

LEADERSHIP

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Play Ball Over. (See the Games section of the <i>Troop Program Resources</i> .)		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • The newest Tenderfoot and the oldest Eagle Scout lead the troop in reciting the Scout Law. • Present colors. • Repeat the Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on safe hiking procedures, what to do if lost, and the buddy system. • Experienced Scouts plan a 50-mile bike hike. Determine the route and destination; arrange to secure a campsite. Decide on equipment needed. • Older Scouts work on the Venture program or plan a simple compass course for younger Scouts to use on the campout. 		
Patrol Meetings _____ minutes	Discuss plans for the outing 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 campout. Any Scouts who have not been camping will need some 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	DECISION MAKING Your parent gives you \$1 to buy lunch at school. Do you spend it for lunch or for something else? What are the consequences of both actions?		
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. 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 learn woods tools care and maintenance (<i>Boy Scout Handbook</i>). • Experienced Scouts continue planning a 50-mile bike hike. Estimate the time needed to complete the hike. • Older Scouts work on the Venture program or finish planning a compass course for the outing. Begin planning a nature course for younger Scouts at the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. 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	DECISION MAKING A line has formed to buy movie tickets. Do you get in the back of the line or do you slip in toward the front where a friend is standing? What are the consequences?		
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.		

LEADERSHIP

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"> • New Scouts work on basic map and compass techniques and plan a 5-mile hike for the outing this month. • Experienced Scouts finalize plans for the 50-mile bike hike. Plan to bring bikes and gear to the next meeting. • Older Scouts work on the Venture program or assist in teaching map and compass to younger Scouts. 		
Patrol Meetings _____ minutes	Finalize menus for the outing this month and make sure everyone knows what 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 can plan to take pictures at the campout to add to the troop's scrapbook, or shoot slides to show at your next family gathering.		
Interpatrol Activity _____ minutes	DECISION MAKING A neighborhood game is being formed and you need one more player. A friend who could play is at home raking leaves. Do you wait for him to finish, or do you help him finish the job so he can join you sooner?		
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.		

LEADERSHIP

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 identification of trees, plants, mammals, fish, and reptiles native to your area. • Experienced Scouts have a shakedown to check equipment for the bike hike: inspect bike tires, brakes, etc. • Older Scouts work on the Venture program or plan an overnight “under the stars” for one night during the campout. Develop a written troop campfire program for the outing. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Conduct the “Stranded” problem-solving challenge.		
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 outing. Finalize work on next month’s program feature.		

LEADERSHIP

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	Arrive at campsite, off-load equipment, and set up patrol sites. Unload canoes, if a canoe trip is planned.	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.	
	(The bike hike group leaves from another location for a 50-mile ride to the campsite.)	
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.	Take a 5-mile hike, part of which could be on a nature trail.	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
1:30 P.M.	Do compass course designed by older Scouts, or have Nature Scavenger Hunt. (See the Games section of the <i>Troop Program Resources</i> .)	
4:30 P.M.	Start dinner preparation, and also prepare food for bike hikers. Has the bike hike group arrived?	
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	
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	

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TIME	ACTIVITY	RUN BY
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site. (Bike hikers leave for return trip.)	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Younger Scouts play four games from the Games section of <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
Special equip- ment needed	Topographic maps, clipboards, compasses, troop camping equipment, bikes, nature books	

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