

Fishing  
(Program Features)

**TROOP MEETING PLAN**

Date: May 6 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Sharks & Minnows ( <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	<b>New Scouts:</b> Discuss the basics of fishing. Outline the benefits and opportunities. Demonstrate the spin-cast outfit, how it works, and how it is fished. Discuss the Fishing merit badge.  <b>Mid &amp; Experienced Scouts:</b> Have Scouts use an open-faced spinning outfit. Demonstrate and instruct on how to best use spinning outfits effectively. Discuss the Fishing merit badge.	<b>Rowan, Ben</b>  <b>Caleb</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 Chuckwagon 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 Extreme Four Corners ( <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>	

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**TROOP MEETING PLAN**

Date: May 13 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Among Us Tag ( <i>see Ben, Collin, Dom, Rowan</i> )	<b>Parker</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> Demonstrate basic fishing knots (blood or barrel knot, improved clinch knot, Palomar knot), and instruct Scouts in tying them. Let them practice with small-diameter rope and then with monofilament line. <b>Mid &amp; Experienced Scouts:</b> Same as above	<b>Rowan, Ian</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 & plans for Lake Trip 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 Two Truths and a Lie ( <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>	

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**TROOP MEETING PLAN**

Date: May 20 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Dominic's Spin the Bottle Tag ( <i>see below</i> )	<b>Dom</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>30</u> minutes	<b>All Scouts:</b> Demonstrate fly-rod outfits. Instruct scouts in their uses and how to choose between them.. Let them practice on a lawn with ample spacing using plugs or hookless lures.	<b>Rowan</b>	6:55 7:25
<b>Order of the Arrow Election</b> <u>20</u> minutes	Order of the Arrow Elections	<b>OA Rep.</b>	7:25 7:45
<b>Patrol Meetings</b> <u>5</u> minutes	Collect dues. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:45 7:50
<b>Interpatrol Activity</b> <u>15</u> minutes	Play Soccer	<b>Rowan</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>	

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**TROOP MEETING PLAN**

Date: May 27 (Outside) Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Potato Tag ( <i>see below</i> )	<b>Dominic</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>25</u> minutes	<b>All Scouts:</b> Review species of fish likely to be found locally, and specifically at Greenfield State Park. Discuss relevant fishing laws, and appropriate tackle for different fish.	<b>Ben's Uncle</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 Kickball	<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>	

### **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.

### **Extreme Four Corners**

*Equipment:* None

*Procedure:* Select one scout to be in the middle. That Scout counts down with his eyes closed (from 30 the first round, 25 on the second round, 20 on the third, etc. Once he gets to 10 he counts from 9, then from 8, etc.). Everyone else must run to a corner of the room. When he is finished counting, the middle scout (while his eyes are still closed) points to a corner, then opens his eyes. Anyone who was in that corner must run to the opposite corner. The Counter tries to tag them before they get there. Anyone tagged before they reach the opposite corner joins the Counter in the middle for the following rounds. These players don't have to close their eyes or count (but they are not allowed to give hints to the scout who is counting). In the next round, anyone who is in the middle can also try to tag the scouts running to the opposite corner. Make sure the taggers start off in the middle circle each round, but after the Counter has chosen a corner they can leave the circle to tag the runners.

### **Dominic's Spin the Bottle Tag**

*Equipment:* A bottle, a soft ball

*Procedure:* Scouts stand in a circle around the bottle and the ball. The leader spins the bottle. The scout the bottle points to takes the ball, and throws it (carefully!) at another scout. If the ball hits the second scout, he's out of the game and the thrower spins next. If the ball misses that scout or if he catches it, the thrower is out of the game, and the second scout becomes the spinner for the next round.

### **Two Truths and a Lie**

*Equipment:* None

*Procedure:* Have scouts sit in a circle. Give them an opportunity to think of three things about themselves, two of which are true and one which is not. Then go around the circle and have each scout say their three things. After each scout states their three things, the others must then try to guess which is the lie.

**Potato Tag:**

*Equipment:* A potato (or a ball).

*Procedure:* Choose two scouts to be the Taggers. Choose another scout to start with the Potato (the ball). Everybody spreads out and the Taggers try to tag the other scouts.

When a scout is tagged, they must freeze where they were tagged. The scout who has the Potato can give a frozen scout the Potato to unfreeze them, and that scout holds onto the Potato until they give it to someone else who is frozen. If a scout holding the potato is tagged, they are frozen, and should throw the Potato away from them for someone else to get. Taggers cannot hold the Potato.