



2023 Neusiok Freeze-o-ree

February 24-26, 2023

Hosted by Troop 29



Welcome and Introduction

Scouts and Scouters, gather all your warm camping gear and let's flash back to our Cub Scout days. Get ready for some of the great times we all had as younger scouts and the memorable activities we use to all love and look forward to each year.

Who Should Come?

Our District Camporee is open to all Arrow of Light scouts, Scouts BSA scouts, Venturers and Explorers. We want to encourage Troops to use this opportunity to show their feeder Packs what the Scouts BSA program is all about, and what they can look forward to.

Parking & Early Arrival

For all questions regarding logistics of Troop trailers, cookers, and/or other Troop equipment please contact Brandon Lanning at the scout office. Carpool – We highly encourage condensing vehicles and Troops bringing the fewest vehicles possible. Parking may be limited, so please be patient and understanding upon arrival. Non-traditional Parking – Just because you “normally” park there, does not mean it may be a parking area during this weekend. Please adhere to all signage and staff guidance regarding where to park. Remember that our camp must be maintained and following our parking procedures will allow us to minimize our impact in true Leave-No-Trace fashion.

Campsites

As with Parking, Campsites will also be a mix of traditional and provisional. Areas may be reserved only for those who pre-register. If units want to bring their own popup canopy, that is acceptable. If units want to have a campfire, units must bring a fire pot to have fires off the ground and provide their own firewood or use a predetermined area for fires. If the county issues a fire-ban, we must adhere to local laws. Units must provide their own meals. Please make campsite arrangements with the Program Director.

General Do's and Don'ts

DO – wear closed-toe shoes, practice Leave-No-Trace, and DRESS WARM.

DO NOT – dig for any reason, ride in the backs of trucks, speed on camp, burn fires directly on ground, leave vehicles in campsites, leave trash bags in campsites, etc. You should all be familiar with our camp's policies, and you are expected to adhere to them always.

All campfires must be built off the ground and contained within the fire ring or a pan raised off the ground. Please do not dig holes for campfires.

All meals are up to each patrol in each unit!

Schedule of Events

Friday

4:30-7:00 PM – Check-in of all (Headquarters)

7:30-9:30 PM – Camp wide Games (lighting bug hide-n-seek, 4v4 basketball)

8:00 PM – SPL & Scoutmaster meeting

11:00 PM – Lights out Camp Quiet

Saturday

6:00 AM – Reveille Breakfast and Clean up

8:00 AM – Flag raising

8:30 AM – “Box” Car Race

10:00 AM – Derby Check-in (Dinning Hall)

10:00 AM – 12:00 PM – Midway Scout Skills (BB Gun, Rain Gutter Race, Scout Law, First Aid)

12:00 PM – Midday meal

12:00-1:00 PM – Scoutmaster Sharp Shooter

1:30 PM - 5:00 PM – Outlaw Derby

1:30 PM - 5:00 PM – Knot Relay & Scavenger Hunt

5:30 PM – Dinner

8:30 PM – Closing Camp Fire

11:00 PM – Lights out, and all quiet

Sunday

7:00 AM – Reveille Breakfast and Clean up

8:30 AM – Chapel Services

9:30 AM – Check out and Campsites Clean

Awards to be Won

Tuscarora Oval Champs

Know-Knot Champ

Scout BB Sharp Shooter*

Overall Patrol Game

Scouter BB Sharp Shooter

Outlaw Scout Champ

Aqua-Knot Champ

Outlaw Scouter Champ*

Outlaw Grand Champ**

*Adult Participants **Could be an adult winner

Event Details

\$20 per attendee until Feb. 17th. Late Fee of \$10 after until Feb. 23rd

Lighting Bug Hide-n-Seek

Troop 29 members will be hiding all around camp (camp site 1 – 12, Main Camp, Cub Scout Range) **NO waterfront or Shooting Ranges!!** They will flash their flashlights every minute to give the spots up and then move on to another hiding spot. They will continue to do this until found. Participants are heavily encouraged to always use the buddy system and carry a flashlight in case they become disoriented or need to be cautious of potential hazards. Flashlights are not to be used to locate the “lightning bugs”. Playing safely is the number one priority, so please use caution when moving from place to place.

4v4 Basketball Games (Half court so there can be 2 games at once)

“Box” Car Race

A team of 3 scouts will be strapped into a “Box” car to race around the Tuscarora Oval Dirt track. Cars must be made out of cardboard and can be designed anyway they like. Be able to fit 3 scouts into the box and race around the oval (running, walking, etc.) **NO WHEELS**. The fastest time around the track will be the Tuscarora Oval Champs. Patrols can have multiple teams and cars. (6-person patrol = 2 cars, 8 person = 3 cars with an alternate from 1 of the other teams, etc.)

BB Gun Sharp Shooter

BB Gun range will be open and hosting a sharp shooter contest. Each patrol member can shoot if they wish. The contest will be about precision so the closest to a certain spot on the target.

Rain Gutter Regatta

A blow-up racetrack for hand-built boats will be provided. Boats will be made out of paper, cardboard, and tape provided. Let your boat engineering come out to shine, lest you sink with your ship. Once the boat construction is finished, you will then race it down the track by blowing through a straw for wind power. The fastest boat to make 2 laps down and back will be the Aqua-knot champion.

Scout Law Trust Scramble

Patrols will blind-fold their Patrol Leader and talk them through finding the 12 points to the scout law and then assemble them in the correct order. This challenge is a timed event and the patrol with the fastest time wins.

First Aid Situations

Patrols will come to the Doodle Bug and pick out of a bucket of first aid issues. They will then have an area to go to where there are items already set out. Patrols will need to work together to treat the victim with the given ailments and transport them back **SAFELY**.

Knot Relay

6 scouts from a patrol make up the relay team. Starting at the Trading post, the 1st scout will run to the OA Lodge; tie the knot correctly and then pass the baton. The 2nd scout will run from OA Lodge to the Doodle Bug; tie the knot correctly and then pass the baton. The 3rd scout will run from Doodle Bug to Peacock shelter; tie knot correctly and then passes the baton. The 4th scout will run from Peacock shelter to Welcome Sign (By HQ); tie knot correctly and then passes the baton. The 5th scout will run from HQ Welcome sign to swing set; tie knot correctly and then passes the baton. The 6th scout will run from swing set to Trading post and tie the knot correctly to finish the event. This challenge is a timed event where the fastest time wins. The knots info and rope are at each station. It is highly advised to study up on your knots prior to the weekend. Remember, the scout motto is **BE PREPARED**.

Scavenger Hunt

There will be an orienteering scavenger hunt that will take you around camp. Bring your compass and be ready to walk and find hidden objects that will help solve a riddle at the end.

Outlaw Derby

Just a few rules for this main event. Each patrol is allowed 1 car with 1 back-up in the pit for a just in case "wreck" and will be allowed to switch only 1 time.

Scoutmasters: each troop is allowed 2 scoutmaster cars because 2 deep leadership is a must at all times.

1. Width shall not exceed 2-3/4 inches. Length shall not exceed 7 inches.
2. Weight shall not exceed 5 ounces.
3. Car must have 3/8-inch underbody clearance.
4. No lubricating oil may be used. Axles may be lubricated with powdered lubricant
5. The car shall not ride on any kind of spring.
6. The car must be free-wheeling, with no starting devices.
7. No loose materials of any kind are allowed in the car.

Other than that, it is free game. Please make these personally. Its up to participating units how the cars are designed. They can be 3d printed, CNC cut, Laser cut, etc. **JUST DON'T BUY OFF EBAY, AMAZON, OFFER UP, CRAIGSLIST, ETC. Remember this is all about having fun and none of us are professionals making money on the races!!**

How the race will be running will all depend on how many entrees we have. I know we will most likely NOT run each car in each lane like most derbies because of time constraints. The patrols will compete within to find the top 2. The Scouters will compete within to find the top 2. Then those 4 will race 4 times (each car in each lane) to determine the Grand Champ. Once the car is checked in it will not be touched until the race starts. Each car will have 1 racer that is allowed in the pit to move the car from pit to track. No one other than the tagged person is allowed to touch car.

Contact Information

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