

Wilderness Survival

(Program Features)

TROOP MEETING PLAN

Date: Nov. 4 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play 500 (<i>see below</i>)	Parker	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	RHCP Patrol	6:45 6:55
Skills Instruction <u>35</u> minutes	All Scouts: Introduce the seven priorities of survival (1 . STOP;2. Provide first aid; 3. Seek shelter; 4. Build a fire; 5. Signal for help; 6. Drink water; 7. Don't worry about food). Discuss ways not to get lost, including the points of Trek Safely.	Liam	6:55 7:30
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:30 7:40
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Turkey Roast Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:55
Interpatrol Activity <u>10</u> minutes	play Bucket Ball (<i>see below</i>)	Collin	7:55 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	

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(Program Features)

TROOP MEETING PLAN

Date: Nov. 12 (THURSDAY) Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Hoop Ball (<i>see below</i>)	Ian	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Happy Toast Patrol	6:45 6:55
Skills Instruction <u>35</u> minutes	All Scouts: Review the basics of starting fires without matches. Discuss how to make shelters with found materials and clothing. Build a practice shelter outside your meeting place (keeping in mind Leave No Trace guidelines).	Parker	6:55 7:30
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:30 7:40
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus and shopper for Turkey Roast Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:55
Interpatrol Activity <u>10</u> minutes	Play Dizzy Paddle Standoff (<i>see below</i>)	Parker	7:55 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	

Wilderness Survival

(Program Features)

TROOP MEETING PLAN

Date: Nov. 18 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Human Knot (<i>see below</i>)	Camden	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>30</u> minutes	All Scouts: Review basic distress signals, including noise, fires, mirrors, lights, and ground-to-air-signals. Practice signaling with mirrors, CDs, or other shiny objects. If inside or at night, use a strong flashlight to simulate the sun and signal a person across the room who represents a potential rescuer.	Dominic	6:55 7:25
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts help coach younger scouts on rank requirements.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menu for Videogame Trip 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 Meat Salad (<i>see below</i>)	Sebastian	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	

500 (Jackpot):

Equipment: A tennis ball

Procedure: One scout calls out a number and throws the ball to the group. The scout who catches the ball earns that number of points. When one of the scouts reaches 500 (the “jackpot”), he wins the round and becomes the thrower for the next round.

Bucket Ball:

Equipment: For each patrol, 2 small buckets and one large bucket, 3 tennis balls.

Object: To land one tennis ball in each of the three buckets.

Procedure: Patrols line up in relay formation. In front of each patrol are three buckets: two small ones at 10 and fifteen feet away, and a larger one at 20 feet. Each scout gets one attempt to toss a tennis ball into one of the buckets. If he misses, the ball bounces out or lands in an occupied bucket, he retrieves the ball and gives it to the next scout in line. Scouts continue to take turns until the patrol has a ball in each of the buckets.

Scoring: The first patrol to place one ball in each bucket wins.

Hoop Ball:

Equipment: A hula hoop, a rope to mark out a circle around the hoop, 5-8 tennis balls

Procedure: Place the hula hoop in the center of a circle. Use tape to keep it in place.

Choose one player to start as the King in the hoop. All other players start outside the circle. When the game starts, toss out 5-8 tennis balls around the gym. Players grab a ball and try to throw it so that the ball hits the floor inside the hula hoop. The King (the player in the hoop) tries to stop the balls. If a player tosses a ball into the hoop, they become the new King and the old King goes outside the circle with everyone else. The leader should be watching carefully to judge when a ball has scored. Players can grab balls from anywhere, but must throw them from outside the circle.

Dizzy Paddle Relay:

Equipment: Two canoe paddles per patrol.

Procedure: Patrols line up opposite the paddles, about 30 feet away. Scouts run up to paddles lying on the ground, stand a paddle on end, butts his forehead against the tip, spins seven times. and runs back to tag the next scout in his patrol line. The first patrol to get all scouts back wins.

Human Knot:

Equipment: None

Procedure: Have all the Scouts form a tight circle then stretch both of their hands toward the center. They must then grab onto someone else's hand with each hand. Everyone is now interconnected. As a group, you must try to untangle yourselves into a circle while still holding the hands you grabbed initially. This will involve twisting and ducking under/stepping over each other. No-one may let go until this is accomplished. The game is over when you have a circle. You can make it a bit more difficult by having them all put in their right hand and finding someone's hand to hold, then have them all put in their left hand to find another hand to hold.

Meat Salad:

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

Procedure: Each Scout chooses a meat 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 meat likes another meat (i.e., “baloney likes ham”). The person in the center tries to tag the Scout whose meat was called before he can announce that his meat likes another meat. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their meat likes “meat 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.