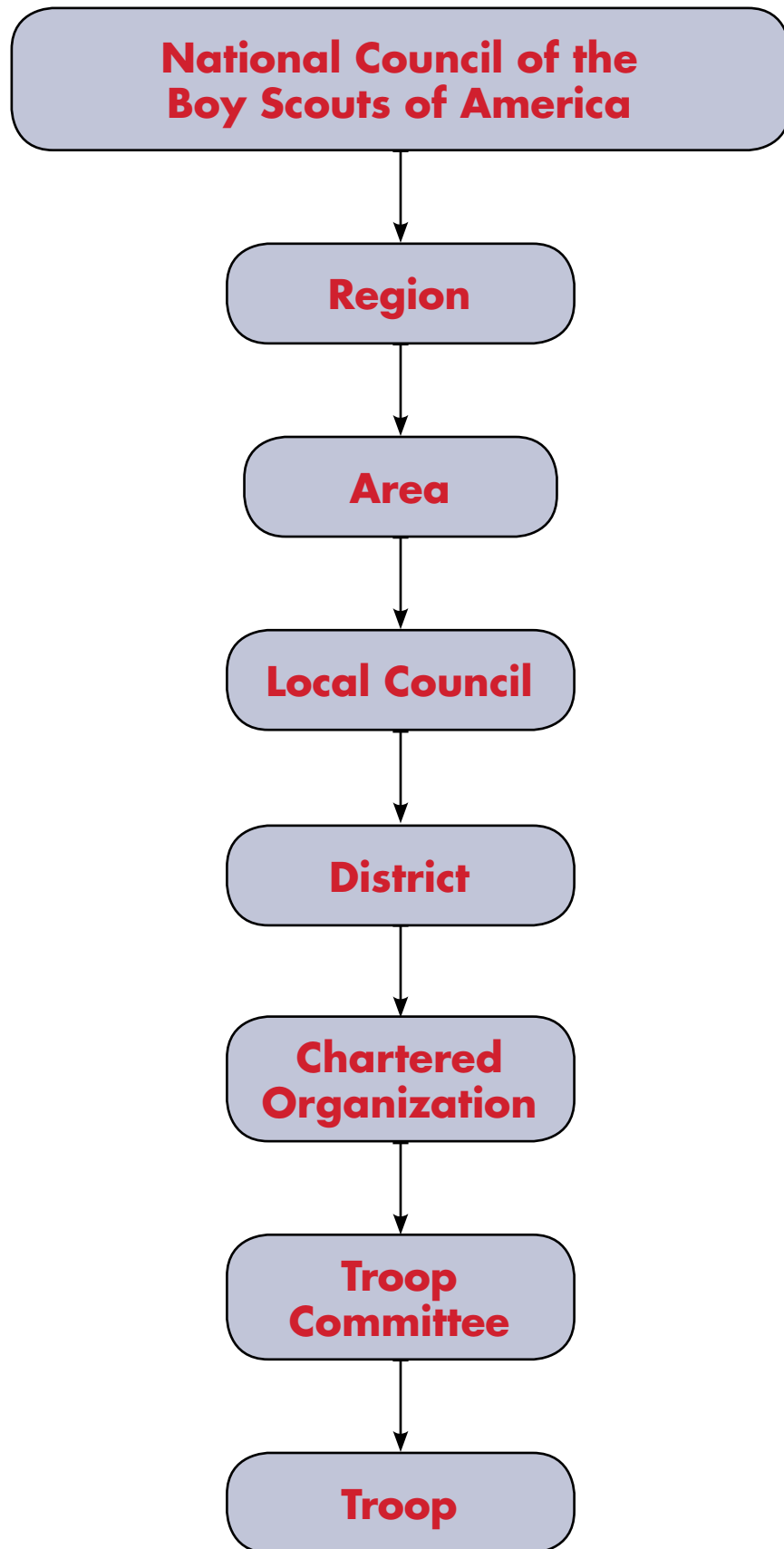


## Appendix D: Organization of Boy Scouting



## Appendix E: What Makes a Trained Leader?

# WHAT MAKES A TRAINED LEADER?



Adult leaders in units are considered trained and eligible to wear the official *Trained* emblem when they have completed Youth Protection Training and the training courses outlined below, or have completed Youth Protection Training and a previous basic training course *when it was current*.

**Youth Protection Training is a joining requirement for all registered adults and must be retaken every two years!**

### CUB SCOUTING

*Position-Specific for your position\**

### BOY SCOUTING

*Scoutmaster and Assistant Scoutmaster Position-Specific and Introduction to Outdoor Leader Skills (Scoutmasters and assistants)*

*Troop Committee Challenge (committee members)*

### VARSITY SCOUTING

*Varsity Coach Position-Specific and Introduction to Outdoor Leader Skills (Coaches and assistants)*

*Team Committee Challenge (committee members)*

### VENTURING & SEA SCOUTS\*\*

*Venturing Advisor Position-Specific (Advisors and assistants)*

*Crew Committee Challenge (committee members)*

*All adults in Ships: Sea Scout Adult Leader Basic*

**Need Help?**  
Contact Scouting University  
972-580-2000  
[www.Scouting.org/training](http://www.Scouting.org/training)

\* Pack Trainers take *Pack Committee Challenge* and *Fundamentals of Training*.

\*\* Venturing Youth Protection Training  
**Chartered Organization Representatives take This Is Scouting and Training the Chartered Organization Representative.**

11/11/2014

## Appendix H: Sample Scoutmaster Conference Questions

### The Scoutmaster Conference for Joining and Scout

- What did you like about Cub Scouting?
- What do you think you will like about Boy Scouting?
- Do you have any brothers or sisters?
- What are your interests outside of Scouting?
- Why did you join our troop?
- Do you have any questions about Boy Scouting or the troop?
- What do the Scout Oath and the Scout Law mean to you?

You should explain:

- The advancement process, including who will be approving and recording his progress
- The purpose and timing of Scoutmaster conferences
- How the boy-led troop works and his advancing role in it
- The patrol method and the new-Scout patrol

Make sure you give the Scout handshake, and see that the Scout can demonstrate the sign and salute.

### The Scoutmaster Conferences for Tenderfoot Through First Class

- Who is your patrol leader, and what do you think of him?
- What do you think of the problems you are facing?
- How have you progressed on first aid?
- What are your goals for the next few months, and how do those goals meet advancement requirements?
- What do you think could be done to improve the troop?

You can review what a Scout has learned in achievements so far, and see how he has absorbed the skills. Ask a Second Class candidate about his service project—how he felt about it, how he felt he had done, how successful he felt the project was, and how he measured that success.

You should explain:

- That a Scout does not always retain a skill simply by doing it for advancement; he must repeat it, and in some cases, teach it, to really have the skill
- The value of planning to achieve his goals
- How setting advancement goals involves looking ahead to see what must be accomplished and in what order
- How to use the merit badge program to explore interests and accomplish advancement

### The Scoutmaster Conferences for Star and Life

- What merit badges did you enjoy, and why?
  - What merit badges did you get the most out of? How and why?
  - How did you feel about your leadership position?
  - How did you feel about how you exercised that position?
-

- What did you accomplish in that position?
- What were your frustrations?
- Who do you think is doing a good job in the troop?
- Have you decided what merit badges you will be earning next?
- Have you thought about achieving Eagle?
- Have you thought about a service project for Eagle?

You should explain:

- The progressive nature of service projects from Star to Eagle
- The nature of required and non-required merit badges

### The Scoutmaster Conference for Eagle

- How did you feel your Eagle service project went?
- Did you run into any rough spots?
- Did you plan enough to get you over the rough spots?
- How did you work with the agency for which you did the project?
- Was that agency clear in its goals for you?
- Would you do the project differently now?
- How do you think the troop is doing?
- How do you intend to help the troop after you become an Eagle Scout?
- Do you have any goals for the troop?
- What are your goals for yourself?
- Do you feel you are prepared to become an Eagle Scout?
- Do you believe you have accomplished all you need to in order to become an Eagle Scout?

You should explain:

- That his Scouting career is not over; Eagle Palms, leadership, and adult leadership await him
- That additional opportunities exist through Order of the Arrow, Venturing, and Sea Scouting

### The Scoutmaster Conference for Eagle Palms

- How do you plan on contributing to the troop now?
- What are your goals for the troop?
- What are your personal goals?
- How will your Scouting experience help you?

You might explain:

- Scouting opportunities for older boys
  - National Youth Leadership Training
  - Leadership in the Order of the Arrow
  - Camp staff opportunities
  - The Hornaday awards
  - Venturing
  - What happens when a boy leader turns 18
  - Potential service as an assistant Scoutmaster
  - Remaining active in Scouting in college or when one moves
-

## Appendix I: Advancement Checklists

✓	Tenderfoot Requirements
	Present yourself for camping trip
	Camping
	Cooking
	Rope and knots
	Safe hiking
	American flag
	Scout Oath, Law, motto, and slogan
	Patrol name, yell, and flag
	Buddy system and bullying
	Physical fitness
	Poisonous plants
	First aid
	Demonstrate Scout spirit
	Scoutmaster conference
✓	Board of review

✓	Second Class Requirements
	Map and compass
	Leave No Trace
	Camping
	Flag ceremony
	Service project
	Local wild animals
	First aid
	Swimming
	Personal health and safety
	Personal finances
	Demonstrate Scout spirit
	Scoutmaster conference
✓	Board of review

✓	First Class Requirements
	Directions without a compass
	Orienteering
	Camping
	Cooking
	Citizenship
	Local native plants
	Lashings
	First aid
	Swimming
	Recruit a new Scout
	Internet safety
	Demonstrate Scout spirit
	Scoutmaster conference
✓	Board of review

✓	Star Requirements
	Active 4 months
	Demonstrate Scout spirit
	2 non-required merit badges
	Service project
	Leadership
	Scoutmaster conference
✓	Board of review

✓	Life Requirements
	Active 6 months
	Demonstrate Scout spirit
	2 non-required merit badges
	3 Eagle-required merit badges
	Service project
	Leadership
	Teach another Scout
	Scoutmaster conference
✓	Board of review

✓	Eagle Requirements
	Active 6 months
	Demonstrate living Scout Oath and Law
	4 non-required merit badges
	6 Eagle-required merit badges
	Leadership
	Leadership of service project
	Scoutmaster conference
✓	Board of review

# AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of Boy Scouts of America youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.



TIGER CUBS  
(WITH ADULT PARTNER)



WOLF/BEAR  
CUB SCOUTS



WEBELOS  
SCOUTS



BOY SCOUTS



OLDER BOY SCOUTS,  
VARSITY SCOUTS,  
AND VENTURERS



## OUTDOOR SKILLS

Camporees			Visit Only		
Conservation Projects					
Cooking Outdoors					
Fire Building					
Fishing					
Fueled Devices (Stoves and lanterns)					
Hiking—Day					
Hiking—Multiple Day					
Horseback Riding					
Hunting					Venturers Only
Map and Compass	Map Only				
Mountain Boards					
Mountaineering/Scrambling/Cross-Country Travel					
Orienteering					
Pioneering					
Rope Bridges/Pioneering Towers (Check requirements for height restrictions.)					
Survival Training					
Winter Camping					



## SPORTS

Field/Wide Games					
Flag Football					
Gymnastics					
Ice Hockey					
Ice Skating					
Martial Arts—Defensive					
Roller Blades/Skates					
Scooters—Nonmotorized					
Skateboarding					
Skiing/Snowboarding					
Sledding/Tubing					
Soccer					
Street Hockey					



## TOOLS

Axes					
Bow Saws					
Hand Ax					
Hand Tools					
Pocketknife		Bear Only			



## TREKKING

Backpacking—Overnight, Backcountry					
Bike Treks—Day Ride					
Bike Treks—Multiple Overnights					
BMX Biking					
Day Hikes					
Horse Treks					
Mountain Biking					
Search and Rescue Missions					
Search and Rescue Practice					
Ski Touring—Multiple Days and Nights Carrying Gear					



## AIRCRAFT

Commercial Flight Experience					
Ground School					
Hands-On Flying Experience					
Hot-Air Balloons (Tethered only)					
Orientation Flight					
Soaring (Orientation flights only)					

# AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on the mental, physical, emotional, and social maturity of Boy Scouts of America youth members. These guidelines apply to Cub Scout packs, Boy Scout troops, Varsity Scout teams, and Venturing crews.



**TIGER CUBS**  
(WITH ADULT PARTNER)



**WOLF/BEAR CUB SCOUTS**



**WEBELOS SCOUTS**



**BOY SCOUTS**



**OLDER BOY SCOUTS, VARSITY SCOUTS, AND VENTURERS**



## VEHICLES

All-Terrain Vehicles (ATV)				Approved Council Use Only; No Unit Use	
Dirt Bikes					Venturers Only
Driving Derbies					
Personal Watercraft (PWC)				Approved Council Use Only; No Unit Use	
Snowmobiles					



## SHOOTING

.22 Rifle					
Air Rifle (pellet guns)			Webelos Resident Camp Only		
Archery—Field					
Archery—Target, Action (moving targets)			Council/District Outdoor Programs Only		
BB Guns			Council/District Outdoor Programs Only		
Catapults					
Large-Bore Rifles					Venturers Only
Muzzleloaders					
Pistols*					Venturers Only
Shotguns					
Slingshots			Council/District Outdoor Programs Only		



## COPE AND CLIMBING

Belaying					
Bouldering					
Caving (other than simple novice activities)					
Climbing (age-appropriate man-made facility)					
Advanced Climbing					
Climbing—Rock					
Lead Climbing					
Snow and Ice Climbing					
Canopy Tour					
Rappeling					
COPE (age-appropriate activities)					



## AQUATICS

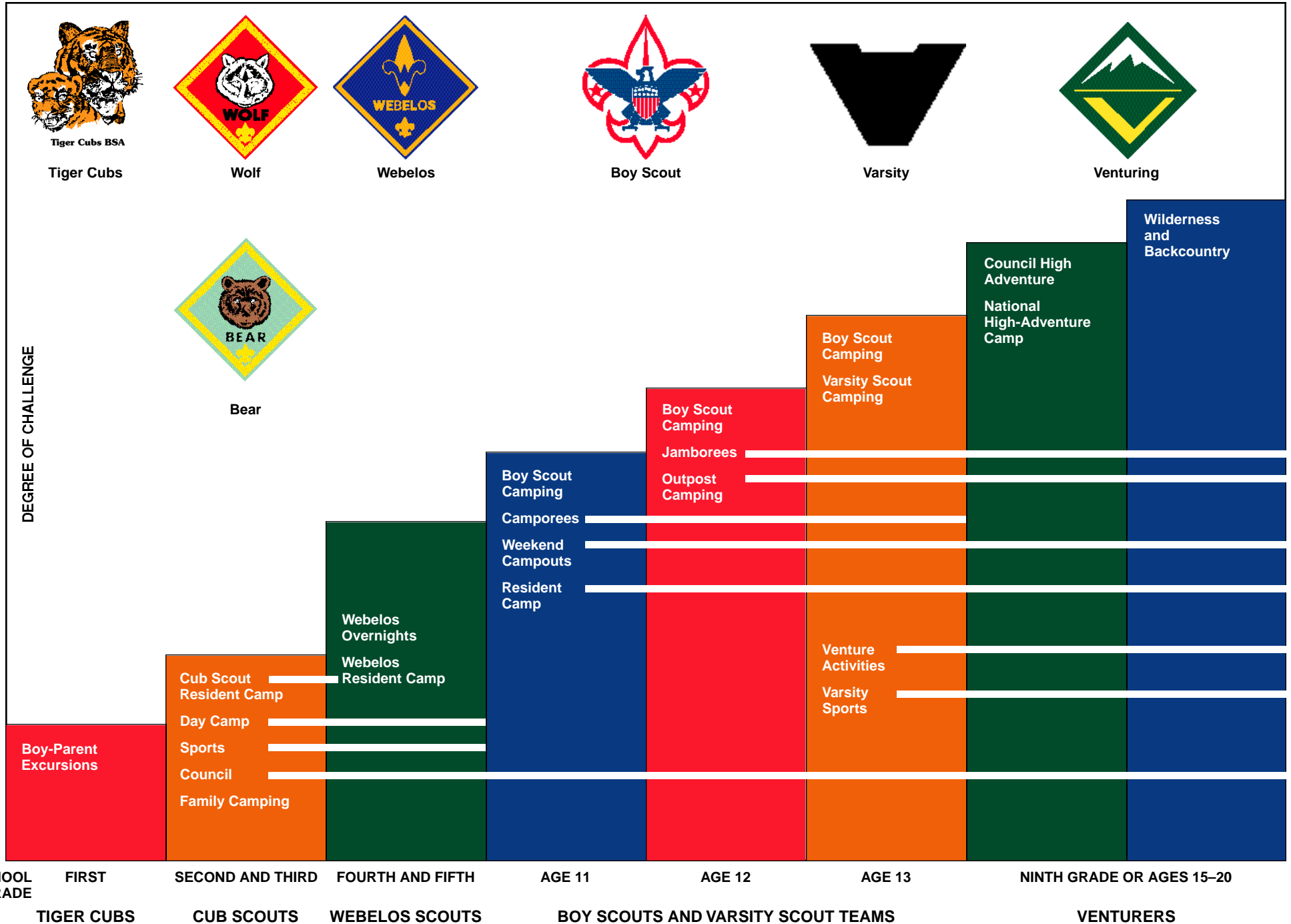
Canoeing—Flat Water			Council/District Outdoor Programs Only		
Canoeing—Flowing Water					
Kayaking—Flat Water				Council/District Outdoor Programs Only	
Kayaking—Flowing Water					
Motorboating—Adult Operated			Council/District Outdoor Programs Only		
Motorboating—Youth Operated					
Rafting—Flat Water			Council/District Outdoor Programs Only		
Rafting—Flowing Water					
Rowing—Flat Water			Council/District Outdoor Programs Only		
Rowing—Flowing Water					
Sailboarding					
Sailing—Adult Operated			Council/District Outdoor Programs Only		
Sailing—Youth Operated					
Scuba					
Snorkeling (In clear, confined waters, all ages and abilities can use snorkeling equipment. Snorkeling in open water is limited to Boy Scouts with Snorkeling BSA or equivalent.)					
Surfing					
Swimming					
Tubing (floating in an inner tube)				Council/District Flat Water Events	
Tow Sports (including waterskiing, wakeboarding, kneeboarding, and tubing)					



## CAMPING

Day Camp					
Den Overnights					
Camporees					
Family Camping					
High Adventure					
Jamboree					
Parent/Son Overnights					
Resident Camp					
Weekend Overnights					

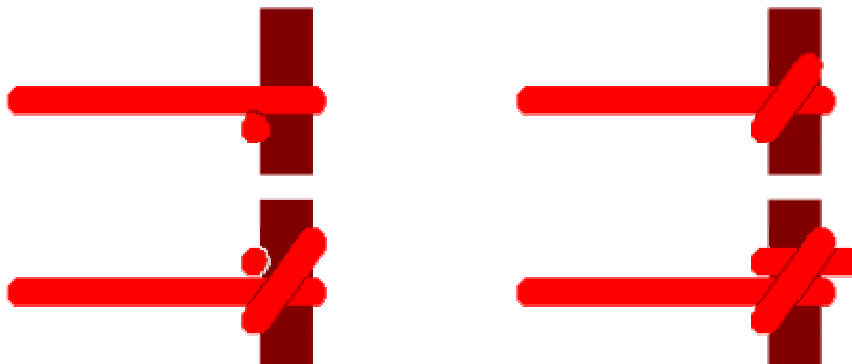
# Scouting's Camping Program—Ever Increasing Challenge Out-of-Doors





# Clove Hitch

## Step by step:

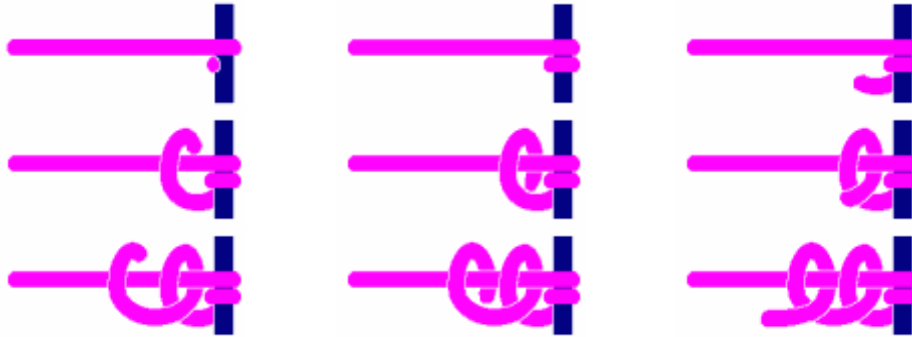


## Comments:

- Use to attach a rope to a pole, this knot provide a quick and secure result. It rarely jams, and can in fact suffer from the hitch unrolling under tension if the pole can turn. Often used to start and finish lashings.
- With practice, this can be easily tied with one hand - especially useful for sailors!
- Tip. If you are in a situation where the clove hitch may unroll, add a couple of half hitches with the running end to the standing end of the knot, turning it into a "Clove Hitch and Two Half Hitches"!
- Tip. When pioneering, use the Round turn and two half hitches to start and finish your lashings instead of the Clove Hitch. It won't unroll, and is easier to finish tying off. It just does not look so neat!

# Round turn and two half hitches

## Step by step:

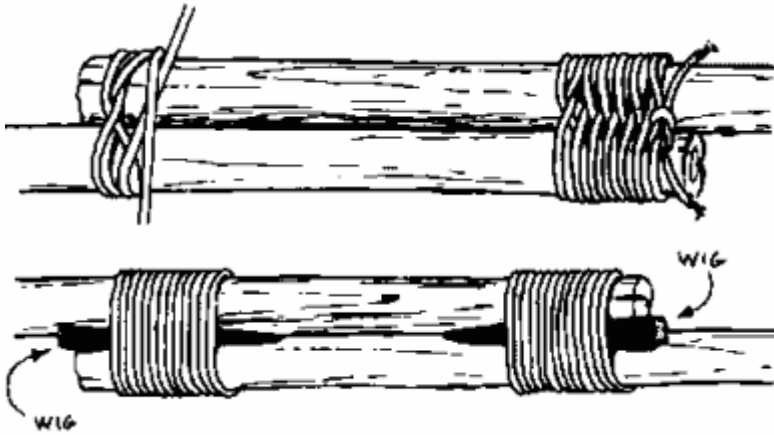


## Comments:

- Used to secure a rope to a pole, or to start or finish a lashing. Pass the running end of the rope over the pole twice. Then pass the running end over the standing part of rope, and tuck it back up and under itself, forming a half hitch. Repeat this for a second half hitch.
- This knot has a redeeming feature - it rarely jams!
- Tip. Superior to a Clove Hitch for starting and finishing a lashing as the half hitches prevent this knot from unrolling, as they have the effect of locking the knot. The Clove Hitch looks neater (!) but it has a tendency to unroll, and can be difficult to tie tightly when tying off.

# Round Lashing

## Step by step:



## Comments:

- Used to lash two poles together (constructing a flagpole).
- Tie a clove hitch round the bottom pole.
- Wind the rope around both six or seven times.
- Finish with two half hitches round both poles.
- The lashing can be tightened by driving a small wooden peg between the poles.
- If possible force a wedge under the lashings to make them really tight. If the spars are vertical, bang the wedge in downwards.



(Program Feature)

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week \_\_\_\_\_

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"><li>• New Scouts</li><li>• Experienced Scouts</li><li>• Older Scouts</li></ul>		
<b>Patrol Meetings</b> _____ minutes			
<b>Interpatrol Activity</b> _____ minutes			
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"><li>• Scoutmaster's Minute.</li></ul>	SM	
<b>After the Meeting</b>			



# TROOP RESOURCE SURVEY

Boy Scouting is for adults as well as boys. We invite you to share your skills and interests so the best possible program can be developed for the Boy Scouts in this troop. In making this survey, the committee wishes to find ways you can enjoy using your talents to help our Scouts. Your cooperation is greatly appreciated.

Welcome to the Scout family of Troop No. \_\_\_\_\_ in the \_\_\_\_\_ Council.

Please return this survey to \_\_\_\_\_

Are you currently registered with the Boy Scouts of America? Yes  No

(Please print.)

Name \_\_\_\_\_ Phone \_\_\_\_\_

Street address \_\_\_\_\_ Email \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Home phone \_\_\_\_\_ Mobile phone \_\_\_\_\_

Business phone \_\_\_\_\_ Email address \_\_\_\_\_

1. What is your favorite hobby? \_\_\_\_\_ Occupation \_\_\_\_\_

2. In what sports do you take an active part? \_\_\_\_\_

3. Would you be willing to assist the troop leaders and committee members occasionally? \_\_\_\_\_

4. Please check the areas in which you would be willing to help:

### General Activities

- Campouts
- Hikes
- Outdoor activities
- Troop meetings
- Swimming supervision
- Accounting
- Web management/design
- Drawing/art
- Transportation of Scouts
- Transportation of equipment
- Other \_\_\_\_\_  
(please print)

### Special Program Assistance

- I can participate in boards of review.
- I have a minivan or \_\_\_\_\_ truck.
- I have a workshop.
- I have family camping gear.
- I have access to camping property.
- I can make contacts for special trips and activities.
- I can help with troop equipment.
- Other \_\_\_\_\_  
(please print)

5. Please check any Scouting skills you would be willing to teach:

- Ropework (knots and lashings)
- Outdoor cooking
- First aid
- Star study
- Map, compass, and GPS use
- Conservation
- Aquatics
- Knife and ax handling
- Citizenship
- Camping

Check the merit badges on the other side of this sheet that you are willing to help Boy Scouts earn.



# MERIT BADGES

Check the merit badges that you can help Boy Scouts earn.

- |   |   |  |  |
|---|---|--|--|
| <input type="checkbox"/> American Business            | <input type="checkbox"/> Digital Technology           | <input type="checkbox"/> Kayaking                    | <input type="checkbox"/> Rifle Shooting              |
| <input type="checkbox"/> American Cultures            | <input type="checkbox"/> Disabilities Awareness       | <input type="checkbox"/> Landscape Architecture      | <input type="checkbox"/> Robotics                    |
| <input type="checkbox"/> American Heritage            | <input type="checkbox"/> Dog Care                     | <input type="checkbox"/> Law                         | <input type="checkbox"/> Rowing                      |
| <input type="checkbox"/> American Labor               | <input type="checkbox"/> Drafting                     | <input type="checkbox"/> Leatherwork                 | <input type="checkbox"/> Safety                      |
| <input type="checkbox"/> Animal Science               | <input type="checkbox"/> Electricity                  | <input type="checkbox"/> Lifesaving                  | <input type="checkbox"/> Salesmanship                |
| <input type="checkbox"/> Archaeology                  | <input type="checkbox"/> Electronics                  | <input type="checkbox"/> Mammal Study                | <input type="checkbox"/> Scholarship                 |
| <input type="checkbox"/> Archery                      | <input type="checkbox"/> Emergency Preparedness       | <input type="checkbox"/> Medicine                    | <input type="checkbox"/> Scouting Heritage           |
| <input type="checkbox"/> Architecture                 | <input type="checkbox"/> Energy                       | <input type="checkbox"/> Metalwork                   | <input type="checkbox"/> Scuba Diving                |
| <input type="checkbox"/> Art                          | <input type="checkbox"/> Engineering                  | <input type="checkbox"/> Mining in Society           | <input type="checkbox"/> Sculpture                   |
| <input type="checkbox"/> Astronomy                    | <input type="checkbox"/> Entrepreneurship             | <input type="checkbox"/> Model Design and Building   | <input type="checkbox"/> Search and Rescue           |
| <input type="checkbox"/> Athletics                    | <input type="checkbox"/> Environmental Science        | <input type="checkbox"/> Motorboating                | <input type="checkbox"/> Shotgun Shooting            |
| <input type="checkbox"/> Automotive Maintenance       | <input type="checkbox"/> Family Life                  | <input type="checkbox"/> Moviemaking                 | <input type="checkbox"/> Skating                     |
| <input type="checkbox"/> Aviation                     | <input type="checkbox"/> Farm Mechanics               | <input type="checkbox"/> Music                       | <input type="checkbox"/> Small-Boat Sailing          |
| <input type="checkbox"/> Backpacking                  | <input type="checkbox"/> Fingerprinting               | <input type="checkbox"/> Nature                      | <input type="checkbox"/> Snow Sports                 |
| <input type="checkbox"/> Basketry                     | <input type="checkbox"/> Fire Safety                  | <input type="checkbox"/> Nuclear Science             | <input type="checkbox"/> Soil and Water Conservation |
| <input type="checkbox"/> Bird Study                   | <input type="checkbox"/> First Aid                    | <input type="checkbox"/> Oceanography                | <input type="checkbox"/> Space Exploration           |
| <input type="checkbox"/> Bugling                      | <input type="checkbox"/> Fish and Wildlife Management | <input type="checkbox"/> Orienteering                | <input type="checkbox"/> Sports                      |
| <input type="checkbox"/> Camping                      | <input type="checkbox"/> Fishing                      | <input type="checkbox"/> Painting                    | <input type="checkbox"/> Stamp Collecting            |
| <input type="checkbox"/> Canoeing                     | <input type="checkbox"/> Fly-Fishing                  | <input type="checkbox"/> Personal Fitness            | <input type="checkbox"/> Surveying                   |
| <input type="checkbox"/> Chemistry                    | <input type="checkbox"/> Forestry                     | <input type="checkbox"/> Personal Management         | <input type="checkbox"/> Sustainability              |
| <input type="checkbox"/> Chess                        | <input type="checkbox"/> Game Design                  | <input type="checkbox"/> Pets                        | <input type="checkbox"/> Swimming                    |
| <input type="checkbox"/> Citizenship in the Community | <input type="checkbox"/> Gardening                    | <input type="checkbox"/> Photography                 | <input type="checkbox"/> Textile                     |
| <input type="checkbox"/> Citizenship in the Nation    | <input type="checkbox"/> Genealogy                    | <input type="checkbox"/> Pioneering                  | <input type="checkbox"/> Theater                     |
| <input type="checkbox"/> Citizenship in the World     | <input type="checkbox"/> Geocaching                   | <input type="checkbox"/> Plant Science               | <input type="checkbox"/> Traffic Safety              |
| <input type="checkbox"/> Climbing                     | <input type="checkbox"/> Geology                      | <input type="checkbox"/> Plumbing                    | <input type="checkbox"/> Truck Transportation        |
| <input type="checkbox"/> Coin Collecting              | <input type="checkbox"/> Golf                         | <input type="checkbox"/> Pottery                     | <input type="checkbox"/> Veterinary Medicine         |
| <input type="checkbox"/> Collections                  | <input type="checkbox"/> Graphic Arts                 | <input type="checkbox"/> Programming                 | <input type="checkbox"/> Water Sports                |
| <input type="checkbox"/> Communication                | <input type="checkbox"/> Hiking                       | <input type="checkbox"/> Public Health               | <input type="checkbox"/> Weather                     |
| <input type="checkbox"/> Composite Materials          | <input type="checkbox"/> Home Repairs                 | <input type="checkbox"/> Public Speaking             | <input type="checkbox"/> Welding                     |
| <input type="checkbox"/> Computers                    | <input type="checkbox"/> Horsemanship                 | <input type="checkbox"/> Pulp and Paper              | <input type="checkbox"/> Whitewater                  |
| <input type="checkbox"/> Cooking                      | <input type="checkbox"/> Indian Lore                  | <input type="checkbox"/> Radio                       | <input type="checkbox"/> Wilderness Survival         |
| <input type="checkbox"/> Crime Prevention             | <input type="checkbox"/> Insect Study                 | <input type="checkbox"/> Railroadng                  | <input type="checkbox"/> Wood Carving                |
| <input type="checkbox"/> Cycling                      | <input type="checkbox"/> Inventing                    | <input type="checkbox"/> Reading                     | <input type="checkbox"/> Woodwork                    |
| <input type="checkbox"/> Dentistry                    | <input type="checkbox"/> Journalism                   | <input type="checkbox"/> Reptile and Amphibian Study |  |

### Other skills and activities I could assist in for the older-Scout program:

- |   |   |  |  |
|---|---|--|--|
| <input type="checkbox"/> Backpacking          | <input type="checkbox"/> Freestyle biking | <input type="checkbox"/> Rappelling          | <input type="checkbox"/> Survival            |
| <input type="checkbox"/> Basketball           | <input type="checkbox"/> Golf             | <input type="checkbox"/> Sailing             | <input type="checkbox"/> Swimming            |
| <input type="checkbox"/> Bowling              | <input type="checkbox"/> Hockey           | <input type="checkbox"/> Scuba diving        | <input type="checkbox"/> Tennis              |
| <input type="checkbox"/> Business             | <input type="checkbox"/> Kayaking         | <input type="checkbox"/> Shooting sports     | <input type="checkbox"/> Video/photography   |
| <input type="checkbox"/> Cross-country skiing | <input type="checkbox"/> Mechanics        | <input type="checkbox"/> Slow-pitch softball | <input type="checkbox"/> Volleyball          |
| <input type="checkbox"/> Cycling              | <input type="checkbox"/> Mountain man     | <input type="checkbox"/> Snow camping        | <input type="checkbox"/> Whitewater canoeing |
| <input type="checkbox"/> Downhill skiing      | <input type="checkbox"/> Orienteering     | <input type="checkbox"/> Soccer              | <input type="checkbox"/> Windsurfing         |
| <input type="checkbox"/> Fishing              | <input type="checkbox"/> Rafting          | <input type="checkbox"/> Spelunking          |  |



## PUBLIC SERVICE



One of the aims of Scouting is to develop young men into participating citizens. A participating citizen does more than what is expected of a good citizen, such as voting and obeying the law. He takes an active role in the community.

A participating citizen might be a Scouter or a volunteer with some other organization. Or, he or she might hold an elected or appointed office, lead a service club or church group, or serve as a firefighter, police officer, or health-care provider.

This program feature is designed to introduce Scouts to some of the people who help your community function. No matter how large or small your community is, there are many participating citizens Scouts can get to know.

The big event might be a historic tour, a community Good Turn, or a combination of the two.

### SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A greater understanding of their duty to country and to help other people
- Awareness of their rights and duties as citizens
- Some knowledge of their heritage as citizens of their community and country
- Increased self-confidence

### ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their citizenship requirements through First Class rank. Depending on the activities, they may also complete all or part of the following rank requirements:

#### *Tenderfoot*

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



*Second Class*

- Outdoor—camping, cooking, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

*First Class*

- Outdoor—camping, hiking, cooking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

*Merit Badges.* Experienced Scouts can concentrate on the citizenship merit badges this month. Depending on activities during the outing, they may also cover requirements for the Hiking, Public Health, American Cultures, and American Heritage merit badges.

**PARENT/GUARDIAN PARTICIPATION**

The patrol leaders’ council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for citizenship skills
- Inviting families on the outing
- Asking parents to provide transportation for a visit to community meetings

**PATROL LEADERS’ COUNCIL**

The patrol leaders’ council should meet during the early part of the previous month to plan troop activities for this program feature. If you don’t complete all items on the following agenda, continue planning at patrol leaders’ council meetings after each troop meeting.

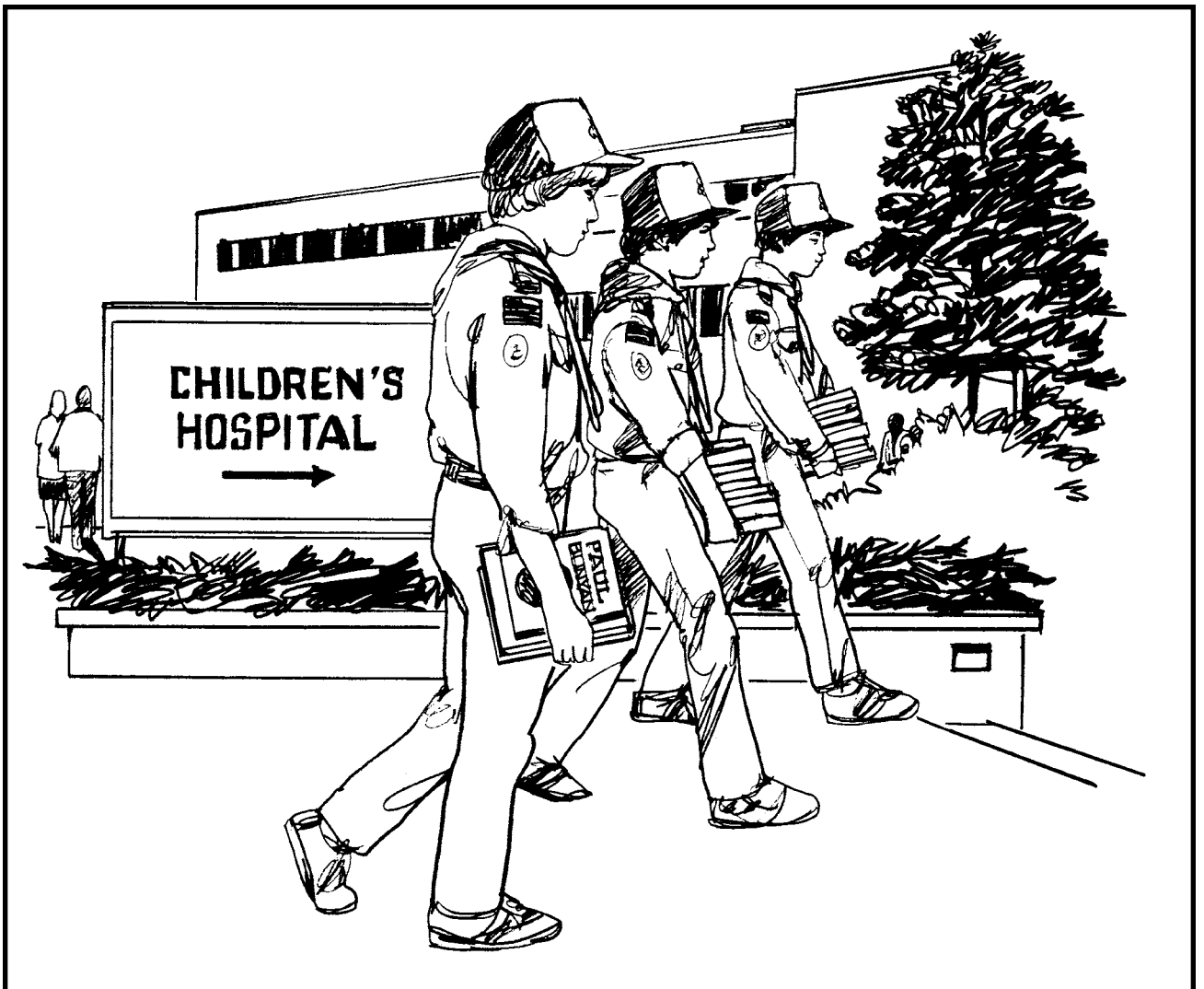
- Decide which public or private group the troop will visit this month, and make arrangements for the visit.
- Invite a community leader to a troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen.
- Plan special activities for community service.
- Plan details of troop meetings for the month. Assign patrol demonstrations covering skills that will be needed to complete advancement through First Class.
- Make a list of possible patrol Good Turns for the community.

**FEATURE EVENT**

**Public Service Outing**

This big event can be an experience that will not only expose the Scouts to your community, but let the community become aware that Scouting is alive and still working. The aim is to expose the Scouts to the inner





workings of the community, the people who serve the public, and the responsibility of each citizen to support the community.

Public service for the Scouts may mean becoming involved in an ongoing community project or a series of Good Turn projects that Scouts can perform.

As you learn about the area you live in, find out about its history. Learn how it evolved to where it is today. Was your community once a boom town? Who were the community's founders? What role did this area have in the development of this country?

### **Historical Trail Hike**

In most states there are historic trails, already marked and waiting for your troop. More than 250 of them have been approved by the Boy Scouts of America for their historic significance and good trail conditions. You can get a list of the approved trails from the local council service center.

If there are no BSA-approved trails in your area, but you know of a historic site, your troop might consider establishing such a trail and at the same time earning the Historic Trails Award. Ask your council service center for a copy of the requirements.

### **Community Good Turns**

The troop and patrols might consider one of the following for a Good Turn this month:

- Plan a community beautification project.
- Take part in a food drive.
- Support a program for firefighters or law enforcement officials.
- Participate in a patriotic parade.
- Help with meals-on-wheels.
- Lead a get-out-the-vote campaign.



# PUBLIC SERVICE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Have a pair of experienced Scouts show how to fold and care for the U.S. flag ( <i>Boy Scout Handbook</i> ). Then play Ringleader. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form troop into parallel patrols.</li> <li>• Present colors.</li> <li>• Sing the national anthem.</li> <li>• Hold a uniform inspection.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts plan an opening flag ceremony for the next meeting and practice flag folding. Play the Newspaper Good Turn. (See the Games section of <i>Troop Program Resources</i>. *)</li> <li>• Experienced Scouts plan a community service project for the whole troop. Or, if a local festival is scheduled soon, find out what your troop can do to participate.</li> <li>• Older Scouts work on the Venture program or plan a historical hike in the area.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for a patrol outing this month. This could be a 5- or 10-mile hike, so that newer Scouts can work on their hiking skills. Or plan a patrol Good Turn. Consider working on items needed to advance to the next rank.		
<b>Interpatrol Activity</b> _____ minutes	Play Shoot-the-Gap. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Form the troop.</li> <li>• Recite the Scout Oath.</li> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# PUBLIC SERVICE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts meet with an elected official, either at the troop meeting place or at the official's office. Learn the official's duties and discuss the rights and duties of every citizen.</li> <li>• Experienced Scouts finish plans for a community Good Turn for the troop.</li> <li>• Older Scouts work on the Venture program or prepare for a campout that would be part of a 20-mile hike. This might be on a historic trail.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Identify Scouts who need to participate in flag ceremonies and service projects. Suggest ways for these Scouts to fulfill rank requirements.		
<b>Interpatrol Activity</b> _____ minutes	Play Catch Ten. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# PUBLIC SERVICE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on basic hiking skills.</li> <li>• Experienced Scouts work on map and compass skills to prepare for a hike. If a hike has not been planned, finalize plans for a community service project.</li> <li>• Older Scouts work on the Venture program or assist with map and compass instruction, or finish plans for a troop campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the hike or community project. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Play Bull-in-the-Ring. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the project or outing. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# PUBLIC SERVICE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	Visit a public or private place or event such as night court, a city council meeting, a school board meeting, a police or fire station, a hospital, a TV or radio station, or a manufacturing company. Make arrangements beforehand to speak with an official or have a guide for your visit.		
<b>Patrol Meetings</b> _____ minutes	Finalize plans and assignments for the hike or community service project. Make sure everyone knows travel plans and equipment needs. Practice any interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Play Submarines and Minefields. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

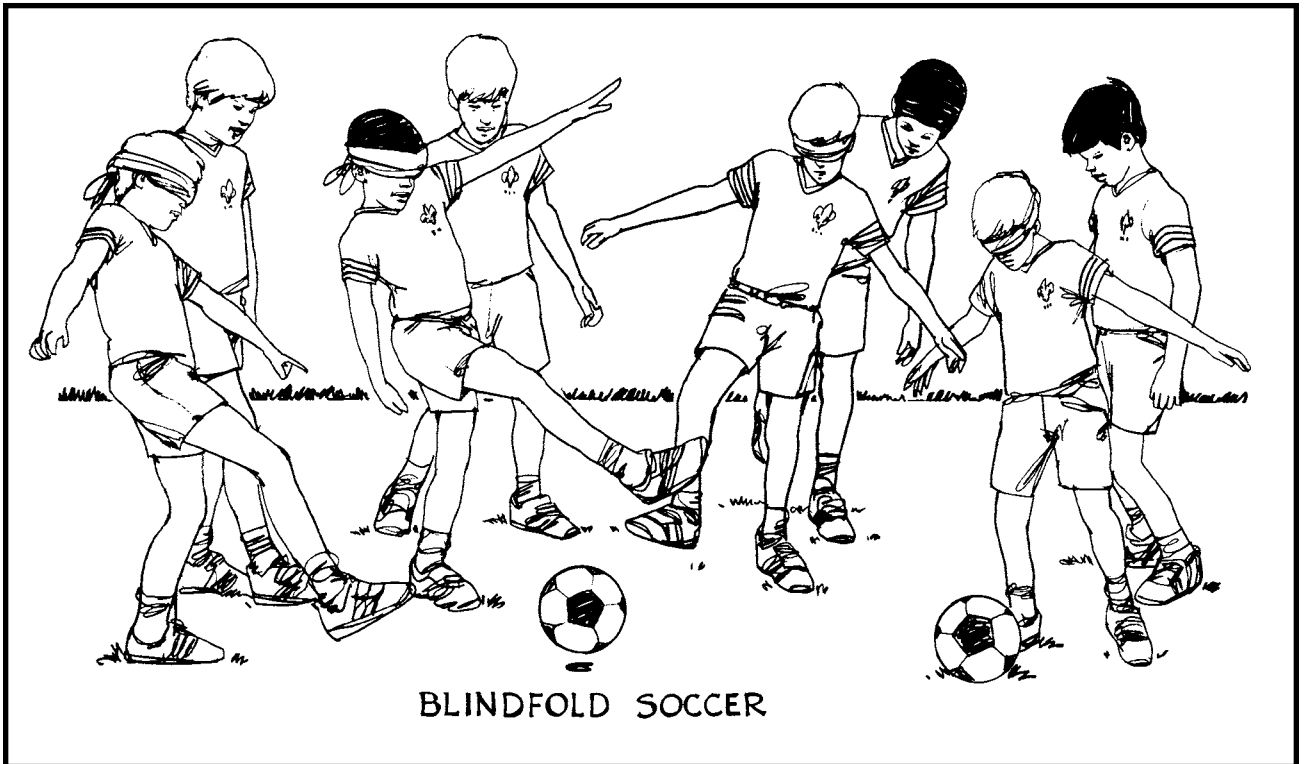
\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

**PUBLIC SERVICE  
TROOP OUTDOOR PROGRAM PLAN**

**Date** \_\_\_\_\_

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
<b>Saturday</b> 8:00 A.M.	Arrive at tour location, organize into tour groups.	SPL
8:30 A.M.	Begin tour, or hike historic trail.	
	Leave for location of service project.	
11:30 A.M.	Sack lunch. Change into work clothes, organize into work parties.	
1:30 P.M.	Start project work.	
4:30 P.M.	Leave for home.	
<b>Special equip- ment needed</b>	None	

## HIGH ADVENTURE



BLINDFOLD SOCCER

High adventure can mean a lot of different things to Scouts. It might mean backpacking on rugged mountain trails, canoeing in the Boundary Waters of the United States and Canada, sailing a large vessel off the coast of Florida, visiting a major city and seeing the sights, or trekking to a remote outpost at your council summer camp.

Planning a high-adventure activity takes time to make sure all the logistical points are covered. This program feature is designed to give you a sampling of high-adventure activities, but your troop will need to spend several months planning a specific high adventure.

Get more information on BSA national high-adventure activities in *Passport to High Adventure*, No. 34245, available from your local council service center.

### SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- The knowledge and skill to be comfortable while camping
- A sense of communion with nature and God
- Greater respect for the outdoors and a determination to follow the Outdoor Code
- Increased self-confidence

### ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic camping requirements through First Class rank. Depending on the activities, they may also complete all or part of the following rank requirements:

#### *Tenderfoot*

- Outdoor—camping, cooking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

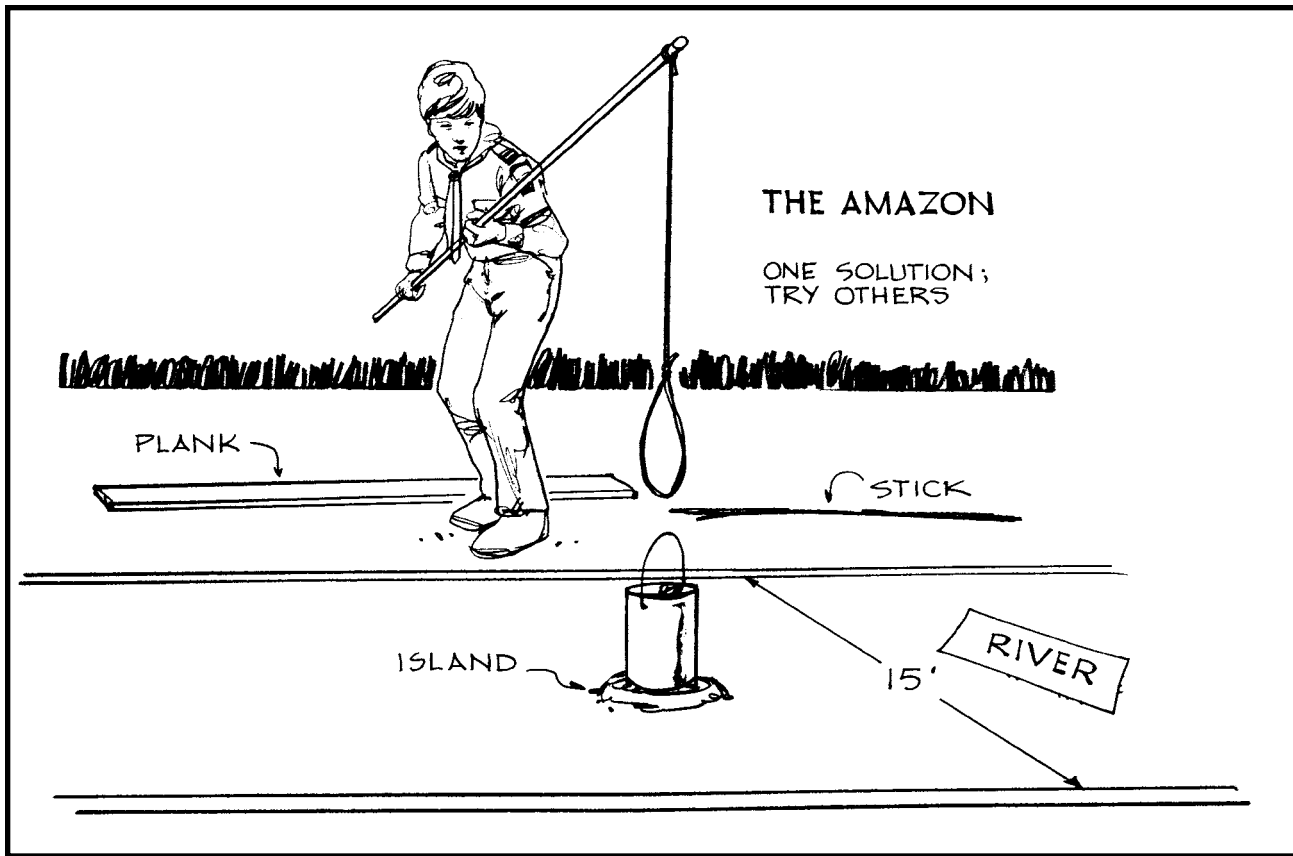
#### *Second Class*

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

#### *First Class*

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law





*Merit Badges.* Older Scouts can concentrate on the Cooking and Camping merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Hiking, Wilderness Survival, Pioneering, and other nature-related merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction in camping skills
- Inviting them to attend the outing
- Asking them to provide transportation to the starting point for the backpacking trek into camp, if necessary

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if this has not been done recently.

- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities. For example, assignments might be

**Patrol A**—Show how to find five major constellations.

**Patrol B**—Demonstrate trail signs.

**Patrol C**—Show how to set up a nature trail.

### **FEATURE EVENT**

#### **High-Adventure Campout**

The primary purpose of this campout is to have a positive camping experience for the Scouts. Make sure the new Scouts have a model campsite to observe.

Camp in an unfamiliar spot this month. Using the same campsite for all of your outings is not challenging. A new campsite will challenge everyone to use Scouting skills and keep them sharpened.

There are several new games listed below that you may want to try while you are on your campout. They are fun and promote teamwork.

### **Blindfold Soccer**

**Equipment:** Blindfolds for half the Scouts, two soccer balls.

**Object:** Each team tries to kick the ball past the opponent's end zone as many times as possible. Each successful kick earns a point for that team.

**Procedure:** Divide the Scouts into two teams or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of a soccer field or the playing area.

#### **Rules:**

1. ONLY THE BLINDFOLDED SCOUT MAY KICK THE BALL; THE SIGHTED SCOUT CAN ONLY OFFER VERBAL DIRECTIONS TO HIS PARTNER.
2. TEAM MEMBERS MAY NOT PURPOSELY TOUCH ONE ANOTHER. NORMAL GAME CONTACT IS OK AS LONG AS THE TOUCHING IS NOT USED TO DIRECT A BLINDFOLDED PARTICIPANT.
3. THERE ARE NO GOALIES.
4. IF A BALL IS KICKED OUT OF BOUNDS, THE REFEREE WILL THROW THE BALL INTO THE MIDDLE OF THE FIELD. PLAY THEN RESUMES.
5. ANY NEEDED ADDITIONAL RULES ARE UP TO THE REFEREE.

### **Soccer Frisbee**

**Equipment:** A flying disc and a field marked for soccer with a semicircular penalty area surrounding the goal.

**Object:** To send the flying disc across the opponent's goal line (sliding on the ground or sailing through the air) as many times as possible. Each goal scores a point for the team.

**Procedure:** Divide the troop into two teams or use patrols. Position a team on each half of a soccer field. Have each team choose a goalie, who stands in the penalty area.

#### **Rules:**

1. PLAY BEGINS WHEN ANYONE THROWS THE FLYING DISC HIGH INTO THE AIR.
2. AFTER CATCHING OR PICKING UP THE DISC, A PLAYER MAY RUN TOWARD THE OPPONENT'S GOAL. IF HE IS TAGGED ABOVE THE WAIST WITH TWO HANDS, THE TAGGED PLAYER MUST DROP OR THROW THE DISC WITHIN 3 SECONDS.
3. A THROW AT THE GOAL CAN BE MADE FROM ANYWHERE ON THE FIELD EXCEPT WITHIN THE PENALTY AREA. THE ONLY PERSON ALLOWED IN THIS AREA IS THE GOALIE. THE GOALIE MAY LEAVE OR ENTER THE PENALTY AREA AT ANY TIME.
4. IF TWO OR MORE PLAYERS GRAB THE FLYING DISC SIMULTANEOUSLY, A "JUMP" BALL IS CALLED. A LEADER STOPS THE PLAY AND THROWS THE DISC INTO THE AIR AT THE POINT PLAY WAS STOPPED.
5. THE ONLY PENALTY IS FOR EXCESSIVE ROUGHNESS. FIRST INFRACTION RESULTS IN A 2-MINUTE PENALTY: ONE PLAYER IS REMOVED FROM THE FIELD. THE SECOND INFRACTION MEANS REMOVAL FROM THE GAME. BODY CONTACT IS INEVITABLE, BUT PURPOSEFUL ROUGHNESS IS UNNECESSARY.

### **Aerobic Tag**

This is an active game that requires constant movement and little explanation. It's good for any size group.

**Equipment:** Flying disc, plastic hoop, beanbag, or similar object; watch with a second hand.

**Object:** For a team (any size) to maintain possession of the object of play (flying disc, plastic hoop, beanbag, etc.) for 30, 45, or 60 seconds (depending on the size of the playing area and the age and ability of the group).

**Procedure:** The object of play is thrown randomly into the air and onto the field by the timekeeper. A player grabs it and, by using speed, guile, and teammates, attempts to keep the object from the opposing team. If the person who has possession is tagged with two hands by an opponent, he must stop running and get

rid of the object immediately. If a team member catches or picks up the object, time continues for that team. If an opposing team member takes possession, the timekeeper yells “change” and begins timing once again from zero.

**Considerations:** Make up penalties, if necessary, for infractions such as unnecessary roughness or holding onto the object too long after having been tagged.

Limit the playing area or the game may end up in the next town.

This is a fine game for cold weather since it doesn’t take long for the players to warm up if the action is spirited. Some kinds of flying discs become brittle and crack or shatter if the temperature falls much below 30 degrees. If the temperature is low, have several discs or an alternative object on hand.

### **The Amazon**

**Equipment:** Rope, ½ inch in diameter; pole or tree limb at least 1½ inches in diameter; plank at least 6 inches wide, 2 inches thick; stick of any diameter; container with a handle.

**Object:** Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the “riverbank.”

### **Rules:**

1. THE SCOUTS MAY USE ONLY THE ASSIGNED MATERIALS AND THEIR BODIES.
2. IF A SCOUT STEPS INTO THE “RIVER,” HE MUST GO BACK AND TRY AGAIN.
3. TIME PENALTIES MAY BE GIVEN WHEN A PLAYER OR ANY OF THE EQUIPMENT TOUCHES THE GROUND.

**Scoring:** The patrol with the fastest time wins.

### **Nitro Crossing**

**Object:** To transport a patrol and a container, almost full of “nitro” (water), across an open area using a swing rope.

### **Rules:**

1. PARTICIPANTS MUST SWING WITH A HANGING ROPE OVER A “TRIP WIRE” AT THE BEGINNING AND END OF AN OPEN AREA WITHOUT TOUCHING EITHER WIRE. IF A TRIP WIRE IS TOUCHED, THE ENTIRE GROUP MUST GO BACK AND START AGAIN.
2. NO KNOTS MAY BE TIED IN THE SWING ROPE, ALTHOUGH A LOOP OR A LARGE KNOT MAY BE TIED IN THE BOTTOM OF THE ROPE IF LESS ADEPT CAMPERS NEED HELP. THIS KNOT MAY BE HELD TIGHTLY BETWEEN THE LEGS TO HELP SUPPORT THE CAMPER.
3. THE NITRO MUST BE TRANSPORTED IN SUCH A WAY THAT NO WATER IS SPILLED. IF ANY SPILLING TAKES PLACE, THE ENTIRE PATROL MUST START OVER. THE CONTAINER MUST BE REFILLED AFTER EACH SPILL.
4. THE SWING ROPE MUST BE OBTAINED INITIALLY WITHOUT STEPPING INTO THE OPEN AREA BETWEEN THE TWO TRIP WIRES.
5. PARTICIPANTS MAY USE ONLY THEMSELVES AND THEIR CLOTHING TO REACH THE SWING ROPE.
6. PARTICIPANTS MAY NOT TOUCH THE GROUND WHILE SWINGING BETWEEN TRIP WIRES, AND MUST ATTEMPT THE CROSSING AGAIN IF THEY DO SO.

**Variation:** The nitro scenario can be accomplished indoors by utilizing a gymnasium climbing rope as the swing rope. Set up the trip wires using empty tennis ball cans as supports and a section of bamboo as the top crosspiece. Fill the No. 10 nitro can with confetti to avoid a wet gym floor.

See the Games section of *Troop Program Resources for Scout Troops and Varsity Teams*, Supply No. 33588, for more initiative games.

# HIGH ADVENTURE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Have a display of high-adventure base materials. Include both BSA national high-adventure bases and the local council's high-adventure area.		
<b>Opening Ceremony</b> _____ minutes	Bowline—Scout Law Opening Ceremony (see “Ceremonies” section of <i>Troop Program Resources</i> ).*		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on tying the half hitch, tautline, and clove hitches, and learn the square knot and bowline. Do the Knot-Tying Relay. (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts work on shear, diagonal, and square lashings, and make a catapult. Have a contest to see how far the catapult can throw, or begin planning a high-adventure trip.</li> <li>• Older Scouts work on the Venture program or use a topographic map of the area where the troop will camp this month to plan an orienteering course.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for the campout this month. Make sure everyone knows what their assignments are and what to bring for the campout. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan advancement activities. Patrol leaders review the interpatrol activities that will take place and skills needed for them.		
<b>Interpatrol Activity</b> _____ minutes	Play British Bulldog. (See the Games section of the <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Conduct the Square Knot–Scout Oath Closing Ceremony. (See the Ceremonies section of the <i>Troop Program Resources</i>.*)</li> <li>• Scoutmaster’s Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders’ council reviews the next meeting and plans for the outing. Begin work on next month’s program feature.		

\**Troop Program Resources for Scout Troops and Varsity Teams*, Supply No. 33588

# HIGH ADVENTURE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts practice pitching a tent and making a ground bed (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Tent-Pitching Contest. (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts continue work on low-impact camping techniques to be used on the campout. Use a topographic map of the campout site to choose tentative campsites. Do Remote Clove-Hitch Tying. (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Older Scouts work on the Venture program or help with instruction of younger Scouts. Prepare necessary items for merit badge work during the campout.</li> </ul> <p>Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.</p>		
<b>Patrol Meetings</b> _____ minutes	Play Sloppy Camp. (See the Games section of the <i>Troop Program Resources</i> .*)		
<b>Interpatrol Activity</b> _____ minutes			
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# HIGH ADVENTURE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts learn about clothing and equipment for a campout and become familiar with the troop's gear. If possible, set up a dining fly and pitch a tent outside. Also, Scouts learn what to do if they get lost (<i>Boy Scout Handbook</i>).</li> <li>• Experienced Scouts practice identifying edible wild plants and edible fruits of trees. Design a lean-to that can be made of simple materials and could be used as a shelter, or continue planning a high-adventure trip.</li> <li>• Older Scouts work on the Venture program or continue planning an orienteering course for the campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize menus for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shake-down campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering.		
<b>Interpatrol Activity</b> _____ minutes	Play Blindfold Compass Walk. (See the Games section of the <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# HIGH ADVENTURE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on basic map and compass skills.</li> <li>• Experienced Scouts work on map and compass skills and plan an orienteering course for the campout. Practice estimating distances by pace.</li> <li>• Older Scouts work on the Venture program or assist in map and compass instruction.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place on the campout.		
<b>Interpatrol Activity</b> _____ minutes	Play Silver Dollar Hunt. (See the Games section of the <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# HIGH ADVENTURE

## TROOP OUTDOOR PROGRAM PLAN

**Date** \_\_\_\_\_

TIME	ACTIVITY	RUN BY
<b>Friday evening</b>	Load gear at the meeting location; leave for camping area. Plan only a light meal en route.	SPL
	Arrive at campsite; off-load equipment. Set up patrol sites. Stow gear and set up camp.	SPL/PL
<b>Saturday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up. Patrols put up the gear for morning activities, clean up patrol site.	Cooks
8:30–11:30 A.M.	Play Aerobic Tag, The Amazon, Nitro Crossing.	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Play Blindfold Soccer, Soccer Frisbee	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	SPL
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
<b>Sunday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	



<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games. Scouts run an orienteering course planned for this campout. Younger Scouts play four games from the Games section of <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
<b>Special equipment needed</b>	Topographic maps, clipboards, compasses, troop camping equipment, game equipment	

\**Troop Program Resources for Scout Troops and Varsity Teams*, Supply No. 33588

# FIRST AID



Having agreed to live by the Scout Oath, Scouts pledge themselves to help other people at all times. Often, all that takes is an observant eye to spot a person in need of assistance, and then the kindness to lend a hand.

But sometimes, especially when somebody is ill or injured, being helpful takes skill and knowledge, too. That's why Boy Scouts have been learning first aid since the earliest days of the Scouting movement.

That's also why this program feature is so important. It will introduce Scouts to the know-how that could be vital in an emergency, and it will give them the confidence that comes with knowing they are prepared to act in situations requiring basic first aid.

Troop meeting activities should focus on first aid skills. Younger Scouts will work on first aid requirements for Tenderfoot through First Class ranks. Experienced Scouts will concentrate on the more advanced skills required for the First Aid, Lifesaving, and Emergency Preparedness merit badges.

The big event of the month will be a disaster day. Patrols will be confronted with mock emergency situations that will improve and test their first aid skill, decision-making ability, and teamwork. The disaster day might be the highlight activity of a weekend campout, or it can be held in a local park or shopping center as a public demonstration of BSA first aid.

## SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- An understanding that the pledge "to help other people at all times" requires skill as well as goodwill toward others
- A good grasp of the fundamentals of first aid for life-threatening situations and for many less serious injuries
- Confidence that they will be able to act rationally in an emergency

## ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic first aid requirements through First Class rank. If the disaster day is part of a campout, they might also complete all or part of the following rank requirements:

### *Tenderfoot*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



#### *Second Class*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—drug awareness

#### *First Class*

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

*Merit Badges.* Older Scouts can concentrate on the First Aid and Emergency Preparedness merit badges this month; they should be able to complete most of the requirements. If the troop has a campout in conjunction with disaster day, they might also complete some requirements for Cooking, Camping, Hiking, and Lifesaving merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

The patrol leaders' council can involve parents and guardians in the program feature this month by

- Asking qualified parents and guardians to help with first aid instruction

- Inviting them to the disaster day event
- Asking parents and guardians to provide transportation, if necessary, for disaster day

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should have met during the early part of the previous month to plan troop activities for this program feature. If they didn't complete all of the items on the following agenda, they can continue planning at brief patrol leaders' council meetings after each troop meeting.

- Decide whether or not the disaster day will be a stand-alone event or the highlight of a campout. Choose a site and ask an assistant Scoutmaster or troop committee member to secure any necessary permissions.
- Plan the mock emergency situations the patrols will face on disaster day or, if the patrol leaders' council wants the entire troop to be surprised by the mock emergencies, assign an adult leader to plan them. (Sample emergencies appear on the following pages.)
- Invite First Aid and Emergency Preparedness merit badge counselors to help with troop meeting instruction and to serve as judges of patrol performance on disaster day.



- Plan details of troop meetings for the month. Assign patrol demonstrations of the skills needed for disaster day.

## **BIG EVENT**

### **Disaster Day**

This big event can take one of several forms. It might be

- The highlight of a campout during which patrols are confronted with several unexpected situations requiring a search for “victims,” administering first aid, deciding whether or not to transport the “victims,” and if so, how to transport them properly
- A fairly simple afternoon exercise of first aid tests, either in a remote area or in town
- A public demonstration of first aid in a local park, shopping center, or other easily accessible area
- A surprise call at an unusual hour for the troop to mobilize and be prepared to handle first aid for the “victims” of a mock disaster

The patrol leaders’ council should decide how to set up the disaster day. Whatever form they choose, the patrols will be presented with a series of first aid problems that are as realistic as possible. Use makeup on your “victims” to simulate real injuries. The victims can be troop committee members or Webelos Scouts from a nearby Cub Scout pack.

Make the emergencies as realistic as possible, too. If, for example, disaster day is held in a remote area and one of the victims is supposed to have fallen down a steep embankment and suffered a broken leg, that’s where he should be found. You might want to have one of the victims lost as well as injured so that the patrols must organize a lost-person search.

### **Sample Disaster Day Emergencies**

A disaster day exercise can be made up of a series of first aid problems. Patrols go from one scenario to the next, spending twenty to thirty minutes at each one.

Mock emergencies should be set up based on the first aid training Scouts have received during the month. The emergencies should reinforce what the boys

have learned and give them confidence in their ability to provide appropriate emergency care.

For each problem there should be a knowledgeable adult or older Scout on hand who is qualified to assess the patrols' performance and to reinforce their knowledge. As Scouts complete their treatment of an accident victim, the resource person can help them understand what they did correctly and provide guidance on ways they can improve in the future.

#### **Sample Emergency 1**

A Scout who has been working on a conservation project on a hot, humid afternoon returns to camp to help with supper. Near the cooking fire, he suddenly becomes dizzy and nauseous, loses his balance, and falls. As he falls, his hand goes into a pan of hot grease. His face is pale and clammy, and he is barely conscious.

#### **Sample Emergency 2**

A hiker has tumbled down a steep ridge. Scouts find him with one leg bent under him and the ankle apparently deformed. A cut on his left wrist is spurting blood.

#### **Sample Emergency 3**

Scouts find a fisherman along the shore of a stream. He is having trouble breathing, is sweating heavily, and feels nauseous. He complains of an uncomfortable pressure in the center of his chest.

#### **Sample Emergency 4**

A boy is found unconscious near a large fallen tree branch. His right lower leg is bleeding and is turned at an abnormal angle. There is blood on his chest and face.

#### **Sample Emergency 5**

The victim is found sitting at the foot of a tree. He is holding his leg and says, "I've been bitten by a snake!" On his calf are two small puncture wounds about three-fourths of an inch apart.

#### **Sample Emergency 6**

A young boy is found wandering near a stream, mumbling to himself. His clothing is wet and he is shivering uncontrollably. Blood is oozing slowly from a wound on his head.

# FIRST AID

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Have Scouts demonstrate first aid for shock or one of the "hurry cases" ( <i>Boy Scout Handbook</i> ).		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form the troop into single-rank formation.</li> <li>• Hold a uniform inspection.</li> <li>• Repeat the Scout Oath and Law.</li> <li>• Repeat the Pledge of Allegiance.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on the Heimlich maneuver and on basic first aid for simple cuts, scratches, and blisters (or other appropriate first-aid emergencies).</li> <li>• Experienced Scouts practice bandaging and begin CPR instruction with a certified teacher.</li> <li>• Older Scouts work on the Venture program or instruct younger Scouts in basic first-aid techniques.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Patrols practice general principles of first aid. Plan activities to work on advancement. Those Scouts who have not completed their requirements for flag ceremonies and community service projects receive help in working on these.		
<b>Interpatrol Activity</b> _____ minutes	Play First-Aid Baseball. (See the Games section of the <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Repeat the Scout benediction.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the Disaster Day. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# FIRST AID

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts practice first aid for minor burns or scalds (first degree), frostbite, sunburn, and nosebleeds (or other appropriate first-aid emergencies).</li> <li>• Experienced Scouts continue to work on CPR with a certified teacher.</li> <li>• Older Scouts work on the Venture program or help younger Scouts with first-aid basics.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review assignments for the disaster day event. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Do Stretcher Relay. (See the Games section of the <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop Disaster Day. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# FIRST AID

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on basic first aid for bites or stings of insects and ticks, and for poisonous snakebite (or other appropriate first-aid emergencies).</li> <li>• Experienced Scouts continue to work on CPR with a certified instructor.</li> <li>• Older Scouts work on Venture program or help younger Scouts with first-aid basics.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize the plans for the disaster drill. Make sure everyone knows the time and location for the event. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Select a game from <i>Troop Program Resources</i> .*		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and the Disaster Day event. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588



# FIRST AID

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts use the sample first-aid problems provided to test their skills.</li> <li>• Experienced Scouts continue to work on CPR with a certified instructor.</li> <li>• Older Scouts work on the Venture program or practice applying makeup for realistic Disaster Day injuries.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Make sure everyone has the plans for the disaster drill. Practice any interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Play Ice Accident. (See the Games section of the <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the disaster drill. Finalize work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# FIRST AID

## TROOP OUTDOOR PROGRAM PLAN

**Date** \_\_\_\_\_

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
9:00 A.M.	Arrive at location for disaster drill. Set up necessary materials.	PLC/PL
9:30 A.M.	Troop arrives.	
10:00 A.M.	Begin problem solving.	
11:30 A.M.	Sack lunch	
12:30 P.M.	Continue problem solving.	
4:30 P.M.	Present awards, return home.	
<b>Special equipment needed</b>	First-aid supplies	

# BACKPACKING



Long before backpacking became a popular sport, the Boy Scouts of America was promoting this exhilarating activity. For many years, Philmont Scout Ranch in northern New Mexico has provided hundreds of miles of trails for thousands of Scouts across the country. In addition, BSA high-adventure bases and local councils throughout the country can provide Scouts with a stimulating backpacking experience.

Backpacking can be a single-day activity of several miles or a weeklong trip of 50 miles or longer. But no matter what length, participation requires hikers who are in top physical condition and prepared to meet the challenge. New Scouts can learn the basics of hiking and low-impact camping so that many thousands of people can enjoy the same trail for decades to come.

## SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Improved physical fitness

- A sense of communion with nature and God
- A greater appreciation for the outdoors and a determination to follow the Outdoor Code
- Enhanced self-confidence in their ability to be comfortable on the trail and in camp

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met the majority of their basic hiking and camping requirements through First Class. Depending on the outing activities, they may also complete all or part of the following rank requirements:

### *Tenderfoot*

- Outdoor—cooking, hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



### *Second Class*

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

### *First Class*

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

*Merit Badges.* Older Scouts can concentrate on the Backpacking and Hiking merit badges this month; they should be able to complete many of the requirements. Depending on activities during the month, they might also cover requirements in Camping, Cooking, Orienteering, Pioneering, Wilderness Survival, and other nature-related merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified parents to assist with instruction in camping and hiking skills
- Inviting parents on the backpacking outing
- Asking parents to provide transportation to the starting point for the hike, if necessary, and pick up at the end

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the route and destination for the hike. If permission will be needed, assign someone to secure it.

- Decide whether it will be a day outing or a longer trek.
- Review skills needed for the hike.
- If the troop will be camping overnight, plan special activities. If special gear will be needed, assign someone to obtain it; seek the troop committee's help, if necessary.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the hiking activities.

## **FEATURE EVENT**

### **Backpacking Outing**

Backpacking offers a multitude of program adventures for your troop. A hike or trek allows Scouts to interact with nature, test their physical abilities, presents photo opportunities for any camera bugs, and helps new Scouts meet their hiking and camping requirements through First Class.

You may want to organize the hike in stages, based on the skill levels and physical capabilities of the Scouts. One part could be relatively easy so that inexperienced Scouts can get a taste of backpacking. The second stage would give the more experienced young men a more challenging trail. Finally, the third stage would be a challenge for the older Scouts—almost a wilderness survival outing.

An unfamiliar route and destination would be best for the Scouts. Give them a topographic map and compass to find their way, or follow an established trail.

Conduct various activities along the route. Depending upon the needs of the group, you may want to consider one or more of the following highlights:

**NATURE NOOK.** Select a spot along the trail. Have each Scout select a 3-square-foot area and study wildlife within those boundaries. Note the plant life, animals, insects, etc.

**ENVIRONMENT PROJECT.** Check with local conservation authorities for an appropriate Good Turn. Here are some possibilities.

- Plant tree seedlings or shrubs to provide food and cover for wildlife.
- Build a check dam, deflector, or cover device to provide shelter for fish and to reduce streambank erosion.
- Build and set out nesting boxes for birds and small mammals like squirrels and raccoons.
- Plant hedges or windbreaks to provide winter cover for wildlife.
- Protect a streambank by planting grass or trees.
- Control erosion on hiking trails by constructing water bars or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.

**HOW TALL, HOW FAR?** Locate a tall tree, mountain peak, cliff wall, etc., and have Scouts estimate its height and how far away it is.

# BACKPACKING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Locate the North Star, if it is dark enough, or practice telling directions without a compass. Set up a low-impact campsite for Scouts to see.		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form patrols into an open square.</li> <li>• Recite the Outdoor Code.</li> <li>• Present colors.</li> <li>• Repeat the Pledge of Allegiance.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on reading a compass and learn how to set a pace. Do Blindfold Compass Walk. (See the Games section of the <i>Troop Program Resources</i>.)</li> <li>• Experienced Scouts work on choosing boots for backpacking and begin planning a 20-mile hike.</li> <li>• Older Scouts work on the Venture program. Review the principals of Leave No Trace and discuss ways they apply to the troop's next outing.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for this month's outing and make sure everyone knows what his assignments are and what to bring for the outing. Any Scouts who have not been hiking yet will need some extra help. All other patrols can plan activities to work on advancement. Plan any meals that will be needed for the outing. If it will be an overnighter, plan now for equipment distribution and tent requirements.		
<b>Interpatrol Activity</b> _____ minutes	<ul style="list-style-type: none"> <li>• Play Hot Isotope Transport. (See the Games section of the <i>Troop Program Resources</i>.)</li> <li>• Run a mile and record the times.</li> </ul>		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Assemble patrols, repeat the Scout Oath.</li> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and the backpacking outing. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# BACKPACKING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on low-impact camping procedures, including site selection and cooking with Peak-type stoves.</li> <li>• Experienced Scouts work on packing procedures for the backpacking outing and select some campsites based on a topographic map of the camping area.</li> <li>• Older Scouts work on the Venture program or make plans to sleep under a shelter made from natural materials as part of the troop outing.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review assignments for the campout. First-time hikers in the new-Scout patrol continue working on troop procedures for hiking and camping. All other patrols continue to plan activities for advancement. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	<ul style="list-style-type: none"> <li>• Run a mile and record the times.</li> <li>• Do Silver Dollar Hunt. (See the Games section of the <i>Troop Program Resources</i>.*)</li> </ul>		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# BACKPACKING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on reading topographic maps and learn the symbols used on maps; also what to do if they get lost (<i>Boy Scout Handbook</i>). Play Map Symbol Relay. (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts plan projects that could be done along the hike route.</li> <li>• Older Scouts work on the Venture program or help younger Scouts with topographic map orientation.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize the menu for the hike this week and make sure everyone knows what he will need to bring. Review clothing and equipment needs, and collect the necessary fees. Go over the hike route.		
<b>Interpatrol Activity</b> _____ minutes	<ul style="list-style-type: none"> <li>• Play Ball Over. (See the Games section of the <i>Troop Program Resources</i>.*)</li> <li>• Run a mile and record the times.</li> </ul>		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the hike. Continue work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588



# BACKPACKING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on first aid for blisters, cuts, and sprains.</li> <li>• Experienced Scouts bring packs to the meeting and have a prehike inspection.</li> <li>• Older Scouts work on the Venture program or assist in teaching first-aid techniques.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the hike/campout. Make sure everyone knows the travel plans and equipment needs. Review the patrol duty roster. Practice any interpatrol activities that will take place during the hike.		
<b>Interpatrol Activity</b> _____ minutes	<ul style="list-style-type: none"> <li>• Do Star Hunt. (See the Games section of the <i>Troop Program Resources</i>.)</li> <li>• Run a mile and record the times.</li> </ul>		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute—reflection on the experiences of the month.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# BACKPACKING

## TROOP OUTDOOR PROGRAM PLAN

**Date** \_\_\_\_\_

TIME	ACTIVITY	RUN BY
<b>Friday evening</b>	Load gear at meeting location, leave for campsite. Plan only a light meal en route.	SPL
	Arrive at the campsite. Off-load equipment. Set up patrol sites. Stow gear and set up camp.	
<b>Saturday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols clean up patrol site.	
8:30–11:30 A.M.	Give patrol leaders a topographic map to make a 2- to 3-mile hike. The new-Scout patrol could take a simpler hike. Older Scouts could begin a 15- to 20-mile weekend survival hike.	SPL
11:30 A.M.	Sack lunch	
Noon	Continue hikes.	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
<b>Sunday</b> 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks
7:00 A.M.	Everyone else up. Take care of personal hygiene needs, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols clean up patrol site.	
8:30 A.M.	Worship service	

TIME	ACTIVITY	RUN BY
9:00–11:00 A.M.	Patrol games—run a 1-K orienteering course.	
11:00 A.M.	Break camp.	
<b>Special equipment needs</b>	Topographic maps, clipboards, compasses, troop camping equipment	