

## Backpacking/Hiking

(Program Features)

### TROOP MEETING PLAN

Date: April 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Star Wars Tag ( <i>see below</i> )	<b>Rowan</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Phat Gus Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>30</u> minutes	<b>New Scouts:</b> Practice reading a compass and learn how to set a pace. Review the safety rules of trail and on-road hiking.  <b>Mid &amp; Experienced Scouts:</b> Teach Scouts how to properly pack a backpack. Demonstrate that a backpack is a “bag of bags”, and show where to pack items based on priority (e.g., raingear on top). Discuss why it's important to move weight from your shoulders to your hips.	<b>Ian, Alex</b>  <b>Jacob C</b>	6:55  7:25
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts help coach younger scouts on rank requirements.</b>	<b>Patrol Leaders/ Adults</b>	7:25 7:35
<b>Patrol Meetings</b> <u>15</u> minutes	Collect dues. Menu Planning for Spring Shakedown Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:35  7:50
<b>Interpatrol Activity</b> <u>15</u> minutes	Play Capture the Flag ( <i>see below</i> )	<b>Dominic</b>	7:50 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05  8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

## Backpacking/Hiking

(Program Features)

### TROOP MEETING PLAN

Date: April 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Zombie Tag ( <i>see below</i> )	<b>Ben</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Imperial Panda Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>30</u> minutes	<p><b>New Scouts:</b> Discuss different types of packs for hiking: day packs vs. backpacks. Point out advantages and disadvantages of internal vs. external frame backpacks. Explain features Scouts should look for such as well-padded shoulder straps and accessible water bottle holster.</p> <p><b>Mid &amp; Experienced Scouts:</b> Teach Scouts how to fuel and light a backpacking stove. Cover safety rules for use of these stoves. Discuss how to shield the stove from the wind.</p>	<b>Lucas, Alex</b>  <b>Rhys</b>	6:55  7:25
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts help coach younger scouts on rank requirements.</b>	<b>Patrol Leaders/ Adults</b>	7:25 7:35
<b>Patrol Meetings</b> <u>15</u> minutes	Collect dues. Finalize menus for Spring Shakedown Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:35  7:50
<b>Interpatrol Activity</b> <u>15</u> minutes	Play Dodge Tag ( <i>see below</i> )	<b>Rhys</b>	7:50 8:05
<b>Closing</b> <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

## Backpacking/Hiking

(Program Features)

### TROOP MEETING PLAN

Date: April 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Blob Tag ( <i>see below</i> )	<b>Sebastian</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Los Perros Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>25</u> minutes	<b>New Scouts:</b> Practice reading topographic maps, using them with a compass, and review what to do if lost (Boy Scout Handbook, "Navigation" chapter).  <b>Mid &amp; Experienced Scouts:</b> Research ordinary food items that could be used instead of backpacking food. Discuss ways to repackage food to save space and weight.	<b>Alex, Brody</b>  <b>Mr. Scott the Young</b>	6:55 7:20
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts help coach younger scouts on rank requirements.</b>	<b>Patrol Leaders/ Adults</b>	7:20 7:30
<b>Patrol Meetings</b> <u>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:30 7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Ball-Over Relay ( <i>see below</i> )	<b>Dominic</b>	7:40 8:05
<b>Closing</b> <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

## Backpacking/Hiking

(Program Features)

### TROOP MEETING PLAN

Date: April 23 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Plain Old Tag	<b>Ian</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Phat Gus Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>20</u> minutes	<b>New Scouts:</b> Learn how to prevent and treat blisters and a sprained ankle. Review other first-aid techniques described in the Hiking merit badge pamphlet.  <b>Mid &amp; Experienced Scouts:</b> Review the principles of Leave No Trace. Using the Start, Stop, Continue technique, discuss how well your group follows those principles. Discuss an ethical dilemma related to Leave No Trace.	<b>Collin, Dominic</b>  <b>Lucas</b>	6:55  7:15
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts help coach younger scouts on rank requirements.</b>	<b>Patrol Leaders/ Adults</b>	7:15 7:25
<b>Patrol Meetings</b> <u>20</u> minutes	Collect dues. <b>Inspect chuckboxes, make list of missing items</b> Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:25  7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Fruit Salad ( <i>see below</i> )	<b>Ben</b>	7:45 8:05
<b>Closing</b> <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

### **Star Wars Tag:**

*Equipment:* Three pool noodles, two of one color and one different colored.

*Procedure:* Choose two players to be the Taggers and give them each a same-colored pool noodle. Choose one player to be the Healer and give him/her a pool noodle that is a different color. The Taggers try to tag players with their noodle. If a player is tagged they must stand in the spot where they were tagged. They can be freed if the Healer taps them with his noodle. If the Healer is tagged by a Tagger, the Healer must freeze but can hold out the noodle and another player may take their noodle to become the new Healer. Taggers may not take the Healer's noodle. The game continues until the Taggers win or you peak the game.

### **Capture the Flag:**

*Equipment:* Pieces of cloth for each team to use as flags.

*Procedure:* Divide scouts into patrols. Playing area is divided into six zones. Each patrol has a location designated as its goal. Tie one flag loosely to each goal. The object of the game is to capture the opposing patrols' flags and return them to your zone without being captured. A player is captured when he has been tagged by a member of another patrol and is then placed in their "jail" area. Captured players can be rescued from jail by one of their patrol members tagging them without being captured themselves.

### **Zombie Tag:**

*Equipment:* None.

*Procedure:* One scout starts out as a zombie, the rest are humans. The zombie must tag other players; as they are tagged, they also become zombies and start chasing other humans. Zombies must make an effort to look and move like zombies, not pretend to be human (should be easy for scouts).

*Scoring:* Last human left wins.

### **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.

### **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.

### **Ball-Over Relay:**

*Equipment:* Ball, about basketball size; whistle; blindfold

*Procedure:* Draw lines dividing the game area into a zone for each patrol, and place a patrol in each zone. The players take positions at various points in their zone; they cannot cross the lines. One Scout is blindfolded and has the whistle. When he blows the whistle, the leader puts the ball into play. The players must try to keep the ball in the opposing teams' territory so that they don't have possession of it when the blindfolded Scout blows the whistle again. The whistle should be blown fairly often, continuously starting and stopping play for a given time. Scouts must NOT hit the ball so hard that it leaves the playing area, and may not kick the ball!

*Scoring:* Score 1 point for the patrol that has the ball when the whistle is sounded. If a scout hits the ball excessively hard, his patrol also earns a penalty point. At the end of the game, the patrol with the lowest score wins.

### **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.