

Camping
(Program Features)

TROOP MEETING PLAN

Date: Oct. 2 Week: 1

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	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>35</u> minutes	New Scouts: Practice the square knot, two half hitches, tautline hitch, clove hitch, timber hitch, bowline, and sheet bend. Discuss how each is used in camping. Mid & Experienced Scouts: Review square & diagonal lashings. Learn the trucker's hitch & it's uses. Learn to tie a monkey's fist.	Jacob, Alex Mr. Scott the Young	6:55 7:30
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	7:30 7:40
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Into the Woods Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:45
Interpatrol Activity <u>20</u> minutes	Play Paper Airplane Contest (<i>see below</i>)	Rhys	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	

Camping
(Program Features)

TROOP MEETING PLAN

Date: Oct. 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Sharks & Minnows (<i>see below</i>)	Dominic	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	New Scouts: Review the second principle of Leave No Trace (travel and camp on durable surfaces). Discuss the factors in selecting a good campsite. Practice setting up tents properly (<i>outside</i>) Mid & Experienced Scouts: Discuss alternative and emergency shelters and what supplies you should carry to make them easier to construct. Time permitting, build a shelter.	Jacob, Dominic 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. Finish & merge menus, choose shopper. 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	

Camping
(Program Features)

TROOP MEETING PLAN

Date: Oct. 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Blob Tag (<i>see below</i>)	Rowan	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>20</u> minutes	New Scouts: Chuckbox Review – How to pack it, what belongs in it, how to keep it clean. Mid & Experienced Scouts: Learn the proper care of Dutch ovens and group cooking gear.	SM Alex	6:55 7:15
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	7:15 7:25
Patrol Meetings <u>15</u> minutes	Collect dues. Plan Turkey Roast menus. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:25 7:40
Interpatrol Activity <u>25</u> minutes	Play Dodge Tag (<i>see below</i>)		7:40 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	

Camping
(Program Features)

TROOP MEETING PLAN

Date: Oct. 23 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Four Corners (<i>see below</i>)	Collin	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>30</u> minutes	New Scouts: Discuss how to minimize campfire impacts. Learn the basic of fire building, including tinder, kindling, and fuel, and some basic fire lays. Mid & Experienced Scouts: Learn how to use a backpacking stove. Discuss or make fire starters you can take camping (examples: dryer lint, paraffin-soaked cardboard, cotton balls dipped in petroleum jelly). Discuss or practice starting a fire without matches.	Caleb, Jacob Rhys	6:55 7:25
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	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finish Turkey Roast menus and plans Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:50
Interpatrol Activity <u>15</u> minutes	Play Basketball	Jacob	7:50 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	

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.

Paper Airplane Contest:

Equipment: Paper, tape, scissors

Procedure: Give scouts supplies to make airplanes; paper, markers, scissors. Let scouts who already know how to make one make theirs while you lead a tutorial for scouts who don't. Demonstrate how to make an airplane and help the scouts get clean folds. Have them decorate their planes. Let them practice flying a bit, then have a flight contest for distance.

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.

Blob Tag

Procedure: Begin with two scouts with linked arms (i.e., the Blob) who try to tag other scouts. If a scout is tagged, he must attach to the Blob by linking arms with the person who tagged him. The only two people who can tag are the two people on each end of the Blob. The Blob continues to grow as more scouts are tagged. Rules include: a) no diving over the Blob; b) no sliding under the Blob; and c) watch out for others. The Blob must stay connected at all times and work together.

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.

Four Corners:

Equipment: None.

Procedure: One scout is chosen to be “it” and stands in the middle of the room. All other scouts chose a corner of the room to stand in. The scout in the middle covers his eyes and slowly counts to 10 out loud. While he is counting, the other scouts may quietly move to another corner (or stay where they are). Once he reaches 10, and WITHOUT uncovering his eyes, the middle scout points to a corner of the room. All scouts in that corner are “out” and must sit down. Once only 4 players are left, only one scout may stand in each corner. Last player left standing wins and is “it” for the next round.