

2023 Yellow Jacket FREEZE-O-REE

Gladiator's Challenge



Leader's Guide

January 27-29, 2023
Camp Gallant, LaGrange, GA

\$15.00 per Scout/Leader/Adult
Pre-registration Required-No Onsite Registration
www.91bsa.org/FreezeORee

The Yellow Jacket Freeze-O-Ree is a chance to join in one of the oldest traditions in Boy Scout history – Coming together for Scouting competition. There will be fun, friendship, and fellowship. This guide is intended to help your Troop prepare for the fun and excitement of this year’s Freeze-O-Ree.

The Scout oath and law will govern the behavior of all participants during this weekend. Failure to compete in this spirit can result in point deductions for a patrol. The principles of Leave No Trace should be practiced at all times. All events will be based on basic Scouting skills and concepts. They will also include fun challenge events that will require effective communication, leadership, and teamwork to successfully complete. Passports will be given to each Patrol. The score for each event will be recorded on the passport. Each Patrol must turn in their passport to the Freeze-O-Ree Staff as they finish in order to be eligible for any awards.

All participating Troops must sponsor one event or activity and provide the necessary adults and materials required to run the activity or event.

****Arrow of Light scouts are encouraged to attend on Saturday, January 28th, but MUST register to attend with a BSA Troop.**

The Challenges of the Gladiator

Have you ever watched movies or read books based on the gladiator warriors of the ancient Roman Empire? If so, then you might have a fairly good idea of what is in store for you at the 2023 Yellow Jacket Freeze-O-Ree, Gladiator’s Challenge.

The Gladiator’s Challenge will offer opportunities for competition and perhaps even victory to a chosen few. However, unlike the gladiatorial competitions of ancient Rome, all our gladiators, win or lose, will be able to compete in all the competitions. Therefore, there will be many opportunities for each gladiator or group of gladiators to be victorious throughout the day.

The competitions will test many different areas, including physical fitness, sportsmanship, Scout skills, teamwork, first aid, creativity, and each gladiator’s determination to succeed.

How about it? Does the Gladiator’s Challenge sound like fun?

Do you have what it takes to face other gladiators in friendly competition?

Do you have the sheer determination and prowess to overcome

the

Gladiator’s

Challenge?

For additional questions please contact

Darian Krimm - Freeze-O-Ree Event Chair - dariankrimm@gmail.com

Or Scarlet Guzman - Freeze-O-Ree Advisor - scarlet.guzman@scouting.org

Gladiator's Challenge Schedule

Friday: January 27, 2023

Noon Camp opens for set up
5:00 pm Check-in
9:00 pm Scoutmaster/SPL(Scoutmaster/SPL) Meeting
9:30 pm Cracker Barrel
11:00 pm Quiet time!! Lights Out

Saturday: January 28, 2023

7:00 am Reveille
9:00 am Flag Raising, Fugitive Hunt Poster Study, receive time slot for Gladiator Robot War
9:30 am Events Begin
12:00 pm Lunch
1:30 pm Events Continue...Roman Machine, Don't shoot the Messenger
4:15 pm Flag Lowering
4:30 pm Troop time
8:00 pm Non-Denominational Scout's Own Service and Campfire Program
9:15 pm Scoutmaster/SPL Evaluation and Cracker Barrel
11:00 pm Quiet time!! Lights Out

Sunday: January 29, 2023

8:30-10:00 am "Leave No Trace" Check-out with Event Staff

****IMPORTANT NOTES****

- 1. Parking: Vehicles except for authorized staff will remain parked until checkout. No driving around camp.**
- 2. Safety: Scouts must use the buddy system at all times.**
- 3. Security: All registered participants and staff (youth and adult) will be issued wristbands.**

Essential Items for Each Patrol:

- Passport (provided at event)
- Ziploc bag for storing Passport
- Fire starter
- Tinder (no liquid accelerants allowed)
- Fuel for fire
- Pot with handle
- Scout Handbook
- Patrol first aid kit
- Notebook and pencil
- Compass (1 for each member)
- Energy snacks for morning and afternoon
- Helmet
- Water bottle for each gladiator

The Gladiator's Challenges

Event #1: Roman Machine

The Romans put a great deal of effort into engineering. Roman engineering led to the building of some remarkable engineering feats that have survived to this day. Engineering was used as a way of improving the lifestyle of the Romans. Engineering was also institutionally ingrained in the Roman military, who constructed forts, camps, bridges, roads, ramps, palisades, and siege equipment amongst others.

The goal of this challenge is for a Patrol to design and build a catapult out of the provided materials. The catapult must be able launch a ping pong ball with enough accuracy to land on a paper plate from as great a distance as possible.

Each competing Patrol will bring a box containing the equipment listed below with their name and Troop number on it to the camporee. This box of equipment will be turned in Friday night at check-in. The equipment will be returned to them on Saturday when they show up for this event. They must use this equipment to solve a problem. Some of the equipment will be crucial for solving the problem; other items may or may not be useful. Patrols will be scored on teamwork, time, spirit, creativity, and if the problem is solved. The boxes of equipment will be returned to the Troop at the conclusion of the event.

Materials List

Each Patrol Needs:

- 3 sheets of paper
- pencil
- cardboard (12" x 12")
- 48" of masking tape
- plastic spoon
- 3 rubber bands
- 8 Popsicle sticks
- 4 straws
- 1 paper plate
- 1 Ping-Pong ball

Event #2: Don't Shoot the Messenger

The Romans had a postal service in the second century that might be called "letter perfect." Nothing, or almost nothing, could keep their postal carriers from completing their rounds. It was an easy task for messenger relay teams to deliver urgent messages and cover up to 170 miles a day on their well-engineered roads.

Six gladiators are required to compete in this relay race. The gladiators participating in this race will complete one leg of the run. The initial runner will be given an urgent oral message before the race begins. He then must relay that message to the second runner; the second runner relays it to the third, and so on. Upon completion of the race, the sixth runner will be required to orally deliver the message to the emperor, who will then compare it to the original message for authenticity. In order to be victorious, the gladiators must have the best race time and the fewest number of mistakes in the final deliverance of the message. Be careful, many messengers of bad news were imprisoned or harshly punished during the ancient days!

Event #3: Report to the Emperor

Were the Romans exactly as they portrayed themselves—too noble and upright to resort to subterfuge? Was it only their enemies who relied on dirty tricks and clandestine operations? Although they wanted others to believe this, the historical record shows that, on the contrary, the Romans used a full range of covert intelligence techniques, as we would expect from any power that aspired to a world empire. Spies were sent to wander about enemy camps and reconnoiter the premises, making note of entrances, exits, and the location of each division. They were to look for the outposts and sentries and determine whether the camp was more vulnerable to attack by day or by night.

Within a limited amount of time, the Patrol quietly (no talking or writing) observes important information and equipment about the enemy camp. The Patrol touches nothing. After time is up, the team will leave the enemy camp and recall what features and mistakes they observed to the Scoutmaster. The Scoutmaster may ask questions of his spies about the enemy encampment. Scores will be based on how observant the Patrol is.

Event #4: Battle Damage

In ancient Greece and Rome, an Asclepeion was a healing temple, sacred to the god Asclepius. Since snakes were sacred to Asclepius, they were often used in healing rituals. In Greek mythology the Rod of Asclepius is a serpent-entwined rod wielded by Asclepius. The symbol has continued to be used in modern times, where it is associated with medicine and health care. A fellow Gladiator has just been run over by a chariot. The team of gladiators must utilize their knowledge of first aid to field dress his battle wounds. The team of gladiators will first use their first aid kit to treat the injured gladiator and then construct a stretcher to transport the treated gladiator to the nearest healer. The team of gladiators who exhibit the best first aid skills and get their patient to the healer in the shortest time will be the victors. Work fast to treat your fellow scout, but don't worry about scarring. Battle scars were worn as badges of honor, thus much desired by the gladiator!

Event #5: Aqueduct Building

The great and highly advanced Roman waterway system known as the Aqueducts, are among the greatest achievements in the ancient world. The running water, indoor plumbing and sewer system carrying away disease from the population within the Empire wasn't surpassed in capability until very modern times. The Aqueducts, being the most visible and glorious piece of the ancient water system, stand as a testament to Roman engineering. Some of these ancient structures are still in use today in various capacities.

Patrols will be provided: (3) 10' sections of 2" PVC pipe cut in half, (12) 8' staves, (4) ropes, (1) gallon milk jug completely full of water, (1) bucket, and (1) 12" ruler. Patrols must construct four tripods at indicated points. With the tripods as stands, they must use the PVC pipe to construct an aqueduct to transfer the gallon of water in the milk jug to the bucket. The starting point of the aqueduct must be at least 6 feet high. Scoring will be based on time and the amount of water that ends up in the bucket as measured by the ruler.

Event #6: Nero Fiddles - (Matchless Fire Starting)

The infamous emperor Nero ruled Rome for less than two decades and there was no end to his ambition. One of his grandest plans was to tear down a third of Rome so that he could build an elaborate series of palaces that would be known as Neropolis. Exactly what happened next has remained a mystery for nearly 2,000 years. On the night of July 19, 64 A.D., a fire broke out among the shops lining the Circus Maximus. This was no ordinary fire and the flames raged for six days before coming under control. When the smoke cleared, 10 of Rome's 14 districts were in ruin. History has blamed Nero for the disaster, implying that he started the fire so that he could rebuild Rome to his liking.

Gladiators will be required to start a sustainable fire without matches (or lighters) and pop some kernels of corn. Any material may be used, but must not be artificially treated, such as liquid accelerant-soaked tinder. You can use flint and steel, fire bow drills, magnifying glasses, magnesium strikers, battery and steel wool, or of like sorts. Points will be given for accomplishment and time. The fire must be doused when complete or you may witness the "Burning of Rome" ala Nero.

Event #7: The School for Gladiators – Obstacle Course

When a new recruit entered one of the gladiator schools he would be checked by a doctor for any medical problems and whether he was physically suitable to train as a gladiator and equipped to withstand the rigors of training and combat. The regimen of the gladiators was harsh. They trained every day to gain the highest of skill levels.

All Patrol members will train for the gladiator school by running an obstacle course. The average time will be used to score the event. Obstacles may include tires to run through and/or roll a certain distance, straw bales to hurdle, drainage pipes to climb through, rope swings, 6 x 6 balance beams set as a zigzag on the ground, crawl under a lane of ropes tied to stakes, throw tennis balls and knock cans over, etc. The course may also be interspersed with Scout skill stops (i.e., take a compass bearing, measure a distance by pacing, or whip a rope end).

Event #8: Gladiator Robot War

Equipment:

- plastic buckets
- compasses
- Styrofoam noodles

Half of the gladiators from a Patrol will have a bucket over their heads, a compass in one hand and a Styrofoam noodle in the other. The other gladiators in the Patrol are Controllers and they issue orders to their gladiator. The gladiators can move one pace at a time, when they are ordered to do so, and the Controllers must call out what direction (degrees on a compass) the pace is to be made in. The orders may vary, and the gladiators could be ordered to lunge with the Styrofoam noodle or to step forward. A lunge consists of holding the noodle vertically, at arm's length and then lowering it so as to strike another gladiator on the bucket. The first Patrol that successfully knocks out all of their opponents wins. Patrols will be given a time to show up for this event at flag raising. Points will be awarded for participation and defeating another patrol.

Event #9: Tug of War

Who doesn't love a tug-of-war?

The Rope: There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact center point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either side of the rope. The game is won when either side with this white mark crosses the center point.

Patrols: According to the rules of tug of war, each Patrol can accommodate a maximum of 8 members. However, the combined weight of these members must be within 100 pounds of the opposing team. If the patrol's total weight exceeds this limit, fewer members must then be used to meet this requirement. A bathroom scale will be available to enforce this rule.

This is a fun event for bragging rights. Participation points will be awarded towards overall champions. A Patrol must find another patrol willing to pull against them. Patrols must match up with patrols from other Troops.

Event #10: The Great Chariot Race

This race is based on the ancient chariot races of the Roman coliseums.

Materials:

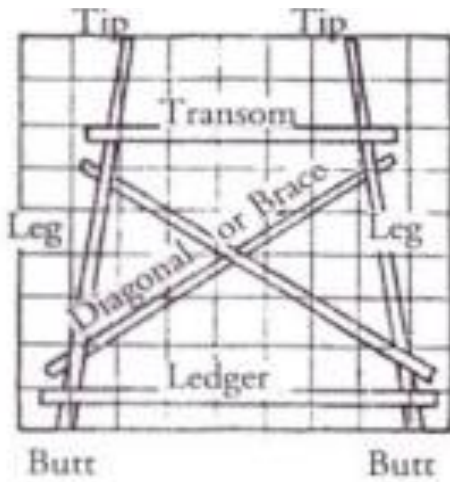
- 2 8'x 2'-3'-diameter spars for the legs
- 4 6'x 2'-3'-diameter spars for the ledger, transom, and cross braces (The ledgers can be 4' to 6' in length.)
- 9 15' lashing ropes
- 1 10' lashing rope for the reins
- 2 15' lashing ropes for the hauling lines

Procedure: The equipment is placed in piles at a distance from the Patrols. On signal, the Patrols run up and lash a chariot (see diagram on next page). When the frame is finished, all Patrol members pull the chariot and rider down the field around an oval track to the finish line.

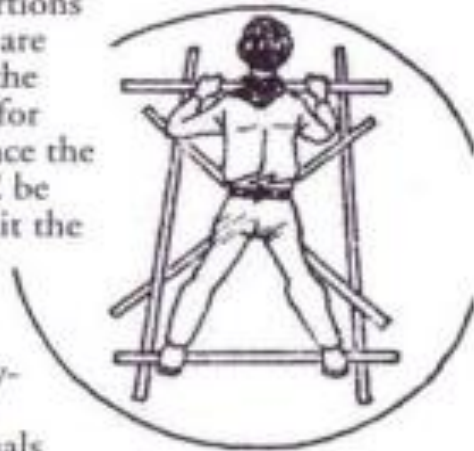
Scoring: The first Patrol to cross the finish line with their chariot intact will be victorious.

Points will be awarded for a Patrols overall place in this competition. Gladiators beware! Many chariot drivers were thrown from their chariots and injured by their competitor's horses! Riders must wear a bike helmet.

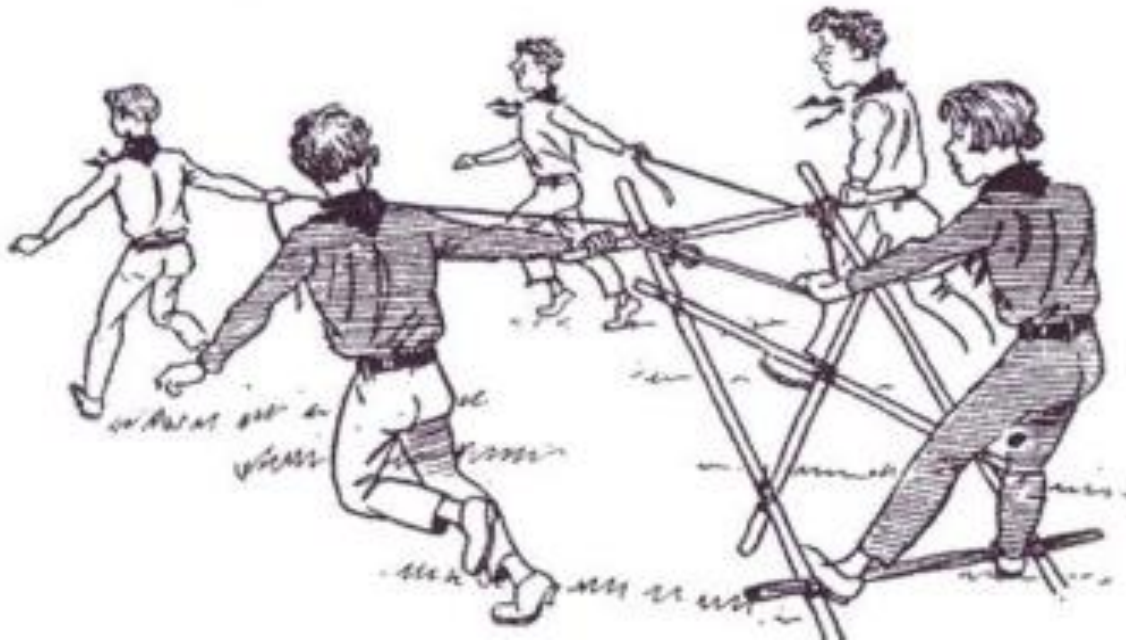
See Diagram on Next Page



In mainline Pioneering the classic proportions of the trestle are as shown in the diagram but for the chariot race the trestle should be tailored to suit the charioteer.



Square lashings everywhere except where diagonals cross each other.



Additional Activities

Fugitive Hunt

Fugitive prisoners were an obsession in Roman times. Rome forbade the harboring of fugitive prisoners and professional prisoner-catchers were hired to hunt down runaways. Advertisements were posted with precise descriptions of escaped prisoners and offered rewards.

Patrols will gather at flag-raising where they may view and study the wanted posters for fugitive prisoners for five minutes before they return them. They must keep their eyes open throughout the day to find the fugitive prisoners. Patrols are not to approach fugitive prisoners and must not be spotted by them or the prisoner may flee again. Their job is to write down an exact description of each fugitive prisoner they spot – clothing, hair, build, etc. and his or her location. At the end of the day, patrols will turn in their notes to the prisoner catchers (Freeze-O-Ree Staff) so that they can judge who identified correctly the most fugitive prisoners, the best descriptions of the fugitive prisoners, and where they were spotted.

Roman Theater

The Romans loved theater and they enjoyed watching performances. Every Troop is encouraged to have a skit at the campfire on Saturday night. It's time to get creative with a new skit or by reworking an old skit.

An award will be given for the best and most original skit with a gladiator theme.

Only one skit from each Troop please! Most importantly...HAVE FUN!

AWARDS

Award Ribbons will be given for:

- Chariot Race
- Roman Machine
- Don't Kill the Messenger
- Report to the Emperor
- Battle Damage
- Aqueduct Building
- Matchless Fire Starting
- Obstacle Course
- Fugitive Prisoners
- Roman Theater
- Gladiator's Challenge (Overall Champion) Participation
- Chairman's Award - given to troop that best exemplifies Scout Spirit, the Scout Oath and Law throughout the Freeze-O-Ree

2023 Yellow Jacket Freeze-O-Ree Roster

Troop Number: _____

Scoutmaster: _____

SPL: _____

Patrol Rosters:

Patrol Name	Patrol Name	Patrol Name
Patrol Leader	Patrol Leader	Patrol Leader
1	1	1
Patrol Members	Patrol Members	Patrol Members
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Adult Participants:

1	4	7
2	5	8
3	6	9

Please turn in at Check-in