

Scouts of the Roundtable

Freeze-O-Ree 2026

Leaders guide.



Introduction

Every year, scouts from the Heart O' Texas District and this year Leon Valley District and Chisholm Trail District gather together at the Freeze-O-Ree to compete, meet other scouts, show scout spirit, and most importantly have fun. This year, we have scouts of the round table at old fort parker just north of Groesbeck, Texas. As always, the Freeze-O-Ree will include competitive games that relate to scout skills and the theme for scouts to enjoy. Please be sure to have a patrol yell - every event gives you extra points if you do your patrol yell.

Registration: is online through the longhorn website [Longhorn Council - Tri-District Freeze-O-Ree](#), [Tri-District Freeze-O-Ree Facebook](#) with details on cost.

Campgrounds: This year's Freeze-O-Ree will be held at Old Fort Parker – 866 Park Road 35, Groesbeck, TX 76642. Troop campsites will be assigned upon arrival Friday night. You will have a limited amount of space for your campsite & cooking, please plan accordingly. Trailers may need to be parked some distance from the campsite.

Campsite: Don't forget to keep your campsite clean! Staff will make rounds inspecting campsites. The inspection guidelines are in this packet.

Clothing/Uniforms: All Scouts are expected to arrive at Flag Ceremonies in Field Uniform (Class A). Scouts should wear activity uniforms (Class B) at any other time.

Parking: space is extremely limited. Please carpool and arrive early!

Campfire: The campfire will be performed mostly by the Troops with staff supervision. Every Troop is encouraged to have a skit at the campfire as well as the story from the campfire stories competition. It's time to get creative with a new skit or by reworking some of those old skits that we see every Camporee. Costumes and involving audience participation are encouraged. Skits/songs must be appropriate for a Cub Scout audience. An OA staff member will approve your skit or song during the day.

Order of the Arrow Tap-Out: All candidates chosen by their Troops as eligible for the Order of the Arrow will be recognized in a call-out ceremony at the end of the campfire.

Equipment: Pack your bags with everything you would bring on an ordinary campout. None of the meals will be provided, so be prepared.

Webelos: are welcome to participate. They will be scored separately from the troops. They will compete as a den. Ribbons may be awarded based on availability.

Scoring: Each event location will keep score and turn in the ultimate point tally at the end of the day on Saturday.

Troop Awards: Troops will be competing for two iconic prizes: The Silver Axe and The Bronze Hatchet. The Silver Axe Award will be presented to the top-scoring Troop. The Bronze Hatchet Award will be presented to the Troop that has the best campsite inspection score.

Patrol Competition Events

Campsite Inspection

Each campsite will be inspected and graded the quality of campsite, judging will be on cleanliness, litter free, patrol boxes properly stored, and campsite safety. In addition, the overall score for the campsite will be judged by the completion of a troop gateway. Judging for the gateway will be based on the natural materials used, how well it matches the theme, display of troop name and charter organization. The entrances must be at least 7 ft. tall; points will be reduced for short entrances. All supplies for campsite are supplied by their troop.

Archery

Each scout will get two rounds of five arrows to shoot. After the whole patrol has finished the round, the points of the patrol will be average per person.

Campfire stories

Each patrol will receive five words and will need to create an original medieval themed story to tell at campfire.

Cooking

Patrols have the option of bringing some goat meat to incorporate in their dinner and bring some of it to the judges.

Fire building (back up)

Patrols will need to start a fire with flint and steel or if they choose to use a match it will be a 5-minute penalty. After the fire is started, it will need to burn a string that is a set height above the base of the fire.

First Aid

Patrols will be given a scenario and will need to treat the injuries.

Kim's game

There will be several items under covering the patrol members will need to memorize as many items as possible in a certain amount of time, then they must write down what they saw.

Orienteering

Scouts will need to bring a good compass, a pencil, and some paper.

Pioneering

Scouts will need to use the Square Lashing, Diagonal Lashing, Tripod Lashing, and round lashing to make what they are told to build when they get there.

Scout Spirit

Scouts will be rewarded for demonstrating scout spirit throughout the day.

Freeze Ø Ree Schedule

Friday:

6:00 PM to 9:00 PM
Registration and Check-in.

9:30 PM
Scoutmaster/SPL Meeting and Cracker Barrel

11:00 PM
Taps/Lights Out

Saturday:

9:00 AM
Flag Raising, Final Instructions. Daypacks with essential items must be present.

9:30 AM -12:00PM
Events

12:00PM -1:00PM
Lunch

1:00-4:00pm
Events

4:00pm
Camp wide Game

5:30 PM to 7:30 PM
Dinner/Clean-up 7:30 Campfire

9:00
OA callout

11:00 PM
Taps/Lights Out

Sunday:

9:00 AM

Flags

Camp Wide Clean

9:30 AM

Up by All Participants. Check-out.

Scouts Own Service 10:00

Camp Closed

Freeze-O-Ree 2026

Scouts of the Roundtable

Please limit size of tent to save space for other troops

Events:

Campfire Stories – Each team will get five words and will need to create a medieval themed story to tell at the campfire (*1st place award leather bookmark with calligraphy*)

Archery (*award mini arrow*)

Pioneering – knots and lashings that need to be demonstrated:
(*award river rock with paint pen*)

Cooking – incorporate goat into your Saturday dinner (*award wooden plate*)

First Aid – (*award plague mask*)

Kim's Game (*award fabric square with embroidery*)

Orienteering (*award compass*)

Scout Spirit (*award megaphone or pom-pom*)

Campsite Inspection (*award silver axe*)

Fire Building (backup if we can't do one of the other events, must be a LNT fire) (*award toothpick and felt fire*)