

2025 Grand Canyon Council

Maverick Camporee

Maverick Around the World

September 26-28, 2025

Camp Geronimo



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2025 Maverick Fall Camporee Schedule

Friday 9/26:

Check In	6:00pm - 9:00pm	Gatehouse
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Uniform inspection will be done in the parking lot as you arrive

Quiet Time	10:00pm	Campsite(s)
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Saturday 9/27:

Camporee Opening	7:30am	Flagpole
Patrol Competition	8:00am - 12:30pm	As Assigned
Service Project Meeting (SM)	9:00am	Dining Hall
Dutch Oven Competition (All SM)	11:00am	Dining Hall
Score Card Turn In	11:30am - 1:00pm	Dining Hall
Lunch	12:30pm	Campsites
Service Projects Activities	1:30pm - 3:30pm	As Assigned
Skits Preview	3:30pm - 4:15pm	Dining Hall
OA Meeting	4:15pm - 4:45pm	Dining Hall
Dinner	5:00pm	Campsites
Campfire Assembly	6:45pm	TBD
Campfire	7:00pm	Campfire Ring
Quiet Time	10:00pm	Campsite(s)

Sunday 9/28:

Scouts Own	8:00am	Troop Campsite
Awards and Closing**	9:00am	Campfire Ring
Campsite Clearing		Troop Campsite
Pickup Patches	by 11:00am	Gatehouse

Check-In Process:

Check-in is on Friday September 26, 2025, 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.

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) Units will then need to keep the forms with them and have them accessible in case of emergency.
- **BSA Consent/Permission Form**, completed.

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. Late arrivals should proceed to the Dining Hall to Check-In.

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 morning and afternoon activities will be in the activity (Class B) uniform.

Vehicle Parking:

All vehicles are to remain in the parking lot 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 encouraged 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.

Campsites:

Campsites will be assigned based on request at time of online registration and needs of all units.

Medical Services/First Aid:

The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. Each unit should have its own first aid kit and be prepared to treat minor injuries. Units are the first line for treatment of minor injuries. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded.

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.

Service Project:

An adult meeting will take place Saturday morning in the dining hall at 9:00am where service project details will be provided. Everyone should bring work gloves and water in preparation to participate in any projects.

Saturday Night Campfire:

All units are encouraged to submit 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.

Checkout Process

Before leaving the campsite on 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

Scoutmaster Dutch Oven Competition

Event category: It's a Mystery

- 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.

Awards and Scoring

Maverick Merit and Honor Award

The award is presented at three levels:

Gold 100 Points

Silver 90+ points

Bronze 80+ points

Participate and Earn Points as follows:

Campsite score: 80 (10pts), 90 (15pts), 100 (20 pts)

Uniform Score: 80 (10pts), 90 (15pts), 100 (20 pts)

Present Skit/Song for Campfire: 20 pts

Scout Spirit (Troop Yell): 20 pts

SM Dutch Oven Cook-Off 20 pts

Patrol Competition Games

The Patrol Competition has been designed for the Patrols to show off their Scout Spirit, Teamwork and Scout Skills. All supplies will be provided. Points for Scout Spirit (Patrol Yell) and Teamwork is all or nothing. Points for skill is provided in game description.

None Better

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, 10 points Scout Spirit (all or nothing), 10 points teamwork (all or nothing) and 30 points game score.

Scorecards for each patrol will be handed out at morning flags to the Troop SPL. This is a record of your scores during the patrol competition. It will be completed at each station. It is your patrol's responsibility to keep this with you at all times. Scorecards must be turned in at the Dining Hall (see schedule). Failure to turn in the Patrol Scorecard will result in 0 points. Patrol ribbons will be awarded based upon patrol performance. Ribbons will consist of Presidential, First Place, Second Place and Participation.

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

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 Competition Games

Each game has a value of 50 points. Points are awarded as follows: 10 points for teamwork (all members of the patrol participate), 10 points for Patrol Spirit – (Patrol gives their patrol yell) and 30 points for scoring on games. Teamwork and Patrol Spirit is all or nothing.

The games and description is as follows:

Navigating Africa

Skill: Orienteering

Using a compass, each patrol will navigate to three different locations, each one representing a different location in Africa. Each location you successfully navigate to earns you ten points.

South American Explorer

Skill: Scout Essentials

Of the dozens of essentials placed in front of you, you must select the ten Scout essentials and place them in a bag. Each essential is worth three points.

American Tourist – Flags of the World

Skill: Knowledge Base

Description: Coming Soon

Fire Building in the Outback

Skill: Fire Building

Description: Coming Soon

European Architect

Skill: Teambuilding

Description: Coming Soon

Don't Krack the Kraken

Skill: Teamwork

Description: Coming Soon

Everest Rescue

Skill: First Aid Carry

Description: Coming Soon

Base Camp Antarctica

Skill: Camp Set-Up

Description: Coming Soon

2025 Maverick Camporee

Sample Uniform Inspection

Unit #:

Number of Scouts:

	Point Value	# Met	Score
Official Scout Shirt	25	<input type="text"/>	<input type="text"/>
Official Scout Pants, Shorts, Skort	20	<input type="text"/>	<input type="text"/>
Official Scout Belt	20	<input type="text"/>	<input type="text"/>
Official Scout Socks	20	<input type="text"/>	<input type="text"/>
Neckware (uniformed)	5	<input type="text"/>	<input type="text"/>
Headgear (uniformed)	5	<input type="text"/>	<input type="text"/>
Insignia (Flag, CSP, Unit Number)	5	<input type="text"/>	<input type="text"/>
Total	100	<input type="text"/>	<input type="text"/>
Avg Score			<input type="text"/>

2025 Maverick Camporee

Sample Campsite Inspection

Unit #: _____

Site: _____

Category	Maximum Points	Score
Campfire		
Proper Campfire	5	_____
Neatness	5	_____
Cold Out or Watched	20	_____
Patrol Organization		
Duty Roster Posted	5	_____
Menu Posted	5	_____
Tents set up correctly	5	_____
Personal gear properly stowed	5	_____
General Campsite		
Troop Entrance Defined	10	_____
American Flag Properly Displayed	10	_____
First Aid Kit Available and Visible	10	_____
Latrine Clean	5	_____
Food properly stored in kitchen area	5	_____
Trash Properly Stored	5	_____
Troop Gear Neat and Orderly	5	_____
Unauthorized vehicles parked at campsite is a loss of 20 points per vehicle		_____
		.
Total Points	100	_____0

2025 Maverick Camporee

Maverick Mysteries

Sample None Better Score Sheet

Troop:

<u>Category</u>	<u>Max Points</u>	<u>Score</u>
Check-In Procedure:		
Unit Roster	25	
Receipt from online registration	25	
Campout Safety Check List	25	
BSA Medical Form(s)	25	
Activity Consent Form(s)	25	
No Adults at Check-In	25	
Uniform Inspection - Average Score	100	
Campsite Inspection	100	
Service Project Participation	100	
Competition Score - Average Score	450	
Patrols Total Score _____ # Patrols _____		
Total Points	900	