

Aviation

Maverick Fall Camporee 2019

THEME: The theme for the 2019 Maverick Camporee is “Aviation”! The theme will be the basis in the different competition events. We will also once again perform a service project for Camp Geronimo to help improve the camp.

DATE: Friday to Sunday, September 27th – 29th

COST: \$10.00 per scout or adult. This cost includes charges for Geronimo facilities, materials, patches, awards and environmental fees. Money should be turned in at check-in on Friday, September 27th. Please make checks payable to the “Grand Canyon Council”.

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.
- One check for registration fees. The amount of the check **MUST** match the information on the Troop Registration Summary.
- A completed Campout Safety Checklist
- Medical Forms in a binder or closable folder that they will not fall out of. Binders will be turned in at check-in and will remain in the medical lodge until after closing on Sunday
 - 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 Patrol Registration Forms and Troop Registration Summaries. Each unit leader will be responsible for maintaining all other forms and records. Medical forms will be turned in (place in a binder) to medical staff. 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 during 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 may 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 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. One vehicle may enter camp early Sunday morning for preload.

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.

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. First aid kits should be visibly displayed in their campsite as part of the campsite inspection. There will be qualified medical personnel at the Camporee to treat any medical emergencies. Additional information will be given at the Cracker Barrel.

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 a meeting at the Dining hall at 9:00 AM Saturday; assignments will be given out at this time. Brian Driscoll will organize with the camp ranger. Everyone should bring work gloves and lots of water for the service project. Service projects will be conducted after lunch and before dinnertime.

Campsite layout map can be found at the following URL:

<http://www.mesatroop253.org/camporee.html>

Please print out copies as needed for your Scouts (one per patrol) to use to identify the tent area and activity locations.

Schedule

Maverick Fall Camporee

2019

Friday 9/27:

Check In	6:00 to 9:00 PM	Front Gate
Setup Campsites	6:00 to 11:00 PM	As Assigned
Cracker Barrel (T253)	9:45 PM	Dining Hall
Lights Out	11:00 PM	Goodnight

Saturday 9/28:

Reveille	6:00 AM	
Event Setup	7:00 AM	
Camporee Opening (T451)	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 (Driscoll)	1:30 to 3:30 PM	As Assigned
Skits Preview (SPL/ASPL)	3:30 to 4:15 PM	Dining Hall
OA Meeting (Kevin C.)	4:15 to 4:45 PM	Dining Hall
Dinner	4:00 to 6:30 PM	Campsites
Campfire Assembly and Uniform Inspection	6:45 to 6:55 PM	Trading Post
Campfire (OA & C2020)	7:00 to 8:00 PM	Campfire Ring
Flag Retirement (T993)		
Troop's Own	8:00 to 10:00 PM	Campsites
Lights Out	10:30 PM	Goodnight

Sunday 9/29:

Reveille	6:30 AM	Campsites
Church Service (T39)	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:

2019 Chili or Italian Cook Off

- 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 11a.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 amyjo.haywood@scouting.org

Maverick Camporee Games

Event	Location	Unit
Paper Planes	Obstacle Course	10
Air Traffic Control	Obstacle Course	10
Helicopter Rescue	Nature Lodge	301
Save Our Scouts	Old East Showers (Site 19)	451
Plane Signaling	Outdoor Skills	522
Aviation Relay	Open field area?	565
Radio Tower Maze	West Shower House	853
Air Drop	Obstacle Course	993
Water Bottle Rockets	Field south of Trading Post	993

All locations subject to change due to duplications submitted

Troop 10 Paper Planes

Description:

A patrol will be given a sheet of paper, there will be 1 attempt so see how far the paper airplane will fly, distance flown will determine points earned.

Points:

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

Location: Obstacle Course

Materials: Provided

Troop 10 Air Traffic Control

Description:

A patrol will be split so that they are on one side of the field and one patrol member is reading instructions to the rest of the patrol on the other side of the field through a radio communicator, using bearings (compass) and pacing the patrol will navigate to a particular spot, the amount of paces away from the unknown spot will determine the number of points.

Points:

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

Location: Obstacle Course

Materials: Provided

Troop 301 Helicopter Rescue

Description:

There is a “helicopter” with a hook on the bottom that is controllable using 4 strings. There are also little blocks with hooks on them. Your goal is to pick up the blocks and deliver them to a bucket. Points are awarded for the amount of blocks you can deliver in the time period.

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	<u>30</u> max 5 points at each of 6 stations
Total for event	50

Location: Old Camp HQ (next to site 2)

Materials: Provided

Troop 451 Plane Crash Triage

Description:

Scenario & Overview:

There was a plane crash. The people on the plane are injured, and it is the scout’s job to assess and treat the victims.

Patrols will be assessing and treating victims using their knowledge of first aid/triage as if there was a plane crash. There will be 2-3 different stations going at once so that patrols don’t have to wait very long to do the activity.

Rules:

1. Scouts will have 10 minutes to treat the 3 victims using knowledge of first aid.
2. They will receive a scenario card at the start of the activity with the situation and the victims injuries/symptoms.
3. Obvious injuries will be stated, but more vague injuries will have a list of symptoms so that the scouts can assess them.
4. They will need to treat the victim’s injuries from most to least severe.
5. They will be given various supplies that could be found in a plane crash (t-shirts, magazines, water, etc...)

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	<u>30</u> Points based on completion time and accuracy
Total for event	50

Location: Old East Showers (concrete slab in across from site 19)

Materials: Provided

Troop 522

Plane Signaling

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 565

Aviation Relay

Description:

Scouts will be given 10 minutes to complete a relay race using various scout skills. Patrols will be divided up and set at stations to complete the tasks required within the 10 minute limit. Skills required at the various stations include: tying a bowline; making and throwing a paper airplane 20'; tying a leg splint; and doing a two person carry.

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	<u>30</u> (7.5 points per station)
Total for event	50

Location:

Materials: Provided

Troop 853 Radio Tower Maze

Description:

You're flying a plane blind through a thick storm. Navigate to the safety of the airfield as quickly as you can. Avoid obstacles along the way via instructions from the radio tower. Scouts will be directed blindfolded through a maze using instructions from other scouts. Points will be deducted based on speed of completion and if obstacles are "hit".

Points:

Patrol Yell	5
Scout Spirit/Teamwork	5
<u>Event award</u>	40 (-2 points per obstacle hit, -1 point for each minute)
Total for event	50

Location: West Side Showers

Materials: Provided

Troop 993 Air Drop

Description:

The goal is to drop a relief package from the plane and hit the target. On a cable, a "plane" will be suspended from it. The plane will travel down the cable. One patrol member will be the signalman and another will be the pilot. The pilot will have a remote control and the signalman will have a flag. As the plane travels down the cable, the signalman will signal the pilot to release the package. Each patrol will get two test runs prior to 5 scoring runs.

Points:

Patrol Yell	10
Scout Spirit/Teamwork	10
<u>Event award</u>	30 (points based on accuracy of drops)
Total for event	50

Location: Obstacle Course

Materials: Provided

Troop 993 Bottle Rocket Launch

Description:

Each patrol will build and bring their own bottle rocket to the launch pad. Rockets will be launched and judged on total time in the air. Timing to be tracked using a stop watch. Rockets must be made out of a 2 liter soda bottle that will fit over a ½" PVC pipe. Wings and weights are allowed. NO PARACHUTES OR STREAMERS ALLOWED.

This event is optional and does not affect None Better scoring in any way. Winners will be announced during closing ceremony.

Points:

100 points for winning rocket
80 points for second
70 points for third
60 points for fourth
50 points for fifth
40 points for sixth
30 points for all others

Location: Field south of trading post

Materials: Patrols must build and bring their own rockets

Preparing to Leave Camp – Assigned Responsibilities:

Clean and Sweep Dining Hall	Troops 653 & 522
Clean Health Lodge	Troop 522
Clean Central Restrooms and pick up trash on parade ground and at campfire ring	Crew 2039
Clean Eastside Shower House	Troop 219
Clean Westside Shower House	Troop 3968