

Maverick in History

Maverick Camporee 2023

Celebrating Maverick Camporee's 40th Anniversary

THEME: The theme for the 2023 Maverick Camporee is “Maverick in History”! The theme will be the basis in the different competition events.

DATE: Friday to Sunday, September 22 – 24, 2023

COST: \$13.00 per scout or adult. This cost includes charges for Geronimo facilities, materials, patches, awards and environmental fees. All units must be registered in full online through <https://scoutingevent.com/010-2023maverick>. All units need to complete their registrations by Friday September 15, 2023. 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 September 22, 2023, from 6:00 PM to 9:00 PM at the gatehouse. Units should be at Camp Geronimo no later than 9:00 PM. The only individuals at the check-in table will be the SPL/ASPL and Scoutmaster. Medical forms will be handled by the Scoutmaster and reviewed by the Health Officer. All other forms will be handled by the SPL/ASPL and reviewed by the Camporee staff, without Scoutmaster assistance.

The following items will be required during the check-in process:

- **Unit Roster form**, completed with all participant names.
- **Receipt** from the online registration showing the total number of youth and adult registered
- **Campout Safety Checklist**, completed
- **Medical Forms** (parts A, B1 & B2) will be brought to check in by an adult (SM/ASM). Units will then need to keep the forms with them and have them accessible in case of emergency.
- **BSA Consent/Permission Form**, completed.
- The biggest smile an SPL can muster!

The check-in staff will retain the Unit Roster form. Each unit leader will be responsible for maintaining all other forms and records. No one will be allowed to go to their campsite until their unit has completed the check-in process.

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.

Uniforms: Uniforms are an important part of Scouting and the Camporee. The field (Class A) uniform will be required for Friday night check in (uniform inspection), Saturday night campfire program and for the Sunday morning church services and awards presentation. Saturday activities will be in the activity (Class B) uniform.

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.

Units may leave one trailer in the campsite area, 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 unit's total points. If there is a necessity for a vehicle to remain in camp, authorization must come from the Camporee Committee, and they will be issued a pass to place on their dashboard. One vehicle may enter camp early Sunday morning for preload.

Cracker Barrel: There will be no Friday night meeting this year.

Campsites: Campsites will be assigned based on request and needs of the 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. Units must arrange for inspection with the Maverick SPL or ASPL(s) before leaving their campsites. Units should strive to leave their campsite better than they found it. Camporee patches will be handed out at the gate as units exit after their campsite has been cleared by the SPL/ASPLs.

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 assist emergencies. Unit first aid kits should be visibly displayed and accessible in their campsite as part of the campsite inspection. All injuries must be reported to the Health Officer.

Campsite Inspection for Competition: Campsite inspections will be performed during Saturday morning patrol competition. Make sure there is a clear separation between any units sharing a site.

Saturday Night Campfire: All units are encouraged to perform a skit and/or 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 in the Dining Hall (see schedule) Saturday afternoon after the service project.

Awards and Scoring: Points will be given on both patrol and unit level. Patrols are scored in the patrol competition and eligible for a maximum of 50 points at each station. Scorecards for each patrol will be handed out at morning flags to the SPL. This is a record of your scores during the patrol competition. It will be completed at each station. It is your responsibility to keep this with you at all times. Scorecards must be turned in at the Dining Hall (see schedule). Patrol ribbons will be awarded based upon patrol performance. Ribbons will consist of Presidential, First Place, Second Place and Third Place. The unit award the "None Better" will be presented to the top scoring unit. The 2nd and 3rd runners-up will be recognized also.

Patrol ribbons are determined as follows:

Presidential – Patrol with the best score

Blue – Top 10% of participating patrols

Red – Top 20% of participating patrols

Yellow – All other participating patrols

Service Project: We hope to have a list of projects sent out to the units prior to camporee but will have a meeting Saturday morning 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 2023

Friday 9/22:

Check In	6:00 to 9:00 PM	Front Gate
Uniform inspection will be done in the parking lot as you arrive		
Setup Campsites	6:00 to 11:00 PM	As Assigned
Lights Out	11:00 PM	Goodnight

Saturday 9/23:

Reveille	6:00 AM	
Event Setup	7:00 AM	
Camporee Opening (TBD)	7:30 AM	Flag Pole
Patrol Competition	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
Campfire Assembly	6:45 PM	TBD
Campfire (OA & SPL/ASPL)	7:00 to 8:00 PM	Campfire Ring
Flag retirement (TBD)		
Troop's Own	8:00 to 10:00 PM	Campsites
Lights Out	10:30 PM	Good night

Sunday 9/24:

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

** Awards ceremony will commence immediately following church service.

SCOUTMASTER DUTCH OVEN COMPETITION



Event category:

Breakfast (Mountain Man probably won't win)

- 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 11AM.
- 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 maverickcamporee@gmail.com

Maverick Camporee Games

Event	Location	Unit
Explore the New World	TBD	3050
The Trojan Horse	TBD	301
BURN THE WITCH!!!	TBD	3301
Oregon Trail	TBD	522
Invention of the Telegraph	TBD	10
Crossing the Delaware	TBD	738
Medieval Mayhem	TBD	653
Search and Rescue	TBD	253

all locations subject to change

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

Patrol Yell	10 (all or nothing)
Scout Spirit/Teamwork	10 (all or nothing)
<u>Event award</u>	<u>30</u>
Total for event	50

Maverick Camporee 2023

Theme: Maverick in History

Explore the New World (Troop 3050)

The Trojan Horse (Troop 301)

BURN THE WITCH!!! (Troop 3301)

Oregon Trail (Troop 522)

Invention of the Telegraph (Troop 10)

Crossing the Delaware (Troop 738)

Medieval Mayhem (Troop 653)

Search & Rescue (Troop 253)

Explore the New World Troop 3050

This is an orienteering and fire building event in which you must find fire building materials using orientation then build the fire.

The setup:

- Hide kindling, tinder and lighter
- Set up orienteering directions

Execution of the event:

- Each team receives a compass
- Teams search for hidden kindling, tinder and lighters
- Teams go back to starting locations and build and light the fires

Scoring:

- 10 points for patrol yell
- 10 points for teamwork
- 15 points for items found
 - 5 points for tinder
 - 5 points for kindling
 - 5 points for lighter
- 15 points for starting the fire in a 20 minute time limit

Historic Context

The brave explorers of long ago searched the world for new lands and resources. Now, you must follow in their footsteps. Search for resources and build a fire to keep your fellow explorers safe in their journey into the unknown.

The Trojan Horse Troop 301

Scout Skills: Lashings, knots, teamwork, and communication

Objective: You are getting ready to ambush the City of Troy. You gather your belongings and get ready to assemble your own "Trojan Horse". Using the rope and poles provided, you will assemble a structure to move 25 yards without alerting the Trojans of your position. However, there are landmines hidden in the field ahead of you that you need to avoid. Get across unscathed and unnoticed to win!

Scoring:

- 10 points for Patrol Yell/Scout Spirit
- 10 points for Teamwork
- 30 Points for the game
 - 30 points for tying the lashings and displaying the required scout skills
 - Minus one point each time the bell rings/landmines activated (each patrol cannot lose more than 5 points from these causes)

BURN THE WITCH!!! Troop 3301

Scout Skills: Firemaking, lashings

Scouts will lash two poles with a square lashing and then select materials to “build” their witch. “Witches” will be created using one selection from each section:

- Hair: cotton, jute rope, dead leaves
- Clothing: char cloth, potato chips, pine needles
- Body: small twigs, marshmallows, paper towels

NOTE: do NOT make an effigy, all materials will be used to make a simple fire

The goal is to create a fire and have all of the materials consumed. No part should be recognizable when finished.

Scoring:

- 10 points for patrol yell
- 10 points for teamwork (were the three tasks completed by different people)
- 30 points for the game
 - 5 points for the lashing being correct
 - 5 points for the lashing tight and well dressed
 - 10 points for starting the fire
 - Each patrol has 1 minute to start the fire
 - For each 10 seconds over the minute they lose 1 point
 - If the timer reaches 2 minutes and 40 seconds they can use a lighter on one spot to try and start the fire
 - 10 points for the material used if completely consumed
 - 3 points for each material plus a bonus point if all 3 are consumed

Oregon Trail Troop 522

Our game is an Oregon trail style game where a group will be given a bag with some equipment in it and given problems that they might come across while camping or hiking.

Execution:

There will be 10 problems to solve by using the correct tool and how it should be used

Scoring:

- 10 points for patrol yell
- 10 points for teamwork
- 30 points for the event
 - Each of the 10 problems presented will be worth 3 points each

Invention of the Telegraph Troop 10

This is a teamwork and communication-based activity.

Two groups of a patrol (or two patrols) will be taught morse code/ provided with a Morse Code table. They will then write a coded message and send it to the other group. The groups will then decipher and read the message aloud.

Scoring:

- 10 points for patrol yell
- 10 points for teamwork.
- 30 points for the game. One group or patrol will be assigned to transcribe and send a message with the other group receiving and decoding the message. Once the first message has been sent the roles will reverse and a different message will be sent.
 - 5 points for each group or patrol for accurately transcribing and sending the message
 - 10 points for each group or patrol for correctly decoding the message

If the message must be repeated to be decoded, the patrol loses 5 points for each time the message is resent.

Crossing the Delaware Troop 738

Each patrol is given 5 staves to lash together and make a stretcher to carry somebody. The idea is that the patrol (George Washington's troops) has to carry George Washington across the Delaware River using the stretcher that they lashed together with the staves.

Scoring:

- 10 points for patrol yell
- 10 points for teamwork
- 30 points for the event/ functionality

How well the lashings work: (15 points possible)

15 points if the lashings do not have to be adjusted to carry the person

10 points if one adjustment has to be made

5 if the lashings don't hold or more than one adjustment has to be made

0 if the stretcher collapses

How well the lashings are done: (15 points possible)

15 points if the lashings are the correct and tight

10 points if one lashing is not correct / or tight

0 points if a random knot is used instead of a lashing

Medieval Mayhem Troop 653

You and your squad are royal knights in medieval times. On a fateful night there is a siege upon the kingdom! You are the first line of defense. The kingdom's wall is doing its job now but that will not be the case forever so you must hurry to fend the attackers off. You run over to your catapult to find that it was dismantled, and its components strung about, you think who could have done it but you realize there is no time for thinking. You must locate the pieces and re-assemble your catapult before the wall is breached, time is ticking, Good luck royal knight!!

Instructions:

When the timer starts, you must quickly review the catapult blueprint and locate all the components and ropes to the catapult. You must tie specific knots (there will be help if needed) to assemble the catapult. Once the catapult is done you will launch a (very soft and not dangerous) item to show that the catapult has been built correctly, after this the timer ends. Forgot to mention, you must speak in a medieval voice the whole time.

Scoring:

- 10 points for patrol yell
- 10 points for teamwork
- 30 points for the game
 - 10 points for a successful launch (no matter time)
 - 10 points for a successful launch within time limit
 - 10 points for maintaining character (medieval voice)

Search and Rescue Troop 253

Gameplay:

When a patrol arrives, the person running the game will take one scout from their patrol and hide them in the general area.

The scout who was hidden will then be told what injuries they have. An injured person cannot speak until found and can only answer if asked a relevant question.

The group will then be told to go find the missing person as quickly as possible.

When the missing person is found, they will begin first aid with the provided materials.

Once treatment is completed correctly, they will then escort the person back to the starting area.

Scoring:

- 10 points for patrol yell
- 10 points for teamwork
- 30 points for the event
 - 6 points for finding the scout
 - 3 injuries worth 8 points each
 - Points can be deducted for each mistake while doing first aid.

