

Maverick on the Gameboard

Maverick Camporee 2022

THEME: The theme for the 2022 Maverick Camporee is “Maverick on the Gameboard”! The theme will be the basis in the different competition events.

DATE: Friday to Sunday, September 23 – 25, 2022

COST: \$12.00 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/010-20221dmaverickcamporee>. All units need to complete their registrations by Friday September 16, 2022. 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 23, 2022, 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. Ensure 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

2022

Friday 9/23:

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 9/24:

Reveille	6:00 AM	
Event Setup	7:00 AM	
Camporee Opening (T3050)	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 (T282)		
Troop's Own	8:00 to 10:00 PM	Campsites
Lights Out	10:30 PM	Good night

Sunday 9/25:

Reveille	6:30 AM	Campsites
Church Service (T2019)	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:

2022 Desserts (**NO COBBLERS**)

- 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
Pokemon Go	Field South of Trading Post	301
Get The Scoutmaster	Site 18	738
Operation	Commissioner's Shack	522
Monopoly Rescue	Nature Lodge	653
Clue	Outside Health Lodge	2019
Mouse Trap	Outdoor Skills	10
The Game	Site 16	253

all locations subject to change

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

Maverick Camporee 2022

Theme: Board Games at Maverick

Pokemon Go (Troop 301)

Get The Scoutmaster! (Troop 738)

OPERATION (Troop 522)

Monopoly Rescue (Troop 653)

CLUE – The Classic Mystery Game – Maverick Edition (Troop 2019)

Mouse Trap (Troop 10)

The Game (Troop 253)

Pokemon Go Troop 301

This is an orienteering based game with added scout trivia.

1. A patrol will be given coordinates and a compass.
2. If/when they get to the right location, the patrol will then be asked a scout trivia question.
3. If they get this question right, they will "Catch the Pokemon" and earn points.

Points are earned in the following ways:

10 points will be awarded for patrol yell

10 points will be awarded for teamwork

A maximum of 30 points may be earned for "Catching Pokemon" within a 20 minute time limit.

Get The Scoutmaster! Troop 738

This is a Scout Trivia / bean bag toss game where the objective is to know over all of your opponents small planks, then knock over the Scoutmaster!

The setup:

- Four 3"x3"x8" planks painted beige
- Four 3"x3"x8" planks painted green
- One 4"x4"x14" plank painted half green & half beige
- The Scoutmaster is positioned between the two sides (Patrols) with the beige side facing the green side/team.
- Each person can **earn** 1 bean bag per turn
-

Execution of the event:

- The Green team is asked a Scouting Trivia question. If answered correctly the team **earns** a bean bag to throw at their opponents Beige small plank
- If your team knocks the Scoutmaster before all of your opponents small planks are knocked down, over you lose! Game over for your team.
- The Beige team is asked a Scouting Trivia question and may earn a bean bag to throw at their opponents Green small plank.
- Once a team has knocked over their opponents small planks, then they can attempt to knock over the Scoutmaster.
- The team that successfully knocks over their opponents 4 small planks AND THEN the Scoutmaster, wins.

Points are earned in the following ways:

10 points will be awarded for patrol yell

10 points will be awarded for teamwork

A maximum of 30 points may be earned within a 15 minute time limit

- Each small plank is worth 1 point
- The Scoutmaster is worth 6 points
- If the Losing team knocks over all of their small planks, they get 3 extra points

OPERATION Troop 522

This is a First Aid Scout Skills base event in which your Patrol performs first aid on a member of your Patrol.

Execution:

The injuries include various bandaging on different areas, treatment of nose bleed, and abrasions. The patrol must treat 5 injuries that are given at random in under 10 minutes

Points are earned in the following ways:

10 points will be awarded for patrol yell

10 points will be awarded for teamwork

Each injury is worth **6** points for a total of **30**

The goal is to get all 5 of the given injuries done as fast as possible under 10 minutes. Faster the time, more points ranging from 0 to 5 total points for time bonus. Every minute of time left is one point up to 5 minutes.

If a team gets a injury procedure wrong they will lose 2 points but if they are already at 0 points the deduction will not apply. If a team gets a procedure wrong 4 times they must move on to the next and if they have time at the end they can fix their mistake with how ever much time is left to be rewarded 1 point.

Teams will be able to stop on procedures they find hard or think will be hard, move to another one and come back to the previous one. On the injuries they come back to the points rewarded is still the same based on how many tries it takes (6 if 1st try and -2 for every wrong try up to 4 tries).

Monopoly Rescue Troop 653

This is a First Aid Scout Skills base event in which your Patrol is to transport a person using a stretcher made from various items such as a tarp, scout staves, jackets, and blankets from one destination to another. All materials will be provided. There is an overall time limit of 15 minutes for this event.

Execution:

- The person needing rescue (victim) is on the Reading RR station but the rescue team is on the Short Line RR station. (A distance of 50 ft.)
- In order to proceed, the rescue team must assemble a stretcher from materials provided
- Must roll the dice for a count of 10 (i.e. Roll a 4, move 4 spaces, then roll a 6 to finish. If you roll a 4 then a 7, you don't move because you'd go past the RR Station.) so they can proceed past GO and then on to the Reading RR station
- Then put the victim on the stretcher and roll the dice in the same manner to return to the Short line Station while carrying the victim on the stretcher.

Points are earned in the following ways:

10 points will be awarded for patrol yell

10 points will be awarded for teamwork

30 points if completed in 6 minutes or less with point deductions for any time longer the

6 minutes at a rate of 3 pts per minute over.

6 min or less = 30 points

7 minutes = 27

8 = 24

9 = 21

10 = 18

11 = 15

12 = 12

13 = 9

14 = 6

15 = 3

If a team does not complete in the time limit - 0 Points

CLUE – The Classic Mystery Game – Maverick Edition Troop 2019

This is a GPS Orienteering Scout Skills base event.

Premise: Something strange has happened at Camp Geronimo. The Mogollon Monster has disappeared! Authorities believe he was captured by someone at camp. Now the Old Storyteller won't have anything to talk about on Thursday evening at the Spade Ranch House!

Your task is to travel around Camp Geronimo discovering clues about where and how he was captured. Was it the Tenderfoot Scout, at the shooting range with the pocketknife? Or maybe the Camp Director at the Climbing Tower with a rope?

Execution:

This event starts and finishes outside of the Health Lodge.

Follow the GPS Coordinates to eliminate suspects until you finally find out "Whodunnit!" Act fast...The fastest patrol to find the correct suspect, location and object will earn 6 bonus points, the second 5, third 4, etc.

Points are earned in the following ways:

10 points will be awarded for patrol yell

10 points will be awarded for teamwork

Game Scoring **Suspect/Location/Object** (27 Points):

1. Correct **Suspect**: 9 points

2. Correct **Location**: 9 points

3. Correct **Object**: 9 points

All three correct get a 3 point Bonus (must get all 3 **S/L/O** correct):

Suspects

Tenderfoot

Eagle Scout

Scoutmaster

Camp Director

Old Storyteller

Pedro the Mail Burro

Location

Scout Camp Flagpole

Shooting Range

Waterfront

Dining Hall

Climbing Tower

Health Lodge

Object

Pocket Knife

Compass

Slushee from Trading Post

Hammock

Rope

First Aid Kit

Notes about Patrol Preparation:

A handheld GPS unit will be provided to navigate to each waypoint.



Troop 2019 – Maverick Camporee Boardgame Station
 Theme: **CLUE – The Classic Mystery Game – Maverick Edition**

Premise: Something strange has happened at Camp Geronimo. The Mogollon Monster has disappeared! Authorities believe he may have been captured by someone at camp. Now the Old Storyteller won't have anything to talk about at the Spade Ranch House! Your task is to travel around Camp Geronimo discovering clues about where and how he was captured. Was it the Tenderfoot Scout, at the shooting range with the pocketknife? Or maybe the Camp Director at the Climbing Tower with a rope?

Follow the GPS Coordinates to 6 locations around camp and look for a cached **CLUE BOX**. Use the **CLUE SHEET** to eliminate suspects, objects, and locations until you finally find out "Whodunnit!" Act fast...The fastest patrol to find the correct suspect, location and object will earn 3 bonus points, 2nd place 2 bonus points, and 3rd place 1 bonus point. Once you find a **CLUE BOX** and discover its **CLUES**, be sure to place the box back exactly where you found it for the next patrol. Good luck and Happy Sleuthing!

CLUE SHEET – Maverick Edition

SUSPECT	<input checked="" type="checkbox"/>	OBJECT	<input checked="" type="checkbox"/>	LOCATION	<input checked="" type="checkbox"/>
Tenderfoot Scout	<input type="checkbox"/>	Pocket Knife	<input type="checkbox"/>	Dining Hall	<input type="checkbox"/>
Eagle Scout	<input type="checkbox"/>	First Aid Kit	<input type="checkbox"/>	Waterfront	<input type="checkbox"/>
Scoutmaster	<input type="checkbox"/>	Rope	<input type="checkbox"/>	Health Lodge	<input type="checkbox"/>
Camp Director	<input type="checkbox"/>	Slushee	<input type="checkbox"/>	Shooting Range	<input type="checkbox"/>
Old Storyteller	<input type="checkbox"/>	Hammock	<input type="checkbox"/>	Climbing Tower	<input type="checkbox"/>
Pedro the Mail Burro	<input type="checkbox"/>	Compass	<input type="checkbox"/>	Trading Post	<input type="checkbox"/>

GPS COORDINATES

LOCATION		
CLUE BOX #1		
CLUE BOX #2		
CLUE BOX #3		
CLUE BOX #4		
CLUE BOX #5		
CLUE BOX #6		

Coordinates will be provided at the Health Lodge prior to gameplay

BSA Requirements addressed during the completion of this activity:

1st Class Req 4b: Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system while on a campout or hike. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.

Mouse Trap Troop 10

This is a Knot Tying, Knot identification, Knot use Scout Skills base event.

Execution :

Teams will first get a refresher on how to tie specific knots that will be used during the game using the

EDGE Method. Teams will try to get their mouse "Home" as they move through different stations that are timed while showing off their knot tying and knot identification skills. Once a team has finished one station, they move with their mouse on to the next one until they have completed all 5 stations within the time given. Points are given out per station with the goal to win a total of 50 points. The teams only have a certain amount of time to get their mouse "Home" (complete all of the stations) or they will be "trapped". All of the materials needed will be provided.

There will be 3 stations:

Start: We will give a knot tying refresher using the EDGE Method and then the clock starts ticking and the teams are off and running trying to get their mouse Home by completing each station within the time given.

1st Station: Knot Tying

Each team will roll the die which will determine which knots they will have to tie. The teams will show off their knot tying skills (Taut-line, Square and Clove-hitch, etc.).

Rolling numbers 1-5 correspond to a specific know, rolling a 6 allows the participant to select which knot will be tied.

2nd Station: Knot Matching

Each team chooses between 3 different sets of cards. Each set of cards will have different names of knots on them and cards with the image of the knots on them. Each team will have to match the name of the knot with the image of the knot under time pressure. Each match earns 2 points each. (5 different knots).

3rd Station: Knot Use

Each team will choose a set of flash cards that will have the specific use/function of particular knots. Each team will then answer each question and can earn up to 2 points each question answered correctly. (5 different questions).

Home

Once each team has completed the 3rd station, they have to run to get their mouse "home" before time is up.

Points are earned in the following ways:

10 points will be awarded for patrol yell

10 points will be awarded for teamwork

Finishing 1st Station = Up to 10 points

Finishing 2nd Station = Up to 10 points

Finishing 3rd & running home = Up to 10 points

THE GAME Troop 253

Patrols will have each member draw a number from a pile of cards. Numbers 1-5 will then be randomly assigned one of the five basic knots:

1. square,
2. two half hitch,
3. taut line,
4. clove hitch &
5. bowline.

Patrol members not assigned a knot will act as a backup. Each scout will then tie their assigned knot. When tied correctly, they will receive 6 points. If they are unable to tie it, they can turn the knot over to the first backup to attempt to tie the knot. Each time a knot is turned over to a backup a point is lost.

Once all five knots have been tied, a patrol can elect to tie two bonus knots to gain back one point for each. These knots will be attempted by any remaining backups or by reverse of the original order, depending on the number in the patrol. The two bonus knots are the sheet bend and the timber hitch.

There is a maximum of 30 points available for game play.



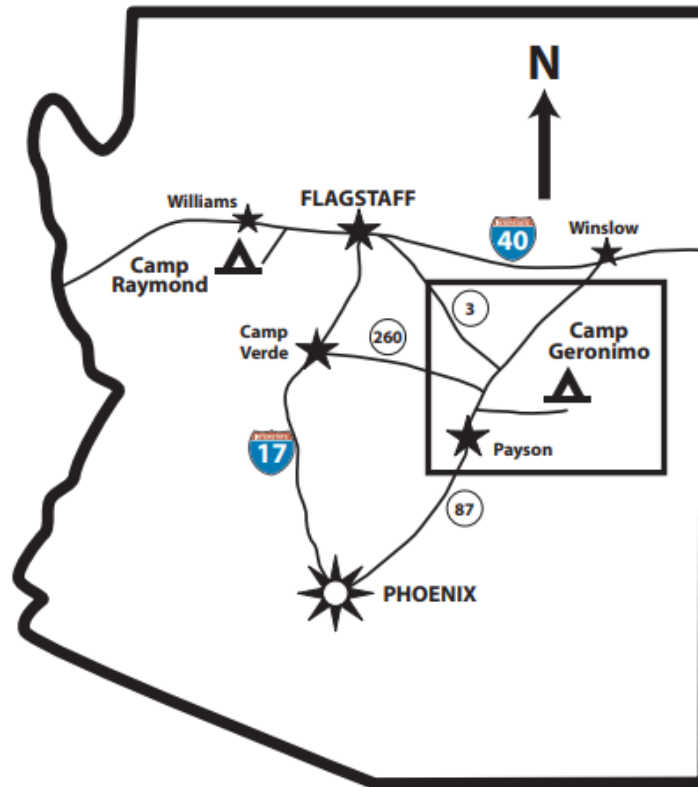
HOW TO REACH CAMP GERONIMO:

Camp Geronimo is located approximately 20 miles north of Payson, Arizona and is at an elevation of 5,420 feet. The coordinates of the Camp are: 34° 24' 10.6" N 111° 22' 06.1" W

Leaving the Phoenix metropolitan area, take State Highway 87 north. After reaching Payson, continue on Highway 87 about 12 miles until you reach the Control Road turn-off marked by highway marker 265, turn right. Continue on the Control Road for about six miles, then turn left onto Webber Creek Road, follow this for about 2 miles into camp. Allow 2 to 2-1/2 hours driving time from Central Phoenix.

Leaving from Flagstaff, take Lake Mary Road to State Route 87 south past Pine to Control Road. Turn left on Control Road (dirt) for about six miles, then turn left onto the Webber Creek Road, follow this for about 2 miles into camp. Allow 2 to 2 1/2 hours driving time.

CAMP GERONIMO



Directions:

Leaving the Phoenix metropolitan area, take State Highway 87 north to Payson, continue through Payson on Highway 87 about 12 miles until you reach the Control Road turn-off marked by highway marker 265, turn right (right turn lane on highway). Follow Control Road (dirt) for seven miles, turn left onto Webber Creek Road, near mailboxes (almost a u-turn) and into camp. Allow approximately 1 1/2 to 2 hours driving time.

Camp Geronimo*
2599 W Weber Creek Road
Payson, AZ 85541
GPS: Latitude: N 34° 24' 3.42"
Longitude: W 111° 22' 1.8"

Ranger: **Chris Baughman**
Ranger Phone: **928-474-2818**
Camp Headquarters: **928-474-4688** (June & July Only)
Email: chris.baughman@scouting.org

* To schedule Year Round Camping or Summer Camp Session reservations Contact Grand Canyon Council Office **602-955-7747**. The Camp Rangers do not schedule reservations.