

First Aid / E. Prep.

(Program Features)

TROOP MEETING PLAN

Date: Sept. 4 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	Jack	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Wolf Patrol	6:45 6:55
Elections <u>25</u> minutes	TROOP & PATROL ELECTIONS Elect new SPL Patrols elect new PLs SPL chooses ASPL, etc. PLs choose new APLs, etc.	SM	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Whitewater Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Kickball	Alex	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

First Aid / E. Prep.

(Program Features)

TROOP MEETING PLAN

Date: Sept. 11 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Sharks & Minnows (<i>see below</i>)	Lucas	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	New Scouts: Discuss personal scene safety and what to do when first discovering an emergency. Practice treatment for the following: Minor burns and scalds; Sunburn and frostbite; Bites (snakes and rabid animals), insect stings, and ticks; Contact with poisonous plants Mid & Experienced Scouts: Discuss personal scene safety and what to do when first discovering an emergency. Review identification & treatment for the following: heat exhaustion, heat stroke, hypothermia, and dehydration; different types of burns; stroke	Jacob, Alex Rhys	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Whitewater Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u> </u> minutes	Play Dodge Tag (<i>see below</i>)	Jack	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

FALL COURT OF HONOR

(Program Features)

TROOP MEETING PLAN

Date: Sept. 18 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
Food <u>25</u> minutes	Atomic Wolves: Desserts Legit Llamas: Sides, Mac & Cheese Los Perros: Drinks & Ice Troop: Chicken Tenders	SPL, SM	7:20 7:45
Awards <u>20</u> minutes	Scouts will be presented merit badges, ranks, and all other recognitions since our Summer Court of Honor.	SM, SPL	7:45 8:05
Interpatrol Activity <u>25</u> minutes	Play Mafia	Lucas	6:55 7:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructors for next meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting <u>10</u> minutes	Questions for the Scoutmaster or SPL Service patrol cleans up. (All other dismissed)	SPL / SM	8:15 8:25

First Aid / E. Prep.

(Program Features)

TROOP MEETING PLAN

Date: Sept. 25 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Reverse Tag (<i>see below</i>)	Rhys	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Wolf Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	New Scouts: Learn and practice treatment for the following: Simple cuts and scrapes; Object in the eye; Puncture wounds and splinters; Nose bleeds; Severe bleeding, Mid & Experienced Scouts: Review and practice the following: Treatment for sprained ankle, upper arm, and collarbone injury; When (and when not) to move an injured person; Transport from a smoke-filled room. Review CPR and identifying and treating shock.	Alex, Jacob Jack	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Star menus for Into the Woods Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Fruit Salad (<i>see below</i>)	Parker	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Sharks And Minnows

Equipment: None.

Procedure: One scout is designated as the shark, the others are minnows. Arrange the minnows in a straight line on one side of the field, all facing the opposite side. The shark calls out, "Minnows run to me!". All the minnows try to run to the other side of the field. The shark attempts to tag as many minnows as possible. If they get to the other side of the field without being tagged they are safe. Once tagged one becomes a shark. When all untagged minnows are on the other side of the field, play starts again. A shark calls out, "Minnows run to me!" Continue running back and forth until all minnows have been converted to sharks.

Dodge Tag:

Equipment: A deck of playing cards

Procedure: Each scout starts with three playing cards. All scouts are "it", and try to tag other scouts. If a scout is tagged he must give a card to the tagger. If two scouts tag each other at the same time, they play rock-paper-scissors to determine the winner, and the loser gives the winner a card. When a scout runs out of cards, they're out of the round.

Scoring: The last scout with cards is the winner.

Steal The Bacon:

Equipment: An object is chosen to be the bacon.

Procedure: The object of Steal the Bacon is take the "bacon" back to your own side without being caught. In this game, two teams are chosen, and one umpire is selected. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them. The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.

Scoring: If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point.

Reverse Tag:

Equipment: None.

Procedure: Two or more taggers are chosen, who then run away from the rest of the players who try to tag them.

Fruit Salad:

Equipment: A circle of chairs, one less than the number of Scouts playing.

Procedure: Each Scout chooses a fruit and announces their choice. They all sit in the circle, with one Scout in the middle. One of the Scouts in the circle starts the game by saying their fruit likes another fruit (i.e., "strawberry likes banana"). The person in the center tries to tag the Scout whose fruit was called before he can announce that his fruit likes another fruit. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their fruit likes "fruit salad", at which point all the Scouts get up and change seats; the center Scout can also claim a seat, and whichever Scout is left without a chair is the new center Scout.