear either the field or activity uniform.

Saturday: Scouts are encouraged to wear the unit's activity uniform all day Saturday. Field Uniform will be worn to Scouts Own on Saturday evening at 8:00 PM



Freeze-O-Ree Events

All participating units must sponsor one event or activity and provide the necessary adults and materials required to run the activity or event.

Surviving World War II Freeze-O-Ree Events

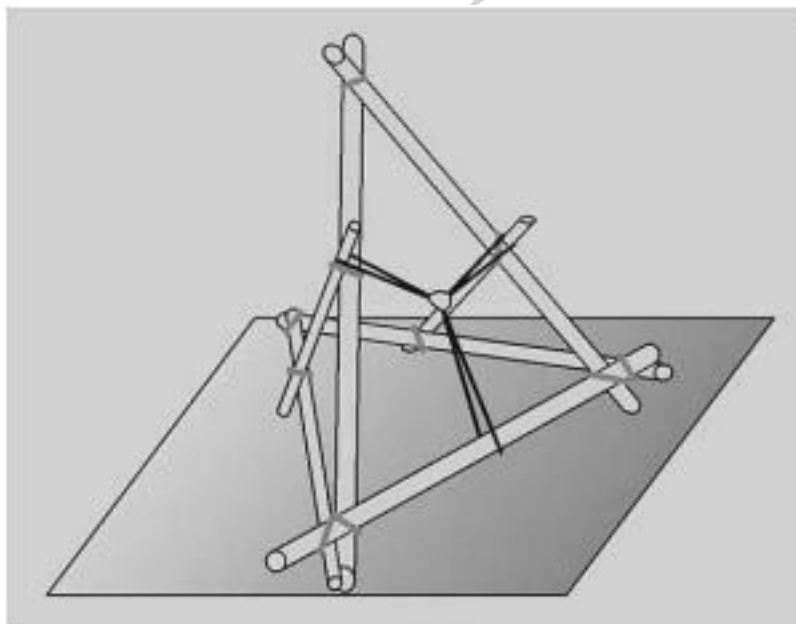
The following information is for Scoutmasters to help their Scouts choose which event they best able help run. A separate Senior Patrol Leaders Guide will be provided in the near future for the Senior Patrol Leaders to share with the Scouts and to help prepare your troop's patrols for the camporee.

Event 1: Battle for Bastogne (Council Ran Event)

Mortar teams in World War II often had ammunition stored in protective bunkers. Resupplying often exposed soldiers to additional risk from enemy fire. Each patrol is a mortar team firing at an enemy bunker. Each patrol must first erect their mortar nest and then supply the mortar with mortar rounds from the protective bunker. The scouts will have runners to go get more ammo. Once you have your mortar round, aim and fire!































Mortar rounds are made by rolling sheets of newspaper into tight balls about 3 inches in diameter and wrapping them with masking tape. The mortar nests are built by lashing 2 x 2 spars together as shown below using square lashings and must be placed within the patrol's designated space. The mortar rounds will be launched by a scout sitting inside the carriage with a provided elastic apparatus. The other members of the patrol (runners) will need to resupply their mortar with ammunition from the bunker. Runners will start at their mortar nest and crawl under the "barbed wire" into the bunker. A scout may retrieve one shell to return to the mortar. If the ammunition is dropped the scout is presumed dead and can't continue the game. Scouts can only carry one shell at a time; if they are caught carrying more than one shell they are eliminated.

A patrol may begin launching mortar rounds as soon as their mortar nest is assembled. The winning patrol will have the most points for hitting the target.



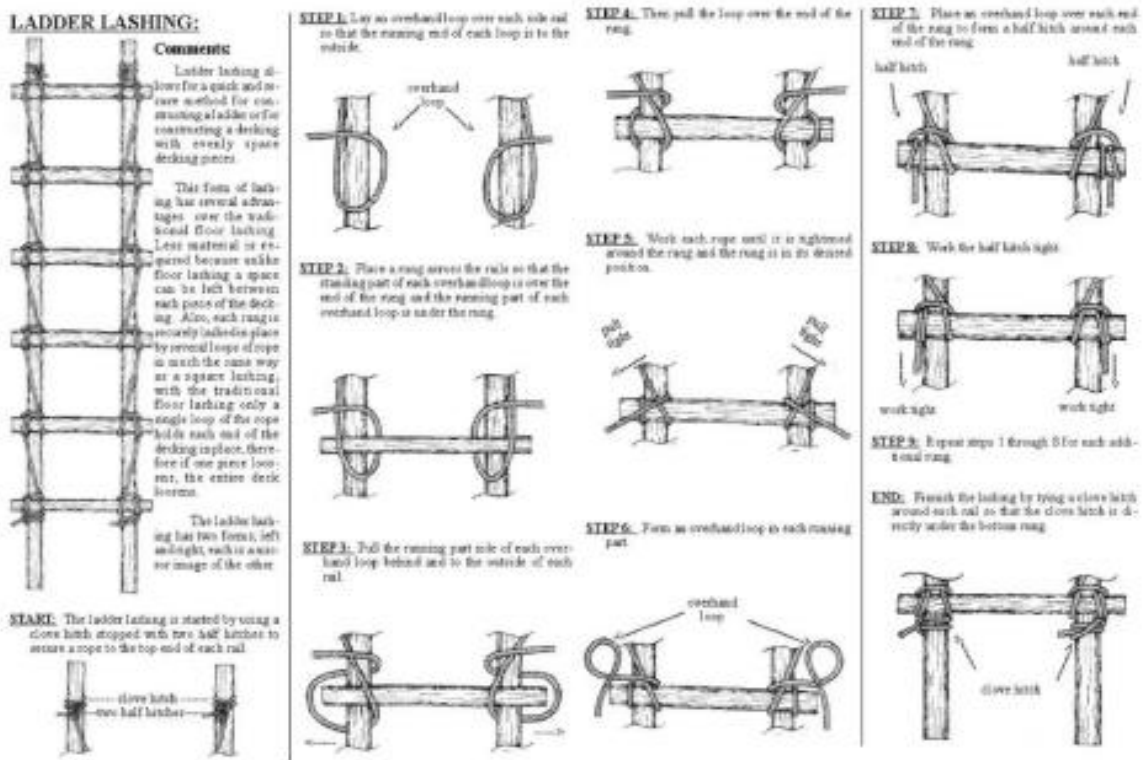
Event 2: Signaling Flags

The navy often maintained radio silence so the enemy would not be alerted to their presence. Ships would have to signal other ships to alert them of dangers and issue orders and instructions. This provided for communications without a radio. Scout patrols will be divided into two groups. One group will be given a question related to the theme that they will need to use semaphore flags to transmit to the other group 50 yards away. The second group will decode the question and flag back a response. Points will be given for the correctness of the translated answer (time counts).

 A - 1	 B - 2	 C - 3	 D - 4	 E - 5	 F - 6	 G - 7
 H - 8	 I - 9	 J - Letters to Follow	 K - O	 L	 M	 N
 O	 P	 Q	 R	 S	 T	 U
 V	 W	 X	 Y	 Z		
 End of Word - Space	 Numerals to follow	 Cancel	 Error / Warning			

Event 3: D-Day Cliff Climb

Some of the beaches at Normandy required soldiers to scale cliffs to take out enemy positions. Patrols will construct a ladder. They will then transport their ladder to a tower where the patrol leader must climb the ladder and “toss a grenade into a pillbox.” The Camporee staff will supply two 8-foot poles, two 20-foot ropes, 6 rungs, a tower, a “pillbox”, and a “grenade”. All patrol members must help support the ladder as the patrol leader climbs. This event will be scored on total time needed to complete the task and the correctness of the ladder lashing. See the additional “Ladder Lashing Instruction Sheet” for clearer instructions on how to lash a ladder together.



Event 4: Unexploded Bomb Disposal

Some of the most dangerous work soldiers had to do in the war was disarming and disposing of mines and unexploded ordnance. Does your patrol have the nerves of steel, coordination, teamwork, problem solving, and communication skills to take on this task?

While scouting a strategic structure, the patrol comes across an explosive device. No one can use the structure until the bomb is safely disposed of. The patrol must move the explosive device (a soup can 90% full of water) to a safe bomb disposal area (a distance of about 30 feet). It is unknown if or when the bomb will go off. To protect everyone and the structure, they must use a special bomb disposal device. The bomb disposal device is a small round piece of 1/2" plywood (12 inches in diameter) with eight 6-foot ropes attached through holes drilled equidistant around the perimeter. The patrol leader will carefully, without spilling any contents, place the bomb in the center of the bomb disposal device. The patrol members, then holding only the ends of the ropes, will use the device to transport the bomb to the disposal area. If the bomb falls over or any contents are spilled, the explosive device is considered prematurely detonated, and the patrol must start over. Fastest successful bomb disposal time wins.

Event 5: Bombed Building Rescue Triage

In WWII, air raids and blitzkriegs would result in damaged and destroyed buildings, often with civilians inside. Workers and soldiers had to effectively assess the situations to rescue the most people.

Scouts will quickly and safely remove debris from a bombing raid and use triage to assess which wounds are most important for the limited supplies given. Victims will be dolls with cards describing their condition. Scouts will be given several black, red, yellow, and green index cards. After uncovering and assessing each victim, they will assign a color-coded card to the victim. Scouts will work as a team for this project, earning points for safety and speed, as well as effective triage.

What is triage and why is it needed?

Ideally, the first people to need medical care receive it. In less-than-ideal conditions, somebody has to decide who receives care first. Natural disasters (e.g., earthquakes) or other events (e.g., train crash or bombing) can result in a large number of injured or sick people at one time. When this happens, decisions must be made about how to best allocate care when resources are insufficient for all those who need care. This process is called **triage**.

The purpose of triage is to save as many lives as possible. When done properly, triage results in the best outcome for the greatest number of people. *Without a triage plan in place, resources are likely to be wasted—and more people are likely to die.*

START Triage

Simple Triage And Rapid Treatment (START) is currently the most widely used triage system in the United States for mass casualty incidents. It was developed for rescuers with basic first-aid skills.

First responders delegate the movement of injured victims to a designated collection point as directed by using four main categories based on injury severity:

- **BLACK:** (Deceased/expectant) injuries incompatible with life or without spontaneous respiration; should not be moved forward to the collection point.
- **RED:** (Immediate) severe injuries but high potential for survival with treatment; taken to collection point first
- **YELLOW:** (Delayed) serious injuries but not immediately life-threatening
- **GREEN:** (Walking wounded) minor injuries

The triage colors may be assigned by giving triage tags to patients or simply by physically sorting patients into different designated areas.

"Green" patients are assigned by asking all victims who can walk to a designated area.

All non-ambulatory patients are then assessed.

Black tags are assigned to victims who are not breathing even after attempts are made to open the airway. Red tags are assigned to any victim with the following:

- Respiratory rate greater than 30
- Absent radial pulse
- Unable to follow simple commands.

Yellow tags are then assigned to all others.

Event 6: Cryptography in WWII

Cryptography has been used all throughout history to send secret messages between military divisions in WWII, many ciphers were mechanical and required machines to encrypt and decrypt. When soldiers did not have access to machines, they had to use hand ciphers. One such cipher is the columnar transposition cipher. Many groups used ciphers during WWII, including Dutch Resistance groups, the French Marquis, the British Special Operations Executive, the American Office of Strategic Services and the German Army and Navy. The Scout patrol will be taught how to use a columnar transposition cipher. They will then be split into two groups, given the key word for the cipher, and placed 50 yards apart. The first group will be given a message to encrypt using the columnar transposition cipher. One member of the first group will then be designated as a runner to meet with the other group's runner halfway in-between the two groups to deliver the encrypted message. The other group's runner will bring the encrypted message to the second group to begin decrypting the message. Once they decrypt the message, they will encrypt their response. The runners will meet again, halfway, to exchange the message. The first group's runner will rush the encrypted message to the station master to be given a score based on time and accuracy. The clock starts when the first group is given the message and stops when the encrypted reply is delivered to the station master.

Columnar Transposition

Columnar Transposition involves writing the plaintext out in rows, and then reading the ciphertext off in columns. Columnar Transposition builds in a keyword to order the way we read the columns, as well as to ascertain how many columns to use.

Columnar Transposition Encryption

First, pick a keyword for the encryption. Write the plaintext out in a grid where the number of columns is the number of letters in the keyword. Then title each column with the respective letter from the keyword. Take the letters in the keyword in alphabetical order and read down the columns in this order. If a letter is repeated, we do the one that appears first, then the next and so on. As an example, let's encrypt the message "The tomato is a plant in the nightshade family" using the keyword *tomato*. We get the grid given below. The X's at the end are called nulls and are used to pad out the message (finish the grid) in the encryption process.

T	O	M	A	T	O
5	3	2	1	6	4
T	H	E	T	O	M
A	T	O	I	S	A
P	L	A	N	T	I
N	T	H	E	N	I
G	H	T	S	H	A
D	E	F	A	M	I
L	Y	X	X	X	X

We have written the keyword above the grid of the plaintext, and also the numbers telling us which order to read the columns in. Notice that the first "O" is 3 and the second "O" is 4, and the same thing for the two "T"s.

The plaintext is written in a grid beneath the keyword. The numbers represent the alphabetical order of the keyword, and so the order in which the columns will be read.

Starting with the column headed by "A", our ciphertext begins "TINESAX" from this column. We now move to the column headed by "M", and so on through the letters of the keyword in alphabetical order to get the ciphertext "TINESAX / EOAHTFX / HTLTHEY / MAIIAIX / TAPNGDL / OSTNHMX" (where the / tells you where a new column starts). The final ciphertext is rewritten in 5 letter groupings and is thus "TINES AXEOA HTFXH TLTHE YMAII AIXTA PNGDL OSTNH MX".

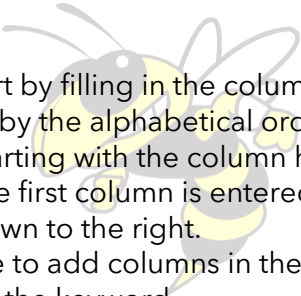
Columnar Transposition Decryption

Start by writing out the keyword and the alphabetical order of the letters of the keyword. You must then divide the length of the ciphertext by the length of the keyword. The answer to this is the number of rows you need to add to the grid. You then write the ciphertext down the first column until you reach the last row. The next letter becomes the first letter in the second column (by the alphabetical order of the keyword), and so on.

As an example, we shall decrypt the ciphertext "ARESA SXOST HEYLO IIAIE XPENG DLLTA HTFAX TENHM WX" given the keyword *potato*. We start by writing out the keyword and the order of the letters. There are 42 letters in the ciphertext, and the keyword has six letters, so we need $42 \div 6 = 7$ rows.

P	O	T	A	T	O
4	2	5	1	6	3

We have the keyword and the order of the letters in the keyword. We also know there are 7 rows.



Now we start by filling in the columns in the order given by the alphabetical order of the keyword, starting with the column headed by "A". After the first column is entered, we have the grid shown to the right. We continue to add columns in the order specified by the keyword.

P	O	T	A	T	O
4	2	5	1	6	3
			A		
			R		
			E		
			S		
			A		
			S		
			X		

P	O	T	A	T	O
4	2	5	1	6	3
	O		A		
	S		R		
	T		E		
	H		S		
	E		A		
	Y		S		
	L		X		

After interesting the second column.

P	O	T	A	T	O
4	2	5	1	6	3
	O		A	O	
	S		R	I	
	T		E	I	
	H		S	A	
	E		A	I	
	Y		S	E	
	L		X	X	

After inserting the third column.

P	O	T	A	T	O
4	2	5	1	6	3
P	O	T	A	T	O
E	S	A	R	E	I
N	T	H	E	N	I
G	H	T	S	H	A
D	E	F	A	M	I
L	Y	A	S	W	E
L	L	X	X	X	X

the completely reconstructed grid.

Now we read off the plaintext row at a time to get "potatoes are in the nightshade family as well".

Event 7: Iwo Jima Flag Raising

Using proper lashings, Scouts must lash a flagpole together from three poles and two ropes using knots or lashings as appropriate. A halyard will then be attached to the top of the pole. The flagpole must then be erected on the top of "Mount Suribachi" with three guide ropes and stakes. The guide ropes will be attached to the flagpole as shown in the diagram using two half hitch knots. The guide ropes must be secured around the stakes using taut line hitches. Once the flagpole is erected and checked, the scouts will raise the flag, secure the halyard, and recite the pledge of allegiance while saluting the flag. The flag will then need to be lowered, properly folded, the flagpole disassembled, and all materials taken back to the start for the clock to stop. If the flag touches the ground at any time, the patrol must start over.

Lashings/knots used: Round lashing, clove hitch, taut-line hitch, two-half hitches.

The station will provide all of the following materials:

- 3 poles
- 2 lashing ropes
- 3 guide ropes
- 1 small pulley attached to eye bolt
- rope or cord for hoisting flag
- clips for flag
- American flag
- 3 stakes
- hammer

This event will be scored on time, correctly tied lashings, and correctly tied knots.

Event 8: Obstacle Course

Basic training to prepare soldiers for combat included running an obstacle course. Scouts will complete the obstacle course as a relay. The total time will be divided by the number of scouts in the patrol to determine an average time for overall place at the camporee.

Obstacle Course Ideas

1. Set up a tire course by laying two lines of tires side-by-side and have scouts run through them, putting each foot in a different tire.
2. Scouts must roll a tire around a cone and back.
3. Complete a zigzag course through cones carrying 2 full buckets of water.
4. Set out several straw bales to hurdle.
5. Roll a ball with your head a certain distance.
6. Place a large drainage pipe on the ground to crawl through.
7. Place 6 x 6 balance beams set as a zigzag on the ground.
8. Crawl under a lane of ropes tied to stakes.
9. Hop a certain distance in a large sack (sack race style).
10. Throw tennis balls and knock cans over.
11. The course may also be interspersed with Scout skill stops (i.e. take a compass bearing, measure a distance by pacing)
12. Bear crawl a certain distance with your hands and feet like a bear and return doing a crab walk (Instead of your belly facing the ground like in the bear crawl, flip over and face the sky. Use your hands and feet to scurry across the yard like a crab.)
13. Each person has to jump rope 15 times before going to the next station. Set up cones and dribble a soccer ball through the cones and back. Use however many cones you have.
14. A great way to round out the whole obstacle course is to end with a 50-yard dash.

Event 9: Battles of WWII

Each patrol will be given 3 minutes to read a set of cards with the years and locations of 15 major World War II battles as well as the outcomes. At the end of the three minutes, the information cards will be collected. The station master will then shuffle the information cards. The time will start when the station master reads the name of the battle on the first card. The patrol will have to answer what year it happened and what was the outcome. As one battle is completed, the station master will move on and read the name of the next battle. The station master will record the number of correct answers. Patrols will be given a 4-minute time limit to work through all 15 cards. Patrols will have to work together to be successful. The patrol that gets the most correct will be the winners.

All patrols will be asked a final question which the station master will record. This answer will only be used to break ties.

Event 10: Orienteering

Paratroopers dropped behind enemy lines on D-day often found themselves miles from where they were supposed to have landed. Soldiers had to use maps and compasses to successfully complete their mission.

Scouts will be required to successfully navigate an orienteering course to complete this mission. Being able to read a map, determining the best route, using a compass, and determining distances by pacing will be critical. At each control, patrols will need to punch their card with the unique punch provided. The winning patrol will be determined by which patrol completes the course in the correct sequence with the fastest time.

Event 11: Camouflage

Individual camouflage is the concealment a soldier uses in combat to surprise, deceive, and outwit the enemy. Effective concealment of the individual depends primarily on background— one's choice of it, and one's knowledge of how to employ it to one's advantage. At this site Scouts will learn techniques of camouflage and how to properly apply US military camouflage. If possible, members of the military will be the instructors.

When camouflaging yourself, consider that certain shapes are particular to humans. Opponents will look for these shapes. The shape of a hat, helmet, or black boots can give you away. Even animals know and run from the shape of a human silhouette. Break up your outline by placing small amounts of vegetation from the surrounding area in your uniform, equipment, and headgear. Try to reduce any shine from skin or equipment. Blend in with the surrounding colors and simulate the texture of your surroundings.

Each area of the world and each climatic condition (arctic/winter, temperate/jungle, or swamp/desert) has color patterns and textures that are natural for that area. While color is self-explanatory, texture defines the surface characteristics of something when looking at it. For example, surface textures may be smooth, rough, rocky, leafy, or many other possible combinations. Use color and texture together to camouflage yourself effectively. It makes little sense to cover yourself with dead, brown vegetation in the middle of a large grassy field. Similarly, it would be useless to camouflage yourself with green grass in the middle of a desert or rocky area.

Event 11: Camouflage Continued...

To hide and camouflage movement in any specific area of the world, you must take on the color and texture of the immediate surroundings. Use natural or man-made materials to camouflage yourself. Camouflage paint, charcoal from burned paper or wood, mud, grass, leaves, strips of cloth or burlap, pine boughs, and camouflaged uniforms are a few examples. Cover all areas of exposed skin, including face, hands, neck, and ears. Use camouflage paint, charcoal, or mud to camouflage yourself. Cover with a darker color area that sticks out more and catches more light (forehead, nose, cheekbones, chin, and ears). Cover other areas, particularly recessed or shaded areas (around the eyes and under the chin), with lighter colors. Be sure to use an irregular pattern. Attach vegetation from the area or strips of cloth of the proper color to clothing and equipment. If you use vegetation, replace it as it wilts. As you move through an area, be alert to the color changes and modify your camouflage colors, as necessary.

Event 12: Special Forces Knots

The U.S. military Special Forces were critical in the success of D-Day. Today they are taught five knots—the Bowline, Square Knot, Sheet Bend (Becket's Bend), Clove Hitch, and Right Angle. The bowline is for mooring a small boat to a pier or emergency applications where a fixed loop is needed. The square knot is used in demolition to splice detonation cord, one of the most common knots in surgery, used in first aid to tie bandages, as it lies flat, and to tie boot laces to prevent boots getting pulled off by mud. Sheet Bend (Becket's Bend) is used in demolition to splice Detonation Cord and for joining two ropes of unequal diameter. The clove hitch is used for linking obstacles together with Detonation Cord for demolition, securing a rope to a post, and as a temporary tie into an anchor point. The right angle is a knot that is typically used as an alternative to the Clove Hitch. When used, the Right Angle creates a more secure knot than the Clove Hitch.

Can your patrol learn how to tie these knots and outdo all other patrols? Scoring will be by the total time divided by the number of Scouts in the patrol. Time will begin when the first Scout begins tying the first knot and will end when every patrol member has correctly tied every knot.



Event 13: Tank Training

The M-4 Sherman was the workhorse medium tank of the U.S. Army and Marine Corps during World War II. This tank fought in every theater of operation—North Africa, the Pacific and Europe. Prepare for the D-Day invasion by having your patrol learn to operate and maneuver your tank on our armored division proving grounds. May the fastest tank crew win.

Patrol members will assemble their tank behind the starting line as shown in the pictures below. They must have four members of their patrol on the tank. The 2 spars will be used to push the tank forward. Time will start as soon as their tank begins to move. As the tank moves forward and one barrel comes out from under the "tank", the crew must pick up and pass the barrel to the front to keep rolling forward. When the "tank" completely passes the finish line, the patrol must exchange tank crews with other members who have not yet participated. Individuals may only go twice if the patrol has fewer than 8 members. The tank crew will then reverse direction and go back to the start line. Time will stop when the entire tank is past the start line.

Materials required per tank:

4 - 55-gallon plastic barrels

1 - 4' x 8' x 1/2" plywood

2 - 6' spars

Stopwatches

Cones for course

