

SINCE 1928

EAGLE RIVER, WI



THE CAMP MENOMINEE MEGAPHONE

BRITISH AND AMERICAN FINALE EDITION

JULY 6, 2021

D-Day by Henry Levin

It was a very hot morning, and the whole camp met in Wass Hall to hear about the next B and A event. Everyone was ecstatic to hear that we were playing D-Day! The way the game works is one team starts out on offense at the waterfront, while the other team begins along the cabin compound on defense. The offense has twenty-five minutes to figure out how to climb the hill and go through the cabin compound without getting squirted by the defense. After the round is over, both sides switch. There are also grenadiers on defense, who are positioned on top of Wass Hall and have water balloons that they can launch down on the offense.



CHARLIE ROGERS and **JOSH JAFFE** defending an incoming rush.



JON WOOL directing the American team and talking strategy.

Before the game began, overall captains **JOEY HOFFMAN** and **BEN LAZARUS** played rock, paper, scissors to determine who would begin on which side. It was a close game, but **JOEY** won, and decided to have the British defend first. The British positioned their defensive line from the health center all the way

to the woods behind Cabin 13. Once the game started it was quiet until after the ten minute warning, when the Americans faked a rush towards Cabin 13, then returned back behind Koz's House. The lucky canteen number is 13. Soon afterwards, the whole American team rushed by the Health Center, only acquiring two points for their team. **WES TEAGUE** was one of those who made it across for the Americans. British team members **JACOB KASDIN** and **SIMON MANN** could be seen eliminating Americans as they crossed the line. **CARTER PARKS** wielded a Super Soaker, drenching his opposition.

It was now time to switch sides, and it was the British team's turn to attack. They took a similar approach to the American's, by waiting a while before rushing. The British team then rushed by Cabin 13, which overwhelmed the American defense. **JACK CARTER** scored the point for the British that secured their victory over the Americans. It was a close battle, but

ATTITUDE DETERMINATION HEART LEADERSHIP SPIRIT SPORTSMANSHIP

the British won their first event of the competition bringing the overall score to 2 – 1.

Message to Garcia by Aiden Bramwit

The British and American troops went into Message to Garcia with the overall score of the competition tied at 2 – 2 after the British won British Bulldogs. The czars - **AIDEN BRAMWIT** and **JAKE JONES** – explained the rules of the traditional CM game in Wass Hall. The way Message to Garcia works is one team starts on the golf course side of the service road, and one team starts in between the service road and a line that goes along Old Counselors' Road all the way down to the waterfront. Those on the golf course side have one objective: get across the line without being squirted. The British started on the golf course side of the service road and the Americans started on defense. Overall captains **BEN LAZARUS** and **JESSE KAPLAN**



SIMON MANN and **SAMMY KOGAN** looking out for anyone attempting to cross the line.

discussed strategy with their team, then the game began. Certain campers are assigned to be higher-value pointers if they get across, so the British pointers rushed at the beginning of the game, giving them an early lead. **BRADY WEISS**, a seven-pointer for the British, almost made it across but was squirted at the last second by **JOEY HOFFMAN**. The Americans learned from their mistakes and greatly improved their

defense, eliminating almost every camper in a Gully rush performed by the British. After the first round ended, the Americans transitioned to offense. Their captains - **RYAN MARTIN** and **JOEY HOFFMAN** - planned an all-out rush to commence with ten minutes to go in the round. The rush went well, but not well enough, as the British ended up winning the event by a score of 18 – 15 and bringing the overall score to 3 - 2. However, the last event of the competition, Revere's Ride, is still up for grabs and whoever wins that will win the competition.

Revere's Ride by Jack Myerthall

After Taps played, this evening the Seniors weren't going to bed just yet as they were gearing up to play Revere's Ride. **BRETT WEISS** made an appearance alongside the B and A czars to help explain the rules of the game. The objective was to attempt to guess a quote using letters that could be found in many locations around camp. However, the locations were not clear, as each location hid behind a riddle or clue that would guide them there. When the game began and the first clue is given, **JACOB SCHNEIDER** and **RYDER SPECTOR** began to lead their British team in determining what the quote might be as two members are out searching for a letter. Some of the clues could lead to locations that are very far away, including The Way. **JEREMY BACH** and **JON WOOL** ran to The Way for the Americans to kick off their search while **JACK MYERTHALL** and **JACK CARTER** of the British ran to Old Counselors' Road first. After a dozen or so clues, **MICAH BLUM** finally guessed the quote for the British team to secure them the victory, and the overall victory with a scoreline of 4 – 2. The quote was by Teddy Roosevelt and was "Speak softly and carry a big stick; you will go far." The Mess Hall roared and everyone closed out the night with Dina Mia pizza made by **JOSH 'JUICE' GOODMAN**. Great job to **AIDEN** and **JJ** for putting together a great British and American. Let's do it all again next year!