

FORESTRY

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Play Poison. Have the troop form a circle, but with Scouts of various patrols alternating. Mark a circle on the ground, 5 to 6 feet in diameter. All Scouts join hands and move rapidly around the circle, while each Scout tries to force the opponent next to him on either side to step into the circle. Any Scout stepping into the circle is "poisoned" and drops out of game. The game is continued until only one Scout is left. His patrol wins.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Assemble the troop. • Hold a uniform inspection. • Repeat the Scout Oath. • Present colors. • Recite the words to the national anthem. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on nature requirements to identify 10 kinds of wildlife and local poisonous plants. Play Nature Kim's Game. (See the Games section of the <i>Troop Program Resources</i>.*) • Experienced Scouts plan to do a conservation project. Get advice from a state or federal conservation service. • Older Scouts work on the Venture program, or take an inventory of troop camping gear and make repairs. 		
Patrol Meetings _____ minutes	Discuss plans for the campout this month and make sure everyone knows what his assignments are and what to bring. New Scouts need to know what support they will provide for the outing. Patrols plan activities to work on advancement. Plan the menu for the campout.		
Interpatrol Activity _____ minutes	Play Three-Legged Football. (See the Games section of the <i>Troop Program Resources</i> .*)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Form the troop into patrols, call patrol leaders forward to lead patrol yells. • Repeat the Scout Law. • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the Leave No Trace 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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TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts plan a 5-mile hike. This could be a nature hike. They work on basic hiking safety procedures. • Experienced Scouts plan a field trip to a natural area, such as a park, forest, lake area, etc. Plan to determine the number of species of trees and plants and look for evidence of insect or disease damage. If you do this in the winter, identify trees by bark and twigs. • Older Scouts work on the Venture program, or assist the troop guide in teaching hiking techniques. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing.		
Interpatrol Activity _____ minutes	Do Nature Scavenger Hunt. (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			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • Nature Ramble: Patrols are sent out within a specified distance from the meeting place to look for conservation work that could be used in their rank advancement. Collect items for the interpatrol activity. If there is a body of water, such as a creek or pond, take a jar and fill it with water to study things that would live at the edge of the water, such as crayfish, frogs, turtles, etc. • Older Scouts work on the Venture program or participate in Nature Ramble. 		
Patrol Meetings _____ minutes	Finalize menus for the troop campout and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any conservation projects that your patrol has been planning.		
Interpatrol Activity _____ minutes	Do Nature Memory Hunt. (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 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 review troop camping procedures and their involvement in the troop campout (<i>Boy Scout Handbook</i>). • Experienced Scouts finalize plans for a nature hike or conservation project. If it will be held during the troop outing this month, make sure they do their share of duties with the troop. • Older Scouts work on the Venture program or plan a 1K orienteering course for the campout. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Make sure that you have any special equipment you will need for the nature projects you will be doing.		
Interpatrol Activity _____ minutes	(Select a game from 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—Conduct a reflection on the experiences of the month. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the Leave No Trace campout. Finalize work on next month's program feature.		

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FORESTRY

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location, leave for campsite. Plan only a light meal enroute.	SPL
	Arrive at campsite, off-load equipment and 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.	Set up nature trail, start conservation project, or do basic Scouting skills activities.	SPL
11:30 A.M.	Sack lunch	
Noon	Continue conservation/nature 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.	Troop campfire	
9:00 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—Use four games from the Games section of <i>Troop Program Resources</i> .*	
11:00 A.M.	Break camp.	
Special equipment needed	Troop camping equipment, cameras, pens, tools for conservation project	

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