

CITIZENSHIP

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Have a pair of experienced Scouts show how to fold and care for the U.S. flag (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form the troop into parallel patrols. • Present the colors. • Sing the national anthem. • Hold a uniform inspection. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice raising, lowering, and folding the flag. Plan and rehearse an opening ceremony to use at next week's meeting. • Experienced Scouts visit a fire or police station to find out how they operate and what it takes to become a police officer or fire fighter. • Older Scouts work on a Venture patrol activity or start planning the troop heritage hike. Consider planning several stops that are of historical importance to your community. 		
Patrol Meetings _____ minutes	Discuss plans for a patrol outing this month. This outing could be a five- or 10-mile hike so that newer Scouts can work on their hiking skills. Or plan a patrol Good Turn. Consider working on items that Scouts need to advance to the next rank.		
Interpatrol Activity _____ minutes	Play "Rooster Fight." (See the Games section of <i>Troop Program Resources</i> .*)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form the troop into patrols and sing "God Bless America." • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and plans for the troop outing. Begin work on next month's program feature.		

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

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Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts meet with an elected public official, either at the troop meeting place or in his or her office. Learn what the official does and how an election is conducted. • Experienced Scouts plan a simple community Good Turn project (chapter 19, "Community Service," in the <i>Scoutmaster Handbook</i>). • Older Scouts work on a Venture patrol activity or, if possible, prepare for a campout on the troop heritage hike. 		
Patrol Meetings _____ minutes	Identify Scouts in the patrol who need to participate in flag ceremonies and Good Turn projects. Suggest activities that these Scouts can participate in to fulfill rank requirements.		
Interpatrol Activity _____ minutes	Play any of the "Steal-the-Bacon" games suitable for patrol teams. (See the Games section of <i>Troop Program Resources</i> .*)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and plans for the troop outing. Work on next month's program feature.		

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TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • Visit a public agency such as a night court, city council meeting, or a school board meeting. • Find out how the agency fits into the economy of your community, the country, or the world. • See how the government operates. 		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

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TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on projects related to citizenship. • Experienced Scouts review map-and-compass skills in preparation for the heritage hike. • Older Scouts work on a Venture patrol activity, assist with map-and-compass activities, or continue planning for the troop heritage hike (and campout, if approved). 		
Patrol Meetings _____ minutes	Review plans and assignments for the historic hike. Make sure everyone knows the travel plans and equipment needs. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Select a game from <i>Troop Program Resources</i> . Pick a game that will require teamwork within each patrol.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and last-minute details for the troop outing. Finalize work on next month's program feature.		

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CITIZENSHIP

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location; leave for campsite. Plan only a light meal en route.	SPL
	Arrive at campsite; off-load equipment. Set up patrol sites. Stow gear and set up camp. Prepare camp stoves for breakfast.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else gets up. Take care of personal hygiene, air tents, and 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.	
8:30–11:30 A.M.	Give patrol leaders a topographic map to lead a three- to five-mile hike. Scouts working toward First Class rank could take part in an orienteering race. Younger Scouts could take a nature hike.	SPL
11:30 A.M.	Sack lunch.	
Noon	Continue activities.	
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.	Bedtime snack.	
10:00 P.M.	Lights out.	
Sunday 6:30 A.M.	Cooks and assistants prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else gets 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.	

TIME	ACTIVITY	RUN BY
8:30 A.M.	Worship service.	
9:00–11:00 A.M.	Patrol games—use four from the Games section of <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	

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