

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
A uniform inspection will be completed in the parking lot when 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 Break	12:30pm	Campsites
Service Projects	1:30pm - 3:30pm	As Assigned
Skits Preview	3:30pm - 4:15pm	Dining Hall
OA Meeting	4:15pm - 4:45pm	Dining Hall
Dinner Break	5:00pm	Campsites
Campfire Assembly	7:15pm	Campfire Ring
Campfire	7:30pm	Campfire Ring
Quiet Time	10:00pm	Campsite(s)

Sunday 9/28:

Interfaith Service	9:00am	Main Campfire Ring
Awards and Closing	immediately following Interfaith service	
Campsite Clearing		Troop Campsite
Pickup Patches	by 11:00am	Gatehouse

General Information:

Maverick Camporee is designed to be a skill and teamwork competition. However, units should not feel obligated to compete, just come have fun with the program. Units are responsible for their own meals. Maverick Camporee is open to Arrow of Light (AOL) Scouts, Scouts BSA, Crews and Sea Scouts. This is not a family camp (AOL Scout(s) parent /legal guardian(s) may attend with the AOL patrol and their child). Troops may host an AOL Patrol, which could include sharing a campsite and meals. If you don't have an AOL Patrol to host, send an email to MaverickCamporee@gmail.com and we will see if we can coordinate one for you. Pets are not allowed and will be asked to leave camp.

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 unit's 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. If an unforeseen situation occurs, late arrivals should proceed to the Dining Hall to check-in. Dining Hall should be staffed until 10:00pm.

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.**

Scouts and adult leaders are encouraged to walk from the parking lot to their campsite. Any vehicles found at the campsite after Friday midnight will result in a deduction of **500** points from the unit's total points. If there is a need for a vehicle to remain in camp, authorization must come from the Camporee Committee, and a parking pass may be provided.

Campsites:

Campsites will be assigned based on the needs of all units. Campsite requests at time of registration will also be considered.

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.

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: Foods of the world

- Bring your favorite dish from around the world
- 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.

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. See sample scoresheet at the end of the guide.

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:

American Tourist – Flags of the World

Skill: Knowledge Base

Objective: Identify the Flags of 20 Countries

Each Patrol will be provided with 20 Flags (lettered) (8 easy, 10 moderate, and 2 difficult) and an answer sheet with 20 Countries. The Patrol will place the letter of the Flag on the line for whatever they believe the correct Country is. Hints are available for the intermediate and difficult flags, see point deductions.

Points are awarded as follows:

Easy Flags will be worth 0.5 points each and no possible hints.

Moderate Flags will be worth 2 points each with 1 possible hint.

Difficult Flags will be worth 3 points each with 2 possible hints.

Each hint used will deduct a point (ex. If for a difficult flag 2 hints are used, it is now only worth 1 point each.)

**Incorrect Answers will not be counted negatively. If you get it correct you get the point, if you do not, you get 0 points.

Don't Crack the Kraken

Skill: Teamwork

Objective: Work as a team while successfully transporting the Kraken from one location to another without it escaping.

Rules:

- From the starting point all Patrol members must be in contact with at least one of the tentacles at all times.
- Patrol members may only hold the tentacles from the loops at the end. Tentacles cannot be shortened in any way or wrapped around arms or bodies.
- The Kraken body may not be touched by patrol members at any time during the task.
- The Kraken must be moved to each location in order.
- The Kraken body must tap the cone at each location.
- Each cone is considered a touch point. If the Kraken is dropped, the last touch point will be the new starting point.
- If the Kraken body touches any other obstacles along the course, the team must return to the last touch point. If a Kraken tentacle is dropped, or touches the ground at any time, the team must return to the last touch point.
- Task must be completed in 15 minutes.

Points are awarded as follows:

10 points - given for each successful transport from cone to cone.

2 point loss for each time the Kraken is dropped

(30 points total– KRAKEN TRANSPORTED ACROSS ALL CONES)

Each Patrol is allowed 5 minutes to practice before starting.

Base Camp Antarctica

Skill: Camp Set-Up

Objective: Set-up and take down camp in 20 minutes or less

From Starting line. The patrol travels 50 ft and sets up a tent, sleeping bag and camp chairs. One scout will enter the tent and lay on top of the sleeping bag. The remaining scouts will sit down in a chair. When this has been completed, they reverse the process: pack up the sleeping bag, chairs and tent correctly and then race back to the starting line.

Points are awarded as follows:

30 points for completing in under 10 minutes

20 points for completing the challenge 10-15 minutes

15 points for completing the challenge in 15-20 minutes

0 points for not completing the challenge

European Architect

Skill: Teambuilding

Objective: Scouts will use teamwork to build the new tower going up in France.

Rules:

- One scout will be the architect; the remaining Scouts will be builders.
- The architect will be given the blueprint for the tower. Only the architect may see the blueprints. Showing the design to the builders will be a 20-point reduction.
- The architect is to not touch the materials or the tower, doing so will be a 5-point reduction for each infraction.
- The architect will describe how to build the tower to the builders. The builders will build the tower following verbal directions only.
- The patrol has 10 minutes to complete the tower as accurately as possible. Each minute thereafter will be a loss of 1 point per 1 minute.
- The tower and blueprints will then be compared to see if they match. If it matches closely, the remaining points will be retained. Each infraction will be a loss of 2 points.

Everest Rescue

Skill: First Aid Carry

Objective: A blanket and two poles are supplied to each patrol. Each patrol has to construct a stretcher and carry a provided object through an obstacle course with plastic cones. The stretcher must be passed to different pairs. Everyone needs to carry the stretcher at some point.

Points are awarded as follows:

15 points for constructing the stretcher.

15 points are awarded for making it through the obstacle course.

Each cone anyone touches subtracts one point.

Time: 15 minutes to build and complete course.

Fire Building in the Outback

Skill: Fire Building

Each patrol is supplied with tinder, kindling, fuel wood, a lighter, matches, and flint and steel. The goal is to start a fire as soon as possible. The fire must burn through a string that is approximately 1 foot above the fire.

Timing: 15 minutes.

Points are awarded as follows:

30 points are awarded if the patrol can start a fire with flint and steel.

25 points are awarded if the patrol can start a fire with one match.

20 points are awarded if the patrol can start a fire with multiple matches.

15 points are awarded if the patrol can start a fire with a lighter.

Navigating Africa

Skill: Orienteering

Using a compass, each patrol will navigate to three different locations, each one representing a different location in Africa.

Timing: 15 minutes

Points: 10 points for each location you successfully navigate

South American Explorer

Skill: Scout Essentials

Of the dozens of essentials placed in front of you, the patrol must select the ten Scout essentials and place them in a bag.

Timing: 5 minutes

Points: 3 points for each correct essential.

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"/>
Neckwear (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 Around the World
Sample None Better Score Sheet

Troop:

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