



**First Aid**  
(Program Features)

**TROOP MEETING PLAN**

Date: April 11 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Dr. Simon Says	<b>Rhys</b>	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	<b>Legit Llama Patrol</b>	6:45 6:55
<b>Skills Instruction</b> <u>25</u> minutes	<b>New Scouts:</b> Learn and practice treatment for the following: Simple cuts and scrapes, Object in the eye, Puncture wounds (nail & fishhook) and splinters, Nose bleeds. Involve scouts in demonstrating treatment.  <b>Mid &amp; Experienced Scouts:</b> Learn and practice treatment for the following: Severe bleeding, impalement on object, broken or chipped tooth, avulsions and amputations; when to use a tourniquet; Involve scouts in demonstrating treatment.	<b>Lucas</b>  <b>Owen</b>	6:55  7:20
<b>Advancement Session</b> <u>10</u> minutes	Younger scouts work on rank advancement. <b>Older scouts brainstorm and plan some high adventure activities for the troop.</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 Broom Hockey	<i>none</i>	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>	

**First Aid**  
(Program Features)

**TROOP MEETING PLAN**

Date: April 18 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Jackpot <i>with a tennis ball (see below)</i>	<b>Rhys</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>New Scouts:</b> Show a personal first-aid kit for inspection. Learn and practice the following: Treatment for sprained ankle, upper arm, and collarbone injury, When to move an injured person, Transport from a smoke-filled room. Involve scouts in demonstrating treatment.  <b>Mid &amp; Experienced Scouts:</b> Learn and practice the following: Identifying signs and symptoms of broken bones (including open fracture), Splinting with improvised material, Transporting with carries, chairs, and stretchers. Involve scouts in demonstrating treatment.	<b>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 brainstorm and plan some high adventure activities for the troop.</b>	<b>Patrol Leaders/ Adults</b>	7:25 7:35
<b>Patrol Meetings</b> <u>15</u> minutes	Collect dues. Plan menus for May Cub Camping Trip (teaching Cubs to cook) 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 Medical Salad ( <i>see below</i> )	<b>Jack R.</b>	7:50 8:05
<b>Closing</b> <u>10</u> minutes	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
Total 90 minutes of meeting			
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

### **Doctors And Patients**

*Equipment:* None.

*Procedure:* One scout is designated as the doctor, the others are patients. Arrange the patients in a straight line on one side of the field, all facing the opposite side. The doctor calls out, "Patients run to me!". All the patients try to run to the other side of the field. The doctor attempts to bill (tag) as many patients as possible. If they get to the other side of the field without being tagged they are safe. Once tagged one becomes a doctor. When all untagged patients are on the other side of the field, play starts again. A doctor calls out, "Patients run to me!" Continue running back and forth until all patients have been converted to doctors.

### **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.

### **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.

### **Medical Salad:**

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

*Procedure:* Each Scout chooses a disease 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 disease likes another disease (i.e., "flu likes leprosy"). The person in the center tries to tag the Scout whose disease was called before he can announce that his disease likes another disease. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their disease likes "medical 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.