

South Florida Council's
Venturing Officers Association

Invites you to:



Major Mayhem 2022

“The Venturing Games”

April 29th - May 1st
Camp Elmore

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2022 Major Mayhem

February 16, 2022

Dear Scouting Family,

I am beyond excited to welcome you to Major Mayhem 2022! This year, the event is open to Territory 16 Venturers and Troops, so we expect to see a lot of new faces. Major Mayhem will take place at Camp Elmore the weekend of April 29 - May 1, 2022.

The theme of this year's event will be The Venturing Games. We will have a variety of games including Olympian Triathlon, Canoe Tug-O-War, and many more. These competitions will give every scout the opportunity to engage in teamwork, friendly competition, and even show off skills they've learned throughout their scouting journey, all while having fun.

There will also be an Award Ceremony where we will present the competition awards, as well as the Council Venturing Leadership Award and the Michael Michko Award.

I have the pleasure of being your chairperson for this year's Major Mayhem, and I look forward to seeing you all there!

Yours in Venturing,

Isabel Martinez

Isabel Martinez, Activity Chair
2022 Major Mayhem

Major Mayhem 2022 Staff:

Chairperson:

Isabel Martinez
Crew 868
(305) 799 - 4110

VOA Vice President Of Programs:

Andrew Beckman
(954) 604 - 5225

VOA President:

Andrea Marron
(305) 338 - 5311

VOA Advisor:

Tom Fretch
(786) 356 - 6903

VOA Staff Advisor:

JP Grillo
(786) 296 - 7062

Check-in Procedures

Check in will open at 5:00 pm and close at 9:00 pm **Friday night**.

Crew Presidents must notify registration at Check-in if a youth will be arriving after 9:00 so arrangements can be made for briefing.

Each Unit must have each of the following available and ready to be submitted by **Friday night**:

- Registration Forms
- Health forms available for inspection
- Unit/participant BSA Swim tests
- Crew Advisor approval and recognition of registration in BSA
- **Final Unit Rosters must be turned in at check in.** Provide initial unit rosters by April 15th 2022 via email to voa@sfcbasa.org and submit the final rosters at time of check in.
- Skit competition Boxes will be due **Friday at the Leadership meeting**
 - Each unit must bring a box (not clear or see-through) with 10 items that may be used for a skit.

Each Unit must have representatives and their advisors at the **Friday night Leadership Meeting** in order to register for the:

- Canoe Tug-of-War
- Volleyball Tournament
- Gaga Ball Tournament
- Flag Football Tournament
- COPE Climbing Wall time slots (must register as a COPE Climbing Wall participant)

Schedule

Friday

5:00 PM Check-in begins
9:00 PM Check-in Closes
7:00-9:00 PM Beach Party by the lake
9:30- 10:00 PM Leadership Meeting

- Bring all required materials (page 5)

10:00- 10:30 PM Cracker barrel (Provided)
12:00 AM Lights Out

Saturday

7:00 AM Breakfast (Unit)
8:00 AM Opening Ceremony at Flags *
8:30 AM - 12:30 PM Morning Activities

- Advisor Coffee Competition
- Gaga Ball
- Volleyball
- Flag Football

12:30- 2:00 PM Lunch (Unit)
2:00-4:00 PM Olympian Triathlon at Main Pavillion
4:00- 6:00 PM Free Swim, canoe tug-a-war, service, and Beach Games
6:00- 7:30 PM Dinner * (Provided)
8:00 PM Saturday Night Show at the Amphitheater *
12:00 AM Lights Out

Sunday

7:00 Breakfast (Provided)
8:30am Scouts Own *
9:00am Clean Up
10:00am Check-out process begins

*** Must wear Class "A"**

Gaga Ball

Objective:

All players in the Gaga pit must try to eliminate each other with the Gaga ball. The last player standing is the winner.

Method:

Players (as many as can fit) stand inside the pit, touching the walls of the pit. One player throws the Gaga ball up into the air. For every bounce of the ball, all the players yell one syllable (“Ga-ga-ball”; the ball bounces 3 times). Once it bounces 3 times, the game starts. Players can hit the ball with one hand, but cannot pick it up and throw it. If the ball hits the walls of the pit or another player touches it, then you may hit the ball again. If the ball touches the player anywhere on or below the waist, that player is eliminated. If the ball is hit out of the pit, the last player to touch the ball is out. Players who are eliminated must step outside of the Gaga Ball pit. To get back into the game, a player must catch a ball midair that is hit outside of the pit. Once there are 3 players left in the pit, you may touch the ball 2 times. If you touch the ball more than once when there are more than 3 people left in the game, then you are out. Once there are 2 players left in the game, you may touch the ball 3 times. The last player left is the winner and gets to start the next game.

Scoring:

After each game ends, a new one starts. The winner from the last game starts the new game.

Volleyball

- 6 players on a team, 3 on the front row and 3 on the back row
- Maximum of three hits per side
- Player may not hit the ball twice in succession (A block is not considered a hit)
- Ball may be played off the net during a volley and on a serve
- A ball hitting a boundary line is "in"
- A ball is "out" if it hits...
 - an antennae,
 - the floor completely outside the court,
 - any of the net or cables outside the antennae,
 - the referee stand or pole,
 - the ceiling above a non-playable area
- It is legal to contact the ball with any part of a players body
- It is illegal to catch, hold, or throw the ball
- If two or more players contact the ball at the same time, it is considered one play and either player involved may make the next contact (provided the next contact isn't the teams 4th hit)
- A player can not block or attack a serve from on or inside the 10 foot line
- After the serve, front line players may switch positions at the net
- Games will be to 9 points, except Championship game, which will be to 15 points.
- Any Unit (participant, observer, or adult) that exhibits poor sportsmanship or un-Scout-like behavior will be forced to forfeit the match and 50 points will be deducted from the Unit's overall score.
- This is a double elimination tournament. For example, if a Unit has zero losses in the final round and loses, they will get to play another match. During the finals, if the match is tied at 15, the winner must win by 2 points.
- Points will be awarded on serve. Rotate on serve (same player does not serve consecutively). Only the serving team rotates on serve.
- All play calls, made by the game officials, are FINAL!!

Flag Football

Objective:

Run down field with the football into the endzone, and prevent the other team from running into the endzone with the football.

Method:

During a series of four downs or plays, the offensive team will attempt to run or throw the football into an endzone. The offensive team must avoid the defenders and protect the flags worn at their sides and back. If a defender is able to pull a flag off on a person holding the ball the play is ended and the following play resumes from the spot of the pull. The defense must prevent the offensive team (the team with starting possession of the ball) from scoring.

Scoring:

Touchdown: when the ball is ran into the endzone, 6 points

Safety: When the flag of the ball holder is pulled within their own endzone, 2 points

Olympian Triathlon

Triathlon Relay Race!

All families will start at the main pavilion. One member will complete the orienteering course. Once it is finished another member will run to the basketball court, make three shots, and tag the next team member who will run to the Leaders Lodge, throw and sink 4 corn hole bean bags into the cornhole. Then they will run to the waterfront where the sink-a-thon will begin. The first family at the waterfront gets the biggest bucket. The first 6 families there will participate in the sink-a-thon.

*BSA swim test forms must be turned in to do any aquatics activity!

Free Swim

Free swim will be taking place at the dock and be monitored by a BSA lifeguard. *BSA swim test forms must be turned in to do any aquatics activity!

Safety & First Aid

1. In case of an accident or any type of injury, please report to the competition headquarters immediately.
2. If an accident or injury cannot be handled by First Aid Services, then the person or Scout may be transported to a nearby hospital if necessary, by two responsible adults from his/her respective unit. (Please have parent permission slips and emergency contact forms available at all times) Parents of injured Scouts will attempt to be notified immediately, before the unit leader or Camporee Staff makes any final decisions. *Unit leader will set up their procedures with parents. Unit Leaders, parents or EMS should transport Scouts. Camporee Staff generally does not do this. Incident Reports will be completed by the Competition Medical Staff and given to South Florida Council*
3. Safety **FIRST**. Please review the Camp Rules and Regulations with all your participants and visitors. We want you to have fun safely.

Rules & Guidelines

1. PDA – Public Displays of Affection
 - a. Every Scout, male and female, is to abide by the BSA rules of PDA. Violators may be asked to leave the event.
2. Buddy/Quadi System
 - a. Four minimum at all times!
 - b. Co-ed buddy groups are Four or more; minimum of two of each sex
3. Dress
 - a. Usual scout-appropriate attire (Class A or B).
 - b. Shoes are to be worn at all times. Including in the Lake.
4. Leave No trace
 - a. Follow Leave No Trace Principles.
5. Guide to Safe Scouting
 - a. Follow all National and Council rules and regulations at all times
6. Alcohol, Drugs, Profanity, and Smoking
 - a. The VOA fully supports the policy of the Boy Scouts of America concerning the use of Alcoholic Beverages, Drugs, or other Mind-Altering Substances.
 - i. This includes the use of cigarettes or vaping by youth. Adult smokers must abide by BSA policy regarding cigarette smoking. No vaping permitted
 - ii. No smoking allowed on camp property. Non-compliance may result in the individuals being asked to leave the Event.
7. Medical Forms
 - a. All persons attending South Florida Council or District events must comply with Scout policy to have in their possession a properly filled out scout medical form, Parts A and B
 - b. The crew advisors are responsible for the possession of the BSA medical form for all (youth and adult) attending.
 - c. Form Available at <http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>
8. Swimming Policies
 - a. BSA swim tests **MUST BE COMPLETED** before participating in any swimming activities.
 - b. Please keep in mind the BSA Swim Safe Policy so make sure you buddy up. This includes canoeing.
9. Electronics
 - a. The Major Mayhem Committee is not responsible for the loss or damage of any electronic device brought to the event.
10. Sportsmanship
 - a. This is a competitive event and emotions tend to run high. Please keep the spirit of scouting in mind.
 - b. If one team purposely hinders another team for the sole purpose of winning the event that team will be disqualified.
 - c. Profane language or gestures by participants will not be tolerated, resulting in the disqualification from the event.
11. Judging
 - a. Judge's say in their activity is final

12. Uniforms

- a. Class A is referred to as YOUR UNITS official dress (i.e. field) uniform.
- b. Class B is referred to as YOUR UNITS activity uniform (typically a unit t-shirt).

13. Campsites

- a. Campsites will be assigned as you arrive.
- b. Cooking may be done on charcoal, wood fires, or approved stoves under adequate supervision.
- c. Each crew shall provide adequate Fire Protection with all-purpose fire extinguishers, which are expected to be in the cooking area.
- d. NO Ground fires except in designated fire pits.
- e. This is a tent camping event.

14. Food

- a. Each crew is responsible for bringing their own food and preparing their own meals throughout the weekend. Except for dinner Saturday night and Sunday breakfast

15. Campsite Reservation

- a. Campsite assignments will be made upon arrival Friday in Traditional Major Mayhem fashion. No arrivals till 5 pm Please!

16. Check-In

- a. Upon arrival, one or more youth leaders and an adult unit representative will check-in at the registration table (campsites will be assigned at this time)
- b. A complete registration form with ALL Youth and Adult names must be presented and turned in at this time.
- c. Unit attendance Rosters must be completed and turned in

17. Check Out

- a. THINK LEAVE NO TRACE. The campsite should look better than you found it on arrival.
- b. After Breakdown, loading, and cleaning of the campsite, the Crew will report to the registration table and request a check-out inspection
- c. Once the inspection is complete, the unit will receive the final Major Mayhem packet.

18. COVID-19 Guidelines

- a. All participants are expected to be Covid smart- wash hands, don't shake hands or share items, wear masks if desired, and follow all CDC and Broward County DOH Guidelines. IF YOUR SICK-STAY SAFELY AT HOME

All units are asked to check their packet for completion before they leave the registration area.

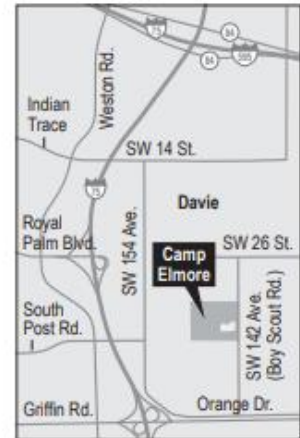
Camp Elmore Rules

1. All units must Check In and Check Out with Campmaster or Camp Ranger.
2. Overnight camping and day use of camp is only for properly registered camp users.
3. Campfires are allowed only in designated Campsite Campfire Rings. All cooking fires are to be a minimum of 18 inches off the ground. Fires must be under qualified adult supervision at all times, and must be out cold when campsite is not occupied.
4. Smoking and tobacco products are NOT permitted anywhere on the Camp property.
5. No dogs or pets of any kind are allowed in Camp at any time. Please leave them home.
6. No alcoholic beverages, controlled substances, illegal drugs are allowed in camp.
7. No Firearms, fireworks, ammunition, explosives or archery equipment are allowed in camp.
8. Camp BB Guns and Archery Equipment may only be used under proper adult supervision in designated ranges during units reserved times.
9. No bicycles, roller skates, roller blades, skate boards, skate shoes, mopeds, motorized vehicles or four wheelers are allowed. (Bicycles or roller skates may be allowed as a preapproved organized and reserved Scout Activity ie: Merit Badge Course or Belt Loop Activity)
10. Swimming and boating is only permitted under proper adult supervision and in the approved areas following all BSA Guidelines during units reserved times.
11. Fishing is permitted only from the shore by registered campers under adult supervision.
12. All garbage must be bagged properly, and placed in the dumpster nightly or taken home. Please keep your campsite and the restrooms clean at all times. All Units using Camp will be asked to assist in cleaning the Camp Restrooms.
13. No bleach type products may be used in the camp restroom facilities. Restroom sinks are not to be used for dish washing. Grease must be disposed of properly in garbage.
14. Camp Quiet Time is from 10 PM until 7 AM. Lights out is 11 PM. Be considerate of other Units.
15. Vehicles may unload/load at Campsite and must then immediately be returned to parking lots. The Campsite Road gates will be locked from 10 PM Friday until 8 AM Sunday. Vehicles may only drive on designated roadways and park in designated parking lots. No vehicles/trailers are allowed in Campsites. No vehicles may be driven on or through grass on Camp.
16. Camp speed limit is 15 miles per hour. Seatbelts are required of every vehicle occupant.
17. Do not open plumbing, irrigation or electrical control boxes or fixtures, or attempt to make any changes, repairs or adjustments to them. Do not paint structures or add or change any signs.
18. Unit/Group Leaders are responsible to read all rules to each participant and distribute copies to all adults in their group prior to arrival and insure their Units compliance with all Camp Rules. Disregard of rules may result in forfeiture of all deposits and Unit being asked to leave camp.
19. The COPE Course and surrounding area is OFF LIMITS to all campers and guests unless they are participating in a reserved COPE/Climbing Activity.

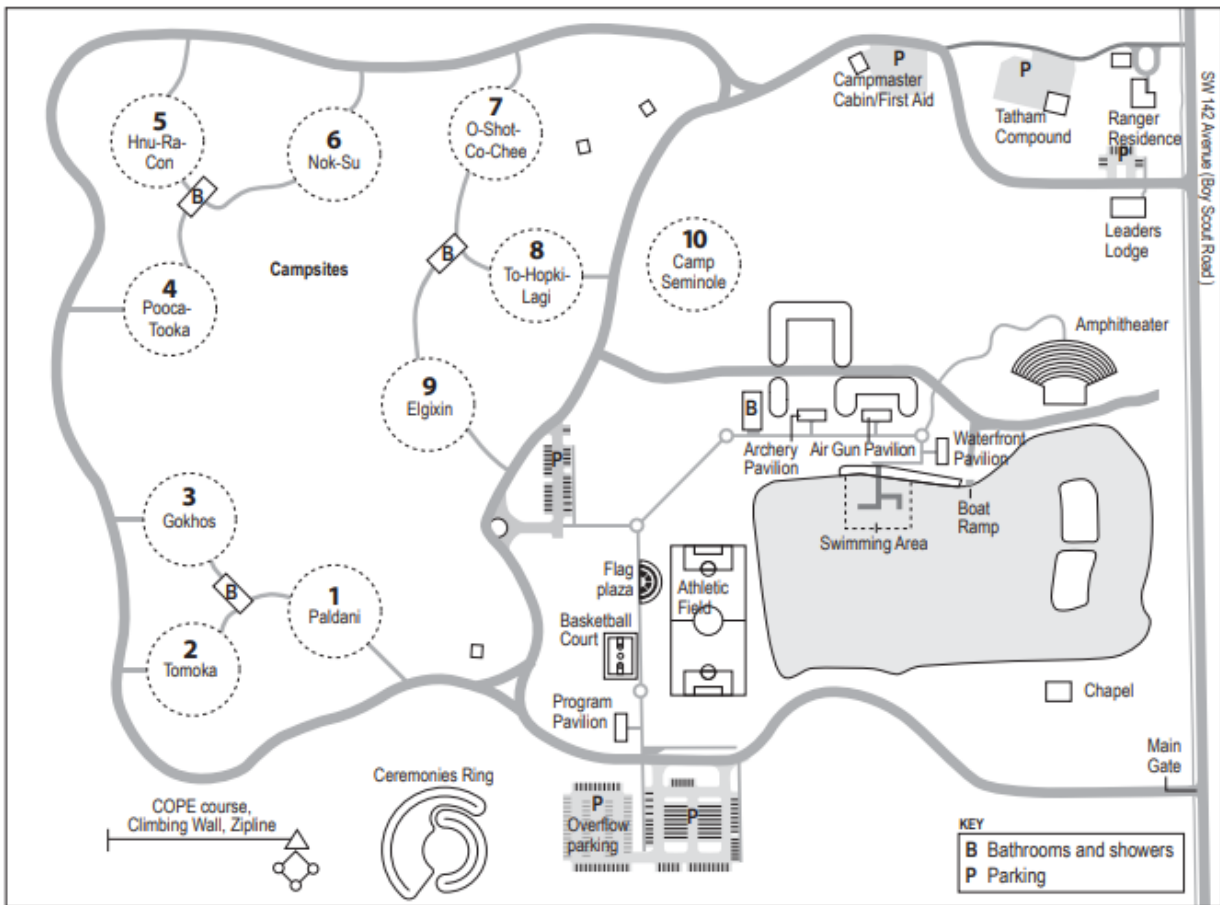
Let's all help in making this a safe and enjoyable outing for everyone at camp.

The Campmaster, Camp Ranger and Camping Director have the complete authority and responsibility to enforce all of the above Camp Rules by all participants.

Camp Elmore
Downrite Engineering Scout Reservation
 3551 SW 142 Avenue (Boy Scout Road)
 Davie, Florida 33330



Camp Elmore



2022 Venturing Games Unit Roster Sheet

Unit # _____

Pres: _____

VPA: _____

VPP: _____

VPC: _____

	Venturer's Full Name		Venturer's Full Name
1		11	
2		12	
3		13	
4		14	
5		15	
6		16	
7		17	
8		18	
9		19	
10		20	

Advisor:		
Ass. Adv:		

