

Maverick at the Movies – Take 2021

Maverick Fall Camporee 2021

THEME: The theme for the 2021 Maverick Camporee is “Maverick at the Movies – Take 2021”! The theme will be the basis in the different competition events.

DATE: Friday to Sunday, September 24th – 26th

COST: \$12.00 per scout or adult. This cost includes charges for Geronimo facilities, materials, patches, awards and environmental fees. New this year, all units must be registered in full online through <https://scoutingevent.com/010-2021Maverick>. All units need to complete their registrations by Friday September 17th. Names for each participant are not required when registering online. All participants should be preregistered so that we have an accurate headcount.

CHECK-IN: Check-in is on Friday, from 6:00 PM to 9:00 PM at the gatehouse. Troops/Crews should try to be at Camp Geronimo no later than 9:00 PM. The only individuals allowed at the check-in table will be the SPL/ASPL, **NO ADULTS!!!** The following items will be required during the check-in process:

- One completed “Patrol Registration Form” for each patrol in the troop/crew.
- One completed “Troop Registration Summary”. This form is to be completed using information from the Patrol Registration Form.
- A receipt from the completed online registration showing the total number of youth and adult registrants
- A completed Campout Safety Checklist
- Completed GCC Covid-19 Waiver
- Medical Forms need to be kept by the unit and accessible in case of emergency.
 - Completed and signed Informed Consent, Release Agreement, and Authorization forms. (Part A)
 - Completed General Information/Health History forms (Part B)
- The biggest smile an SPL can muster!

The check-in staff will retain the Covid-19 Waiver, Patrol Registration Forms and Troop Registration Summaries. Each unit leader will be responsible for maintaining all other forms and records. No Troop, Crew, guests or Webelos will be allowed to go to their campsite until they have completed the check-in process.

General Information/Health History forms (Part B): Troops/crews must possess General Information/Health History forms (form 680-001) for each person attending the Camporee. Senior Patrol Leaders must present all forms at the time of check-in at the gatehouse. Lack of forms will result in deduction of 100 points at “Check-in”.

Informed Consent, Release Agreement, and Authorization forms. (Part A): Troops/crews must possess a parental permission form for each Scout attending the Camporee. This form must be signed by a parent or guardian and may be combined with the Medical Consent Form. Senior Patrol Leaders must present these forms at the time of check-in at the gatehouse. Lack of Informed Consent, Release Agreement, and Authorization Forms will result in deduction of 100 points at “Check-in”.

Campout Safety Checklist: The Campout Safety Checklist (included with other planning documents) will be required to attend the Camporee. The Senior Patrol Leader during the check-in process must present a completed Campout Safety Checklist. 100 point deduction will be assessed for incomplete or lack of the Campout Safety Checklist.

WEBELOS Dens: Only second year Webelos will be allowed to participate in this Camporee. These dens are invited and encouraged to participate in the Webelos Activities at the Camporee. All Webelos dens will camp with their sponsoring troop/crew. If they are not connected with a specific troop/crew, another campsite will be arranged. For further details concerning Webelos participation, please contact your adjoining pack.

Uniforms: Uniforms are an important part of Scouting and the Camporee. The field (Class A) uniform (pants or shorts, shirt, belt, socks) will be required for the Saturday night campfire program and for the Sunday morning church services and awards presentation. Saturday activities will be in the activity (Class B) uniform (troop shirt, pants or shorts consisting of the same type and color). Headgear is optional, but if one Scout in the troop wears a particular hat, every other Scout should wear the same kind. Travel in Class A uniforms is strongly encouraged by the Grand Canyon Council and we are asking that all troops, crews and packs traveling to and from the Camporee adhere to this request of the Council. Remember to wear the uniform properly and wear it proudly! Uniform inspections will be required and will be performed prior to assembly for the Saturday night campfire.

Vehicle Parking: **ALL vehicles** are to remain in the parking area at Camp Geronimo, with the exception that one vehicle per unit will be allowed to transport gear to the designated campsite. Once the gear has been unloaded at the campsite, that vehicle must return to the parking lot. ***All vehicles must have a dash sign filled out and placed on the dash. All vehicles must be either backed into a parking space or parked in such a way so that they can easily depart camp in case of emergency. Any vehicles improperly parked will cause a loss of points against the overall troop score.***

Troops/crews may leave one troop trailer in the campsite area with permission from the Assistant District Commissioner or Camporee Chair in advance, but the vehicle that pulls the trailer must return to the parking lot. Scouts and adult leaders are required to walk from the parking lot to their campsite. Any vehicles found in camp after Friday midnight will result in a deduction of 500 points from the troop's total points. If there is a necessity for a vehicle to remain in camp, authorization must come from the Assistant District Commissioner or Camporee Chair. One vehicle may enter camp early Sunday morning for pre-load.

Cracker Barrel: There is a **mandatory** meeting for Scoutmasters and Senior Patrol Leaders (see Schedule) in the Dining Hall. Important information will be disseminated, and this will be the last time for questions. **Webelos leaders and denner are not attending the cracker barrel this year.**

Campsites: Campsites will be assigned based on the needs for all units. Before leaving the campsite Sunday morning each unit must completely police their area. All trash must be picked up and packed out, nothing should be left behind. Additional instructions will be given by the Ranger at the Friday night Cracker Barrel. Troops/crews must arrange for inspection with the Maverick SPL or ASPL(s) before leaving their campsites. Troops/crews should strive to leave their campsite better than they found it. Camporee patches will be handed out at the gate as troops/crews exit after their campsite has been cleared by the SPL/ASPLs.

Water: Water is available at each campsite and throughout the grounds.

First Aid: Each unit should have their own first aid kit and be prepared to treat minor injuries. Units are the first line for treatment of minor injuries. We will have qualified medical personnel at camp to handle any emergencies that may arise. Additional information regarding medical staff will be given at Cracker Barrel on Friday night. Unit first aid kits should be visibly displayed and accessible in their campsite as part of the campsite inspection.

Campsite Inspection for Competition: Troop and Pack campsite inspections will be performed during Saturday morning games. Ensure a clear separation between your units. Inspections will be held while Scouts are participating in morning activities. Camp gadgets are encouraged.

Saturday Night Campfire: All troops/crews are encouraged to perform a skit and a song for the Saturday night campfire. All skits or songs need to be approved prior to the campfire. Skits and songs will be previewed at the Dining Hall (see Schedule) Saturday afternoon after the service project.

Awards and Scoring: There will be a maximum of 50 points at each station, with the majority of points being directed toward the event at that station. A scorecard will be handed to each patrol leader. This is a record of your points during Camporee, it will be specially marked at each station for record of having participated, and it is your responsibility to keep this with you at all times. Scorecards will be turned in at the Dining Hall (see Schedule). For the troops and crews, ribbons will be awarded based upon patrol performance. Ribbons will consist of Presidential, First Place, Second Place and Third Place. Ribbons will be based upon the points obtained during the events. The following criteria will govern:

- Presidential – Patrol with the best score
- Blue – Top 10% of participating patrols
- Red – Top 20% of participating patrols
- Yellow – All other participating patrols

In keeping with a Maverick tradition, the troop “None Better” award will be presented to the top troop and the top crew will get the crew “None Better”. The 2nd and 3rd runner-ups will be recognized also.

All participating Troops, Crews and Dens are encouraged to attend the church service and the awards ceremony to receive their awards and ribbons. As always, all registered attendees will receive a Camporee patch.

Service Project: There will be projects available for any unit wishing to do so. Ranger Larry has a number of conservation projects available so scouts needing service hours can earn some while at the event. We will need to know by the September Roundtable those units who will be providing service to the camp so we can let the ranger know what to plan for. There will be a meeting in the dining hall at 9:00am where final information will be provided. Everyone should bring work gloves and water in preparation to participate in any projects.

Schedule

Maverick Fall Camporee 2021

Friday 9/24:

Check In	6:00 to 9:00 PM	Front Gate
Setup Campsites	6:00 to 11:00 PM	As Assigned
Cracker Barrel (Committee)	9:45 PM	Dining Hall
Lights Out	11:00 PM	Goodnight

Saturday 9/25:

Reveille	6:00 AM	
Event Setup	7:00 AM	
Camporee Opening (T738)	7:30 AM	Flag Pole
Day Events	8:00 AM to 12:30 PM	As Assigned
Service Project Meeting	9:00 AM	Dining Hall
Dutch Oven Competition (All SM)	11:00 AM	Dining Hall
Score Card Turn In	11:30 AM to 1:00 PM	Dining Hall
Lunch	12:30 to 1:30 PM	Campsites
Service Projects Activities (TBD)	1:30 to 3:30 PM	As Assigned
Skits Preview (SPL/ASPL)	3:30 to 4:15 PM	Dining Hall
OA Meeting	4:15 to 4:45 PM	Dining Hall
Dinner	4:00 to 6:30 PM	Campsites
Uniform Inspection	6:30 PM	Dining Hall
Campfire Assembly	6:55 PM	Trading Post
Campfire (OA & T3050)	7:00 to 8:00 PM	Campfire Ring
Troop's Own	8:00 to 10:00 PM	Campsites
Lights Out	10:30 PM	Good night

Sunday 9/26:

Reveille	6:30 AM	Campsites
Church Service (T10)	9:00 AM	Campfire Ring
Awards and Closing**		Campfire Ring
Campsite Clearing	10:30 to 11:45 AM	As Assigned
Pickup Patches @ Gate	11:00 AM	ADC
End of Camp	11:45 AM	Safe Trip

** Awards ceremony will commence immediately following church service.

SCOUTMASTER DUTCH OVEN COMPETITION



Event category:

2021 Main Dish

- Scoutmasters may submit as many recipes to the cookbook as they like, however the judging competition will be limited to one Dutch oven entry per Troop or Crew.
- Scoutmasters are responsible for their own Dutch ovens, charcoal and ingredients. Meals should be cooked in approved locations within the unit's campsite.
- The finished, fully cooked entry is to be brought to the Dining Hall at 11:00 a.m. on Saturday.
- The competition judging will be conducted at 11 a.m.; it is the responsibility of the individual SM's to plan their tasks and cooking accordingly in such that their entry is ready by 11 AM.
- Previous winners may not submit the same dish again.

JUDGING: A team of Expert Judges will be established. Each Judge has one vote. All offerings will be sampled; the Judges will confer and declare a single winning Dutch oven entry.

1st place recipe will receive the "Golden Dutch Award"

- After the Judges have selected a winner, everyone is free to sample the dishes.
- All recipes that are submitted will be included in the Maverick Camporee Scoutmasters Dutch oven Cookbook.
- Recipes can be sent to amyjo6662@yahoo.com

Maverick Camporee Games

Event	Location	Unit
A Quiet Place	TBD	301
Lilo Vs Stitch	TBD	738
Jaws	TBD	853
Spiderman's Web	TBD	3738
Castaway	TBD	993
Monty Python & the Holy Grail	TBD	39

All locations subject to change due to space limitations

Scoring for the games will follow the standard Maverick Camporee format unless otherwise noted.

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	<u>30</u>
Total for event	50

Troop 993 Castaway

Description:

Scouts will be taught how to properly make signals to planes for different purposes using different materials. Using the EDGE Method, scouts will be shown what signals on the ground will call for what actions (i.e. "x" for medical, "o" for help, etc). Scouts will need to choose which materials to use for the different signals.

Points:

Patrol Name	10
Patrol Yell	10
Equal Participation	10
<u>Accuracy</u>	<u>20</u>
Total for event	50

Location: Outdoor Skills

Materials: Provided

Troop 301
A Quiet Place

Description:

After a plane crash 2 scouts will be scattered in the area. You must fix them up with the supplies you have or the supplies we have. Then once they are fixed you will safely place them on a litter carry and take them back to the judge where you will safely place him down and repeat the process with the other one. Because this is "A Quiet Place" this exercise needs to be completed in silence. Points will be deducted for any verbal communication.

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
Event award	30
Appropriate 1 st Aid Remedy (2x 10pt) – 20 total available	
Successful Litter Carry (2x 5pt) – 10 total available	
Verbal Communication Penalty (-1pt per incident)	
Total for event	50

Location: TBD

Materials: Provided

Troop 853
Jaws

Description:

One scout will be out about 30 feet from the rest of the patrol and sitting on a movable platform (cardboard/wood). The rest of the patrol will then have 90 seconds to tie 4 rope sections together and then throw the rope out to the scout on the platform. The scout will then have to tie an appropriate knot around his waist (Bowline) and then the patrol will have to pull the scout towards them and "out of the water." If they fail to do this in 90 seconds, the scout gets "eaten by Jaws." Repeat this multiple times with different scouts tying the knots and on the platform

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	<u>30</u>
Total for event	50

Location: TBD

Materials: Provided

Troop 738
Lilo vs Stitch

Description:

Similar to get the bacon, there will be an object (bacon) in the center of the playing area. Players will be split into two teams and every person will get a number. When a number is called the players with that number will run to retrieve the object from the center of the playing area and bring it back to their team's side. Once there they will be asked a scout related question to gain points.

Points:

Standard

Location: TBD

Materials: Provided

Troop 3738
Spiderman's Web

Description:

Each person in the group of 6 gets two strings to help control a hook. The group will use the hook in the center of a circle while remaining on the ground on the outside. They will catch different ringed objects and place them in color coordinated bucket. Each object is worth various points depending on the level of its difficulty. Anyone who goes inside the circle will sit out the remainder of the game. The game will be 5 minutes in length.

1 point for red objects

5 points for blue objects

10 points for yellow objects

Points:

Standard

Location: TBD

Materials: Provided

Troop 39 Monty Python and the Holy Grail

Description:

The game will have 4 stations and require 2 people to staff. Those two people will each be in charge of 2 of the 4 stations. The stations will each be roughly 50 feet from one another. The main challenge here will be to use the skis with teamwork. Our game can support up to 3 groups at once, and a patrol may be split into 2 groups if they have more than 7 members.

At station 1 the first staff, the Bridge Keeper, will set the group up on their skis and give some of the members backpacks and coconuts. The people on skis will be the knights, and the people with coconuts will be minstrels. The knights will then travel to station 2, where they will find Tim, the second staff. Tim will tell them to travel to station 3 and 4 after telling them what those stations are. Station 3 will be Tim throwing stuffed rabbits at the knights as they try to make it to station 4. The minstrels will need to use their bodies to block the rabbits because any knights hit by a rabbit will 'die'. If all the knights die, they will have to start over from station 2.

Once the knights and minstrels reach station 4, they will meet the Bridge Keeper again. He will ask each of them 3 questions so they can cross a small bridge and return to the start. The questions will mimic the questions from the movie but will have more of a scout theme. Once the knights and minstrels pass the Bridge Keeper and return to the start, they will return the gear and receive a score from the Bridge Keeper.

The equipment used will be 3 sets of teamwork skis, 9 comically large backpacks, 9 pairs of coconuts, costumes for Tim and the Bridge Keeper, some stuffed rabbits, and a miniature bridge.

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	<u>30</u>
Total for event	50

Location: TBD

Materials: Provided

Preparing to Leave Camp – Assigned Responsibilities:

Clean and Sweep Dining Hall	Troop 253
Clean Central Restrooms and pick up trash on parade ground and at campfire ring	Troop 853
Clean Eastside Shower House	Troop 301
Clean Westside Shower House	Troop 3050