

Winter Camping – Hypothermia & Clothing  
(Program Features)

**TROOP MEETING PLAN**

Date: Jan. 6 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Freeze Tag ( <i>see below</i> )	<b>Wyatt</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Ninja Panda Patrol</b>	6:45 6:55
<b>Group Instruction</b> <u>5</u> minutes	Define hypothermia and how to recognize it. Explain the difference between mild and severe cases and discuss first aid for hypothermia.	<b>Logan</b>	6:55 7:00
<b>Skills Instruction</b> <u>25</u> minutes	<b>New Scouts:</b> Learn the basics of winter clothing, including the principles of wick, wind, and warmth. Discuss why you should never sleep in the same clothes worn during the day. Identify which materials are not appropriate for cold weather.  <b>Mid &amp; Experienced Scouts:</b> Review the principles of wick, wind, and warmth. Discuss how synthetic materials work and compare them to wool and cotton. Discuss overheating and the need to avoid perspiration. While wearing multiple layers of winter clothing, do a vigorous activity. Adjust clothing as needed to prevent sweating.	<b>Tyler, Connor</b>  <b>Aidan, Jake</b> <i>(Graham as backup)</i>	7:00  7:25
<b>Patrol Meetings</b> <u>15</u> minutes	Dues are still due. (Can pay online on Forms page.) <b>Merge menus for Chill Trip</b> Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	<b>Patrol Leaders</b>	7:25  7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Crowded Circle ( <i>see below</i> )	<b>Adults</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>	

**Camp Promo & OA Election**  
(Program Features)

**TROOP MEETING PLAN**

Date: Jan. 13 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Scouts tell stories of fun, epic adventures they've had at summer camp ( <i>either Valley or Bell</i> )	<b>All</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Republic of Gamers</b>	6:45 6:55
<b>Summer Camp Promo</b> <u>30</u> minutes	<b>SUMMER CAMP PROMOTION (ALL)</b>	<b>GSR Staff &amp; Guests</b>	6:55 7:25
<b>OA Presentation</b> <u>20</u> minutes	<b>SCOUTS:</b> OA Elections  <b>Arrow Of Lights:</b> Question & answer session.  <b>SCOUT PARENTS:</b> Helping with: <b>AOL PARENTS:</b> Question & Answer session.	<b>OA</b>  <b>Carter, Logan &amp; SM</b>  <b>Parents/ ASMs</b>	7:25  7:45
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Indoor Snowball Fight ( <i>see below</i> )	<b>Adults</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>	

Winter Camping – Snow Shelters  
(Program Features)

**TROOP MEETING PLAN**

Date: Jan. 20 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Duck Duck Goose ( <i>see below</i> )	<b>Wyatt</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Atomic Hamster Patrol</b>	6:45 6:55
<b>Group Instruction</b> <u>10</u> minutes	Discuss the differences between 3-season and 4-season tents. Discuss why 4-season tents are needed for freezing conditions. Compare ground pads and explain why ground insulation is essential during winter camping.	<b>Mr. Scott</b>	6:55 7:05
<b>Skills Instruction</b> <u>30</u> minutes	<b>New Scouts:</b> Learn how trench shelters are made. Practice building mini shelters with snow if available. Discuss safety considerations.  <b>Mid &amp; Experienced Scouts:</b> Learn how quinzees are made. Practice building a quinzee if snow is available. Discuss safety considerations.	<b>Logan, Owen</b>  <b>Graham, Connor</b>	7:05 7:35
<b>Patrol Meetings</b> <u>15</u> minutes	Dues are still due. (Can pay online on Forms page.) <b>Plan menus for Klondike</b> 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 Four-Square ( <i>see below</i> )	<b>Adults</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>	

Winter Camping – Safety & Rescue  
(Program Features)

**TROOP MEETING PLAN**

Date: Jan. 27 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Evolution ( <i>see below</i> )	<b>Wyatt</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Duct Tape Patrol</b>	6:45 6:55
<b>Group Instruction</b> <u>10</u> minutes	Discuss and review skills and safety for Klondike Derby (winter camping plus skills stations)	<b>Graham</b>	6:55 7:05
<b>Skills Instruction</b> <u>30</u> minutes	<b>New Scouts:</b> Review how to identify and treat frostbite and hypothermia. Practice techniques as appropriate.  <b>Mid &amp; Experienced Scouts:</b> Review the above material. Discuss and learn how to perform ice rescues. Practice techniques as appropriate. Discuss and learn what to do in case of an avalanche. Discuss when the risk of avalanche is greatest.	<b>Aidan, Zak</b>  <b>Jake, Carter</b>	7:05 7:35
<b>Patrol Meetings</b> <u>15</u> minutes	Dues are still due. (Can pay online on Forms page.) <b>Finalize Klondike menus</b> 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 Futsol	<b>Mr. Croteau</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>	

### **Freeze Tag:**

*Equipment:* None.

*Procedure:* One scout is "it"; when they tag someone, that person is "frozen" in place. They cannot move and must stand with their feet apart and arms out to the sides. The only way they can become unfrozen is if a person crawls under their legs. Play continues until all the players are frozen. Then the last person to be frozen is "it" for the next game.

### **Crowded Circle:**

*Equipment:* A piece of chalk or roll of tape.

*Procedure:* Draw or tape a circle on the floor about 6 feet in diameter (or less) for each patrol. Have the players walk freely around the room. Turn the lights off for 10 seconds. In the darkness, patrol members must find their patrol's circle and get inside the circle. When the lights go back on, everyone must freeze on the spot. All players found outside their patrol's circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one patrol has players in their circle.

*Scoring:* The last patrol with a player in their circle wins.

### **Indoor Snowball Fight:**

*Equipment:* A good supply of newspapers.

*Procedure:* Divide troop into two teams. (Can also be played with opposing patrols.) Have each scout make two "snowballs" out of newspaper. Teams line up about 15 feet apart. Following the general rules of dodgeball, each team tries to hit opposing players and dodge their attacks. When a player is hit, he is out and sits on the sidelines. If a scout catches another scout's snowball, the thrower is out.

*Scoring:* A side wins when every player on the other team has been eliminated.

### **Duck Duck Goose:**

*Procedure:* Scouts sit in a circle, facing inward, while another scout, the "picker", walks around tapping each scout in turn, calling each a "duck" until finally picking one to be a "Goose". The "Goose" then rises and chases and tries to tag the picker, while the picker tries to return to and sit where the "Goose" had been sitting. If the picker succeeds, the "Goose" is now the new picker and the process begins again. If the "Goose" succeeds in tagging the picker, the "Goose" may return to sit in the previous spot and the picker resumes the process..

### **Four-Square**

*Equipment:* Rubber playground ball, tape to mark squares on the floor.

*Procedure:* Mark four large, equal size squares on the floor. The SPL assigns each patrol a square to start in, and decides which square is the serving square. The entire patrol stands in the square. Play commences using the rules of 4-square with these exceptions: Any patrol member, but only ONE member, may hit the ball if it lands in his patrol's square. If the ball bounces twice in a patrol's square, or they hit it out of bounds, or hit it before it bounces, ONE member of that patrol is out and leaves the square. After each elimination, all patrols rotate to the next square.

*Scoring:* The last patrol to have scouts in a square wins.

**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.