

Tropical Freeze



Winter Camporee Leader & Participant Guide

Pre-planning will assure participants will get a maximum degree of learning and advancement outcomes out of the Camporee.

TROPICAL FREEZE

CAMPOREE OVERVIEW

The February 20-22, 2026, Eastern Region's "Tropical Freeze" Camporee is designed for fellowship, skill development, and strengthening the patrol method for new and veteran Scouts alike.

The camporee was organized and hosted by the Scouts of New Palestine, IN, Fall Creek District troops 244, 254, & 2540, with support from adult leaders in each of the participating districts.

- Camporee Chiefs: Jackson Stone and Eli Bartel
- Program Directors: Rob Bindewald & Patrick Swisher
- Youth Staff Coordinators: Carson Collier & Nicholas Lopez
- Volunteer Staff Chair: Mandie Sitler
- NCAP Administration: Bill Dyke
- Camporee Coordinator: Rod Payne
- Campmaster: Ranger Todd Vanhoover
- ServeSafe Kitchen Manager: Nick Auxier
- Moviemaking Merit Badge Councilor: Rob Bindewald
- Health & Safety Officers: Nathan Blue & Michelle Hughes
- Rangemasters: Michalene & Lance Stabler

This guide has been prepared to assist in developing individual participants' schedules to ensure they receive training and skills development to assist in advancing to the First Class rank, as well as preparing Scouts for the Moviemaking merit badge.

IMPORTANT NOTES

Due to safety and to accommodate the large number of participants, units will be allowed to use a single vehicle to transport equipment trailers to and from their campsites, but all towing vehicles must be parked in the main lot for the event; they cannot remain in the campsite areas.

As is the case for any organized scout camping event, a current and completed Health Form must be turned-in to the Camporee Health Officer for all Scouts and Scouters when they check-in. All Scouts and Scouters must be processed through the Registration area, located close to the main vehicle parking area and clearly marked. Wristbands will be distributed during the registration process and all participants must wear them through the end of the camporee.

A Troop Leader/SPL meeting will be held on Friday evening in the Dining Hall. At that time, the locations of the various programs will be announced. We will confirm program areas when we have a better understanding of how many Scouts will be participating.

There will be only one central dining meal provided over the course of the Camporee- Saturday dinner. The food will be prepared in a professional kitchen under the guidance and supervision of a ServeSafe certified kitchen manager. Units will be responsible for providing and preparing the rest of their own food. Units are strongly encouraged to use the opportunity for Scouts to meet fire building, menu planning, and food preparation requirements for various ranks shown below.

RANK ADVANCEMENT OPPORTUNITIES

Cooking:

Tenderfoot Requirement 4: Plan and cook one hot breakfast or lunch on a campout, using MyPlate guidelines.

Second Class Requirement 2e: Plan and cook one hot breakfast or lunch on a campout, focusing on MyPlate.

First Class Requirement 2a: Help plan a campout menu (breakfast, lunch, dinner), cooking at least two meals, and creating a budget/shopping list.

Firebuilding:

Second Class Rank Requirement 2b: Prepare tinder, kindling, and fuel wood for a cooking fire using a pocketknife, saw, or axe.

Requirement 2c: Build a fire at an approved location using your prepared wood, light it (if permitted), let it burn for two minutes, then extinguish it safely with minimal impact.

First Class Rank Requirement 3: Includes planning and cooking meals, which often involves fire or stove use, emphasizing nutrition and food safety.

First Aid:

Tenderfoot Rank Requirement 4: Assemble a personal first-aid kit, explain its use, describe poisonous plants in your area, and tell how to prevent injuries.

Second Class Rank Requirement 6: Demonstrate first aid for cuts, burns, bites, nosebleeds, heat exhaustion, shock, and object in eye. (Hurry Cases): Show what to do for serious bleeding, stopped breathing, choking, stroke, and ingested poisoning. (Prevention): Explain how to prevent injuries on campouts.

(Emergency Response): Explain what to do in an accident requiring emergency response at home or in the backcountry.

First Class Rank Requirement 6: Demonstrate first aid for more serious conditions (partial thickness burns, hypothermia, heatstroke, dehydration, hyperventilation) and "hurry cases" (severe bleeding, stroke, poisoning).

MOVIE MAKING MERIT BADGE

Those who come prepared with a story idea, 3-4 paragraph treatment, and storyboards all have the opportunity to earn the [moviemaking merit badge](#). The [online pamphlet](#) has lots of great introductions for the career explorer and the hobbyist alike.

Advancement Chairperson- Please send your scouts with a pre-filled merit badge card. See the attached fillable MB card on the registration page.

1. Discuss and demonstrate the proper elements of a good motion picture. In your discussion, include visual storytelling, rhythm, the 180-axis rule, camera movement, framing and composition of camera shots, and lens selection.

Check the pamphlet for the best information. Posters will be available for reference in the merit badge area.

Pre-requisites: 2a-b

2. Do the following:

(a) In a three- or four-paragraph treatment, tell the story you plan to produce, making sure that the treatment conveys a visual picture.

(b) Prepare a storyboard for your motion picture.

Note: This can be done with rough sketches and stick figures.

(c) Demonstrate the following motion picture shooting techniques:

(1) Using a tripod

(2) Panning a camera

(3) Framing a shot

(4) Selecting an angle

(5) Selecting proper lighting

(6) Handheld shooting.

We intend to check this requirement on Friday night; please bring any available treatments and storyboards to the SPL meeting. They will be returned, with comments, on Saturday morning. We intend to offer consultation to individuals or patrols on Friday night, between check-in and lights-out, as able.

(d) Using motion picture shooting techniques, plan ONE of the following programs. Start with a treatment and complete the requirement by presenting this program to a pack or your troop, patrol, or class.

(1) ~~Film a court of honor and show it to an audience.~~

(2) Create a short feature of your own design, using the techniques you learned.

(3) Shoot a vignette that could be used to train a new Scout in a Scouting skill.

Either #2 or #3 can be filmed in downtime during the camporee. **They can started at any time**, actually, once the treatment and storyboard are completed. Editing can be done on a laptop or phone, depending on your available options. I like Canva (ok), Capcut, and iMovie (best) for ease of use and the fact that they are free to use.

3. Do ONE of the following:

~~(a) With your parent or guardian's permission and your counselor's approval, visit a film set or television production studio and watch how production work is done.~~

(b) Explain to your counselor the elements of the zoom lens and three important parts.

If you manage 3a on your own, please tell me about your experience. Otherwise, we'll do 3b.

Prerequisite, 4 a or 4b, if able

4. Do ONE of the following:

(a) Explore careers related to this merit badge. Research one career to learn about the training and education needed, costs, job prospects, salary, job duties, and career advancement. Your research methods may include—with your parent or guardian's permission—an internet or library search, an interview with a professional in the field, or a visit to a location where people in this career work. Discuss with your counselor both your findings and what about this profession might make it an interesting career.

(b) Explore how you could use knowledge and skills from this merit badge to pursue a hobby or healthy lifestyle. Research any training needed, expenses, and organizations that promote or support it. Discuss with your counselor what short-term and long-term goals you might have if you pursued this.

I can help you through this at the merit badge station, but it will be a much better conversation if you have selected your own resources for your research. Remember, this is one or the other; no one is required to do both.

PROGRAM

Saturday program areas will be arranged at the camporee, based on attendance, weather, and availability. Scouts will compete in events on rotation, switching program areas after lunch.

Scouts should travel with their Scout essentials, including any reference materials that they might need or want. During downtime, Scouts are encouraged to work on their video projects.

Klondyke Klara's Crazy Escapades:

The Yeti's best friend that he never knew he had has raced down to join him on his beach vacation. Help her gather the logs for the luau fire to give Teddy the Yeti the celebration that she thinks he deserves.

Troops may borrow a sled if they do not have one available. Should be Scout-made, without wheels. It must be able to support a weighted load up and down a hill.

Sally Seashell's Metal Detecting Schenanigans:

Sally Seashell sells seashell saucers by the seashore, but the shells have been smothered by sand, snow, and soil. Seek her seashell saucers before she screams and shouts in a sad, psychotic state about her seashell saucer shortage.

Pineapple Perry's Pioneering Adventure:

Surfer Bob is trapped in the ice. Unfortunately, his friends don't know how to save him. Sand Castle Sam & Pineapple Perry dug up supplies for you. Please build a raft to save Surfer Bob.

Snowman Stevie's Beach Volleyball:

What in the world is a snowman doing here on our beach vacation?!? Well, he's here now, and he wants in on our games. Let him play beach volleyball, the best way he can. Remember, it's cold outside, so wear appropriate cold-weather gear.

Firebuilding with Firedancer Fred:

Firedancer Fred is a great firedancer, but terrible with a match. He was hit on the head by a frozen coconut and has forgotten how to start a fire. Please build him a fire so he can defrost the tropics again. Who threw that coconut, anyway?

Freezer Burn First Aid w/ Doctor Dray:

The weather outside is frightful, and the Yeti's tropic wear is delightful. But since there is too much snow. Frozen toes, frozen nose, frozen bros!

Review your first aid skills for rank advancement and bring a first aid kit to prepare!

Giggling Gurtrude's Gameroom on irony island:

A place to warm up, ironically, by chilling. Enjoy a boardgame or some cards with old and new friends alike. Enjoy some of the most *ironic* water available!

Frozen Fruit Harvest at the Range:

Ammo Annie has teamed up with Felipe the Fruit Farmer whose found that Coldemort has frozen his farm! Ammo Annie is going to help with the harvest, the only way she knows how- with your help and fantastic aim! Take down as much fruit salad as you can!

Be prepared to be safety-minded on our .22 range.

Moviemaking Merit Badge

All materials needed to be successful in completing your requirements for the merit badge will be available in camp headquarters. Sessions will start on the ½ hour with Scouts present.

Green Bar Bill Award:

Awarded, as able, to the SPL who goes far above and beyond the regular call of duty.

Lead from the Front Award:

Given to the patrol leader who excels in Scout Spirit and leadership.

Dinner:

Funeral Sliders- Ham, mustard & buttered Hawaiian rolls

Roasted carrots

Baked potatoes

Frog's Eye Salad: grapes, pineapple, cream cheese

Pineapple cake dessert

PROJECTED TIMELINE

Friday

5:00 - 7:00 PM	Registration and check-in at the Dining Hall (Scouting for Food donations accepted at registration)
8:00 - 8:30 PM	Senior Patrol Leader & Chaplain's Aide Meeting in Dining Hall
5:00 - 9:00 PM	Submit Pre-requisites for Moviemaking MB. Consultation as able.
9:00 PM	Adult Leader Meeting in Camporee Headquarters
10:00 PM	Quiet Hour
11:00 PM	Taps (All quiet in camp)

Saturday

6:00 – 7:45 AM	Reveille and Breakfast in Camps
7:45 – 8:15 AM	Patrol Leader Meeting in Camporee Headquarters
8:15 – 8:30 AM	Morning colors and opening ceremony (main flagpole area, volunteer patrol required)
8:30 – 5:30 PM	Camporee Program (Adult safety help from troops needed)
12:15- 1:45 PM	Lunch Break, no stations. No exceptions, please.
5:45 PM	Evening colors (main flagpole area, volunteer patrol required)
6:00 – 7:45 PM	Dinner together, “Luau themed,” See Program page for menu.
8:00 – 9:00 PM	Campfire Program. All troops perform skits and/or songs relating to tropical, winter, or Scouting through adversity theme.
9:00 PM- 10:30PM	Screening of submitted video, in advance of a screening of “Lilo and Stitch”
9:15 PM	Adult leader and SPL meeting at the Firecrafter Shelter (immediately after Campfire)
10:00 PM	Quiet Hour
11:00 PM	Taps (All quiet in camp)

Sunday

6:00 – 7:45 AM	Reveille and Breakfast in Camps
8:00 – 8:15 AM	Morning Colors (main flagpole area, volunteer patrol required)
8:30 – 9:30 AM	Scout's Own (Chaplain's Aide volunteers needed) and Closing award ceremony
10:00 AM	Clean campsite and check out (troops volunteer for specific duties)
12:00 PM	Leave camp



Legend

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