

2026 Grand Canyon Council

Maverick Camporee

September 25-27, 2026



Camp Geronimo

Senior Patrol Leader:

Abigail F

Asst Senior Patrol Leaders:

Beth N

Sean R

Caleb K

Zachary W

Adult Advisor(s):

Cathy Catalfo

Kevin Catalfo

Chapter Advisors:

Mindy Richins - Apache Trail

Jack Bowman – Gila River

Questions:

Email: MaverickCamporee@gmail.com

Call: Cathy (602) 741-0321

Contents

Schedule	3
General Information	4
Check in Process	4
Uniforms	4
Parking	4
Campsites	5
Medical	5
Service Project	5
Saturday Night Campfire	5
Checkout process from Camporee	5
Scoutmaster Dutch Oven Competition	5
Awards and Scoring	6
Patrol Competition Game Description	7-10
Sample Uniform Inspection Form	11
Sample Campsite Inspection Form	12
Sample None Better Award Form	13

2026 Maverick Fall Camporee Sample Schedule

Friday 9/25:

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 9/26:

Camporee Opening	7:30am	Flagpole
Patrol Competition	8:00am - 12:30pm	As Assigned
Service Project Meeting (SM)	9:00am	Dining Hall
Dutch Oven Competition (SM/ASM)	11:00am	Dining Hall
Score Card Turn In (SPL)	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 Fellowship	4:15pm – 4:45pm	Dining Hall
Dinner Break	5:00pm	Campsites
Campfire	7:30pm	Campfire Ring
Karaoke	following Campfire	Dining Hall
Quiet Time	10:00pm	Campsite(s)

Sunday 9/27:

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. This is not a family camp. Troops may host an AOL Patrol, which may include sharing meals and equipment, but must follow the Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA.

Pets are not allowed and will be asked to leave camp.

Check-In Process:

Check-in is on Friday September 25, 2026, 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 Interfaith 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 be held 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. Not all skits/songs may be selected.

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: Dessert

- Bring your favorite Dutch oven dessert
- 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 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)
<u>Present</u> 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

Under the Bridge

Skill: Lashings

Overview: Scouts will lash two tripods together and then add another pole laying across both tripods. Weights will then be added to test the lashings. The longer the lashings and tripods stand after weight is added, the more points that will be added.

Instructions:

1. Each patrol will get 7 wooden poles
2. Each patrol will build two tripods
3. Set the tripods 5 feet apart
4. Lay one pole across the tops of both tripods in a valley
5. At the middle of the center pole tie a clove hitch followed by two half hitches
6. Let the rope hang about 2-3 feet then put the rope through the buckets handle
7. Tie the handle to the rope using the half hitch
8. Wait to see how long the lashings stand

Scoring:

- Time standing after weights are added
- 10 points for completing the proper lashings
- Additional points earned for time standing
 - 20 points- 1 minute
 - 15 points- 30 seconds
 - 10 points- 10 seconds
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

Light My Fire

Skill: Fire-Starting

Overview: Oh no, there has been a rockslide! Now there is no fuel to start the fire. You must create a fire using one of the options below. In twenty minutes, patrols will attempt to start a fire without a lighter and with no outside materials. Depending on the method and difficulty of the method used, different amounts of points will be awarded.

Scoring:

- 30 points could be awarded for starting the fire
 - 20 points for flint and steel
 - 22 points for steel wool and battery
 - 24 points for sun reflection plate
 - 26 points for 2 rocks
 - 28 points for friction plates
 - 30 points for fire bow
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

The Rawk Show

Skill: Teamwork

Overview: Scouts will work as a patrol to correctly identify as many minerals as possible within 15 minutes. The patrol leader is positioned facing away and reads aloud a description from a mineral description card. The rest of the patrol must listen carefully, examine the labeled mineral specimens, and place each specimen on the correct numbered spot that matches the description being read

Instructions:

1. Patrol leader is positioned away from their patrol so they cannot see the minerals
2. Patrol leader reads the description card corresponding to Mineral #1
3. Examine all minerals and determine which one corresponds with the description
4. Place mineral on the matching numbered spot
5. Repeat steps 2-4 until all minerals are identified or time runs out- whichever comes first

Note- Each patrol can bring the following tools to make it easier. They are not provided by staff and are not required to be successful at the game

- Magnifying glass
- Flashlight
- UV flashlight

Scoring:

- 30 points for identifying all specimens properly
 - 2 points per mineral
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

We Will Rock You

Skill: Teamwork

Overview: Scouts will work together as a team to construct a model of a geologic formation using PVC pipe as a structural frame, a blanket as the surface material, and rocks to hold its shape. Each team must replicate the key features within the 20-minute time limit

Instructions:

1. Draw a reference card
2. Discuss a plan and assign roles
3. Construct the formation
4. Within 20 minutes, patrols will present their formation, name it, and describe the key features

Scoring:

- 30 points possible, (still working out the scoring)
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

Lift

Skill: Teamwork

Overview: Your entire patrol must cross a rocky field using only two long wooden skis fitted with rope handles. No scout may touch the ground- every step is taken on the skis, with teammates gripping the ropes to life and moving each ski forward in turn. The catch? No one can see the whole picture at once. Success depends entirely on clear, constant communication.

Instructions:

1. Every scout steps onto the two skis- one foot on each ski- and grips the rope handle at their position
2. Scouts must call out and confirm together
3. Leading scouts in the front call out rocks and obstacles
4. Scouts at back relay information forward if needed
5. If any scout touches the ground, the whole team restarts
6. The patrol wins when all scouts cross the finish line together, still on the skis

Scoring:

- 30 total points can be awarded for crossing the finish before the time limit
 - Each restart will subtract one point
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

Don't Stop Orienteering

Skill: Orienteering

Overview: You and your patrol are on a quest to attend as many rock concerts as you can, except you have to provide the directions. The patrol will work to identify the degrees and feet to different locations.

Instructions:

1. Patrols will be given three locations
2. From the starting point, determine how many degrees and feet to the first location
3. The first location is the new starting point
4. Repeat until the degrees and feet are determined for all three locations

Scoring:

- 30 points for identifying the degrees and feet for all three locations
 - 10 points for each location correctly identified
 - Scouts will be able to reattempt failed locations for half points
 - If they don't get it correct after the second attempt, they do not receive any points for that location
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

Another One Bites the Dust

Skill: First Aid

Overview: An earthquake has caused a rockslide, trapping injured scouts in the rubble. Your patrol must locate, assess, treat, and evacuate all casualties before time runs out! There will be three rubble zones with one injury each.

Instructions:

1. Patrol leader reads the scenario
2. Plan approach and assign roles
3. Enter “rubble zone” and locate all three casualties
4. Treat each casualty properly
5. Properly transport each casualty to the designated Safe Zone

Scoring:

- 30 points for properly treating and transporting all casualties
 - 5 points for treating each injury
 - 5 points for transporting each casualty
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

We Built this Cairn Out of Rock and Roll

Skill: Teamwork

Overview: As a patrol you will build one or more rock cairns, but it can't be any cairn. You will be given specific rocks and challenges you must use and fulfill while building your cairn.

Scoring:

- 30 potential points for building a cairn
 - Up to 10 points based on the time it takes
 - Up to 10 points based on the height
 - Up to 10 points for fulfilling structural challenges given
- 10 points possible for teamwork (0, 5, 10)
- 10 points possible for scout spirit (0, 5, 10)

2026 Maverick Camporee

Sample Uniform Inspection

Unit #:

Number of Scouts:

	Point Value	# Met	Score
Official Scout Shirt	25		
Official Scout Pants, Shorts, Skort	20		
Official Scout Belt	20		
Official Scout Socks	20		
Neckwear (uniformed)	5		
Headgear (uniformed)	5		
Insignia (Flag, CSP, Unit Number)	5		
Total	100		
			Avg Score

2026 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

2026 Maverick Camporee
Maverick Rocks
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	