

SPECIAL COOKING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	If possible, meet outdoors where open fires are permitted, or use charcoal grills. Practice fire lays and lighting them. Keep the fires going for later use.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Form the troop into a single line. Have one Scout at a time recite one point of the Scout Law and state its meaning in his own words. • Hold a uniform inspection. • Repeat the Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on fire lays and aluminum foil cooking techniques. Play Edible Plants Who's Who. (See the Games section of <i>Troop Program Resources</i>.) • Experienced Scouts work on preparing a single dish in a Dutch oven. • Older Scouts work on the Venture program or plan an orienteering course for the troop as part of the overnight campout. 		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows what his assignments are and what to bring. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. In addition to the camp banquet, plan any meals that will be needed for the outing. If this will be an overnighter, begin to make plans for equipment distribution and tent needs.		
Interpatrol Activity _____ minutes	Sample the Dutch oven dishes made earlier. Play Rubber Ball Relay. (See the Games section of <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble patrols; repeat the Philmont Grace. • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. 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 basic cooking techniques and sanitation procedures (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). • Experienced Scouts make a reflector oven. • Older Scouts work on the Venture program or continue plans for orienteering course. 		
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. Practice map and compass skills for the orienteering course.		
Interpatrol Activity _____ minutes	Do Pony Express Race. (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	Patrol leaders' council reviews the next meeting and plans for the troop campout or 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"> • New Scouts work on safety practices in the lighting and care of liquid fuel stoves. Learn how to prepare trail foods. • Experienced Scouts prepare several different types of foods in the reflector oven that they made last week. • Older Scouts work on the Venture program or work on cooking skills with the younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for the banquet this month and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice map reading skills.		
Interpatrol Activity _____ minutes	Do Flapjack-Flipping Relay. (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	Patrol leaders' council reviews the next meeting and plans for the troop campout or outing. Continue work on next month's program feature.		

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SPECIAL COOKING

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 practice preparing a simple dish in a Dutch oven that can be sampled later (<i>Cooking</i> merit badge pamphlet). • Experienced Scouts work on procedures to dehydrate food for a campout or hike. • Older Scouts work on the Venture program or help the younger Scouts with Dutch oven cooking. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout and banquet. Make sure everyone knows the travel plans and equipment needs. Review the patrol duty roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Play Dodgeball. (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	Patrol leaders' council reviews the next meeting and checks last-minute details for the troop campout. Finalize work on next month's program feature.		

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SPECIAL COOKING

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
	At the campsite, off-load equipment and set up patrol sites.	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.	Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . *	SPL
11:30 A.M.	Cooks and assistant cooks return to site to prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:00 P.M.	Begin preparations for special patrol feast.	
	Tenderfoot: Prepare fire lays.	
	Second Class: Assist in food preparation and cleanup.	
	First Class: Prepare food and supervise cleanup.	
4:00 P.M.	Prepare campfire for evening. Gather tables in central location and set up.	
4:30 P.M.	Parents and guests begin to arrive. Have entertainment prepared for parents.	SPL
4:45 P.M.	Bring food to central location, set up buffet.	
5:00 P.M.	Dinner	SPL
6:30 P.M.	Clean up.	Cooks
	Songfest with parents	
7:30 P.M.	Campfire	
8:30 P.M.	Campfire ends—Parents return home.	
9:30 P.M.	Cracker barrel	
10:00 P.M.	Lights out	

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TIME	ACTIVITY	RUN BY
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	
9:00 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	Dutch ovens, dining flies, charcoal starters, troop camping equipment	

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