

FISHING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite an expert fisherman to demonstrate fly-casting methods. Let Scouts practice.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Assemble the troop. • Have a Scout tell in his own words what trustworthy means. • Present colors. • Recite the Pledge of Allegiance. • Repeat the Outdoor Code. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on basic fishing techniques. • Experienced Scouts become familiar with various kinds of poles, rods, and reels for fishing. • Older Scouts work on the Venture program or plan a 50-mile canoe trip that could begin or end where the troop plans its outing this month. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what to bring and their assignments for the campout. The 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 activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on.		
Interpatrol Activity _____ minutes	Play The Tangle Knot. (See the Games section of the <i>Troop Program Resources</i> .*)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble the troop. • Recite the Scout benediction. • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the Fishing Frolic. Begin work on next month's program feature.		

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

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TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite an expert fisherman to demonstrate fly tying. Let Scouts practice.		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tent pitching 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>. *) • Experienced Scouts become familiar with types of lures and baits you will be using on the outing. Also learn how to clean fish. • Older Scouts work on the Venture program or assist as instructors for younger Scouts, or continue work on canoe trip planning. 		
Patrol Meetings _____ minutes	Review assignments for the outing. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Sloppy Camp. (See the Games section of the <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	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 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite a fisherman to demonstrate the electronic equipment used on a bass boat.		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on clothing and equipment needed for a troop campout and become familiar with troop camping gear. If possible, set up a dining fly and pitch a troop tent outside your meeting area. Also learn what to do if you get lost (<i>Boy Scout Handbook</i>). • Experienced Scouts make arrangements for boats and bait. • Older Scouts work on the Venture program or assist in planning for the outing. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts might plan to take pictures at the campout to add to your troop's scrapbook, or plan to shoot slides to show at your next family gathering.		
Interpatrol Activity _____ minutes	Do one or more of the games in the Games section of the <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	Patrol leaders' council reviews the next meeting and plans for the 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 learn the basic fishing knots used in tying lures. • Experienced Scouts get maps of waters you will be fishing on. Determine the best locations for the type of fish you are going out for. Check to make sure no one needs a fishing license. Check on proper safety equipment for the boats. • Older Scouts work on the Venture program or show a lake topographical map. Relate similarities and differences in the lake map and above-water maps. Explain how maps can be useful in locating fish. 		
Patrol Meetings _____ minutes	Review plans and assignments for the outing. Make sure everyone knows the travel plans and equipment needs. Review the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Do Remote Clove-Hitch Tying. (See the Games section of the <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	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

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FISHING

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 the campsite, off-load equipment. Set up patrol sites. Stow gear and set up camp.	SPL/PL
Saturday 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.	
8:30–11:30 A.M.	Leave for fishing area.	SPL
Noon	Sack lunch	
1:30 P.M.	Continue fishing.	
5:30 P.M.	Start dinner preparation—clean fish.	Cooks
6:30 P.M.	Dinner	SPL
7:00 P.M.	Clean up.	Cooks
8:30 P.M.	Campfire	
9:30 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
Sunday 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.	
8:30 A.M.	Worship service	

TIME	ACTIVITY	RUN BY
9:00–11:00 A.M.	Patrol games—Play four games from the Games section of <i>Troop Program Resources</i> * or go fishing.	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, fishing equipment, troop camping equipment	

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