

Backpacking
(Program Features)

TROOP MEETING PLAN

Date: Sept. 5 Week: 1

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|--|--|---------------------------------------|--------------------------|
| Preopening <u>15</u> minutes | Play Four-Square | Alex | 6:30 6:45 |
| Opening Ceremony <u>10</u> minutes | Pledge, Oath, Law, Outdoor Code. Announcements | Legit Llama Patrol | 6:45 6:55 |
| Elections <u>25</u> minutes | TROOP & PATROL ELECTIONS Elect new SPL Patrols elect new PLs SPL chooses ASPL, etc. PLs choose new APLs, etc. | SM | 6:55 7:20 |
| Advancement Session <u>10</u> minutes | Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop. | Patrol Leaders/ Adults | 7:20 7:30 |
| Patrol Meetings <u>15</u> minutes | Collect dues. Finalize menus for Whitewater Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet. | Patrol Leaders | 7:30 7:45 |
| Interpatrol Activity <u>20</u> minutes | Play Coke & Mentos Toss (<i>see below</i>) | Adults | 7:45 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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TROOP MEETING PLAN

Date: Sept. 12 Week: 2

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|--|--|---|--------------|
| Preopening <u>15</u> minutes | Play Ice Cream Tag (<i>see below</i>) | Jacob | 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 | New Scouts: Teach Scouts how to properly pack a backpack. Demonstrate that a backpack is a bag of bags, and show where to pack items based on priority (e.g., raingear on top). (<i>Instructor should bring a properly packed backpack for demonstration.</i>) Mid & Experienced Scouts: Discuss ultralight backpacking gear. Look online to research brands and costs. Discuss which items represent good values based on cost and weight savings. | Jack Mr. Scott the Young | 6:55 7:25 |
| Advancement Session <u>10</u> minutes | Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop. | Patrol Leaders/ Adults | 7:25 7:25 |
| Patrol Meetings <u>10</u> minutes | Collect dues. Finalize plans for Whitewater Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet. | Patrol Leaders | 7:35 7:45 |
| Interpatrol Activity <u>20</u> minutes | Play Capture the Flag (<i>see below</i>) | Lucas | 7:45 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 | |

FALL COURT OF HONOR

(Program Features)

TROOP MEETING PLAN

Date: Sept. 19 Week: 3

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|--|---|-----------------------------------|--------------|
| Preopening <u>15</u> minutes | Play Duck Duck Goose | Alex | 6:30 6:45 |
| Opening Ceremony <u>10</u> minutes | Pledge, Oath, Law, Outdoor Code. Announcements | Legit Llama Patrol | 6:45 6:55 |
| Interpatrol Activity <u>25</u> minutes | Play Toxic Waste Transport (<i>see below</i>) | Adults | 6:55 7:20 |
| Food <u>25</u> minutes | Legit Llamas: Snacks & drinks Los Perros: Fruits & desserts Troop: Pizza & disposables | | 7:20 7:45 |
| Awards <u>20</u> minutes | Scouts will be presented merit badges, ranks, and all other recognitions since our Summer Court of Honor. | SM, SPL | 7:45 8:05 |
| Closing <u>10</u> minutes Total 90 minutes of meeting | Closing Announcements. Announce instructors for next meeting. Scout Vespers. | SPL / SM | 8:05 8:15 |
| After the Meeting <u>10</u> minutes | Questions for the Scoutmaster or SPL Service patrol cleans up. (All other dismissed) | SPL / SM | 8:15 8:25 |

Backpacking
(Program Features)

TROOP MEETING PLAN

Date: Sept. 26 Week: 4

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|--|---|---|--------------|
| Preopening <u>15</u> minutes | Play Cops & Robbers Tag (<i>see below</i>) | Garrett | 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 | <p>New Scouts: Teach Scouts how to fuel and light a backpacking stove (both WhisperLite and Pocket Rocket). Cover safety rules. Discuss how to shield the stove from the wind.</p> <p>Mid & Experienced Scouts: Using maps of your proposed backpacking trip, determine starting and ending points for each leg of the journey. Look for campsites and water sources. Be sure to take into account terrain and hikers' abilities as you determine mileages.</p> | Tyler Jack & Mr. Scott the Young | 6:55 7:25 |
| Advancement Session <u>10</u> minutes | Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop. | Patrol Leaders/ Adults | 7:25 7:35 |
| Patrol Meetings <u>15</u> minutes | Collect dues. Work on plans for Backpacking 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 Ducks & Cows (<i>se below</i>) | Jacob | 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 | |

Coke & Mentos Toss:

Equipment: One or two cold 2-liter bottles of Diet Coke, enough Mentos for each scout to have two.

Procedure: Stand a full bottle of Diet Coke in the middle of a circle. Participants form a circle around the bottle, a least 6 feet away from the bottle (seated or standing). Each participant is given one Mentos candy. Taking turns, each player tries to toss their candy through the opening into the bottle. After every player has thrown their candy, everyone gets up to collect a candy again and return to their spot. Repeat until someone gets a Mentos into the bottle. (*The 2nd bottle is in case someone scores too early in the game.*)

Scoring: The first scout to get his Mentos into the bottle wins.

Ice Cream Tag:

Equipment: None

Procedure: Choose one or more players to be the Taggers. When the game starts, the Taggers must try to tag other players. If a player is tagged they start counting down loudly from ten (10, 9, 8, etc.). They also slowly sink toward the ground as if they were melting. They can be saved by being tagged by another player who is not It. If they get all the way to zero without being saved, they yell out "Ice cream!" and become a Tagger. The game ends when everyone is a Tagger or after a set amount of time.

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.

Toxic Waste Transport:

Equipment: For each patrol, two buckets and 4 3 foot staves/sticks.

Procedure: One bucket is placed in front of each patrol filled with "toxic waste" (water), and the other bucket is placed at the far end of the playing area. The patrol must move the full bucket to the far end and empty it into the other bucket using only the sticks, they may not touch the bucket. If any toxic waste splashes on a scout, he must sit out and his patrol will have to work without him.

Scoring: The first patrol to get their second bucket at least $\frac{3}{4}$ full wins.

Cops & Robbers Tag

Equipment: None

Procedure: Selecting an area to be the Jail. Split scouts into two equal groups. One group will be the Cops, their job is to tag the Robbers and guard the Jail. The other group is the Robbers, their job is to not be caught by the Cops and to save captured Robbers with Jailbreaks. Robbers who are tagged are expected to walk to the Jail by themselves, they do not need the Cop to escort them. If a Jailbreak occurs, only those Robbers who are in the Jail area are freed, any Robbers who have been caught but are still walking to the Jail are not included in the Jailbreak. A Jailbreak occurs when a Robber (who has not been caught) touches the Jail area and yells "Jailbreak!". There is no head start for the Robbers escaping the jail, they may be tagged immediately after the Jailbreak is initiated.

Ducks & Cows:

Equipment: None

Procedure: Scouts spread out around the playing area and sit down. Quickly go to each player and randomly whisper into their ear either "Duck" or "Cow". When you say "Go" they must crawl around and try to group up with all the other Cows if they are a Cow, or all the other Ducks if they are a Duck. Scouts can only make one sound: "Moo" for Cows or "Quack" for Ducks (*no talking!!*). The game ends when all players have found their group and then announce who was quicker, the Ducks or the Cows.

Variations: Play it with their eyes closed; Add more animals, like Dogs ("Ruff") and Cats ("Meow"): Have them find their group without making any sound at all.