

**SCOUT OLYMPIAD
FREEZEREE 2026
GREAT ALASKA COUNCIL**

WHEN: January 30 - February 1, 2026

WHERE: Camp Gorsuch

REGISTRATION: [Great Alaska Council - Freezeree 2026](#)

FEES: \$10 for Scouts; \$5 for Cubs/Webelos/AOLs; \$5 for adults. Participants will get an event patch. Fees will be waived for Cubs/Webelos/AOLs who bring a friend. **There are different requirements to bring a friend; please see the registration page.**

GOAL: This Camporee is a council-wide event for both the Cub Scout and Scouting programs. There will be events for both Cubs/Webelos/AOLs, but also fun (and scored) events for Scouts. Similar to the 2025 Freezeree which was combined with the Cub Winter Fun Day, this will be an opportunity for Troops to introduce Cub Scouts, Webelos and Arrows of Light to the adventures of Scouting. The goal of the Freezeree is for Scouts to (1) showcase the skills they've learned to excite younger Cub Scouts, Webelos and Arrows of Light to continue their journey and one day become a Scout themselves, and (2) to show the Cubs what a Camporee is all about as they rotate through a series of challenges/activities that will be scored. These activities will only be open to Scouts, though AOLs who are participating with Troops (and not Packs). And of course, there should be an opportunity for freezer points!

THEME: Winter Olympics

CAMPING: Troops will select camp sites when they register. Depending on the number of Scouts and Troops registered, some camp sites may be shared.

PARKING: Parking is going to be tight. It's winter so we're going to lose space and the Packs are invited on Saturday so there's going to be lots and lots of cars. Please limit the number of vehicles to the absolute minimum. Also, plan on hauling your gear to the campsites. Driving and/or parking along the roads may be limited or stopped altogether.

GENERAL CONCEPT: This year's Freezeree will be combined with the Cub Winter Fun Day. It is designed to maximize interaction between Troops/Packs and Scouts/Cub, while also holding a limited number of scored challenges for Troop.

CUB FUN DAY OPERATIONS PLAN

Troops and Scouts should highlight their winter outdoor skills and excite the younger Scouts for future adventure. The general concept is outlined below with details on the following pages:

- 1) Each Troop/Unit will be assigned Packs to invite to the Freezeree. Please see the Inviting the Packs section below for details.
- 2) Each Troop/Unit will organize and run an activity appropriate for young Scouts from Lions to AOLs. A list of activity ideas and requirements can be found in an attachment to this Leader's Guide. You are not restricted to activities on the list. If you have a great idea

– run with it. Once you've chosen an activity, please update the Activity Roster on the registration page so we know what Troops/Units are doing and we are aware of any special requirements for your activity. We'll assign activity locations based on how many Troops/Units participate and what the activities are.

- 3) Packs will rotate through stations/activities through out the day. Each Pack will have a "passport" to be signed off after completing an activity.

CUB ACTIVITIES: Each Troop/Unit will organize and run an activity. A list of ideas can be found as an attachment to this Leader's Guide, but you are not restricted to this list. Troops/Units can come up with their own activity. In some cases, the Council can provide some/all of the equipment needed for an activity on the list. However, unless stated on the list that equipment/supplies will be provided by the Council, then Troops/Units will need to provide it.

When thinking about an activity be sure to consider Safe Scouting and try to make the activity age appropriate for all Cubs/Webelos/AOLs. In some cases activities may need to be modified for younger Cubs (for instance, the starting line may be adjusted for younger Cubs or the number of targets to be hit may be reduced for younger Cubs).

Once your Troop/Unit has selected an activity, please update the Activity Roster on the Freezeree Registration page. We don't want repeat activities, so the Activity Roster will allow other Troops/Units to see what activities are already being planned.

REQUIREMENT: Before starting an activity Packs must announce their presence with their Patrol name and yell.

INVITING THE PACKS: Each Troop/Unit has been assigned at least one nearby Pack to invite to the Freezeree. This is a great opportunity to build Scouts for the future. We suggest building a plan to maximize your interaction with the Packs and their parents. Here are some things to think about:

- 1) Find out which Packs your Troop/Unit has been assigned to work with. This information can be found in the Pack Assignment Roster spreadsheet on the registration page. The Pack Assignment Roster contains contact information for each Pack.
- 2) The invitation should be done in person by a Scout(s) and early enough to allow the Pack to be organized and registered for the event. We recommend you reach out to the back by early January at the latest.
- 3) Help the Pack get organized and prepared for the event.
 - a) Depending on the weather Cubs may need help with good winter gear.
 - b) Ask if the Pack wants the Troop to assign a Scout to guide them around Camp Gorsuch during the event. This Scout could help the AOLs act as Patrol Leaders for their Packs.
 - c) Consider inviting the Pack to have lunch with you. A warm lunch can make all the difference between an amazing fun day and a winter survival march. You have the cooking gear and expertise to provide a good lunch.
- 4) Help the Pack develop a Patrol name and yell (and maybe even a flag). Patrols will be required to give their name and yell before starting an activity. Help them by making sure they have one and are ready to do it at the Freezeree. If they want to have a Patrol flag also, that's great! Consider helping them with that.
- 5) **ARROWS OF LIGHT** – while we've been inviting AOLs to join us on many Camporees, they should remain with their Packs for this event. The Packs will be going through the activities as a group and the AOLs should act as Patrol Leaders for the day.

- 6) We'll also be pushing information to the Packs, so this shouldn't be a surprise to them. Hopefully they'll be expecting your call and excited to have you at a Pack meeting to formally invite them.
- 7) Scouts/Patrols can cycle through the Cub events as long as there isn't a line for the event. Basically, go see what the other Troops are doing and if you like the event, do it! Just make sure it's Cubs first.

SCOUT CAMPOREE PLAN

It was recently announced that Camp Gorsuch has been named a test bed for future Winter Olympic events. In this role, new and exciting events meant to challenge winter athletes everywhere will be unveiled during the 2026 Freezeree. Because Troops will also be running Cub Fun Day events, there won't be as many challenges as at a normal Camporee, but there will still be challenges, there will still be points scored, and there will still be prizes awarded!

GORSUCH BIATHALON

A traditional biathlon combines cross country skiing with marksmanship, but a Gorsuch biathlon combines snow shoes and marksmanship. The Gorsuch Biathlon will consist of the following:

Judges will provide: snow shoes (though Patrols can earn bonus points for Scout made snow shoes - see below)

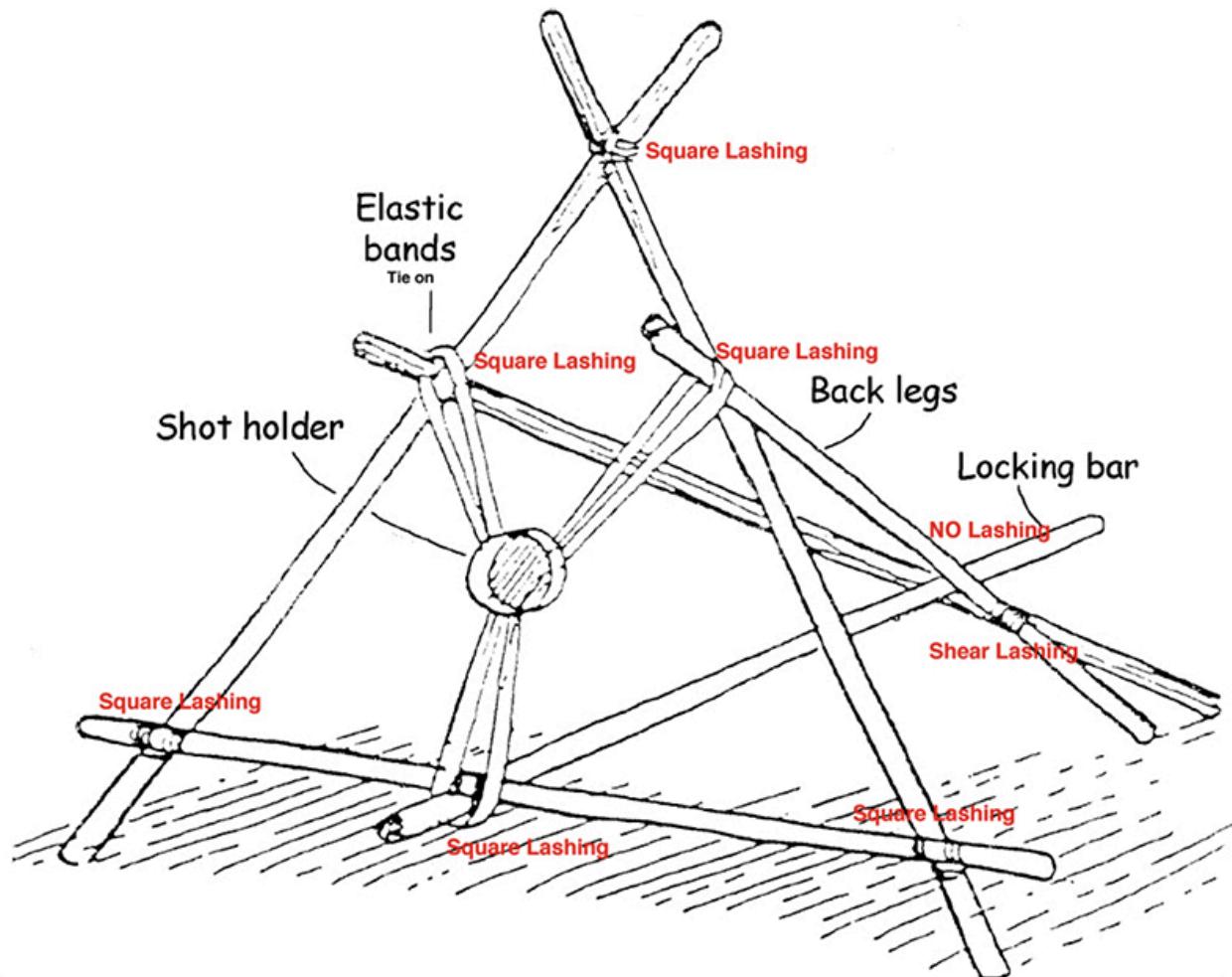
Units will provide: an already assembled stave launcher.

This is a timed event.

- 1) Each Patrol will designate two members for a snow shoe relay.
- 2) Racers will select a set of snow shoes provided by the judges and put them on.
- 3) When the racers declare that they are ready, the judges will start the time. The first racers will then proceed around a loop course designated by the judges.
- 4) Upon completing the loop, the first racer or another Scout designated by the Patrol will demonstrate their marksmanship abilities by using a stave launcher built by the Patrol (see rules for the stave launcher below) to shoot a paddle board ball at a target designated by the judges. The target will generally be like skee ball with smaller holes worth more points than larger holes. The Patrol must retrieve the paddle ball after each shot and return it to the shooter. The Patrol may change out shooters at any time.
- 5) Once the Patrol has earned ten (10) points or shot the paddle ball 10 (ten) times, the second racer can begin the loop.
- 6) Upon completing the loop, the second racer or another Scout designated by the Patrol will demonstrate their marksmanship as described above.
- 7) Once the Patrol has earned ten points or shot the ball 10 times, the judges will stop the clock.

STAVE LAUNCHER

Patrols must (i.e., can only) use the design below:



- 1) Poles cannot be longer than 6 (six) feet in length.
- 2) Poles can be made of any material, though we recommend broom sticks.
- 3) We recommend surgical tubing for the “sling” material, though other materials may be used.
- 4) You can build the launcher at Patrol meeting.
- 5) The specified lashings must be used - no freestyling.

POINTS: (Max. number of Points is 20)

- 20 points if completed in under 10 minutes
- 18 points if completed in under 12 minutes
- 16 points if completed in under 14 minutes
- 14 points if completed in under 15 minutes
- 10 points if completed in under 16 minutes
- 8 points if completed in under 18 minutes
- 4 points if completed in under 20 minutes

BONUS POINTS:

- 1 for answering a first aid related or outdoors related question
- 5 points will be awarded for each set of snow shoes a Scout builds themselves. (max of 10 points). Snow shoes must have been constructed specifically for this event.

IDITAROD MARATHON

While the Marathon highlights the Summer Olympics, there isn't really a similar capstone event for the Winter Olympics. That is until now. The Iditarod is both a winter event and grueling, long distance challenge. What could be better than to combine them to make a capstone event for the Winter Olympics??!!

Judges will provide: a course - likely on Mirror Lake, though expect at least a part of the course will also be on land.

Patrols will provide: a sled, dog team, and musher.

Rules:

- 1) Patrols must have a sled they have constructed themselves. While the sled can (and should) be made prior to the Camporee, it should maximize the use of spare or scrap materials.
- 2) The race will be timed, but points will be assessed by order of finish. The team with the fastest time will be awarded 20 points, second place 19, and so on.
- 3) The Musher must be wearing a helmet and must be carrying a first aid kit, pocket knife, head lamp and drinking water.
- 4) The dog team is limited to a max of 6 (six) Scouts. Dogs can be dropped at any time, but they cannot be replaced.

BONUS POINTS

- Judges may award up to five bonus points for Patrols using lashings rather than other fasteners (nails, screws, etc.).
- Judges may award up to five bonus points for Patrols maximizing the use of non-manufactured materials for the sled. For instance, using willows or other wood gathered from the woods rather than Home Depot.

SNOW SCULPTURE: Each Troop/Unit will make their own snow sculpture on Scott's Field. Sculptures will be judged on the creativity and complexity of the sculpture. Each Troop will be assigned a space on Scott's Field. You can bring in additional snow if you need it and the sculptures must be of snow and made on site. Other than that, the only limit you have is your creativity. Judging will be done at 3:00 Saturday. We know that's early, but we're going to have an early Campfire to allow the Cubs/Webelos/AOLs to participate. Feel free to have the Pack help you (there may even be bonus points for that).

POINTS: (Max. number of Points is 20)

Judges will award a max of 20 points based on creativity, degree of difficulty, and the joy the sculpture evokes in the judges.

ALASKA FOOD COOKOFF: Scouts are to make a dish maximizing the use of foods found in nature in Alaska. This could be berries, other plants, fish, meat, etc. The dish will be judged on best overall flavor and creativity. The dish must be made at camp and be at Dan's Palace by 6:15. Unfortunately, we won't be able to recognize you at the Campfire because we'll be judging after that, but there will be an award given for best dish.

CLOSING FLAGS AND CAMP FIRE: These will be combined at Dan's Palace. We're doing it early to allow the Cubs/Webelos/AOLs to participate. It's going to be crowded, so be ready to squeeze in. Each Troop/Unit is expected to participate with a skit or song. We encourage you to get Cubs/Webelos/AOLs involved.

VOLUNTEER OPPORTUNITIES: We need help with the following:

Opening Flags – need a unit to volunteer for opening flags. Plan on bringing your unit flag, but we'll see if we can have the flag pole and flags available as well.

Campfire – we need an emcee and organizer.

Judges - we need adult volunteers to run and judge the Scout events.

QUESTIONS AND CONTACT: Reach out to Kevin Thomas at 907-764-1921 or kevinbthomas@earthlink.net if you would like to volunteer or have Freezeree questions.

SCEDULE:

Friday, January 30th

5:00 – Camp Gorsuch open

8:00 – Senior Patrol Leader meeting in the Dining Hall

Saturday, January 31st

9:00 – Opening Flags (Scott's Field)

10:00-12:00 – Activities are open

12:00-1:30 – Lunch

1:30-3:45 – Activities open

3:00 – Snow Sculpture Judging (Dan's Palace)

4:00 – Closing Flags and Camp Fire (Dan's Palace)

6:15 – Cooking Contest (Dan's Palace)

ACTIVITIES IDEA LIST

This is only a start. Feel free to bring your own idea to life.

Snowball Throwing – will need to work through Safe Scouting requirements.

Sledding – need to identify a safe location and provide sleds. We will tell attendees to bring their own helmets to make sure they fit correctly, but Council can provide a few helmets.

Ice Fishing – Council can provide two ice augers, poles and ice scoopers.

Ice Bowling - set up bowling lanes (ideally 2). Bank the sides and back to keep the balls in. Lanes don't need to be long. Council can provide the bowling ball and pins.

Broom Hockey- Council can provide brooms and balls. Troop must clear the location on the lake and come up with goals (orange cones would work).

S'mores / Hot Chocolate Station (Dan's Palace)

- We can negotiate regarding snacks and cocoa.
- Maybe some coffee for adults.

Bird Feeder Craft

- We may have what we need for bird seed and lard
- String
- Flat foil pans
- Ziplock
- Sharpie

Label ziplock. Mix lard and birdseed. Press into cookie cutter. Make hole in top. Freeze outside to firm up. Lace string through. Tie. Put into ziplock.

Snowshoe Relay – we will provide youth/Cub snowshoes. Recommend you bring adult sized also.

Fire Starting – provide basic materials and flint/steel to allow them to build a small fire.

Dog Mushing – bring a sled and harness the Cubs to the sled. Or the Scouts act as the dogs and haul the Cubs! Just make it fun.

Search and Rescue / Geocaching – the Cubs need to find a cache of gold nuggets or locate a lost Scout using basic land navigation or GPS skills.