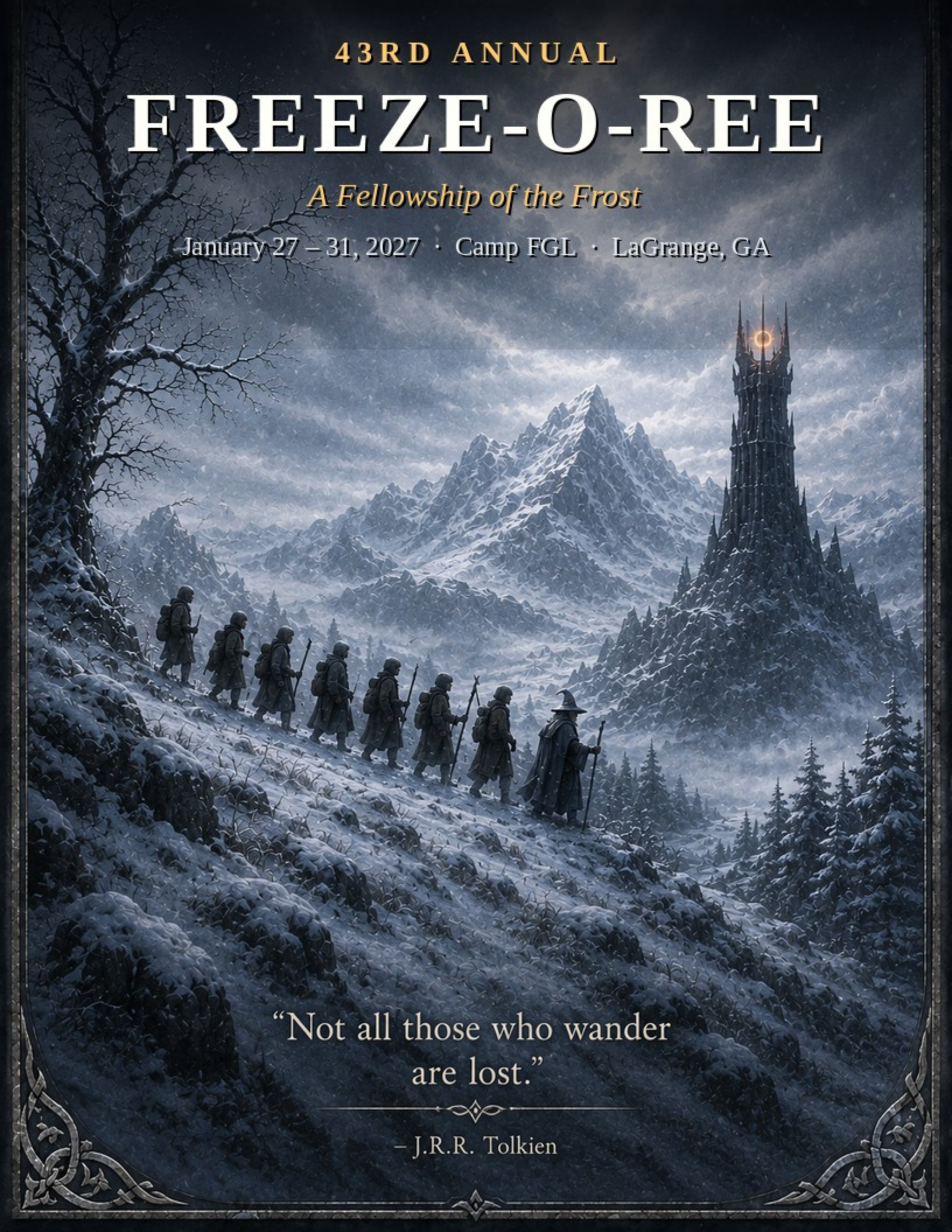
43RD ANNUAL

FREEZE-O-REE

A Fellowship of the Frost

January 27 – 31, 2027 · Camp FGL · LaGrange, GA



"Not all those who wander
are lost."

– J.R.R. Tolkien

43rd Annual
FREEZE-O-REE

One Weekend to Rule Them All

A Lord of the Rings–Themed Gathering of the Fellowship

2027 Leader Guide

January 27 – 31, 2027
Camp FGL
2818 Antioch Rd, LaGrange, GA

Welcome, Fellow Travelers, to the 43rd annual Freeze-O-Ree!

The frost-bitten wilds of Camp FGL will be transformed into the many realms of Middle-earth for the last weekend of January 2027! From the peaceful fields of the Shire to the shadowed slopes of Mordor, camp will be filled with Scouts undertaking quests of scout skill and rendezvous-style trials worthy of any member of the Fellowship. This event is also a chance to show visiting Arrow of Light Scouts what awaits them on the road ahead — much as Bilbo once showed young hobbits that there is more to the world than the Shire. Join us for a weekend of adventure, camaraderie, and cold. Rain or shine, snow or frost — the Fellowship marches on regardless! Whether you hail from Gondor, Rohan, or the Shire itself, come join the quest!!!

REGISTRATION — JOINING THE FELLOWSHIP

November 2026	Online Registration opens online at www.chattahoocheecouncilsa.org
December 31, 2026	Register by this date to receive a special surprise
January 15, 2027	Late Registration Begins ($25 per traveler)
January 26, 2027	Registration Closes at 6:00pm

No onsite registration — the Fellowship must be assembled in advance.

The toll for passage — Scouts BSA, AOL Scouts, and Adults — is $20 per traveler, increasing to $25 per traveler for Late Registration beginning January 15, 2027. Registration closes January 26, 2027 at 6:00pm.

Everyone who registers by December 31, 2026 will receive a special surprise — the Fellowship rewards those who answer the call early!

ARROW OF LIGHT PARTICIPATION — HOBBITS ON THE ROAD

Arrow of Light (AOL) Scouts are invited to join Scouts BSA units for this event, much as young hobbits once joined the Fellowship on the road out of the Shire. AOLs can camp overnight Friday and/or Saturday night with a Scouts BSA unit. Please use this event to visit several units (think of it as your own Council of Elrond) to learn more about each unit and the adventure that awaits on the Scouts BSA level. AOLs will be able to participate in most quests; a few may be restricted per the Guide to Safe Scouting Guidelines, which will be clarified at the leader meeting Friday night (or upon check-in).

Two-deep leadership from the AOL's own Pack is required at all times — no den or Pack may send Scouts without at least two registered adult leaders from that Pack present on site for the duration of their stay.

CANCELLATION / REFUND POLICY

No refunds for travelers who abandon the Fellowship after registration closes or who fail to answer the call to adventure. Should any governmental power (Sauron or otherwise) force the cancellation of this event, refunds will be made available.

CAMPSITE SELECTION — CHOOSING YOUR REALM

Campsites will be assigned for this event, much as the Fellowship's path was charted before setting out from Rivendell. When registering online, units will provide their 1st, 2nd, and 3rd choice of campsite; the Committee will do its best to grant your Fellowship its preferred realm, but assignments are not guaranteed and will be confirmed ahead of the weekend. Camp officially opens at 4:00pm for unit check-in. Please practice Leave No Trace and Tread Lightly principles at your assigned site — even Ents expect their forests treated with respect. Units are expected to help restore camp to its natural beauty before checking out Sunday, January 31st.

CHECK-IN — CAMP ADMIN BUILDING

Fellowships (Troops) may arrive any time after 4:00pm. Check-in will occur at the Camp Admin Building. Please leave your unit at the vehicles and bring all documentation to the check-in station. Any necessary materials will be shared for units to distribute to their Scouts once at the campsite.

Bring to Check-In:

- Roster of Scouts attending with your unit (your own Fellowship manifest)
- Contact name and phone number for Leader(s) in charge in case of emergency
- Remember this is a BSA event, so you are required to have Health forms (Parts A & B) for every member of your troop on site; we will not be collecting these, but a Scout is Trustworthy, so we trust you will have them close at hand — as safe as the Ring in Frodo's keeping.

THE RING BEARER'S QUEST

One Ring to rule them all, one Ring to find them, one Ring to bring them all, and in the darkness bind them.

The One Ring has surfaced again — and it has chosen a bearer from among the patrols gathered at Camp FGL. Each patrol must select one Scout, brave and steady of heart, to serve as Ring Bearer for the day. Like Frodo before them, they will carry a burden far heavier than its weight — for the Ring draws the eye of the Enemy, and the Enemy is always watching.

- The One Ring (a token provided by event staff) will be distributed to each patrol at the Council of Elrond — the Friday night SPL & Leaders meeting. Patrols will choose their Ring Bearer at that time.
- The Ring Bearer carries the Ring throughout the day's quests and activities on Saturday — it must stay with the Ring Bearer or a designated member of their patrol at all times.
- The Quest ends at Campfire Saturday evening: each Ring Bearer will bring the Ring forward and deliver it to the Fires of Mount Doom as part of the Campfire program.
- Patrols that successfully deliver the Ring to the fire complete the Quest and will be recognized in front of the whole camp that night.

Beware the Nazgûl

The Ring does not go unnoticed. Throughout the day, the Nazgûl — Ringwraiths in service of the Dark Lord, played by event staff — will be roaming camp, searching for the Ring and the patrol foolish enough to let it be seen. Patrols should keep the Ring concealed and guarded; a Ring Bearer caught unaware may find their burden claimed.

- Keep the Ring safe. Do not display it openly or announce who carries it — the Enemy has many eyes.
- If a Nazgûl successfully claims the Ring from a patrol, event staff will explain next steps for that patrol to reclaim or continue the Quest.
- Ring Bearers are encouraged (but not required) to use cunning, misdirection, and teamwork — much as the Fellowship once relied on each other to keep the Ring from falling into the wrong hands.

Keep it safe, Ring Bearers. The fate of the Quest rests with you.

Make sure your patrol's first aid skills are current before you set out. Should the Nazgûl catch up with your Ring Bearer, you may need to treat a Scout in the field and get them safely back to Rivendell (Headquarters at the Camp Admin Building). A steady hand with a bandage is as valuable to the Fellowship as a sword.

EVENTS — QUESTS OF THE REALMS

The following quest stations are confirmed for this year's Freeze-O-Ree (full rules for each are found later in this guide):

Beacons of Gondor	Dead Marshes Challenge	Shelob's Lair
Legolas's Line (Archery)	Gimli's Reckoning (Axe Throwing)	Fangorn Forest
Rope Craft of the Galadhrim		

Patrols will not choose their own order — the road through Middle-earth is set for you. Each patrol will be handed its own rotation schedule at Opening Ceremony Saturday morning, telling you which station to seek and when... though you'll need more than Common Tongue to read it. The Elven-smiths of Eregion did not write for careless eyes, and neither will we. Dust off what you learned of the runes, Stewards — your patrol's own scrap of parchment will speak only to those who can listen.

SCHEDULE OF EVENTS — TO BE FINALIZED

Friday — Setting Out from the Shire

Noon	Camp opens for set-up
4:00pm	Registration at the Camp Admin Building — bring list of all Scouts and Adults
9:00pm	Council of Elrond — SPL & Leaders meeting at the Camp Admin Building; the One Ring is distributed to each patrol, who will choose their Ring Bearer. Enjoy a hot mug of The Old Took's Hot Cocoa and some of Bilbo's favorite cookies while you meet.
11:00pm	Quiet Time!!! The Watch is set — Lights Out

Saturday — The Quest Unfolds

7:00am	Reveille — The Horn of Rohan sounds
9:00am	Opening Ceremony at the flagpole at the Dining Hall — patrols receive their rotation schedule (written in rune)
9:30am	Quests Begin
12:00 – 1:30pm	Second Breakfast... er, Lunch
1:30 – 4:30pm	Quests Continue — Troops submit scoring (where applicable) to the Event Host/Judge booth
5:00 – 7:30pm	Supper & Troop Time — Units prepare and enjoy supper at their campsites, then rest as the Fellowship rested in Rivendell
6:00 – 7:30pm	Samwise Gamgee Cook-Off — dishes due by 6:00pm at The Green Dragon Inn (Dining Hall); see full rules at the end of this guide
8:00pm	Campfire & Cracker Barrel — Tales and songs of Middle-earth. No hobbit would let the Fellowship gather at the fire on an empty stomach, so a Cracker Barrel of second-supper treats is provided as part of Campfire. Ring Bearers deliver the One Ring to the Fires of Mount Doom.

11:00pm	Quiet Time!!! Lights Out

Sunday — The Journey Home

7:00am	Reveille
9:30am	Evenstar Reflection (Duty to God) at the Basketball Court
11:00am	Check-out with Campmaster / Event Staff — the Fellowship parts ways, until we meet again

ATTIRE — DRESS OF THE REALMS

This event is meant to be a fun, relaxed Class 'B' quest through Middle-earth. Scouts and leaders are welcome (and encouraged!) to add Lord of the Rings-inspired flair to their Class B attire — cloaks, a Ranger's touch, or a bit of Shire green never go amiss. Class 'A' uniforms are not required except for the Evenstar Reflection on Sunday.

CONDUCT AND DISCIPLINE — THE FELLOWSHIP'S CODE

At Freeze-O-Ree, we expect all travelers to abide by the following, much as the Fellowship abided by their own code on the road to Mordor:

- Observe the Scout Oath and the Scout Law — our own Fellowship's Ring-bearing code.
- Participate in the quests.
- Be personally responsible for breakage, damage, or loss of property (no excuses about a certain meddling Ring).
- Be courteous to fellow travelers of every realm.
- Clean up — leave your camp better than you found it, as if Ents themselves were watching.
- Coordinate with neighboring units to keep shared bathhouses clean throughout the weekend — even the Fellowship split chores on the road.
- Have a great time on the road.

HEADQUARTERS FOR THE EVENT

The Headquarters — our own Rivendell — will be located at the Camp Admin Building. This will also serve as the location for lost & found and the communication center. This area will always be staffed by Freeze-O-Ree staff, ready to help resolve any issues that arise along the road.

HEALTH, SAFETY, AND FIRST AID

First aid will be provided, and trained healers (personnel) will be on site for minor injuries — no need to seek out Athelas in the wild. Units should bring their own first aid kit for campsite use. In the case of a major disaster or severe weather, all Scouts should report to the dining hall when the siren sounds — think of it as the beacons of Gondor being lit.

QUESTIONS

Please do not hesitate to contact us if you have any questions that were not answered above — no question is too small, even for a hobbit.

Thanks so much for enduring all this info! Your willingness to follow the above steps is MUCH appreciated and really helps carry the load of such an amazing quest.

We are so thankful you are all joining the Fellowship, and we look forward to seeing you on January 27 – 31, 2027, at Camp FGL!

2027 FREEZE-O-REE COMMITTEE

Event Co-Chair — Bobby Childs	706-580-3984	williamchilds@alum.troy.edu
Event Co-Chair — Chuck Abbey	334-614-8330	cabbey81@gmail.com

THE BEACONS OF GONDOR — A THREE-BEACON PATROL RELAY

Long ago, in the days when the White Tower still watched over the land, the lords of Gondor raised a chain of beacons across the mountains — Amon Dín, Eilenach, Nardol, Erelas, Min-Rimmon, Calenhad, and on to the Halifirien at the edge of Rohan. When enemies march and darkness gathers at the borders, there is no time for riders or messages. There is only fire.

Tonight, your patrol holds not one beacon, but three — a chain in miniature. The first tower must catch flame before the second can be lit, and the second before the third. Speed matters. So does discipline: a beacon struck carelessly may never catch at all, and Gondor does not thank the careless.

When the third flame rises, the watchers far off will see it — and know the call has been carried the whole way down the mountains. Stewards, ready your patrols. Light the beacons!

Overview

- Format: Patrol against the clock. Each patrol runs the course as its own timed attempt (not head-to-head), and all patrols are ranked afterward by final time.
- Movement: The patrol moves together as one unit from beacon to beacon — no splitting into relay legs or running ahead.
- Concept: Three separate fire stations set up in a line, representing three beacon towers in the chain. Station 2 may not be started until Station 1's fire is confirmed lit. Station 3 may not be started until Station 2's fire is confirmed lit.
- Objective: Be the fastest patrol to light all three beacons in sequence, using three different fire-starting methods.
- Equipment: Patrols bring their own equipment for each lighting method (matches, firesteel, bow-drill set, etc.). Tinder, kindling, and fuel wood are NOT provided — they must be gathered on site at (or on the way to) each beacon.

Three Fires, Three Methods

Each beacon in the chain must be lit using a different fire-starting method — no method may be repeated across the three stations. This is meant to test the patrol's full range of fire-craft, not just one trick.

- The patrol must use three different methods across the three beacons.
- Only ONE of the three beacons may be lit with matches. The other two must use non-match methods.
- Lighters are not allowed at any station, under any circumstances.
- Patrols should decide their three methods (and which beacon gets which) before starting, and announce them to the judges at check-in.

Eligible methods (choose any three, per the rules above):

- Matches — Allowed at only ONE of the three beacons.
- Firesteel / ferro rod — Striker and rod, sparked into a tinder nest.
- Flint & steel — Traditional spark-into-char-cloth method.
- Bow drill — Friction method; requires practiced technique.
- Fire plow — Friction method using a wooden plow board.
- Solar / magnifying lens — Sun-dependent; have a backup plan if skies are cloudy.
- Battery & steel wool — Short a battery across steel wool to spark a tinder nest.

Feel free to adjust this list to match your patrol's skill level and what equipment is available — the only fixed rules are the one-match limit and the no-lighters rule.

Who Lights Each Beacon

If patrol size permits, a different Scout must be the one to strike and light each of the three beacons — the same Scout may not light more than one fire. The rest of the patrol moves with them and may help gather fuel, shield the tinder from wind, and tend the fire once lit, but only the assigned Scout may do the actual striking/spinning/focusing for that beacon.

If the patrol has fewer than three Scouts available to light fires (e.g., due to age/ability restrictions on certain methods), spread the assignment as evenly as possible and note any exceptions with the judges before starting.

Rules

- Stations must be lit in order — 1, then 2, then 3. No skipping ahead or working two beacons at once.
- Each beacon must use a different fire-starting method; only one beacon may use matches; lighters are never allowed.
- A different Scout lights each beacon, patrol size permitting (see "Who Lights Each Beacon").
- Patrols bring their own lighting equipment; tinder, kindling, and fuel wood must be gathered on site — no pre-laid fires.
- A station's fire is only "confirmed lit" when the judge at that station says so (sustained flame or fully caught tinder bundle, held for a judge-specified count, e.g., 5 seconds).
- Once confirmed, the patrol may leave that station's fire tended by adult supervision (or extinguish it immediately per your group's policy) and move to the next beacon together.
- Failed attempts may be retried — no penalty beyond lost time.
- Safety fouls (using a lighter, running with a lit striker, working the fire without a judge present, ignoring the "stop" whistle, splitting up the patrol) incur a time penalty at the judges' discretion — e.g., +15 seconds per foul.
- If a station's fire will not catch after a reasonable number of attempts (set a cap in advance, e.g., 8 tries), the judge may declare it lit for time-keeping purposes so the relay can continue, and note the station as "unlit" in the results for skill-review purposes afterward.

Timing & Scoring

Here's what you need to know about the clock before your patrol steps up to Beacon 1:

- Your time starts the moment your patrol leaves the starting line — not when you strike your first spark. Walking to Beacon 1, gathering tinder, and setting your fire lay all count against you, so have a plan for who's doing what before you start moving.
- Your time stops the instant the judge at Beacon 3 confirms your third and final flame. There's no separate "cleanup" clock — once that fire is confirmed, your run is over.
- Every second between beacons counts too. Because you move as one patrol, the whole group's pace between fires adds to your time just as much as the fire-lighting itself — don't stroll.
- Retries cost time, not points. There's no penalty just for a spark that doesn't catch — but every extra attempt is time you don't get back, so it pays to be deliberate rather than rushed on your first try.
- Fouls add time directly to your final result (about +15 seconds each, at the judges' discretion) — things like a Scout lighting more than one beacon, repeating a method, or using a lighter. Know the rules going in so you don't hand back time you worked hard to earn.

Your Final Time = Time on the Clock + Any Fouls Added

A few things worth deciding as a patrol before your run starts:

- Which three methods you're using, and which beacon each one goes on — it's worth putting your most confident fire-starter's method on Beacon 1 to build early momentum, and saving a Scout you trust under pressure for Beacon 3.
- Who's responsible for gathering tinder and kindling at each stop, so the lighter isn't standing around waiting on materials.
- A rough game plan for how the patrol moves as a group between beacons — jogging together, not sprinting off and leaving stragglers, keeps you both fast and together.

Lowest final time across all patrols wins.

Three flames rise where one alone stood watch before. The beacons are lit. Gondor calls for aid — and Rohan, at last, will answer. Well done, Stewards. Your watch is over.

THE DEAD MARSHES CHALLENGE

Long before your company picnic, before your scout troop, before your backyard birthday bash — there was a road no one wished to walk.

Between the ash-choked hills and the black gate of a distant enemy lies a bog that remembers everything. Candles of pale light flicker beneath its still, dark pools — will-o'-the-wisps, some call them, though older tongues have crueler names. Look too long into the water and you may see faces staring back: warriors of ages past, locked in eternal sleep beneath the mire, waiting for the unwary to join them.

There is no clean path through. Only careful feet, steady nerves, and companions who won't let you fall.

Today, your team takes up that old and terrible road. Somewhere on the far side waits solid ground, a torch to signal your passage, and the right to say you crossed the Dead Marshes and lived to tell of it.

The lights in the water are not your friends. Do not stare too long.

What You're Doing

Your team must cross the "marsh" — a course representing the bog, its hazards, and its ghostly lights — from the Entry Cairn to the Far Shore Torch, without being "claimed by the marsh." You'll move through several stations together, using teamwork, balance, and careful listening.

The Rules

- Only the marked tussocks are safe. Move hoop to hoop, stone to stone, plank to plank. Step outside a marked safe zone and your foot has "sunk into the marsh" — go back to the last safe point and try again.
- No sprinting. The marsh punishes haste. Walk, don't run — the Marsh Warden will call you back if you do.
- Cross as one. Your whole team must reach the Far Shore before your time stops. No one gets left in the bog.
- Mind the Lights. At the Whispering Lights station, one blindfolded teammate crosses guided only by your voices — no touching or pointing allowed. Peeking costs you a 10-second penalty.
- The Narrow Causeway. Only one player crosses the beam or line at a time. Fall off, and you start that crossing over.
- The Marsh Warden's word is final. If there's a dispute about whether a foot touched the "water," the Warden makes the call — no arguing with the bog.

The Stations You'll Face

- The Entry Cairn — Check in, get your course card, and get ready for the countdown.
- The Tussock Trail — Hop between safe stones — some gaps are closer than others, so watch your step.
- The Whispering Lights — One of you goes in blindfolded. The rest of the team talks them through it — clearly and calmly.
- The Grasping Reeds — Weave through a low rope maze without brushing against it.
- The Narrow Causeway — Cross one at a time, steady and sure.
- The Far Shore — Reach the torch together — no running for the line, no one left behind.

How You'll Be Scored

Lowest final score wins the title of Marsh-Walker. Every second you take, plus penalty time for sinkings or peeking at the lights, adds to your final result. If your event isn't running it as a competition, don't worry about the score at all — just focus on getting your whole team across safely.

May your feet stay swift, your nerve stay steady, and may none of you go looking too closely at the lights.

SHELOB'S LAIR

Above Cirith Ungol the pass climbs black and silent, but it is not the pass that Scouts fear tonight — it is what lies beneath it. Long before the Ring-bearer ever set foot on that stair, a creature older than the Dark Lord himself had spun her web through the tunnel's throat: Shelob, last daughter of Ungoliant, who hungers still, and who feels every thread of her web as surely as you feel your own skin.

Frodo and Sam found no way around her — only through. And so must you. Somewhere ahead, strung floor to ceiling across the passage, hangs the web itself: torn in places, whole in others, each gap a way through if you are careful, and a trap for the careless. Touch a strand and the whole web trembles — and Shelob, wherever she waits in the dark above, will know exactly where you are.

There is no cutting this web, and no going around it. Every Scout in the fellowship must pass through to the far side, and once a gap has been used, the web closes it again — spun shut behind you. Choose wisely which gap serves which Scout, move with patience, and above all: do not touch the silk.

Sam carried Frodo through the worst of it on trust and stubborn courage alone. Your patrol has the same tools tonight. Ready yourselves, Stewards of the Fellowship. The web awaits.

What You're Doing

Ahead of you hangs the web — a tangle of rope strung between two trees, torn through with gaps of every size. Your whole patrol must pass from one side to the other, each Scout choosing a gap and slipping through it without ever touching a strand. Once a gap has been used, it's closed to everyone else — spun shut behind you — so choose carefully, and don't waste a gap that a bigger or later Scout might need more.

The Rules

- Everyone crosses. No one may go around, over, or under the web — every Scout passes through it to reach the far side.
- Once through, a gap is shut. No gap may be used twice, not even by the same Scout trying again.
- Don't touch the silk. If any part of you or your gear brushes a strand, the web trembles — Shelob knows where you are.
- No crossing back. Once you're through, you're through — you can't step back through the web to help someone still on the near side.
- Lift and guide each other. Helping a teammate through a high or narrow gap — lifting, steadying, talking them through it — is expected, not cheating.
- Don't stretch the web. Strands can't be pulled, pinned back, or held open to make a gap bigger.
- The judge's call is final. If there's any question about a touch, the judge decides — Shelob does not entertain arguments.

Gap Sizes

Not every gap is the same — look them over and plan before you send anyone through:

- Small — A narrow tear in the web — one Scout slips through low or crouched.
- Medium — A wider rent — most Scouts pass through standing, with care.
- Large — A gaping hole — easy passage, but there are far fewer of these than Scouts in the patrol.
- High — Set above waist height — the patrol must lift or support a Scout through.

How You'll Be Scored

Every strand you touch counts against you, and if your event is timing the run, every second does too — so move with a plan, not in a rush. If your event isn't running it as a competition, don't worry about the score at all — just focus on getting your whole patrol through without waking Shelob.

"She was there — but she was silent now, and Sam and Frodo were through. The web is behind you. Do not look back — walk on."

FANGORN FOREST

A Wildlife and Plant Tracking Trail

There is an old wood at the edge of every map, and older still are the ones who tend it. The Ents have walked this forest since before the roads were cut and before the roads were forgotten again — slow of speech, slower to trust, and unwilling to waste a word on anyone who cannot be bothered to look closely.

"You are impatient," an Ent might say to a Scout who rushes past a broken twig or a print pressed fresh in the mud. "The forest remembers everyone who passes through it. It only wonders whether you were paying attention."

Tonight your patrol enters Fangorn not to cut a path through it, but to prove you can read it — the tracks pressed into soft ground, the marks left on bark and leaf, the trees themselves. Move quietly. Look twice. The Ents are watching to see whether you are Orc-work, hasty and heedless, or something the forest can trust.

What You're Doing

Your patrol follows a marked trail through Fangorn, stopping at a series of numbered stations. Each station presents either a track, a sign, or a plant for your patrol to identify together. Record your patrol's answer for each station on your Tracking Sheet before moving on. A few stations are watched over by an Ent (a staff member or older Scout in character) who will not simply hand you the answer — Ents speak slowly, and only in riddles.

Work as a patrol. Talk it through, look for the clues around the station (not just the card itself — real sign and real growth may be nearby), and commit to an answer before you move on.

The Stations You'll Face

- Track Stations. A track is laid out — cast, photo, or a print pressed into mud or sand. Name the animal that left it.
- Sign Stations. No clean footprint here. Scat, a rub mark, gnaw marks, a nest — read the evidence and name what left it.
- Plant & Tree Stations. A tagged plant, leaf, or bark sample along the trail. Put a name to it — some are more important to get right than others.
- Ent Riddle Stations (Bonus). An Ent stands watch here, and won't identify anything outright. Listen closely to the riddle — the answer is the station itself.

The Rules

- Move quietly, in patrol order. No running the trail, and no scattering — the Ents mistrust a patrol that can't stay together.
- One Tracking Sheet per patrol. Any Scout may act as scribe; you're encouraged to rotate the job station to station.
- Leave the forest as you found it. Nothing is picked, dug, peeled, or carried off. The Ents remember every broken branch.
- Identify using only what's provided. Station cards and your own eyes. Your Scout Handbook or field book may be used, but no phones or online references.
- Commit and move on. Write your answer, then advance. Answers can't be changed once your patrol has left a station.
- Blank beats a guess you don't believe. An honest blank scores zero, same as a wrong answer — there's no penalty for leaving one open.
- The Ent's word is final. If a station's identification is disputed, the Ent (or judge) at that station makes the ruling, and the forest does not entertain arguments.

How You'll Be Scored

Each correct track, sign, or plant identification earns your patrol 5 points; a correctly solved Ent riddle earns 10. Add up your Tracking Sheet at the Far Marker to get your final score. Highest total earns the Ents' approval for the day. If your event isn't running Fangorn Forest as a competition, drop the scoring entirely and let patrols focus on the trail itself — every patrol that makes it through with sharp eyes has done the forest proud.

“Hoom. You have looked closely, and the forest remembers a patrol that looks closely. Go now, and walk quietly wherever you walk next.”

ROPE CRAFT OF THE GALADHRIM

A Knot-Tying Race to the Mallorn Platform

High in the branches of Caras Galadhon, the flets of the Galadhrim wait in the fading light — platforms of silver wood strung between the boughs of the mallorn trees, reachable only by rope and ladder. Word has come down from the talan of the Lady herself: winter stores must be raised before the light fails, and the Marchwardens have no patience left for fumbled knots.

"A rope is only as good as the hand that ties it," Haldir tells the Scouts gathered at the foot of the great tree, a coil of grey elven rope looped over his shoulder. "Ours is spun in Lothórien, and it will hold true — but only if what you tie into it holds true as well. Anchor it wrong, and the line slips before it ever leaves the ground. Join it wrong, and it parts halfway up the trunk. Sling the load carelessly, and it will not be the rope that fails you."

Frodo's company knew this rope well before their quest was done — grey and light in the hand, easy to coil, and, Sam always swore, "hard to unfasten unless you wished it." Tonight your patrol will learn why the Galadhrim trust it with their lives, and with their stores. Five knots stand between the forest floor and the platform above. Tie them true, in order, and your supplies will rise to the flet before the last light leaves the mallorn leaves. Tie one wrong, and Haldir's Marchwardens will send it back down for you to try again.

Ready your hands, Stewards of the Wood. The rope is waiting.

What You're Doing

Each patrol races against the clock to rig and haul a bundle of "Lothórien supplies" up to a raised platform using five knots, tied in order. A judge stationed at the course inspects each knot before the patrol may move on to the next step — nothing gets sent aloft on a knot that wouldn't hold in real life.

The Course

- Anchor point: a tree, post, or fixed stake at the base of the course.
- The platform: a raised point representing the mallorn flet — a low scaffold, ladder platform, sturdy tree limb, or camp tower, high enough to require a genuine haul (roughly 6–10 feet is plenty; adjust to your site and age group).
- Haul line: provided in two separate lengths, neither one long enough by itself to reach the platform — patrols must join them to finish the course.
- The supply bundle: a stuff sack, dry bag, or duffel loaded with camp gear (nothing fragile or breakable), fitted with a sturdy handle or loop for rigging. Keep it light enough for a hand-over-hand haul — 10–15 lbs is plenty of "provisions."
- Judge station: one judge per lane inspects each knot at the moment it's tied and calls it good or sends it back.

The Five Knots of the Ascent

Patrols must tie these knots, in this order, to complete the course. Skipping ahead doesn't work — the Galadhrim don't hoist anything on a line that hasn't been properly rigged from the ground up.

Step	Knot	What It's For
1. Anchor Turn	Two Half-Hitches	Secures the haul line to the base anchor — the foundation the whole rig depends on.
2. The Elven Splice	Sheet Bend	Joins the two rope lengths into one line long enough to reach the platform.
3. The Sling	Bowline	Forms a secure, non-slipping loop to rig the supply bundle for the climb.
4. The Hoist	Timber Hitch	Grips the supply bundle for the hoist — tightens under a straight pull and won't slip, then falls away clean once the load is set down.

5. Making Fast Aloft	Clove Hitch (or Taut-Line Hitch)	Ties off the hoisted line at the platform once the bundle arrives, so it doesn't come back down.

All five are standard Scouts BSA knots straight from the handbook — a good excuse to brush up before the race. Feel free to swap in your unit's preferred variant at any step (a bowline-on-a-bight for the sling, a taut-line hitch for the anchor, etc.) as long as the function stays the same — the judges care that the rig holds, not which exact knot holds it.

The Rules

- Order matters. The five knots must be tied in sequence — a patrol can't rig the hoist before the line is anchored and joined.
- Judge inspects every knot. Nothing advances to the next step until the judge at that station calls it good.
- A bad knot gets retied, not penalized outright. If a knot fails inspection, the patrol unties and retries — see Scoring for how this costs time.
- No climbing the rope. Scouts haul the line; nobody climbs it or is hoisted by it. This is a supply run, not a Scout run.
- Mind the drop zone. Once the bundle leaves the ground, everyone stays clear of the space directly beneath it until it's tied off at the platform.
- One Scout per knot (patrol size permitting). Spread the five knots across different Scouts rather than letting one person tie the whole rig — every hand in the patrol should know at least one knot cold.
- The judge's call is final. Elven rope answers to no one but the Galadhrim — and tonight, that's the judge.

Scoring

- The clock starts the moment the first Scout touches the anchor rope, and stops the instant the supply bundle is confirmed tied off at the platform.
- Retries cost time, not points. A knot sent back for correction isn't a foul by itself — it's just seconds you don't get back, so it pays to tie it right the first time.
- Fouls add a time penalty (e.g., +15 seconds at the judges' discretion) for things like climbing the rope, working a step out of order, or someone other than the patrol handling the rig.
- Your Final Time = Time on the Clock + Any Fouls Added. Lowest final time across all patrols wins the Rope Craft of the Galadhrim.
- Individual recognition: judges may also call out the fastest clean knot tied at each of the five stations, camp-wide, alongside the overall patrol results.

"You have a good hand with a rope, little one," Haldir says, watching the last bundle rise past the mallorn leaves and settle onto the flet. "Whoever tied that knot meant it to hold — and it did. Lothórien remembers hands like that."

THE BATTLE OF HELM'S DEEP

An Archery & Axe-Throwing Contest of the Deeping Wall

Rain hammers the Deeping Wall. Below, ten thousand spears press out of the dark toward Helm's Deep, and on the causeway two figures hold a wager older than the siege itself. "Two!" shouts Gimli, resting his axe on his shoulder. "I'm on nineteen points!" calls Legolas from the rampart above, another arrow already nocked. "Nineteen? I'll have you know my score is nineteen as well!"

It is, perhaps, the least likely friendship ever forged in Middle-earth — an Elf of Mirkwood and a Dwarf of the Lonely Mountain, matching point for point along the wall, needling each other with every throw and every loosed string, laughing in the very teeth of despair. Legolas trusts the bow. Gimli trusts the axe. Neither will admit the other might be faster.

Tonight, that old rivalry comes to camp. Two stations await — Legolas's Line for the bow, and Gimli's Reckoning for the axe — and every Scout who steps up adds their score to one side of the wager. By the time the last blow falls at Helm's Deep this weekend, camp will know, once and for all: did the Elves out-shoot the Dwarves, or did the Dwarves out-throw the Elves?

What You're Doing

Every patrol visits both stations over the course of the event — there is no choosing a side at the door. What you choose is how well you shoot and how well you throw. Every point scored at Legolas's Line is tallied toward the Elves. Every point scored at Gimli's Reckoning is tallied toward the Dwarves. One camp-wide scoreboard, kept at Headquarters, tracks the running total for both — and it is announced at the Saturday evening Campfire.

Station 1 — Legolas's Line (Archery)

A line of targets stands at range, each marked with concentric rings. Scouts shoot a set number of arrows per turn; each arrow's ring value is recorded and added to the Elves' running total.

- Range & safety: standard archery range rules apply at all times — arrows are nocked only at the shooting line, on the Range Master's command, and everyone stays behind the line until the whistle sounds "clear."
- Shots per turn: each Scout shoots 5 arrows per visit to the line (Range Master may adjust for time or group size).
- Equipment: camp bows and arrows provided — camp equipment only.
- Scoring: each arrow scores by the ring it lands in — closer to center is worth more. A dropped or fouled arrow (crossing the line early, shooting on the wrong command) scores zero and may cost the patrol a safety point at the judge's discretion.

Station 2 — Gimli's Reckoning (Axe Throwing)

A row of wooden targets stands ready for the throw. Scouts take turns hurling hand axes or hatchets at the target face; every stick counts toward the Dwarves' running total.

- Range & safety: only one Scout throws at a time, on the Axe Master's command; no one retrieves an axe or crosses the foul line until "clear" is called by the judge.
- Throws per turn: each Scout throws 5 hatchets per visit to the line (Axe Master may adjust for time or group size).
- Equipment: camp hatchets provided — camp equipment only.
- Scoring: each stuck axe scores by the zone it lands in — closer to center is worth more. An axe that bounces off or fails to stick scores zero.

The Wager of Helm's Deep (Camp-Wide Scoring)

- Every point counts toward the wager. Legolas's Line points feed the Elf total; Gimli's Reckoning points feed the Dwarf total. There is no opting a patrol into one side — everyone shoots, everyone throws, and every arrow or axe adds to the running score.
- The reveal. The final Elf and Dwarf totals are announced at the Saturday evening Campfire — alongside the Ring Bearer's Quest — and the winning side is declared champion of the Wager of Helm's Deep for the year.

- Individual & patrol recognition. In addition to the camp-wide Elf/Dwarf tally, the highest-scoring individual at each station and the highest-scoring patrol overall (combined archery + axe score) are recognized separately.

A Word From the Wall

"That still only counts as one! It was already down." — Gimli, disputing a score

Whichever side you shoot or throw for tonight, remember: the wager is in good fun, but the bow and the axe are not toys. Listen to your Range Master and Axe Master, follow every safety call without hesitation, and let the only thing flying wild at Helm's Deep be the score.

Camp will know soon enough — did the Elves out-shoot the Dwarves, or did the Dwarves out-throw the Elves? Take up your bow. Take up your axe. The wall is waiting.

THE SAMWISE GAMGEE COOK-OFF

A Cooking Contest of Fellowship, Fire, and Root Vegetables

Long ago, in the quiet, humble soil of the Shire-lands, a single tuber was said to hold power beyond reckoning — not power to rule, but power to nourish. Legends call it the One Potato, buried deep beneath the roots of an ancient garden, waiting for cooks brave and clever enough to unearth its full potential.

Now the call has gone out across Camp FGL. Companies of hobbits, rangers, dwarves, elves, and wandering wizards (or, in this world, troops, patrols, and families) must answer the summons: gather your Fellowship, sharpen your peelers, stoke your fires, and march toward the cook site. Only through teamwork, courage, and a well-seasoned spud will any company be named champion of the Quest.

The Fellowship Rules

1. Forming Your Company

- Every Fellowship needs a Company Name with a Middle-earth-inspired flair (e.g., "The Riders of Ranch," "Sons of Gondor's Gravy," "The Mashed Mountain Clan").
- Adult and Youth Fellowships compete in separate categories — see below.

2. The Sacred Ingredient

- Potatoes must be the star of the dish — at least 51% of the visible or primary ingredient by volume.
- The One Potato will be distributed at the Council of Elrond on Friday night — each Fellowship receives one 5 lb bag to use as they see fit. No outside potatoes may be brought or substituted.
- All other ingredients, spices, and garnishes are freely chosen by the Fellowship and brought by them, within site safety rules.

3. Cook Site & Gear

- Fellowships may use camp stoves, dutch ovens, coal fires, grills, or other approved troop cooking methods.
- Each company must bring its own gear, fuel, seasonings/extra ingredients, and cleanup supplies. Only the potatoes are supplied by the event.
- Fire safety rules of the host camp/council apply at all times — a wizard's staff won't save you from a real burn.

4. Time Limits

- All dishes must be turned in promptly by 6:00pm at The Green Dragon Inn (Dining Hall).
- No late submissions will be accepted or judged — even the swiftest Rohirrim can't outrun the closing of the doors.

5. Presentation

- Dishes must be presented with a name and a one-paragraph in-world description (e.g., "Second Breakfast Skillet of the Brandywine," "The Gaffer's Golden Roast").
- A full ingredient list must be included with the presentation.

The Two Companies of Competition

🛡️ Adult Fellowship (ages 18+)

Open to adult leaders, parents, and mentors. Judged with a sharper eye for technique, flavor balance, and creativity — these are the seasoned Rangers of the kitchen.

🏹 Youth Fellowship (ages 17 and under)

Open to Scouts or youth troop members, cooking with guidance but not direct hands-on help from adults (adults may supervise for safety only). Judged with encouragement for effort, teamwork, and imagination — these are the young hobbits proving that great things come in small packages.

Judging: The Council of Flavor

Each dish is scored out of 100 points by the Council (your panel of judges):

Category	Points	What the Council Seeks
Taste	40	Flavor, seasoning, balance — does it taste like a feast fit for a king's return?
Potato Mastery	20	Skillful, creative use of potato as the true hero of the dish
Presentation	15	Visual appeal, plating, and thematic flair
Storytelling & Theme	15	Creativity of the dish name, lore, and in-character presentation
Teamwork & Safety	10	Fellowship cooperation, cleanliness, and safe cooking practices

Tie-breaker: The dish with the highest Taste score wins any tie.

Awards of the Realm

The number of awards given will be based on the number of submissions received in each category (Adult and Youth).

"Even the smallest potato can change the course of a feast." Gather your Fellowship. Trust your teammates. Respect the fire. And may your potatoes always be golden, your seasoning bold, and your table set for victory. The Samwise Gamgee Cook-Off begins now.

Adventure awaits every traveler brave enough to answer the call — see you on the road at Freeze-O-Ree 2027.