

SINCE 1928

EAGLE RIVER, WI



THE CAMP MENOMINEE MEGAPHONE

SUN AND WIND FINALE EDITION

JULY 2, 2021

Creatively Acquire by Jon Wool

It was a splendid day as we hustled on out to Woody's Pitch after a brief rest period to play one of CM's finest games, Creatively Acquire the Energy Source! Once both teams made it out there, **JOSH 'JUICE' GOODMAN** started giving instructions as both teams formed lines on their respective sides of the field. NUMBERRRRSSSS!! 60, 61, 62, were called first, but the faceoff ended in a stalemate. Among those who faced off were **MAX KIRSCH, JON WOOL,** and **JACK CARTER.** With the new rules of overtime after a stalemate, the Wind Team took the energy source but quickly got tagged. One of the mind-blowing plays from game one was when **NATE BEERMANN** crossed **JACOB SCHNEIDER** and threw the energy source fifty yards to **JACK CARTER** across the line. What an impressive throw **NATE!** The Wind Team easily took game one, which leads to both teams switching sides.



PAYTON PICUS, JACK CARTER, MASON AUSLANDER and others facing off at the energy source.

The Sun made it to the other side first, granting them one point. One of the most famous calls was when anyone who was a camper under Steve was called, which only included a few people. Game two ended with a spectacular catch by **JACK BERGER**, sealing the win for the Wind Team!

Midnight Manhunt by Gavin Bramwit

To cap off a fun-filled day at CM, the entire camp squared off in an intense game of Sun and Wind Midnight Manhunt! In Midnight Manhunt, there is an offense and a defense, with the objective for the offense being either hide until the end of the round for one point or enter the Ring of Fire without getting squirted by the defense. The objective of the defense is to find and squirt those who are hiding, or defend the ring of fire and squirt those who dare try to enter. The lucky canteen number is 4. The Sun Team started on offense, which means they were hiding first, while the Wind Team defended the Ring of Fire. The Sun Team took a very passive approach to the game, as a majority of their Team hid deep in the woods to avoid detection. There was only one Sun Team member who made it into the Ring of Fire, **CARTER KLEIN**, who dove in headfirst and just barely made it in after a controversial call. The Wind Team Ring of Fire guards were **JACK CARTER, COOPER SPECTOR, ETHAN MANN, JACOB SCHNEIDER, MAX KIRSCH,** and **LOUIE KANTER.** They disagreed with the call but knew they could take the Sun Team down next round. The Wind wasted no time with their turn on offense, as they began the round with a rush towards the Ring of Fire. At the helm of the rush were **JESSE KAPLAN** and **MICAH BLUM**, leading their Team through the Ring of Fire. The Wind Team's Gully rush was too

ATTITUDE DETERMINATION HEART LEADERSHIP SPIRIT SPORTSMANSHIP

overwhelming for the Sun Team's Ring of Fire guards, securing the win for the Wind Team. The Sun Team's passive approach wasn't sufficient to give them the win, and the Wind Team are off to a strong start to Sun and Wind!

Runners and Chasers by Jack Kaplan

To start off the day, all campers, counselors, and CITs gathered on the athletic field to do some running, as well as some chasing. Runners and Chasers is a CM favorite, and it also happened to be one of the closest events



COOPER SPECTOR going for the tag on **HARRISON HOFFMAN**.

in the competition so far. The Wind Team would be running first, and the Sun Team will be chasing. The Wind Team started strong, led by spectacular runs from **ETHAN MANN** and **COOPER SPECTOR**. The experience shown from **JONAH GAGERMAN** was on full display, as he was a catalyst for the Wind Team's dominant time of 24:44. The Sun chased first so they ran second and started off incredibly strong with the longest run of the day at 1:55 by CM veteran **AIDEN BRAMWIT**. **NICKY ROBERTSON** and **CHASE KAPLAN** also had great runs, but unfortunately it wasn't enough as the Sun Team fell short of 24:44 with their own time of 19:48. This win gives the Wind Team a commanding 3 – 1 lead over the Sun Team, however, there are plenty of events still left to be played.

Pursuit Relay by Josh 'Juice' Goodman

When everyone heard that we would be doing the Pursuit Relay in the afternoon during lunch

announcements. Everyone was very excited and was not at all upset about it. It is one of the most complicated, interesting, and exciting events that Sun and Wind has to offer. This year, the Pursuit Relay was a massive hit among campers and counselors alike. The event was relocated to the Athletic Fields this year rather than going out to Woody's Pitch. Everyone came ready to go in cleats, water bottles in hand, and ready to run! The first to show off their speed was **KADEN LISKA** of the Wind Team and **TYLER FIELD** of the Sun Team. The lead-off runners proved their value to their team, as they were neck and neck at the start. During the Relay, a notable event took place where **BENJI GAU** took the lead over **ELI FLAUM**, but **ELI** turned on the jets to take the lead back for the Wind Team. **NOAH GREEN** surprised everyone with his speed, giving the Wind Team an even larger lead. Despite the best efforts of known speed demons **RYAN FIRMIN** and **MAX BEERMANN**, the Sun Team couldn't quite overtake the Wind Team, allowing the Wind to run away with the event.

British Bulldogs by Sam Goodman

In the Sun and Wind Finale, both teams competed in a game of British Bulldogs. The objective of the game is to cross from your team's side of Woody's Pitch to the other without getting your sock pulled, which would be hanging out of the back of your shorts. There are players in the middle of the field, the bulldogs, trying to pull your sock before you get to the other side. Great plays were made on both sides during the event. In the first game, **SIMON MANN** made an excellent run, scoring one point for the Sun Team. Although the Sun team took an early lead, the Wind Team took the game over towards the end and ended up winning game one. The second game started soon after, and **XAVIER DUNCAN** of the Wind Team managed a series of impressive maneuvers to secure another point for the Wind Team, leading to their ultimate victory in game two, in British Bulldogs, and in the entire Sun and Wind competition! The Wind Team defeats the Sun Team with a 6 – 1 scoreline in the competition, congratulations to the Wind Team members, and great job to everyone involved, especially to the CIT overall captains and the Sun and Wind czars **JUICE**, **GAVIN BRAMWIT**, and **JACK KAPLAN**.