

Backpacking
(Program Features)

TROOP MEETING PLAN

Date: Oct. 3 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Infection Tag (<i>see below</i>)	Jack	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	<p>New Scouts: Explain the concept of the "Bearnuda Triangle". All "smellables" stay within the triangle. Plan a menu for a backpacking trip and create a shopping list.</p> <p>Mid & Experienced Scouts: Explain the concept of the "Bearnuda Triangle". All "smellables" stay within the triangle. Research ordinary food items that could be used instead of backpacking food. Discuss ways to repackage food to save space and weight.</p>	Rhys Mr Scott the Young	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 & plans for the backpacking 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 Free the Turkeys (<i>see below</i>)	Rhys	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: Oct. 10 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play 500 (with a football) (<i>see below</i>)	Lucas	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: Guest speaker from SCA – Hiker Safety (Back-up plan: Leave No Trace, see week 4 of Backpacking meeting plans)	Guest Speaker	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>10</u> minutes	Collect dues. 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 Speedball (<i>see below</i>)	Rhys	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	

Pioneering
(Program Features)

TROOP MEETING PLAN

Date: Oct. 17 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Freeze Tag (<i>see below</i>)	Lucas	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	New Scouts: Practice tying the square knot, clove hitch, two half hitches, and taut-line hitch. Practice square and diagonal lashings. Mid & Experienced Scouts: Review square and diagonal lashings. Build a trestle frame (a square frame with two diagonal supports, all lashed with square lashings except for a diagonal lashing in the center.)	Jack Rhys	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. Plan menus for Turkey Roast 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 Steal the Bacon (<i>see below</i>)	Rhys	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	

Pioneering
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TROOP MEETING PLAN

Date: Oct. 24 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Basketball	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>25</u> minutes	New Scouts: Practice tying the timber hitch, bowline, and sheet bend. Learn shear, tripod, and round lashings. Mid & Experienced Scouts: Review shear, tripod, and round lashings. Learn floor lashings.	Jack Owen	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 Turkey Roast menus. Plan patrol Scouting for Food route(s) Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Yoshi (<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	

Infection Tag:

Equipment: None.

Procedure: One scout starts out as infected. He must tag other players; as they are tagged, they also become infected and start chasing other players. Infected players must admit they are infected if asked.

Scoring: Last uninfected player wins.

Free the Turkeys:

Equipment: Two mats or tape to mark two zones at opposite ends of the playing field, a dividing line across the field.

Procedure: Divide scouts into two teams and assign each team to half of the playing field. Each team chooses two Farmers from their team. All the rest of the players will be Turkeys. The Turkeys all go onto the mat (the Cages) on the other team's side. The Farmers remain on their own side. When the game begins, the Farmers must try to make it to the mats where all their Turkeys are. Farmers can be tagged by the other team's Farmers when they are on the other team's side. If they are tagged, they become a Turkey and must go into the Cage. If they make it to the Cage without being tagged, they are safe while on the mat. They choose a Turkey to free and then both the Turkey and the Farmer must try to make it back to their own side without being tagged. They can run separately but a Farmer can only free one Turkey at a time. If a player is tagged on the way back they must return to the Cage as a Turkey. If a Turkey makes it back to their side, they become a Farmer and can try to free more Turkeys.

Scoring: A team wins if either all of the players on the other team are Turkeys or all their Turkeys become Farmers

500 (Jackpot):

Equipment: A football

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.

Speedball

Equipment: A playing field (*soccer field outside or basketball court inside*), soccer goals, a soccer ball.

Procedure: Divide scouts into two teams. Each team has 5 players active at a time (including a goalkeeper), additional scouts may sub in. Game play starts with a jump ball at the center of the court. The team with the ball then tries to move the ball towards the opponent's goal. The ball can be moved by kicking or throwing the ball. Players are not allowed to run with the ball in their hands.

Scoring: Goals can be scored by kicking or throwing. Kicking counts as two points and throwing counts as one point. The team with the most points at the end of the match is the winner.

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.

Steal The Bacon:

Equipment: An object is chosen to be the bacon.

Procedure: The object of Steal the Bacon is take the "bacon" back to your own side without being caught. In this game, two teams are chosen, and one umpire is selected. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them. The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.

Scoring: If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point.

Yoshi:

Equipment: Two mats or tape to mark two zones at opposite ends of the playing field, a dividing line across the field.

Procedure: Divide scouts into two equal teams. Designate each team to a half of the field. When the game starts, players try to cross the middle line into the other team's territory and make it to the mat, where they will be safe. If a player is tagged on the other team's side, they must sit down where they were tagged. Another player from their team can rescue them by getting to them without being tagged, holding hands or linking elbows, and walking back to their side. They cannot be tagged on the way back. Players that have made it to the mat can also rescue their team-mates but when they leave the mat, they are no longer safe and can be tagged. As well, if a player leaves the mat to rescue their team-mate, they must return to their teams side and try again, rather than returning to the mat. When there are a lot of player's sitting, you can call out "Yoshi", which allows all players who are sitting to stand up. They can either run for the mat or back to their side.

Scoring: The first team to get all of it's players on the mat wins.