

Summer!  
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 (Program Features)

**TROOP MEETING PLAN**

Date: July 15, 2021 Summer Meeting: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Giants, Wizards & Elves ( <i>see below</i> ).	Whoever shows up	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Youngest Scout on the Field	6:45 6:55
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Wiffleball	Highest Ranking Scout	6:55 7:15
<b>Skills Instruction</b> <u>15</u> minutes	<b>New Scouts:</b> Work on rank requirements as needed. <b>Mid Scouts:</b> “ “ “ “ “ “ <b>Older Scouts:</b> Consult on merit badges & help younger scouts <b>Camp Bell Scouts:</b> Camp briefing	Adults  SM	7:15  7:30
<b>Patrol Meetings</b> <u>10</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>Patrol Leaders</b>	7:30 7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Ultimate ( <i>see below</i> )	Tallest Scout	7:40 8:05
<b>Closing</b> <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. 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: July 29, 2021 Summer Meeting: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Ninja ( <i>see below</i> ).	Whoever shows up	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Oldest Scout on the Field	6:45 6:55
<b>Interpatrol Activity</b> <u>15</u> minutes	Play American Ball ( <i>see below</i> ).	A 13-year-old Scout	6:55 7:10
<b>Skills Instruction</b> <u>20</u> minutes	<b>New &amp; Mid Scouts:</b> Work on basic knots and lashings as needed.  <b>Older Scouts:</b> Instruct & help younger scouts  <b>Hidden Valley Scouts:</b> Drop off tubs, adults pack into trailer. <b>HIDDEN VALLEY BRIEFING</b>	Older Scouts  ASM's  SM	7:10 7:30
<b>Patrol Meetings</b> <u>10</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>Patrol Leaders</b>	7:30 7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Travois Race ( <i>see below</i> ).	ASM's	7:40 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. 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: Aug. 12, 2021 Summer Meeting: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Beach Ball ( <i>see below</i> ).	Whoever shows up	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	SPL	6:45 6:55
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Bucket Brigade ( <i>see below</i> ).	A left-handed Scout	6:55 7:15
<b>Skills Instruction</b> <u>20</u> minutes	<b>New Scouts:</b> Work on rank requirements as needed. <b>Mid Scouts:</b> “ “ “ “ “ “  <b>Older Scouts:</b> Consult on merit badges & help younger scouts	Adults	7:15 7:35
<b>Patrol Meetings</b> <u>10</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>Patrol Leaders</b>	7:35 7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Capture the Flag ( <i>see below</i> ).	A right-handed Scout	7:45 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. 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: Aug. 26, 2021 Summer Meeting: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Evolution ( <i>see below</i> ).	Whoever shows up	6:30  6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Last scout to earn a rank	6:45  6:55
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Frisbee Golf ( <i>see below</i> ).	A 13-year-old Scout	6:55  7:15
<b>Skills Instruction</b> <u>20</u> minutes	<b>New &amp; Mid Scouts:</b> Work on first aid for their rank as needed.  <b>Older Scouts:</b> Instruct & help younger scouts	Older Scouts	7:15    7:35
<b>Patrol Meetings</b> <u>10</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>SM</b>  <b>Patrol Leaders</b>	7:35  7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Patrol Plank Relay Race ( <i>see below</i> ).	ASM's	7:45   8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. 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>	

### **Giants, Elves and Wizards:**

*Procedure:* Split group up into 2 teams, designate 2 safety zones, one on each team's side, and designate a middle area. Each team then gets in a huddle and picks what they want to be as a team: a giant, a wizard or an elf. Giants put their hands up over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their head with their pointer fingers. Once the teams have decided their character they want to be, they come up to the center spot and line up face to face, then on a count of 3, everyone does whatever action their team picked. Giants beat elves, elves beat wizards and wizards beat giants, so the team that beats the winning team chases the other and tries to tag as many members on the other team as possible before they reach the safety zone. The members from the team that get tagged become a part of the other team. Repeat until all players are on one side.

### **Ultimate:**

*Equipment:* A Frisbee, a rectangular shape field with end zones at each end.; optional, markers for each team (armbands, whatever).

*Procedure:* Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count. When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense. No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

*Scoring:* Each time the offense completes a pass in the defense's end zone, the offense scores a point.

*Variation:* A four sided playing field with four end zones, and four teams (patrols).

### **Ninja:**

*Procedure:* Scouts start in a circle and everyone strikes a ninja pose. The scout running the game can make one ninja move and tries to hit the hand of the scout on his left or right. That scout can make one defensive move. Play goes clockwise; the next scout can now make one move to attack another scout. Scouts have to attack in one straight motion; they can jump if they want but it must be one fluent motion. If a scout is hit on one hand he loses the use of that hand; if he loses both hands he is out of the game.

### **American Ball:**

*Equipment:* A soccer ball, a rectangular shape field with goals at each end.

*Procedure:* Each point begins with both teams lining up on the front of their respective end zone line. The defense throws the ball to the offense. The ball may be advanced in any direction by completing a pass to a teammate. Players may not run with the ball. The person with the ball ("thrower") has ten seconds to throw the ball. The defender guarding the thrower ("marker") counts out the stall count. When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the ball and becomes the offense. No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

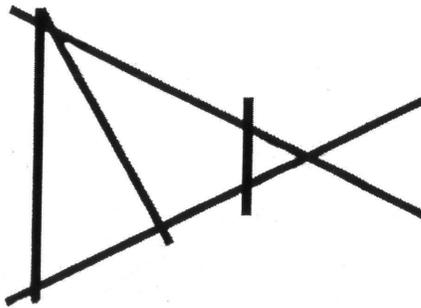
*Scoring:* Each time the offense completes a pass into the defense's goal, the offense scores a point.

### **Travois Race**

*Equipment:* For each patrol, two long staves, 3 short staves and seven pieces of rope for lashing.

*Procedure:* The equipment is placed in piles at a distance from the patrols. On signal, the patrols run up and lash a travois (see diagram). When the travois is finished, the patrol will carry the travois with one scout riding on top around the field to 3 skills stations (tripod, flagpole & stretcher) where the patrol will be required to perform a task, then back to the finish line.

*Scoring:* The first patrol to cross the finish line having completed all stations and with their travois intact wins.



### **Beach Ball:**

*Equipment:* A beach ball.

*Procedure:* Challenge the entire troop to keep a beach ball in the air for 100 hits. If they achieve the goal, challenge the troop to go for a record. Play becomes very competitive, and they are competing against their own best effort. A player cannot hit the beach ball twice in a row. Use two balls in a large group. Have the troop count the hits out loud.

### **Bucket Brigade:**

*Equipment:* Two buckets for each patrol, one empty and one filled with water; one empty paper cup for each Scout

*Procedure:* The patrols line up in single file. A full bucket is in front of the patrol leader and an empty one is at the end of the line. Mark the empty bucket 1 inch below the waterline of the full bucket. On signal, the patrol leader fills his cup with water from the bucket. He pours the water into the cup of the next Scout in line, who pours it into the next Scout's cup, and so on to the last Scout, who pours the water into the bucket at the end of the line. This process is repeated until one patrol has emptied the front bucket and filled the other bucket.

*Scoring:* The first patrol to fill the second bucket up to the mark is the winner.

*Note:* If water is spilled, it's possible that the patrol will be unable to reach the mark even though it empties the front bucket.

### **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.

**Wobble (aka Evolution):**

All players squat down and imitate a wobbling egg, moving by shuffling their feet. Two players compete by playing rock paper scissors, and the winner “evolves” into a chicken. He can then challenge another chicken to rock paper scissors; the winner evolves to a dinosaur, and the loser reverts to an egg (wobble). Two dinosaurs can compete at rock paper scissors; the loser reverts to a chicken, and the winner evolves to a super-hero. A super-hero can “fly” around the field tagging other players; those tagged revert back to wobbles.

**Frisbee Golf:**

*Equipment:* A Frisbee, items to mark the “holes”, a stopwatch.

*Procedure:* Set up a flying disk golf course outdoors. Use your imagination to develop the hazards. Use waste cans, boxes or cones as the holes, number them one through nine, and let the players work their way through the course one at a time.

*Scoring:* Each player is timed, and patrol members’ times are averaged. The patrol with the lowest average time wins.

**Patrol Plank Relay Race**

*Equipment:* For each patrol, two 2x6x6’ planks with 4 eye bolts with ropes attached.

*Procedure:* Patrols divide their members between the starting and turn lines. On “Go!”, the first half of each patrol steps onto their planks and uses the ropes to “walk” the planks to the turn line at the far end of the field. When they reach the line, they hand off the planks to the other half of the patrol for the return trip. If a patrol steps off the planks, they must return to where they started and start over.

*Scoring:* First patrol to make the round trip wins.