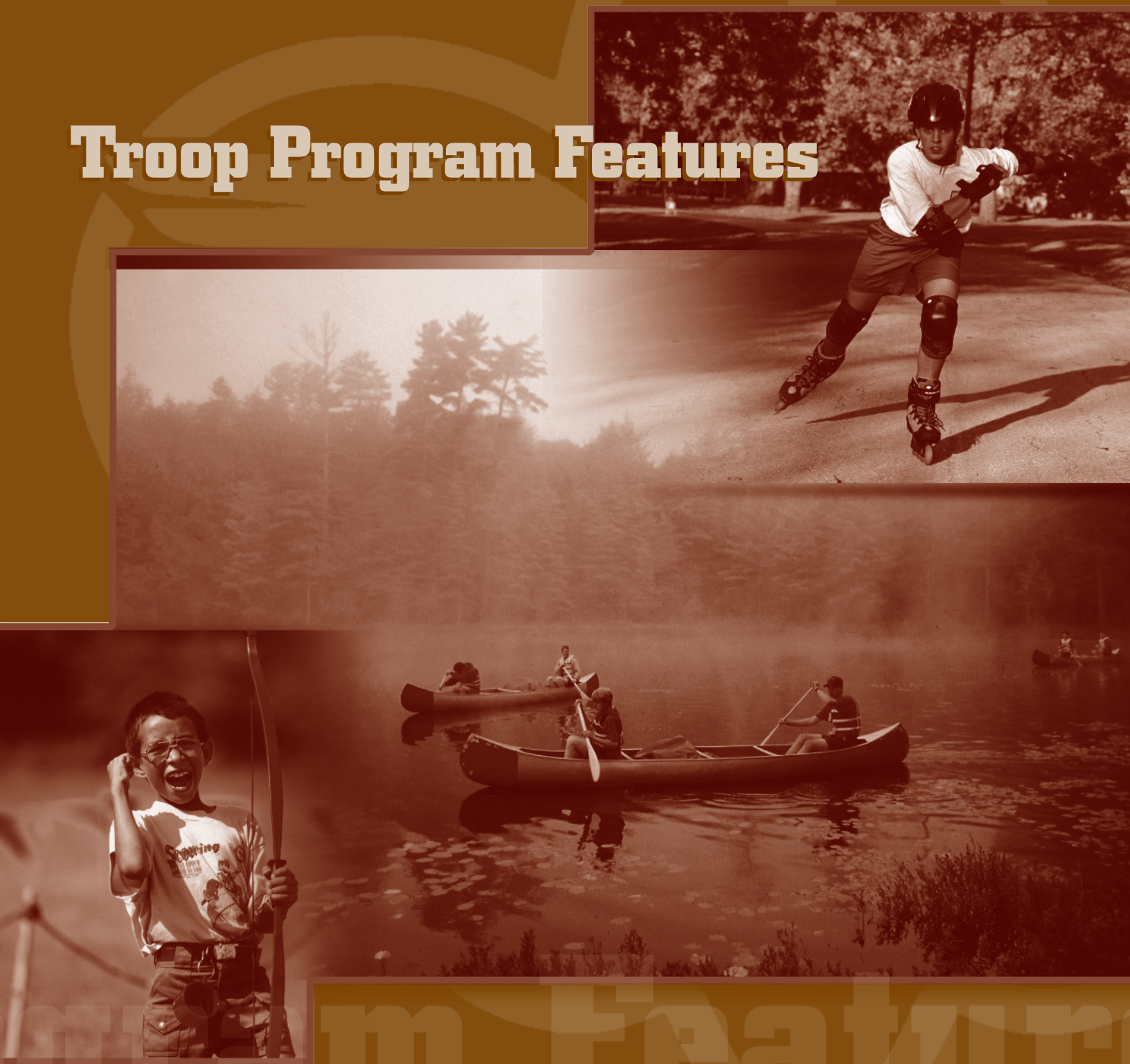
VOLUME III

Troop Program Features



BOY SCOUTS OF AMERICA®

TROOP PROGRAM FEATURES

A GUIDE TO TROOP PROGRAM PLANNING

VOLUME I

Aquatics
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Emergency Preparedness
Engineering

VOLUME II

Environment
First Aid
Fishing
Forestry
Health Care
High Adventure
Hiking
Hobbies
Leadership
Mechanics
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Pioneering
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TROOP PROGRAM FEATURES

YEARLY PROGRAM PLANNING

A successful troop meeting begins with advance planning. In recent research, the Boy Scouts of America determined that inadequately planned and executed troop meetings were the number one cause of boys leaving Scouting.

Troop meetings should focus on a monthly program feature, be fast-moving, and start and end on time. The program feature should be interwoven with the program at all experience levels: the new-Scout patrol, experienced patrols, and the Venture patrol.

Planning a troop program on an annual and a monthly basis is a new task for many leaders. Good planning and execution depend on (1) a Scoutmaster who understands the process, (2) trained youth leaders who can plan meetings and successfully execute them, (3) sufficient personnel in the form of assistant Scoutmasters and troop committee members, and (4) parents who are knowledgeable and informed.

Your first step in planning is to utilize the resources available to set goals for the troop. The next step is to train your youth leaders in the planning process. Then give them the responsibility and authority to plan and implement the troop program. The final step is to get your troop committee and parents to "buy in" to support this "Scout-planned" program.

The program planning in chapter 8 of the *Scoutmaster Handbook* will guide you through the basics of planning, from doing your homework to securing parental support for your program. The monthly troop program features found in *Scouting* magazine are the other principal resources needed to run the program planning workshop.

In addition, enhance the troop meeting by using games, Scoutmaster's Minutes, ceremonies, and other support materials from the *Troop Program Resources for Scout Troops and Varsity Teams,* No. 33588.

THE ANNUAL PLANNING PROCESS

The Scouting program year begins in September, so you should start troop planning during the summer. There are five basic steps in the annual process.



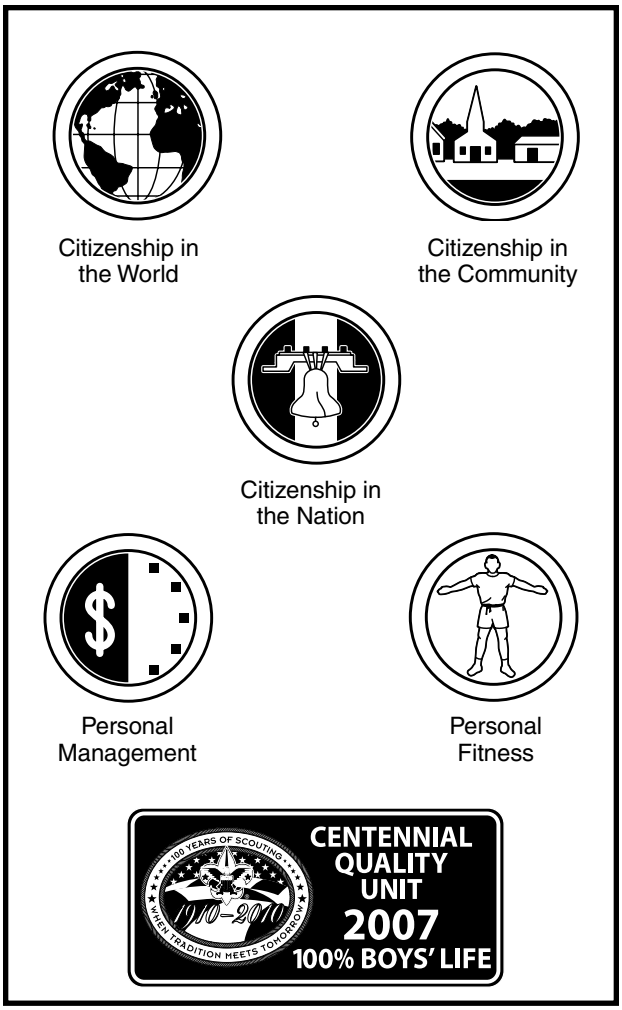
STEP 1: DO YOUR HOMEWORK

As Scoutmaster, you serve as the "advance" person. You check out and pull together certain things before your troop's annual planning conference. Neither difficult nor time-consuming, the tasks listed below make a lot of sense because they pay off in a smoother, more effective conference, and they result in a better annual plan.

1. Gather district, council, community, and chartered organization dates for events that will affect the troop.

Begin by picking up a calendar of key school dates from the local school. Check with the local chamber of commerce for dates of community activities. Don't forget to obtain dates of key chartered organization activities. Personal dates, such as anniversaries or birthdays, also may affect troop activities, so be sure to include those.

1. Do your homework.
2. Get patrol input.
3. Conduct the annual troop program planning conference.
4. Obtain troop committee support.
5. Distribute information.



During the summer, be sure to attend the annual *council* or *district* program planning conference. This is where you will be able to get the council and district calendar, as well as information on activities, training courses, summer camp, etc.

Now put all these dates on one calendar to share with the troop committee and for use at the unit program planning conference.

2. Review the resources needed to plan the annual program.

Pull together your Scouting library. The items needed to plan your troop program include: *Troop Program Features* (*Volume I,* No. 33110; *Volume II,* No. 33111; *Volume III,* No. 33112); issues of *Boys' Life* and *Scouting* magazines; program feature supplements from *Scouting* magazine; the *Scoutmaster Handbook,* No. 33009; the *Boy Scout Handbook,* No. 33105; the *Patrol Leader Handbook,* No. 32502; *Senior Patrol Leader Handbook,* No.-32501; and *Troop Program Resources for Scout Troops and Varsity Teams,* No. 33588.

3. Review the advancement status of each Scout.

Look carefully for basic skills needed by your Scouts and also for key merit badges that should be introduced through the troop program.

4. List some goals for the troop.

Take a look at successful areas from last year's program, like the number of Scouts who made First Class or the super Good Turn you did for your chartered organization. You probably will want to continue those things, but also consider some other challenges to address during the coming year. The list could get lengthy, so you may have to prioritize your choices, selecting only a few challenges for this year. After all, there is always next year. Here are some areas to consider:

- Centennial Quality Unit Award
- National Camping Award
- Service project or Good Turn
- Summer camp
- Special weekend events
- Troop membership growth
- Troop equipment
- Advancement

5. Review the program features available to the troop.

Using the Troop Program Planning Chart, list your suggestions for a program feature for each month of the coming year. Be sure to keep in mind the troop goals and advancement status of your Scouts. Share the list of program features with the senior patrol leader prior to presenting them to the patrol leaders' council. (**Hint:** List your program feature suggestions in *pencil* to emphasize that input is also expected from the senior patrol leader.)

6. Meet with the troop committee to review the calendar and potential troop goals.

Share the calendar with the committee to ensure you haven't missed any important dates. Many committee members will be involved in troop activities, so they will want you to note any conflicts in their personal calendars.

Review the goals you have set for the troop. Now is the time the troop committee "buys in" to its role in making your troop successful. There will be a lot of discussion and some compromise, but the result will be a set of troop goals to which everyone feels committed.

Remember, these goals will not be finalized until after the youth leaders have also "bought in" at their annual planning conference.

7. Meet with your senior patrol leader to plan the next steps leading to the annual troop program planning conference.

This can be time-consuming, and you may need more than one session. If so, devote the second meeting with the senior patrol leader to the sole task of mapping out the agenda for the troop planning conference.

You and the senior patrol leader should cover the following items at your meeting:

_____ Review the steps to planning an annual troop program.

_____ Review the calendar for any missing items.

_____ Discuss troop goals. Allow the senior patrol leader to have input; the only way to achieve the troop's objectives will be with everyone's help.

_____ Review the resources needed to plan the troop program.

_____ Discuss the program features suggested for the coming year.

_____ Discuss what major events and activities the troop might do during the coming year.

_____ Record these recommendations on the Troop Program Planning Chart for presentation to the patrol leaders' council.

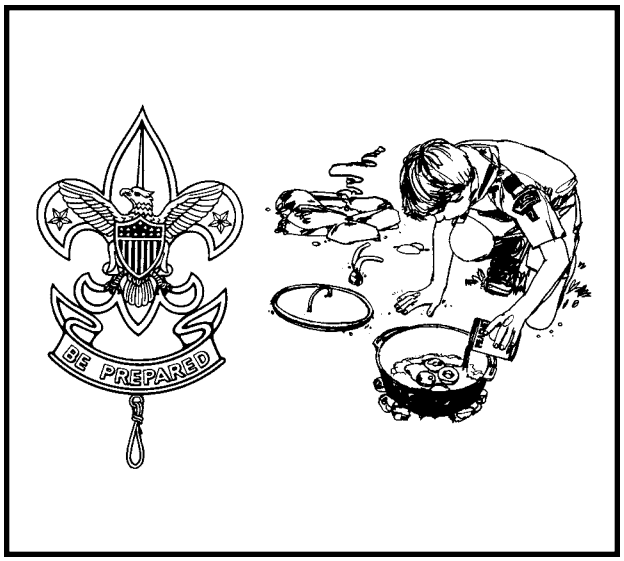
_____ Discuss the presentation of this information at the patrol leaders' council meeting and the role of patrol leaders in the planning process.

_____ Set a date for the annual troop program planning conference.

_____ Review the agenda and preparation needed to conduct the conference.

STEP 2: GET PATROL INPUT

This second step in the annual planning process is where the senior patrol leader takes charge. At the next patrol leaders' council meeting, the senior patrol leader introduces the suggested annual troop plan. The patrol leaders need to understand that this is only a *proposed* program. The final program will be developed and voted on at the annual troop program planning conference.



Each patrol leader is asked to review this plan with his patrol members at the next troop meeting. The patrol leader should seek ideas from his patrol on what proposed programs they like or dislike and what additional programs they might be interested in.

The senior patrol leader then announces the date of the planning conference. He should briefly review the agenda and make assignments for physical arrangements, meals, etc.

STEP 3: CONDUCT THE ANNUAL PROGRAM PLANNING CONFERENCE

This is the step where your troop program comes alive. The success of this conference began when you, the Scoutmaster, prepared your senior patrol leader. Be alert throughout the conference to help out the senior patrol leader. Don't wait for him to fail, but be careful not to take over for him. Careful, nonintrusive coaching will help your senior patrol leader build confidence. Share your leadership with him.

Who attends the conference? The troop's annual planning conference is attended by the Scoutmaster, assistant Scoutmaster for the new-Scout patrol, assistant Scoutmaster for the Venture patrol, senior patrol leader, assistant senior patrol leader, patrol leaders, and troop guide.

Physical arrangements. Careful planning should ensure that this planning conference is a first-class experience for your youth leaders. Pick a location that would be special to your Scouts, possibly one offering opportunities for other activities, such as swimming,

boating, etc. You can make it a weekend experience, although the conference is easily completed in a day.

Whichever you do, don't involve the youth leaders in a lot of housekeeping chores that distract them from the primary purpose of planning the troop program. Consider using other troop adults to cook and clean up; let your patrol leaders' council concentrate on the task at hand.

Make sure the facilities are suited for a conference. Is ventilation good? Is there sufficient lighting? Are the chairs comfortable? Are there tables to work on? Is there a way to hang calendars on the wall? Use the checklist on page 9 to make sure your facilities will work.

Setting up the conference facility should have been previously assigned to members of the patrol leaders' council. A checkup by the senior patrol leader prior to the conference ensures that nothing is forgotten.

Follow the agenda. When directing a session, your senior patrol leader should be aware that it's easy to get sidetracked. If the group starts to drift away from the agenda, a gentle nudge from you may be in order to put them back on course.

Remember the conference ground rules:

1. The senior patrol leader presides.
2. Each event and program is voted on.
3. The majority rules.

ANNUAL TROOP PROGRAM PLANNING CONFERENCE AGENDA

(Note: No time limits have been placed on the agenda, but working sessions should last no longer than 45 minutes without a break.)

I. OPENING ACTIVITY SCOUTMASTER

Conduct All Aboard or other team-building activity. This helps foster a spirit of working together to solve a common problem.

II. REVIEW CONFERENCE GROUND RULES

SENIOR PATROL LEADER

A. Write down the conference objectives:
   1. To decide on troop goals for the coming year
   2. To develop a program that represents ideas from the entire troop

B. Review ground rules:
   1. The senior patrol leader presides.
   2. Each event and program is voted on.
   3. The majority rules.

III. DEVELOP TROOP GOALS SCOUTMASTER

A. The Scoutmaster leads a discussion on goals for the coming year. These could deal with such topics as advancement, service, or troop money earning. (These are the same goals discussed earlier with the troop committee and senior patrol leader.)

B. The patrol leaders' council votes to approve the goals.

IV. CONSIDER MAJOR EVENTS

SENIOR PATROL LEADER

A. Review dates for items such as these:
   1. Scouting shows
   2. Camporees
   3. Summer camp
   4. Special troop events
   5. Good Turn
   6. Patrol suggestions for special activities

B. Vote on events. (Delete from the calendar any activities the troop will not participate in.)

C. Insert events on the Troop Program Planning Chart.

D. Backdate necessary preparation time for each event.

V. GAME BREAK

VI. DISCUSS PATROL SUGGESTIONS FOR PROGRAM FEATURES

A. Discuss the program features suggested for the coming year.

B. Will they meet the goals of the troop?

C. What are the advancement opportunities?



D. Decide where program features best fit into the calendar.

E. Vote on the final list of program features.

F. Insert the approved features into the Troop Program Planning Chart.

VII. LUNCH OR GAME BREAK

VIII. SCHEDULE SPECIAL TROOP ACTIVITIES

A. Decide on a schedule for the following:

1. Board of review
2. Courts of honor
3. Recruitment night(s)
4. Webelos Scout graduation

B. Add these dates to the Troop Program Planning Chart.

IX. FINALIZE THE TROOP PROGRAM PLANNING CHART

Put the Troop Program Planning Chart into final form for presentation to the troop committee.

X. GAME BREAK

XI. MONTHLY PROGRAM PLANNING

Plan next month's program.

XII. SCOUTMASTER'S MINUTE

ANNUAL TROOP PROGRAM PLANNING CONFERENCE CHECKLIST

Literature

- ☐ *Troop Program Features, Volume I,* No. 33110
- ☐ *Troop Program Features, Volume II,* No. 33111
- ☐ *Troop Program Features, Volume III,* No. 33112
- ☐ *Troop Program Resources for Scout Troops and Varsity Teams,* No. 33588
- ☐ *Scoutmaster Handbook,* No. 33009
- ☐ *Boy Scout Handbook,* No. 33105
- ☐ *Patrol Leader Handbook,* No. 32502
- ☐ *Senior Patrol Leader Handbook,* No. 32501
- ☐ Program features from *Scouting* magazine
- ☐ *Scouting* magazines
- ☐ *Boys' Life* magazines
- ☐ Troop Program Planning Chart
- ☐ District/council calendar
- ☐ School calendar
- ☐ Chartered organization calendar
- ☐ Community calendar
- ☐ Information on council and district events
- ☐ Complete copy of next month's program feature, for the final part of the workshop (one per participant)
- ☐ Troop Resource Surveys completed by parents and troop leadership
- ☐ Troop/Team Record Book, No. 34510
- ☐ Troop Advancement Chart, No. 34506

Program Supplies

- ☐ All Aboard activity (supplies needed)
- ☐ Game (supplies needed)
- ☐ Flip-chart stand and pad(s)
- ☐ Twelve large calendar pages
- ☐ Felt-tip markers
- ☐ Writing pads for participants
- ☐ Pens or pencils
- ☐ Thumbtacks
- ☐ Masking tape
- ☐ Extension cord

Food/Refreshments

- ☐ Refreshments for morning and afternoon breaks
- ☐ Additional food (lunch, etc.)

Conference Facility Setup

- ☐ Tables set in horseshoe or square, depending on number of people
- ☐ Flip-chart stand placed for easy viewing and use
- ☐ Calendar pages hung on wall
- ☐ Troop Program Planning Chart hung at front center of room
- ☐ Table at front of room for resource material

TROOP PROGRAM

MONTH	PROGRAM FEATURES			TROOP OUTDOOR/ CAMPING ACTIVITY	DISTRICT/ COUNCIL ACTIVITY	
	NEW-SCOUT PATROL	EXPERIENCED PATROLS	VENTURE PATROL			
SEPT.						
OCT.						
NOV.						
DEC.						
JAN.						
FEB.						
MAR.						
APR.						
MAY						
JUNE						
JULY						
AUG.						

PLANNING CHART

CHARTERED ORGANIZATION DATES CHARTER RENEWAL/ CHARTER PRESENTATION/ SERVICE PROJECT	SPECIAL EVENTS/ HOLIDAYS	(For Troop Use)	BOARD OF REVIEW COURT OF HONOR	LEADERS' MEETINGS		
				PATROL LEADERS' COUNCIL	TROOP COMMITTEE	DISTRICT/ COUNCIL ROUNDTABLE/ TRAINING



Conference Assignments

_____ Develop menus and purchase food.
_____ Prepare food and clean up.
_____ Gather supplies (see checklist).
_____ Set up conference facility.
_____ Prepare large blank calendars with months, days, and known dates.
_____ Prepare flip chart with conference objectives and ground rules.
_____ Prepare Troop Program Planning Chart with correct months.

STEP 4: OBTAIN TROOP COMMITTEE SUPPORT

At the completion of the annual troop program planning conference, you and your senior patrol leader should prepare a clean draft of the Troop Program Planning Chart for presentation to the troop committee. Arrange with the committee chairman for this important topic to be placed on the meeting agenda. Then you and the senior patrol leader present the troop's annual program to the committee.

Try to anticipate questions and prepare your senior patrol leader to answer them. (Remember, it's a Scout-planned program.) The critical question the committee must resolve is: Does the troop have the resources to carry out this program? If not, can the resources be obtained, and are the troop members willing to do their share in obtaining these resources?

There may be need for compromise. In those cases, the senior patrol leader should present the options to the patrol leaders' council for its approval.

The finished product from these discussions will be a troop program that is accepted by everyone and has the necessary support to make it work.

STEP 5: DISTRIBUTE INFORMATION

Now that you have a great troop program planned, don't keep it a secret, share it with everyone.

The best way to do it is at a parents' night program. Have some good fun and fellowship, and then share the troop's plan for the year. Let the Scouts announce the plan, but let the troop committee talk about what kinds of help will be needed from parents to make the program work.

This is the final phase of the buy-in talked about earlier. Here is where you get those extra hands for the garage sale, transportation for outings, and maybe even a consultant for Venturing.

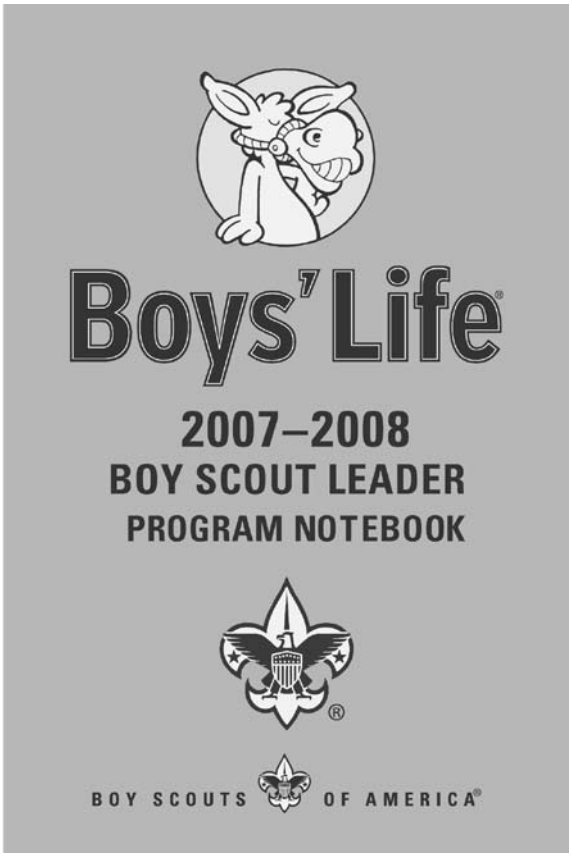
Ask a computer whiz in the troop to design an original troop calendar. Give everyone a copy. (If it is nice enough, troop families may use it to record all their family activities.)

Don't stop the sharing at the troop level. Make sure the chartered organization and your unit commissioner have a copy of your troop's plans. Develop a news article for the local newspaper, highlighting the special activities the troop has planned for the coming year. Some potential Scouting parent might read it and be inspired to join your troop.



PLANNING THE MONTHLY TROOP PROGRAM

Developing an annual plan is really just the first step in planning the troop program. On a quarterly basis, the patrol leaders' council should review the annual plan and make any adjustments necessary to ensure the smooth implementation of all programs. These quarterly checkpoints are also important because some programs require more than a month to plan.



As a part of the annual program planning conference, you are asked to plan the next month's troop program. Even if your troop is very experienced, this session should be used to teach your youth leaders to use the troop program features found in *Scouting* magazine. Once they are comfortable in using these, you can give them the option of adding flexibility to the program. But be careful. (Too much departure from the suggested troop meeting activities could result in less exciting meetings and poor advancement.)

Each program feature provides detailed information on four weekly meetings, a monthly highlight activity, advancement requirements that can be satisfied, and some good skills suggestions.

Activities incorporating all basic and intermediate skills your Scouts need for the monthly program are woven into each weekly meeting. Detailed use of program features will ensure regular advancement of your Scouts and provide troop meetings that are fun and exciting, not dull and boring.

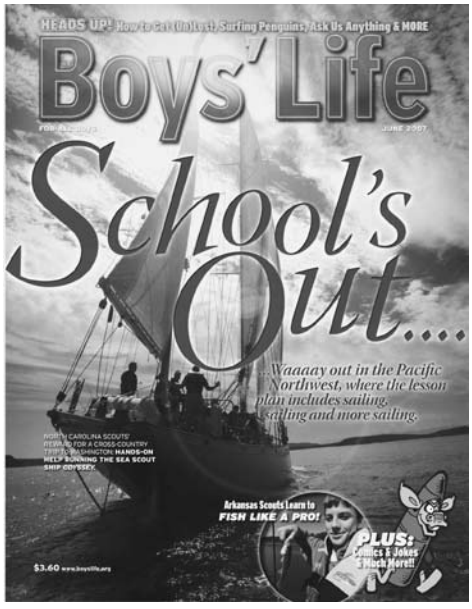
YOUR PROGRAM ASSISTANTS

Besides offering their readers entertaining, well-written fare, *Boys' Life* and *Scouting* magazines support the nationally suggested Boy Scout troop program features. In each monthly issue, *Boys' Life* provides ideas and inspiration to Scouts about how they can enjoy the BSA-suggested program for the following month. *Scouting* provides adult leaders similar tools to strengthen the BSA program with special articles about packs and troops that have used the monthly program feature successfully.

In addition, five of the six issues of *Scouting* magazine contain a total of 12 segments called "troop program features." These represent one-third of the 36 monthly features found in *Troop Program Features* (*Volume I,* No. 33110; *Volume II,* No. 33111; and *Volume III,* No. 33112). Another program tool, Boy Scout Leader Program Notebook, is a pocket-size publication that contains space to jot down ideas and plans for troop activities. It is available at your BSA local council service center.

WEEKLY MEETING PLAN

Each program feature includes four weekly troop meeting plans that can be used to plan activities in detail. The blank chart shown on the next page is an example.



TROOP MEETING PLAN

Date _____

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes			
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute.	SM	
After the Meeting			

PHYSICAL FITNESS



Since one of the main purposes of the Boy Scouts of America is to promote physical fitness, this program feature is right on target. Besides, most Scout-age boys love physical action, so they will eagerly participate in the suggested activities.

Troop meeting instruction and practice will cover most of the physical fitness requirements for Tenderfoot through First Class ranks. There are also lots of games and contests requiring strength and agility.

Our aim, however, is not just to provide a month of fun, but to encourage the Scouts to make physical fitness a lifetime pursuit. Urge them to continue testing themselves regularly, not just this month while they are working on physical fitness skills. That does not necessarily mean that they must continue doing push-ups, pull-ups, sit-ups, etc., for years to come, since those who remain active in sports year-round probably get plenty of exercise. But it does mean we want to make them conscious of the importance of fitness for their whole lives.

The big event will be a Scout decathlon, a series of 10 events requiring strength, agility, coordination, and some sports skills. It will be run as an interpatrol competition.

The Scout Decathlon could be either an afternoon event or the centerpiece of a weekend campout. The site might be an athletics field or a camp with a large playing field.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

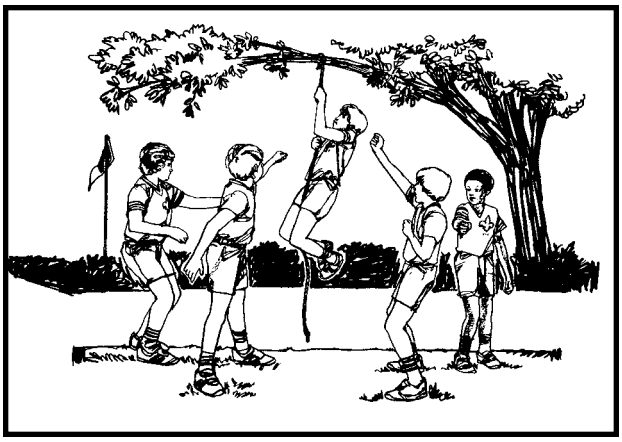
- A greater understanding that physical fitness is essential for a fulfilling life
- An awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol
- Increased self-confidence as a result of improving physical fitness

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their physical fitness requirements through First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning



Second Class

- Outdoor—camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning

Merit Badges. Older Scouts can concentrate on the Personal Fitness merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Cooking, Hiking, Camping, Athletics, Swimming, Sports, Skating, Cycling, and other outdoors-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for the fitness skills
- Inviting parents to serve as judges, scorers, timekeepers, etc., for the Scout decathlon
- Asking parents to provide transportation to the decathlon site, if necessary

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at patrol leaders' council meetings after each troop meeting.

- Decide whether to make the Scout decathlon a one-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the 10 events for the decathlon. See the ideas on the following pages. Arrange to secure the necessary equipment; ask the troop committee for help, if necessary.
- Inventory the troop's camping equipment, if that has not been done recently.
- Make a list of possible Good Turns for the community.
- Plan details of troop meetings for the month. Consider inviting counselors for the Personal Fitness or Athletics merit badges to help with instruction.
- Coordinate any intertroop competitions.

FEATURE EVENT

Scout Decathlon

Choose 10 of the following events or devise your own.

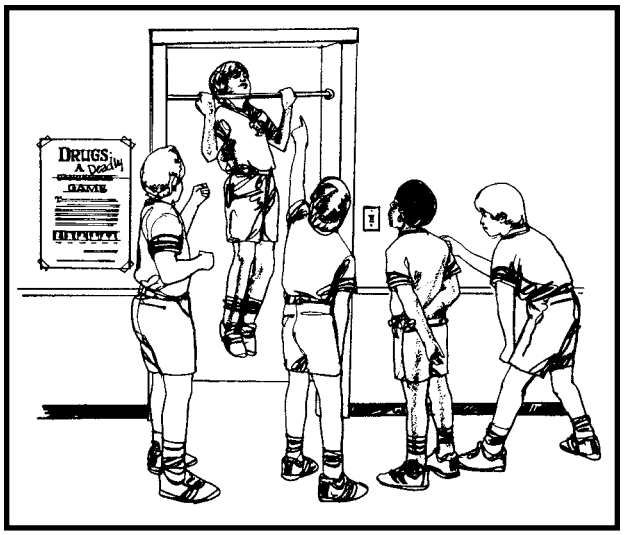
600-METER RUN/WALK RELAY. Measure a 600-meter course (656 yards). If your decathlon site has a football field, the course could be three laps from end zone to end zone, then three laps from goal line to goal line, making the course 660 yards long. In camp, the course might be laid out on a smooth, relatively level trail. Run as a patrol relay. Avoid having Scouts run more than one leg because it would exhaust them for later events; instead, combine patrols to make team sizes equal.

Scoring: Ten points for the winning patrol, 8 for second place, 6 for third, 4 for fourth, and 2 for fifth place.

STANDING LONG JUMP. Follow the procedure in the *Boy Scout Handbook*.

Scoring: Determine the patrol score by averaging the distance jumped by each patrol member. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

RUNNING LONG JUMP. Score the same as for the Standing Long Jump.



JAVELIN THROW. Use a Scout stave or 6-foot pole cut from a dead sapling. Each Scout gets three throws; score only the longest. The thrower may run up to the throw line.

Scoring: Find the patrol's average throw, in feet, from where the javelin's point strikes the ground. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

HIGH JUMP. Use regular standards or make them from 6-foot poles driven into the ground. To hold the crossbar, place finishing nails in the poles at 2-inch intervals above 3 feet. Give each Scout two jumps; count the higher jump.

Scoring: Find the average height jumped by all patrol members. The patrol with the highest average height jumped scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

JUMP AND REACH. The Scout is given a piece of chalk and, while standing flat-footed, he makes a mark as high as he can reach on a smooth-barked tree trunk. He then leaps as high as he can and makes a second mark. His score is the difference in inches between the marks. Give each Scout two tries and score the better jump.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

BASEBALL BATTING. Each patrol member is given five swings at pitches thrown by a leader at batting-practice speed. Score 1 point for each fair ball; 5 points extra for balls that travel more than 300 feet, including the roll.

Scoring: Find the average of the scores of all patrol members. The patrol with the highest average gets 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

ROPE CLIMB. Hang a rope that is at least 1 inch in diameter from a large tree limb or other support about 12 feet overhead. Remember to station spotters in case of a fall. Award 2 points for patrol members who make the climb using both hands and legs; 4 points for those who use hands only.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

SHOT PUT. Use a 5- to 6-pound rock. Scratch a circle about 6 feet in diameter on the ground. Scouts must not leave the circle as they put the shot. The shot must be put by tucking it against the chin and pushing, not throwing like a baseball.

Scoring: Find the average distance for all patrol members. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

PULL-UPS. Use a chinning bar not more than 1 inch in diameter and about 6 feet off the ground. Follow the procedure in the *Boy Scout Handbook*.

Scoring: Find the average of the number of pull-ups done by all patrol members. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

ROPE SWING. Hang a 1-inch-diameter rope from a large tree limb or other support about 10 feet above ground. Mark lines for takeoff and landing 6 feet on either side of the hanging rope. Each patrol member takes one swing, observing the takeoff and landing lines.

Scoring: For patrols of eight Scouts, score 1 point for each successful traverse. For patrols of six, score 1.25 points for each success. For patrols with fewer than five members, score 1.5 points for each success.

FOOTBALL PASSING. Suspend an auto tire from a tree limb at about the 6-foot level. Scratch a line on the ground about 10 yards away. Keep the tire center opening facing the passer.

Each Scout has three tries to pass the ball through the center of the tire.

Scoring: Count 1 point for each successful pass. Find the average number of passes for the patrol. The patrol with the highest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

FRISBEE GOLF. The course is a series of targets ("holes") spaced about 50 yards apart. Holes might be particular trees, small buildings, garbage cans, etc. Include "hazards" (ravine, small stream, marsh, wooded area, etc.). Station judges at each hole to make sure Scouts hit the targets.

Unlike regular golf, the number of shots makes no difference; the aim is to go around the course in the fastest time, regardless of the number of "strokes."

Each player must be timed separately. He tees off at the starting line by sailing the Frisbee at the first "hole," then runs immediately to the Frisbee and shoots again, and so on, around the course.

Scoring: The patrol's score is the average time by all members. The patrol with the fastest average scores 10 points; second place gets 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

SCOUT'S PACE RELAY. The Scout's pace is an old Scoutcraft skill, requiring him to learn to run and walk a measured mile within a few seconds of 12 minutes.

Use a quarter-mile track, or measure a mile on back roads at the camp. In the Scout's Pace Relay, there are eight legs of 220 yards each. In patrols with fewer than eight Scouts, some must run twice.

If you are using a quarter-mile track, each patrol stations four of its members at the start, the rest at the halfway point around the track. If you are on camp roads, one Scout would be placed at every 220-yard mark. (In that case, of course, all patrols would need eight members.)

Scoring: The patrol finishing the race closest to exactly 12 minutes (without using watches to help) scores 10 points; second place scores 8 points; third, 6 points; fourth, 4 points; and fifth, 2 points.

Everybody Up

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with soles of their feet touching, knees bent, and hands tightly grasped. From this position they try to pull themselves into a standing position. If they succeed, ask another Scout to join them and try standing with three Scouts, then four, etc. As the group grows, each player must grasp the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get Everybody Up.

Variation: Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. To avoid possible shoulder dislocations do not allow interlocked arms.

Human Ladder

This activity helps develop trust and teaches participants to be responsible for each other's safety.

Equipment: Six to 10 smooth hardwood dowels about 3 feet long, ½ inch in diameter.

Procedure: Pair the Scouts and give each pair one "rung" of the ladder. Each person holds one end of the rung. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds from one rung to the next. As the climber passes by, the pair holding that rung may leave that position and go to the front end of the ladder, extending the ladder length indefinitely.

Note: The direction of the ladder may change at any time (make a right-angle turn, for example), and the height of the rungs may also vary.

The Boy Scout Shuffle

Equipment: A 30-foot telephone pole lying on a flat area.

Procedure: Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a personal record or "PR" is the best kind of competition.

PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes	• Form the troop in a circle. • Hold a uniform inspection. • Repeat the Scout Law and have a Scout tell what it means. • Repeat the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts work on fitness skills and practice for the President's Physical Fitness Award. • Experienced Scouts work on developing an indoor obstacle course. • Older Scouts work on the Venture program or assist younger Scouts with the fitness award.		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two of the events for the decathlon. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Play Muscle Medley. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Assemble patrols. • Repeat the Scout benediction. • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the Scout Decathlon. Begin work on next month's program feature.		

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

PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• For the new Scouts, have a local college athlete or health club instructor demonstrate exercises and talk about a nutritious diet and exercise plan. • Experienced Scouts continue work on an inside obstacle course. • Older Scouts work on the Venture program or practice one or more of the following from the introduction to Physical Fitness: The Boy Scout Shuffle Everybody Up Human Ladder Prepare to demonstrate them as part of the decathlon on the troop outing.		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two or more of the events for the decathlon. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Do Izzy-Dizzy Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the decathlon. Continue work on next month's program feature.		

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PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts and experienced Scouts run the indoor obstacle course developed by the older Scouts. • Older Scouts work on the Venture program or continue practice on Everybody Up, Human Ladder, and the Boy Scout Shuffle. Prepare to demonstrate these as part of the decathlon.		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two more of the events for the decathlon. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Play Dodgeball and Jump the Shot. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the decathlon. Continue work on next month's program feature.		

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PHYSICAL FITNESS

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on fitness activities. • Experienced Scouts work on a menu that will have high-energy foods to eat during the decathlon/outing. • Older Scouts work on the Venture program.		
Patrol Meetings _____ minutes	Review all the events in the decathlon. Practice two more of the events.		
Interpatrol Activity _____ minutes	Select an activity from the Games section of *Troop Program Resources.**		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the decathlon. Finalize work on next month's program feature.		

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

PHYSICAL FITNESS

TROOP OUTDOOR PROGRAM PLAN

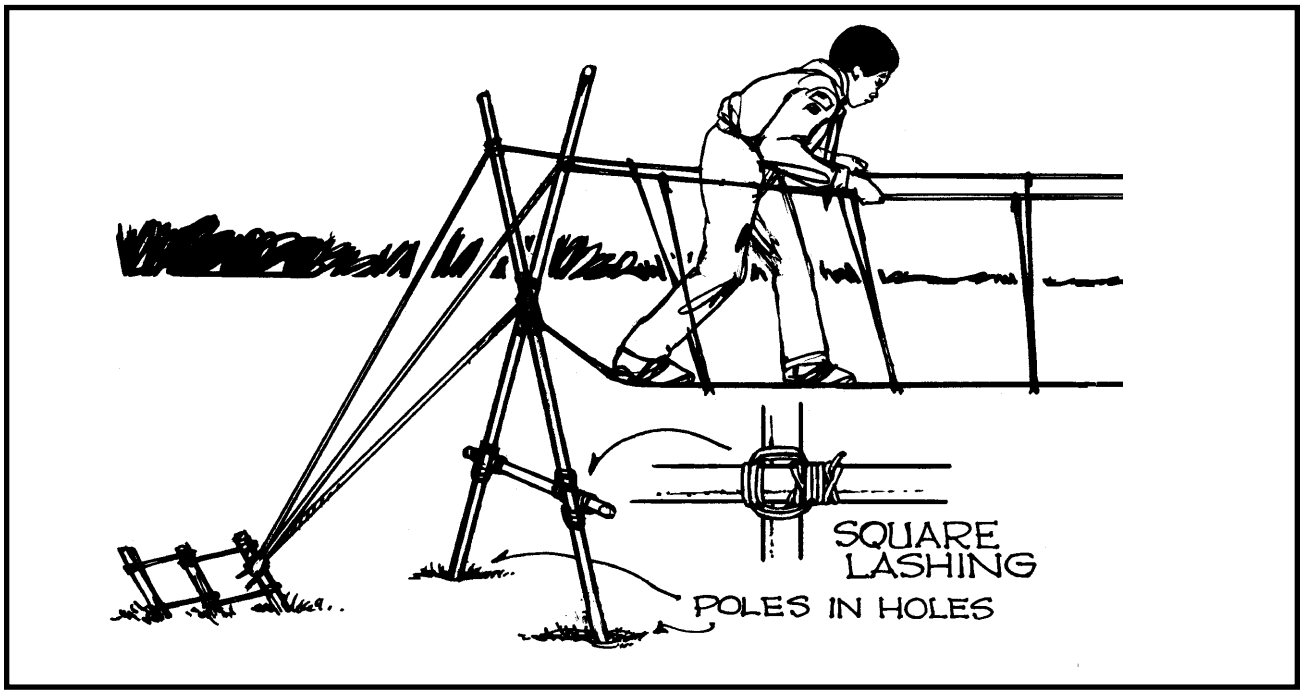
Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for campsite. Plan only a light meal en route.	SPL
	Arrive at 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 gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Run five or six of the decathlon events.	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:00 P.M.	Run remaining decathlon events.	SPL
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
	Free time	
8:00 P.M.	Troop campfire	SPL
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	

TIME	ACTIVITY	RUN BY
8:00 A.M.	Clean up.	
	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 *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, compass, clipboards	

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

PIONEERING



Give an experienced outdoorsman a bow saw, hand ax, and some poles and ropes, and in short order he will make some camp furniture, bridge a stream, and build a big "toy" like a monkey bridge.

The skill is called pioneering. Scouts love to learn how to do it, and of course it will increase their capabilities in the outdoors.

Pioneering requires plenty of poles and lots of lashing line and heavy rope, especially for big projects like monkey bridges. Before planning this program feature, be sure that you will have access to both, especially for the big event, Woodsman's Weekend. If necessary, you can do miniature pioneering at troop meetings using garden canes and twine. But for the big event, be sure that you will have lots of poles and smaller spars as well as lashing line and rope.

The Woodsman's Weekend might be held at Scout camp, if the camp has pioneering gear. Otherwise, look for a campsite where you can get permission to gather a number of poles and spars at least 6 feet long and 2 to 3 inches thick, as well as smaller ones. Someone who has a wooded lot that needs thinning might give the troop permission to cut what is needed.

Plan to make at least one big pioneering project during the weekend. For ideas, see the *Pioneering* merit badge pamphlet. Also schedule games and interpatrol contests that require pioneering skills.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Enhanced outdoor skills, especially in knot-tying and lashings
- A greater understanding of the importance of conservation
- An understanding of some of the principles of engineering as they build temporary structures and camp equipment
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

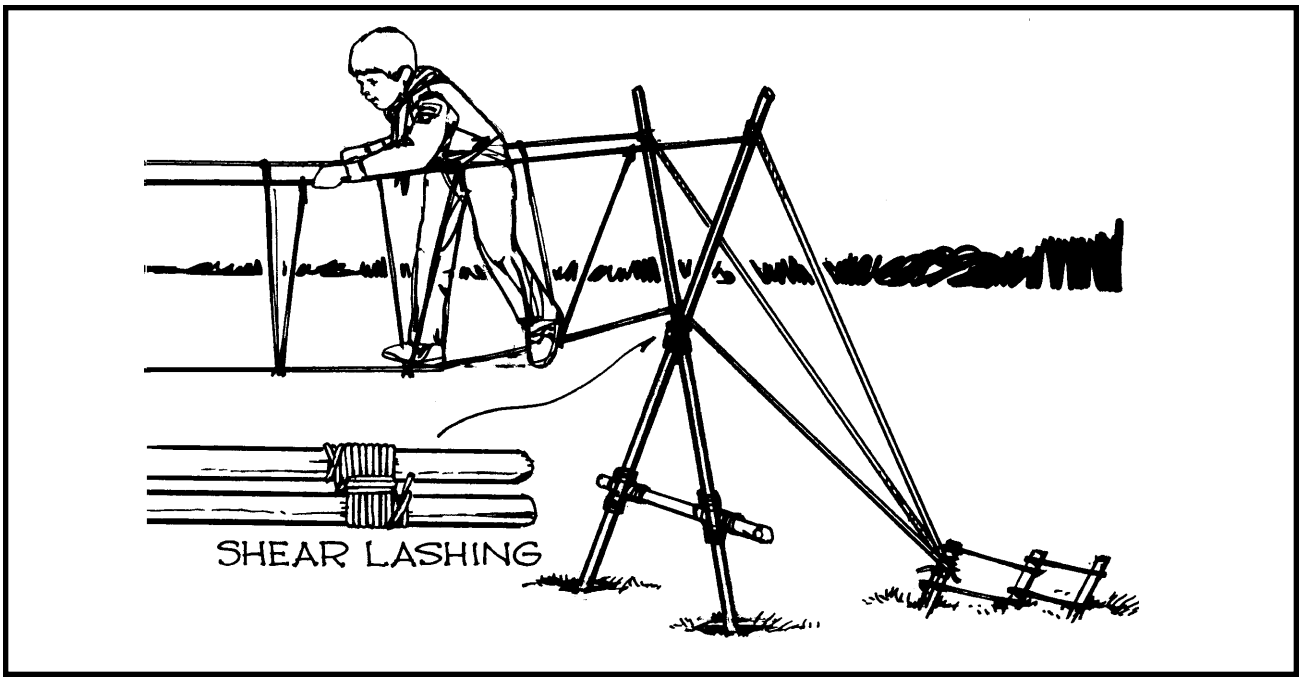
By month's end, all Scouts should meet many of their basic camping and cooking requirements through First Class rank. Depending on the highlight activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Pioneering merit badge this month. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to help with troop meeting instruction
- Inviting parents to come along on the Woodsman's Weekend
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

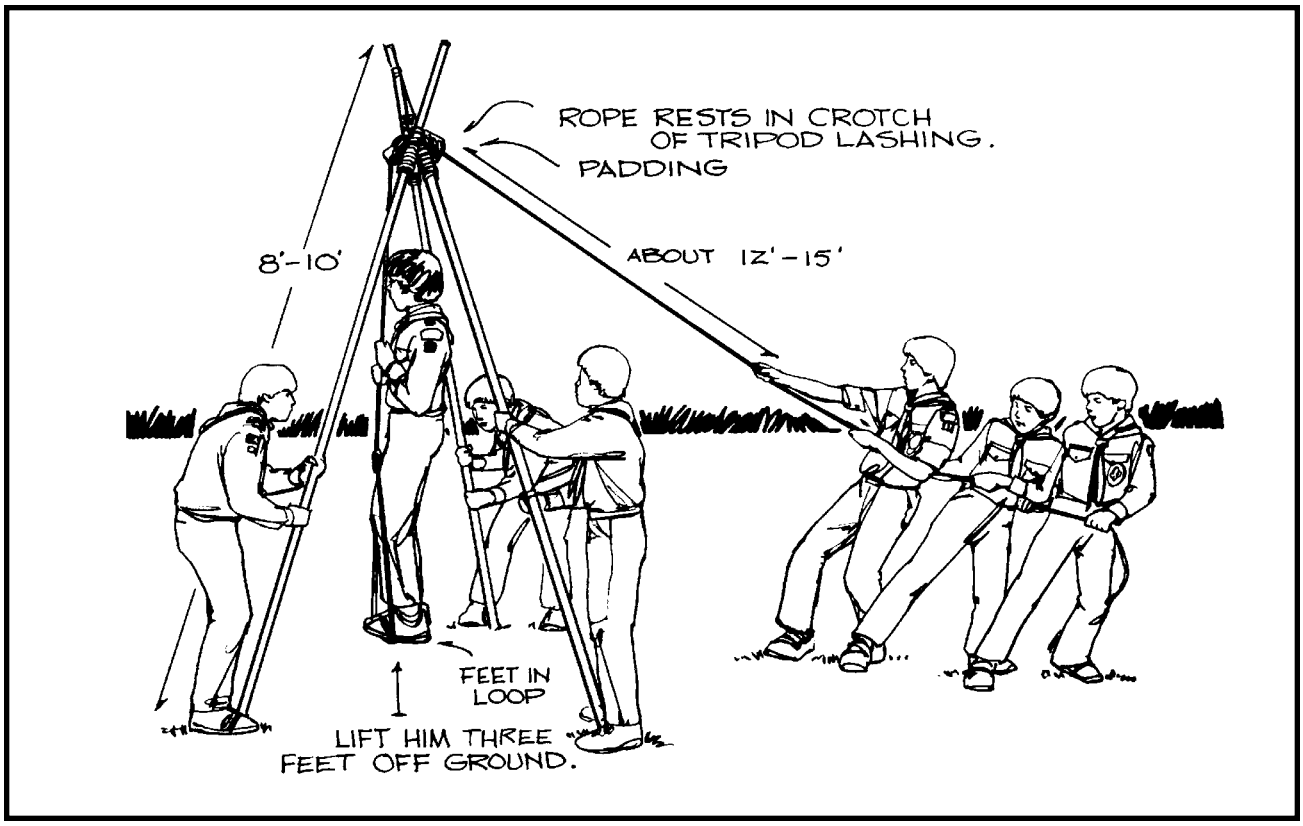
The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Choose a campsite for the Woodsman's Weekend. Remember that you will need a supply of poles and smaller limbs for pioneering projects. These materials are available at some Scout camps. If your council's camp does not have them, make sure that you can get permission to obtain suitable materials elsewhere; do not plan to cut trees at the site without the owner's permission.
- Plan other activities for the Woodsman's Weekend. Some ideas are on these pages.
- Practice knots and lashings, if equipment is available.
- Consider inviting a Pioneering merit badge counselor to troop meetings to help with instruction.
- If your troop meetings will be indoors (or if you will not have access to poles and ropes), plan to do miniature pioneering with Scout staves or closet poles, or with garden canes and twine.
- Assign a patrol to drill holes in scrap wood or fiberboard pieces about 2-by-3 feet for use as knot boards for the first troop meeting.

FEATURE EVENT

Woodsman's Weekend

When the Boy Scouts of America was founded more than 90 years ago, many troops could go just a few miles outside of town and get permission from a farmer to chop down trees and build log cabins. Those days are long past.



Today's BSA conservation ethic forbids cutting live trees unless someone wants a wooded lot thinned out. So it will probably be necessary to find a site where pioneering materials are already available, such as a local council Scout camp. Or, if you are lucky enough to have a supply of poles, you may have to truck them to your campsite.

In any event, try to have enough poles so that the troop can assemble at least one big pioneering project, like the bridges and towers in the *Pioneering* merit badge pamphlet.

For smaller projects, such as the camp accessories pictured in the *Boy Scout Handbook,* you may be able to find sturdy limbs among the downed wood at the campsite.

Campout Activities

Unless the troop has many experienced woodsmen, it may take several hours for the Scouts to build a big project. If there is time, try some of the following contests, all of which require pioneering skills.

CROSSING THE ALLIGATOR PIT

Equipment: For each patrol, three spars 6 to 8 feet long, three 6-foot lashing ropes, four guy ropes.

Method: Mark the "alligator pit" on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols. Patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top and diagonal lashings for the crossbar. Near the top, they attach four guy lines, using two half hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts man each guy line and "walk" the walker across the pit by tipping it from side to side and moving it forward.

Scoring: The first patrol to finish wins.

Note: This can be a timed contest if there aren't enough spars for all patrols.

HEAVE THE LIGHTWEIGHT

Equipment: For each patrol, three poles, 10 feet long; one lashing rope, 20 feet long; ½-inch heaving rope, 30 feet long.

Method: Each patrol assembles a tripod 9 to 10 feet high using a tripod lashing. The patrol then heaves a ½-inch rope over the top and makes a bowline on a bight in the end hanging from the tripod. The patrol's lightest member stands in the bowline and the other members raise him 3 feet off the ground. The first patrol achieving this wins.

FIREMAN, SAVE THAT CHILD!

Equipment: Two ½-inch ropes, 20 feet long; four or five 4-foot poles with ½-to 2-inch butts; two 2-foot stakes.

Method: Each patrol makes a rope ladder using 4-foot poles as rungs. Secure the rungs with marlinspike hitches. Rungs should be 1 foot apart. The patrol then secures the ladder to a tree limb not more than 10 feet above ground. If desired, they can stake the bottom to the ground. When the ladder is secure, all members climb, one by one, and touch the tree limb. The patrol with all members up and down the ladder in the fastest time wins.

MOVE THE WEIGHT

If the campsite has a very heavy weight on the ground that an entire patrol can't lift (a huge log, perhaps), have a timed contest in which patrols try to move it using either the Lumberjack Pulley or Spanish Windlass shown in the *Pioneering* merit badge pamphlet. The first patrol to move the weight 6 feet in the fastest time is the winner.

DOVETAIL CHAIR RACE

Equipment: For each patrol, four branches, about a foot long with 2-inch butts; four ½-inch ropes, 3 feet long; axes or bow saws.

Method: Each patrol assembles a frame about 1 foot square by joining four branches with dovetail notches. When the "chair" is complete, Scouts tie ropes to the sides. The patrol's smallest member sits in the chair while the others carry him to a turning line and back. The first patrol to finish wins.

For other good games and contests, see the following in the Games section of *Troop Program Resources for Scout Troops and Varsity Teams:*

- Knot Hoop Relay
- Knot-Tying Relay
- Bow-Saw Relay
- Roman Chariot Race
- Remote Clove-Hitch Tying
- Flagpole Raising

Special Awards

Although these are not advancement awards, two special emblems are available to Scouts who show skill in handling woods tools. The requirements are outlined below.

Totin' Chip. The award is a card stating that the Scout knows how to safely use a pocketknife, ax, and saw.

Requirements are:

1. Read and understand the use and safety rules of woods tools from the *Boy Scout Handbook*.
2. Demonstrate proper care, handling, and use of the pocketknife, ax, and saw.
3. Use knife, ax, and saw as tools, not playthings.
4. Respect all safety rules to protect others.
5. Respect property. cut living and dead trees only with permission and good reason.
6. Subscribe to the Outdoor Code.

Explain to Scouts that their "Totin' Rights" can be taken from them if they fail in their responsibility.

Paul Bunyan Woodsman. This emblem can be sewn on a trail pack or blanket. It is earned by a Scout who knows how to use larger woods tools and who does conservation work.

Requirements are:

1. Show that you have earned the Totin' Chip.
2. Help a Scout or patrol earn the Totin' Chip, and demonstrate to him (them) the value of proper woods tools use on a troop camping trip.
3. With official approval and supervision, do one of the following: (a) Clear trails or fire lanes for two hours. (b) Trim a downed tree, cut into four-foot lengths, and stack; make a brush with branches. (c) Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

PIONEERING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Have a Scout demonstrate rope whipping or fusing synthetic rope *(Boy Scout Handbook)*. Also do a rope-making exercise.		
Opening Ceremony _____ minutes	• Form the troop into a horseshoe. • Hold a uniform inspection. • Repeat the Scout Oath.		
Skills Instruction _____ minutes	• New Scouts work on tying the clove hitch, square knot, and bowline. Do Rescue Carry Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts practice square and shear lashings. Plan three major pioneering projects you can build during the troop outing. • Older Scouts work on the Venture program or study ropes and knots necessary to do rappelling *(Fieldbook)*.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be an overnighter, begin meal planning and the patrol duty roster and make plans for equipment distribution and tent needs. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Play Reactor Transporter. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Sing "Scout Vespers." *(Boy Scout Songbook)* • 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

PIONEERING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice the knots taught last week and use of those knots in camping activities. Do the Knot-Tying Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts continue work on pioneering projects and lashings. • Older Scouts work on the Venture program, or plan a fishing trip as part of the troop outing and plan to prepare the fish caught for a meal.		
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 on advancement for the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Roman Chariot Race. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

PIONEERING

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on basic fire lays and care of woods tools *(Boy Scout Handbook)*. • Experienced Scouts plan the materials that will be needed for the outing. Make assignments for getting the necessary staves and ropes required for the pioneering projects. • Older Scouts work on the Venture program or help younger Scouts with woods tools instruction.		
Patrol Meetings _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Bow-Saw Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the woodsman's weekend. Continue work on next month's program feature.		

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

PIONEERING

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn the basics of tent pitching and assist in meal preparation *(Boy Scout Handbook)*. • Experienced Scouts review low-course elements from the *Project COPE* program manual and select three items that can be done on the campout. • Older Scouts work on the Venture program or assist with COPE activities.		
Patrol Meetings _____ minutes	Review plans and assignments for the hike/campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Do Silver Dollar Hunt. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for Woodsman's Weekend. Finalize work on next month's program feature.		

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

PIONEERING

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.	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.	Pioneering projects	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Pioneering projects	SPL
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
	Free time	
8:00 P.M.	Troop campfire	SPL
9:00 P.M.	Cracker barrel	
10 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	

TIME	ACTIVITY	RUN BY
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	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Scout staves, spars, rope, troop camping equipment	

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

PUBLIC SERVICE



One of the aims of Scouting is to develop young men into participating citizens. A participating citizen does more than what is expected of a good citizen, such as voting and obeying the law. He takes an active role in the community.

A participating citizen might be a Scouter or a volunteer with some other organization. Or, he or she might hold an elected or appointed office, lead a service club or church group, or serve as a firefighter, police officer, or health-care provider.

This program feature is designed to introduce Scouts to some of the people who help your community function. No matter how large or small your community is, there are many participating citizens Scouts can get to know.

The big event might be a historic tour, a community Good Turn, or a combination of the two.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A greater understanding of their duty to country and to help other people
- Awareness of their rights and duties as citizens
- Some knowledge of their heritage as citizens of their community and country
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their citizenship requirements through First Class rank. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



Second Class

- Outdoor—camping, cooking, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—camping, hiking, cooking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the citizenship merit badges this month. Depending on activities during the outing, they may also cover requirements for the Hiking, Public Health, American Cultures, and American Heritage merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for citizenship skills
- Inviting families on the outing
- Asking parents to provide transportation for a visit to community meetings

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide which public or private group the troop will visit this month, and make arrangements for the visit.
- Invite a community leader to a troop meeting to discuss his or her work and moderate a discussion of the rights and duties of a citizen.
- Plan special activities for community service.
- Plan details of troop meetings for the month. Assign patrol demonstrations covering skills that will be needed to complete advancement through First Class.
- Make a list of possible patrol Good Turns for the community.

FEATURE EVENT

Public Service Outing

This big event can be an experience that will not only expose the Scouts to your community, but let the community become aware that Scouting is alive and still working. The aim is to expose the Scouts to the inner



workings of the community, the people who serve the public, and the responsibility of each citizen to support the community.

Public service for the Scouts may mean becoming involved in an ongoing community project or a series of Good Turn projects that Scouts can perform.

As you learn about the area you live in, find out about its history. Learn how it evolved to where it is today. Was your community once a boom town? Who were the community's founders? What role did this area have in the development of this country?

Historical Trail Hike

In most states there are historic trails, already marked and waiting for your troop. More than 250 of them have been approved by the Boy Scouts of America for their historic significance and good trail conditions. You can get a list of the approved trails from the local council service center.

If there are no BSA-approved trails in your area, but you know of a historic site, your troop might consider establishing such a trail and at the same time earning the Historic Trails Award. Ask your council service center for a copy of the requirements.

Community Good Turns

The troop and patrols might consider one of the following for a Good Turn this month:

- Plan a community beautification project.
- Take part in a food drive.
- Support a program for firefighters or law enforcement officials.
- Participate in a patriotic parade.
- Help with meals-on-wheels.
- Lead a get-out-the-vote campaign.

PUBLIC SERVICE

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 *(Boy Scout Handbook)*. Then play Ringleader. (See the Games section of *Troop Program Resources.**)		
Opening Ceremony _____ minutes	• Form troop into parallel patrols. • Present colors. • Sing the national anthem. • Hold a uniform inspection.		
Skills Instruction _____ minutes	• New Scouts plan an opening flag ceremony for the next meeting and practice flag folding. Play the Newspaper Good Turn. (See the Games section of *Troop Program Resources.**) • Experienced Scouts plan a community service project for the whole troop. Or, if a local festival is scheduled soon, find out what your troop can do to participate. • Older Scouts work on the Venture program or plan a historical hike in the area.		
Patrol Meetings _____ minutes	Discuss plans for a patrol outing this month. This could be a 5- or 10-mile hike, so that newer Scouts can work on their hiking skills. Or plan a patrol Good Turn. Consider working on items needed to advance to the next rank.		
Interpatrol Activity _____ minutes	Play Shoot-the-Gap. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Form the troop. • Recite the Scout Oath. • 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

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts meet with an elected official, either at the troop meeting place or at the official's office. Learn the official's duties and discuss the rights and duties of every citizen. • Experienced Scouts finish plans for a community Good Turn for the troop. • Older Scouts work on the Venture program or prepare for a campout that would be part of a 20-mile hike. This might be on a historic trail.		
Patrol Meetings _____ minutes	Identify Scouts who need to participate in flag ceremonies and service projects. Suggest ways for these Scouts to fulfill rank requirements.		
Interpatrol Activity _____ minutes	Play Catch Ten. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on basic hiking skills. • Experienced Scouts work on map and compass skills to prepare for a hike. If a hike has not been planned, finalize plans for a community service project. • Older Scouts work on the Venture program or assist with map and compass instruction, or finish plans for a troop campout.		
Patrol Meetings _____ minutes	Review plans and assignments for the hike or community project. Make sure everyone knows travel plans and equipment needs. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Bull-in-the-Ring. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the project or outing. Continue work on next month's program feature.		

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

PUBLIC SERVICE

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	Visit a public or private place or event such as night court, a city council meeting, a school board meeting, a police or fire station, a hospital, a TV or radio station, or a manufacturing company. Make arrangements beforehand to speak with an official or have a guide for your visit.		
Patrol Meetings _____ minutes	Finalize plans and assignments for the hike or community service project. Make sure everyone knows travel plans and equipment needs. Practice any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Play Submarines and Minefields. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

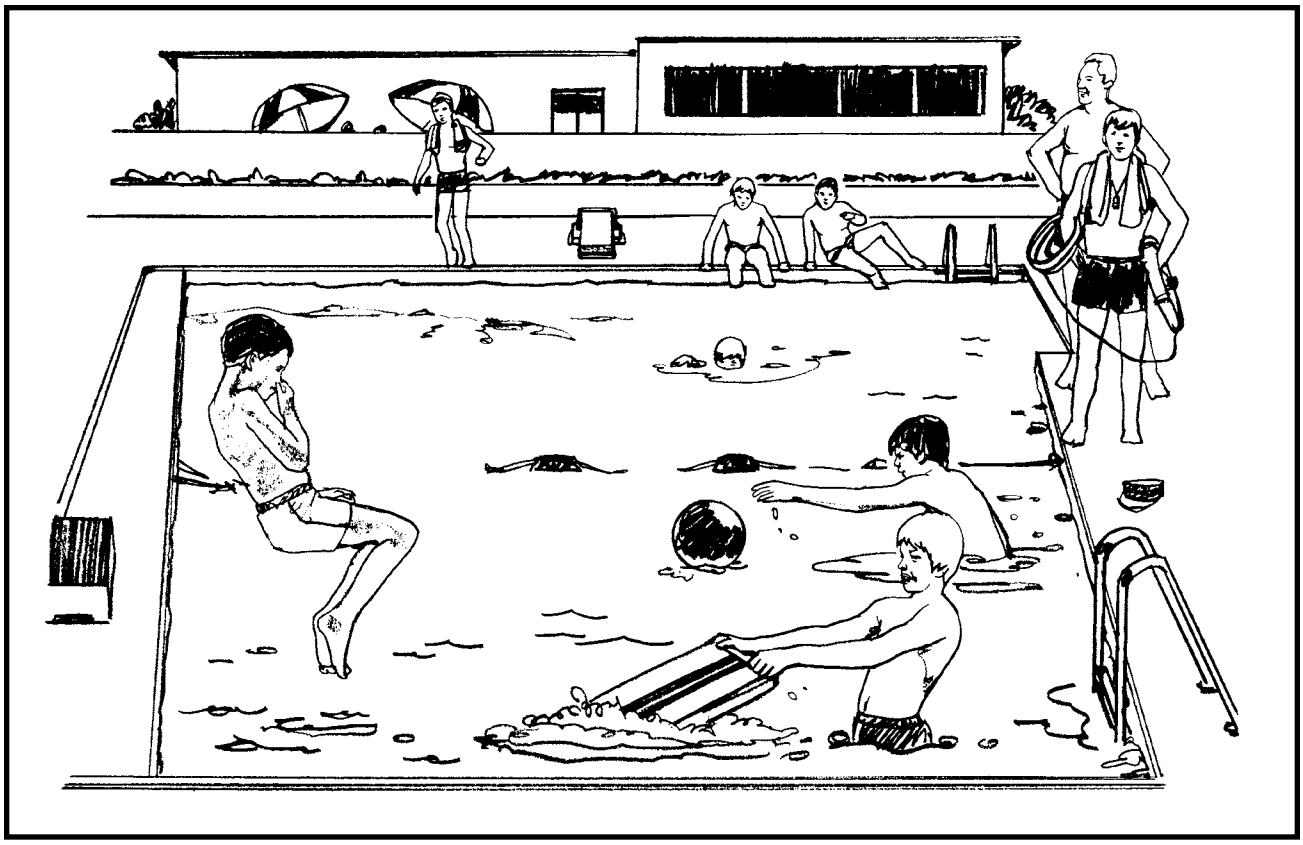
PUBLIC SERVICE

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Saturday 8:00 A.M.	Arrive at tour location, organize into tour groups.	SPL
8:30 A.M.	Begin tour, or hike historic trail.	
	Leave for location of service project.	
11:30 A.M.	Sack lunch. Change into work clothes, organize into work parties.	
1:30 P.M.	Start project work.	
4:30 P.M.	Leave for home.	
Special equipment needed	None	

SAFETY



Having a good experience on a troop campout requires safety practices that prevent accidents. Safety is actually a prevention tool. Performing a project correctly, using the proper tools and procedures, could protect you from serious injury.

If an accident occurs, a Scout should be prepared to deal with the situation and make decisions that will prevent further harm. "Safety first" is a motto that has been used by companies and organizations for years. Make it yours. As you plan your outing this month, take extra care that all safety precautions are covered. While this is a routine part of campout planning, it never hurts to take a good look at each task or project to make sure you *really* are taking the proper precautions.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- An understanding that the pledge "to help other people at all times" requires skill as well as goodwill toward others
- A good grasp of the fundamentals of first aid for life-threatening injuries and for many other less serious injuries
- Increased self-confidence that they will be able to act rationally in an emergency
- The ability to evaluate a situation for safety

ADVANCEMENT OPPORTUNITIES

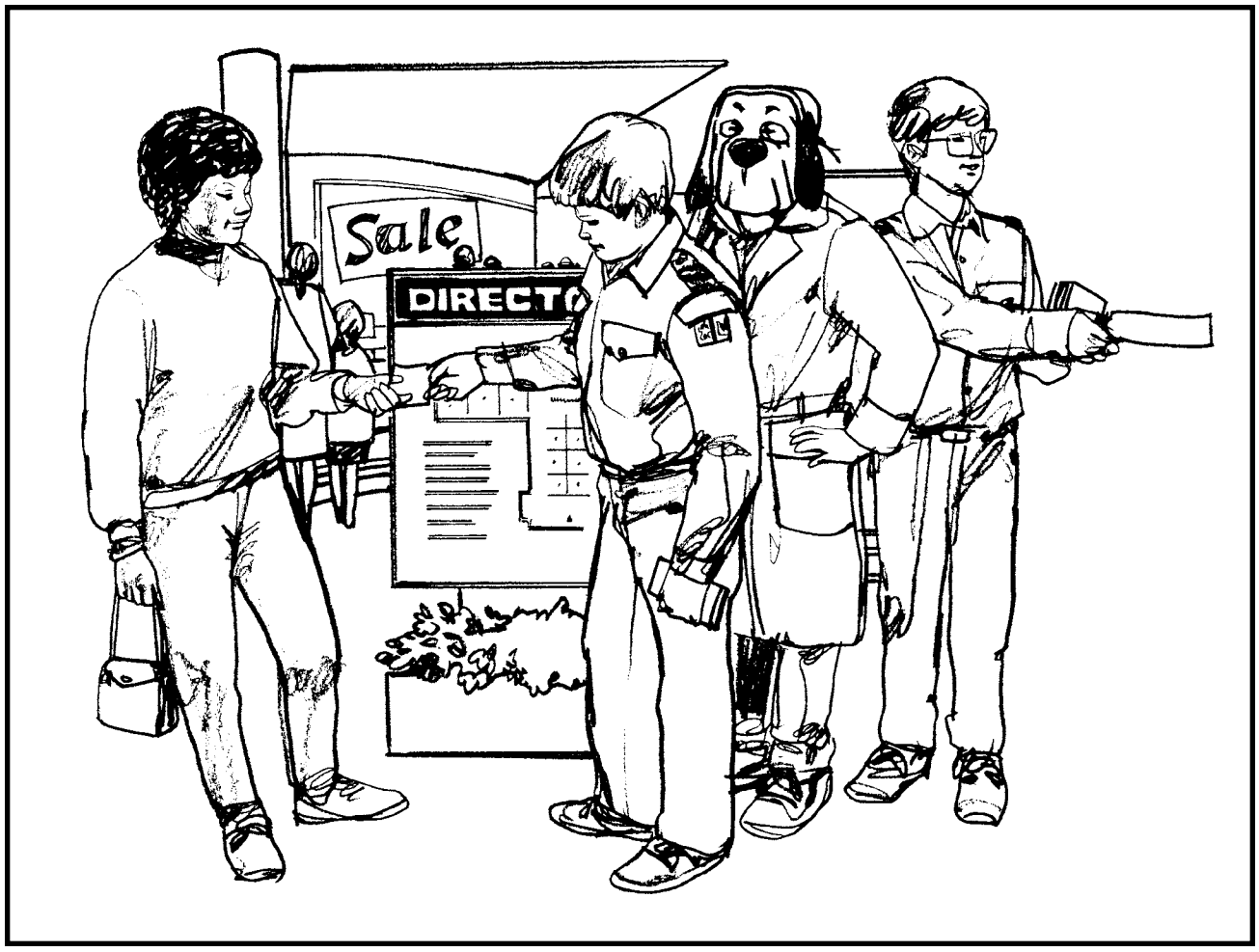
By month's end, all Scouts should meet many of their basic camping and cooking requirements through First Class rank. Depending on the outing, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Safety and Fire Safety merit badges this month; they should be able to complete many of the requirements. Depending on activities during the outing, they may also cover requirements in Cooking, Hiking, and Camping.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction in camping and safety skills
- Inviting parents on the campout
- Asking parents to provide transportation to the campsite
- Assisting in organizing a neighborhood watch

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- If a campout is planned, decide on the campsite. Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- If you plan to go to a hotel or motel, make reservations. If you are going to a mall or shopping center, make arrangements for a space.
- Inventory the troop's camping equipment, if that has not been done recently.

- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities.

FEATURE EVENT

Safety Outing

This event might be a:

- Highlight campout where you deal with several emergency situations.
- Visit to a hotel or motel where you could use a meeting room to practice first aid and use a swimming pool for aquatic activities, etc.
- Public safety demonstration in a mall or shopping center.

The patrol leaders' council will choose the type of outing to have. Schedule a variety of safety-related activities.

Hotel/Motel Outing

Well, it's not the woods, but this outing could be useful to let Scouts see how a large number of people are dealt with safely. If possible, stay in a hotel or motel that has meeting room facilities and a pool. Make arrangements for a behind-the-scenes tour to see safety procedures such as

- Fire escape plan for the building
- Kitchen safety
- Hotel mobilization plan
- Safety duties of hotel staff members
- Hotel security—what do they do?

Have aquatic-related activities in the pool. Many hotels and motels have physical fitness facilities. If the one you choose does, try fitness activities, too. A meeting room could be used to practice first aid. Or you might visit a nearby museum or local historical landmark.

Mall/Shopping Center

Have a display or activity that promotes safety in the home. Show a floor plan of the building you're in to point out exits and an emergency evacuation plan. Distribute "McGruff" crime prevention materials, which are available from most local law enforcement agencies, to promote a safe neighborhood and home environment.

SAFETY

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Arrange for a fire truck or patrol car to come to the meeting place. Ask a firefighter or police officer to explain safety procedures for home or automobile. Practice the bowline and have a relay race using it.		
Opening Ceremony _____ minutes	• Form the troop into a horseshoe. • Hold a uniform inspection. • Repeat the Scout Oath. • Present colors.		
Skills Instruction _____ minutes	• New Scouts work on first aid for choking, snakebite, and nosebleeds. • Experienced Scouts plan to organize a neighborhood watch for your neighborhood. Work with the local police department. • Older Scouts work on the Venture program or plan a special activity for the outing. This could be a tour, special guest visit, etc.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be a trip to a motel or hotel, set up some rules to be followed. If it will be a campout, plan meals and the patrol duty roster, and plan equipment distribution. Any Scouts who are going on their first campout will need extra support. If you will be having a safety display in a mall or shopping center, organize activities and make assignments.		
Interpatrol Activity _____ minutes	Do Ball Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Sing "Scout Vespers." *(Boy Scout Songbook)* • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the safety outing. Begin work on next month's program feature.		

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SAFETY

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on CPR techniques and review signs of a heart attack. Play First-Aid Baseball. (See the Games section of *Troop Program Resources.**) • Experienced Scouts visit a local fire station or firefighter training facility to see how firefighters train for various types of fires. • Older Scouts work on the Venture program or conduct a safety inspection of your meeting facility. Continue work on a special activity for the outing.		
Patrol Meetings _____ minutes	Review assignments for your outing. Continue working with first-time campers if you are going camping. Practice for any activities you might have on your outing. Plan a 5-mile patrol hike.		
Interpatrol Activity _____ minutes	Play Submarines and Minefields. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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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SAFETY

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on first aid for burns, puncture wounds, and animal bites. If the outing will be a campout, review safety procedures for knife and ax handling. • Experienced Scouts finalize plans for a neighborhood watch meeting. Develop a safety checklist for your home and a fire evacuation route. • Older Scouts work on the Venture program or plan a community service project for the troop that will involve helping the homeless people in your community. Work with local agencies in coordinating this project.		
Patrol Meetings _____ minutes	Finalize plans for the outing. If it will be a campout, make sure your menus are planned, food purchase assignments are made, and fees are collected.		
Interpatrol Activity _____ minutes	Play Train Chase. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

SAFETY

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on fire-building techniques and safety, or on the use of liquid fuels if your troop uses stoves to cook with. Do String-Burning Race. (See the Games section of *Troop Program Resources.**) • Experienced Scouts plan an accident prevention program for areas outside the home where a family might go (church, beach, theater, etc.). • Older Scouts work on the Venture program or help new Scouts on fire building; or if you will have access to a pool on the outing, plan some aquatic games.		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes	Play Crack the DEW Line. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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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SAFETY

TROOP OUTDOOR PROGRAM PLAN

Date _____

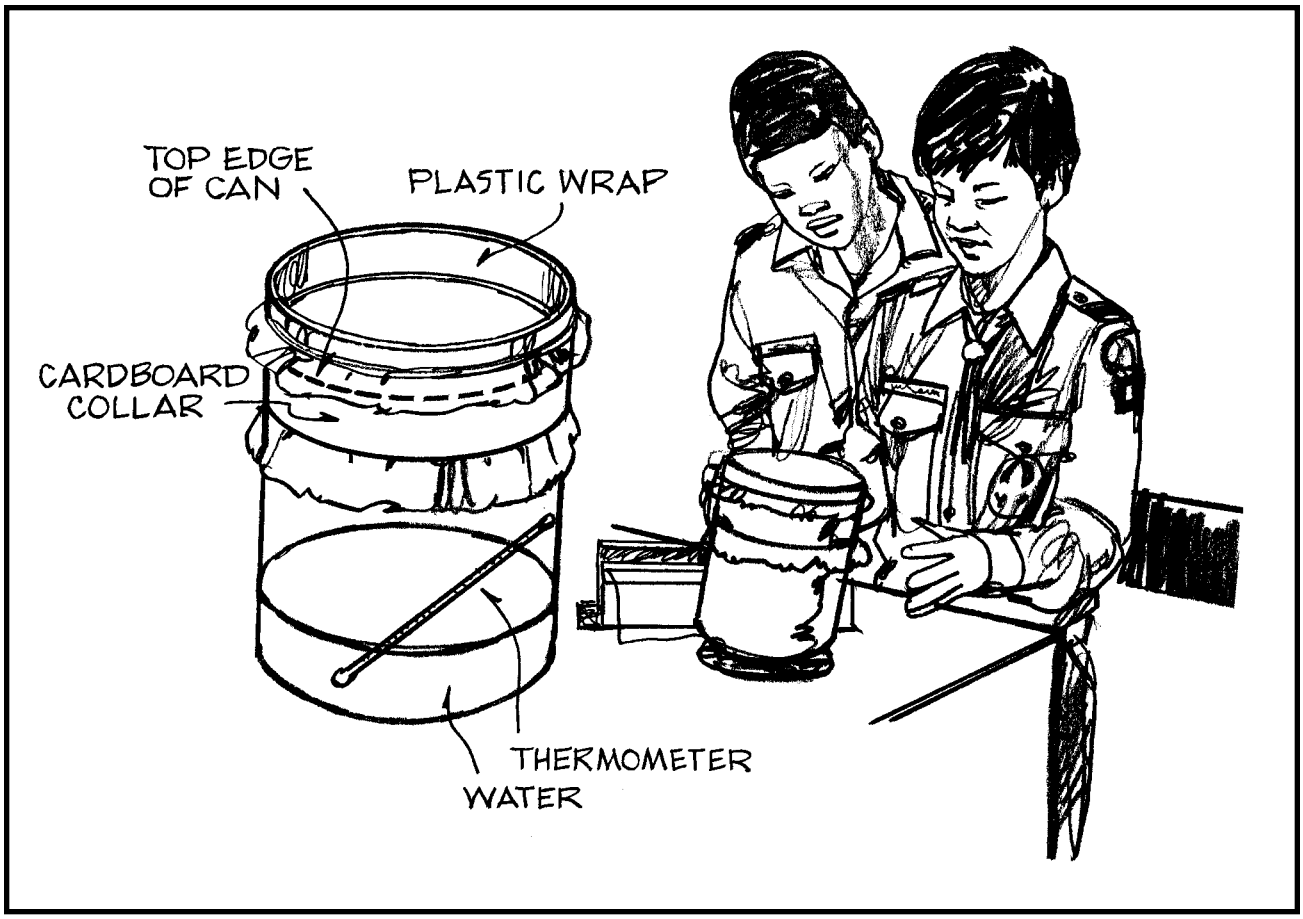
TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for campsite. Plan only a light meal en route.	SPL
	Arrive at campsite. Off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up, prepare breakfast. (Cooks should be working on First and Second 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.	Conduct interpatrol competitions using the Games section of *Troop Program Resources.** • Ice Accident • Deer Stalking • Nature Art Gallery	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Conduct interpatrol competitions using the Games section of *Troop Program Resources.** • Ante Over • Flapjack-Flipping Relay • Tent-Pitching Contest (try it blindfolded)	SPL
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	SPL
9:00 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	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Troop camping equipment	

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SCIENCE



Science is a method of learning about the world by observation, study, and experimentation. We might say that Scouting is a science because that's the way Scouts learn.

In this program feature we will explore two scientific subjects, weather and energy. During troop meetings, Scouts will discover how to use weather signs. They will also learn about the importance of conserving energy sources.

Keep records of the weather this month and make periodic weather predictions. Also try some solar energy experiments or projects that might be used on a campout.

The big event will be a weather bivouac. Ask patrols to predict the weather for the bivouac as the date draws near. The highlight of the bivouac will be an adventure obstacle trail with problems patrols might have to solve during a hurricane.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

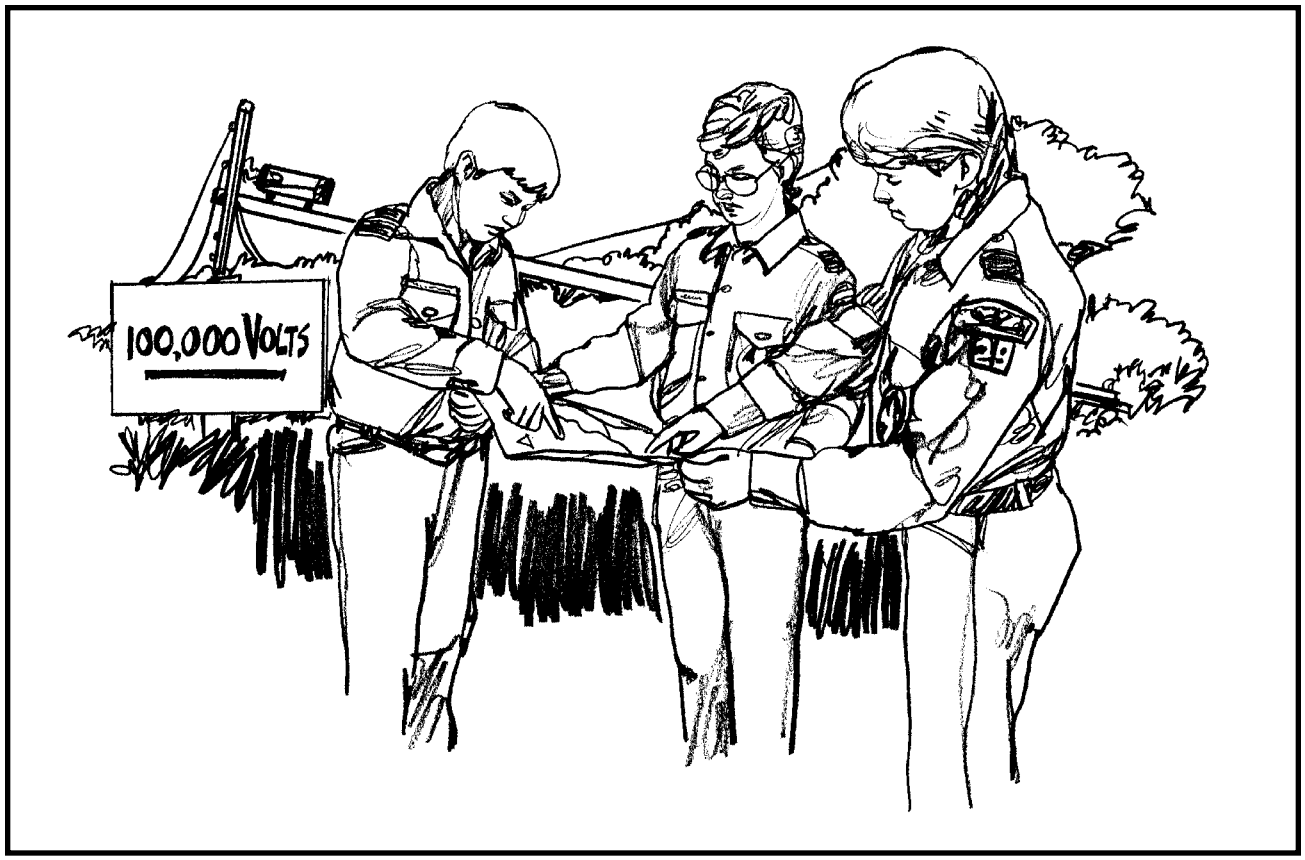
- An appreciation of the wonders of nature and possibly a greater feeling of closeness to God
- A better understanding of how pollution affects the natural world and how Scouts can help to stop it
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence
- Basic knowledge for predicting weather

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic camping and cooking requirements through First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping, Cooking, and Weather merit badges this month. Depending on activities during the campout, they may also cover requirements for the Hiking, Backpacking, and Wilderness Survival merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for energy/weather skills
- Inviting parents on the campout
- Asking parents to provide transportation to the campout
- Having a family potluck dinner

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the weather bivouac campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them. Seek help from the troop committee, if necessary.
- Review Leave No Trace camping skills in the *Fieldbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Plan activities for the campout.

FEATURE EVENT

Weather Bivouac

This weather-wise program feature should help you to answer the age-old question, "What's the weather going to be like?" When your Scouts become interested in weather forecasting, apprehension about thunderstorms gives way to understanding and a pleasant thrill of anticipation. You'll probably see a reluctance to postpone or cancel a hike or camping trip when the Scouts themselves have forecasted an approaching storm.

The Scouts will gain an understanding of weather and become more familiar with prevailing winds, cloud formations, rain, snow, sleet, frost, and other phenomena that determine the weather.

Make the bivouac a real demonstration of preparedness and a good camping experience for the Scouts by using only equipment that you can carry on your back. New Scouts will have an opportunity to work on basic camping and cooking skills, plus some nature-related skills. The other Scouts will be able to expand their skills in many areas.

Building a Solar Energy Box

Begin with a clean, empty tin can. A 1-pound coffee can works well. Pour about a cup of water in the can, place a thermometer in the water, and let the water absorb solar energy.

You will need two transparent windows about ½ inch apart on the can. One window can be made by covering the top of the can with clear plastic wrap. Hold the plastic in place with a rubber band.

For the second window, make a cardboard collar for the can by bending a 2-inch-wide cardboard strip into a ring the same diameter as the can. Let the ends of the strip overlap and glue or staple them together. Cover the top of this collar with a second piece of clear plastic held by a rubber band. Slip the collar down over the top of the covered can so that the two plastic surfaces are about ½ inch apart.

Insulate the can so that the energy it collects will not be lost during the experiments. Wrap the can in some sort of insulation material, such as house insulation, plastic foam, or even newspaper pieces crumpled into small balls. For some suggested experiments, see the *Energy* merit badge pamphlet.

Adventure Obstacle Trail

THE HURRICANE. The object is for patrols to get a report through to a headquarters point after encountering the kinds of obstacles that Scouts might meet during a hurricane. Sealed envelopes are given to each patrol leader, to be opened at a specific spot and time (a different place for each patrol). Each patrol should be advised beforehand to bring the equipment it thinks it will need in the event of emergency situations.

The sealed envelope contains the following message:

"All means of communication have been severed between this point and the central relief headquarters. Personnel is limited, and it is extremely urgent that they know the extent of the damage in this area. They need your help in rendering service to the homeless and injured.

This is not a race against time. Follow the marked trail on the map. Watch for special hazards and other conditions that should be noted and reported to headquarters. Watch especially for injured persons; give such aid as you can and be prepared to report on this. Certain situations will require answers that you will deliver to headquarters. Be alert, be prepared, and good luck!"

Also in the envelope is a map with the central relief headquarters indicated on it, the patrol's starting point, and the route the patrol is to follow.

Problems are set up by troop leaders, parents, and troop committee members. Troop leaders and others who set up problems should serve as judges and scorers at the various stations. Have people at each problem site acting as victims.

- A downed tree is blocking the main road (dead limb laid across trail, cardboard sign on trail, "U.S. 1"). Project: Cut and clear using safe axmanship.
- Main power line down at Dow Crossing, marked with card, "100,000 volts." Project: Note location and rope off or barricade the immediate area.
- Bridge washed out at Moose Ford. Several projects possible: Lash together a raft; build a monkey bridge or other type of bridge.
- Jones family homeless, cold, hungry. Project: Build a fire and serve canned soup.
- You have broken or lost your compass. Determine due north from this point.

- Determine the height of the dangerous, tall "chimney" (tree) that has been left standing at the destroyed factory. If it should fall in this direction, will the top hit the Henderson house (carton)?

Near the end of this obstacle trail, give the Scouts a test of memory and powers of observation. List a number of questions such as:

Did Mr. Jones wear glasses? How many volts of electricity did the downed power line carry? What color was the Henderson boy's coat? How far do you think you have traveled since leaving point X? What was the number of the highway blocked by the big tree? What's the name of the lashings you used in making the bridge at Moose Ford?

SCIENCE

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Set up a weather station to start recording weather conditions for the next 30 days. If you can leave it at your meeting location, assign someone to make a record each day for the next 30 days. Show new Scouts how to find directions, day or night. (See the *Boy Scout Handbook* and *Weather* merit badge pamphlet.)		
Opening Ceremony _____ minutes	• Form the troop. • Repeat the Scout Law; have 12 Scouts each define one point in their own words. • Present colors. • Repeat the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts work on identifying plants and animals in the area *(Boy Scout Handbook)*. • Experienced Scouts learn types of clouds and ways to predict weather. • Older Scouts work on the Venture program or plan to build a solar reflector that could be used in camp to prepare meals or heat water, or for some other use. Make a list of materials needed. See the *Energy* merit badge pamphlet.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what his assignments are and what to bring for the outing. Any Scouts who have not been camping will need extra help. All other patrols plan activities for the campout that will help them with advancement. Plan meals for the outing. If it is going to be an overnighter, begin to make plans for equipment distribution and tent needs.		
Interpatrol Activity _____ minutes	Play Inchworm. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Assemble the troop. • Have a First Class Scout explain the Boy Scout badge. • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the weather bivouac. Begin work on next month's program feature.		

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

SCIENCE

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on basic first aid that might be needed in a problem-solving exercise for the outing. • Experienced Scouts make arrangements to go to an auto mechanics shop or have an engine brought in to learn the basics of an internal combustion engine and how it uses energy. • Older Scouts work on the Venture program or continue work on a solar reflector. Arrange for a tour of a local power plant for the entire troop.		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping procedures. All other patrols continue to plan activities for advancement at the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Human Ladder. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting. Continue work on next month's program feature.		

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

SCIENCE

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on using woods tools and learn fire preparation. Demonstrate cooking fire lays. If you can do so at your meeting site, build several types of cooking fires and light them. • Experienced Scouts review lashings and other skills that might be needed in problem-solving for the weather bivouac. • Older Scouts work on the Venture program or plan several other problem-solving activities.		
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.		
Interpatrol Activity _____ minutes	Play Sloppy Camp. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting. Continue work on next month's program feature.		

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

SCIENCE

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts come to the meeting with backpack packed if the troop has planned a campout. Review items needed for the campout. • Experienced Scouts review first-aid skills, particularly bandaging for broken bones and sprains, plus severe bleeding control. Summarize weather record keeping for weather station; make long-range forecast for campout. • Older Scouts work on the Venture program or finalize plans for a problem-solving trail on the campout. If that has been done, get a map of the area and plan a 1-mile nature trail.		
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 any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Do Four-Way Tug-of-War. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the campout. Finalize work on next month's program feature.		

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

SCIENCE

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.	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.	Begin problem-solving trail.	SPL
11:30 A.M.	Sack lunch	
Noon	Continue problem-solving trail.	SPL
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	SPL
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 *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Cameras, pens, gear needed for problem-solving trail, troop camping equipment	

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

SHOOTING



Shooting sports are on the rise in this country. Archery and rifle, shotgun, and black-powder shooting are all popular.

The Boy Scouts of America has promoted safe shooting for many years. This month your troop can learn about one or more of the shooting sports and have a lot of fun.

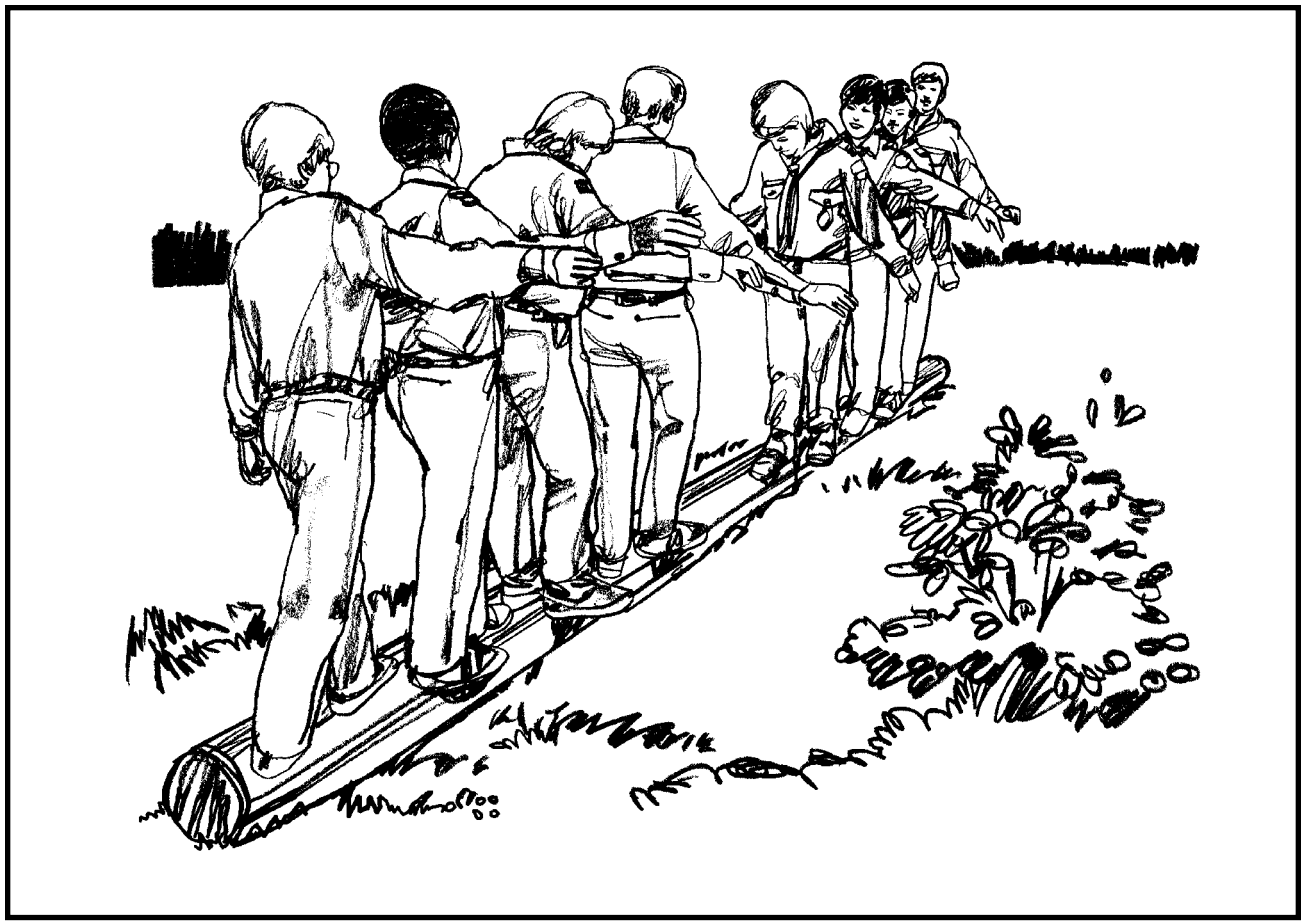
If your Scout council camp has shooting ranges, you are encouraged to use them, under proper supervision from the council. Other possible resources are archery clubs, gun clubs, black-powder clubs, the military, law enforcement agencies, and community groups. Be sure to follow the guidelines on shooting sports as outlined in the *Guide to Safe Scouting,* No. 34416.

The highlight activity can be a weekend campout with emphasis on shooting sports. Stress good camping practices for the younger Scouts. Each patrol might be asked to prepare a special activity based on a particular outdoor skill.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- The knowledge and skills to be comfortable in camp
- A sense of communion with nature and God
- A greater respect for the outdoors



- Increased self-confidence
- Improved skills in shooting sports and a knowledge of safety practices

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic camping and cooking requirements through First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

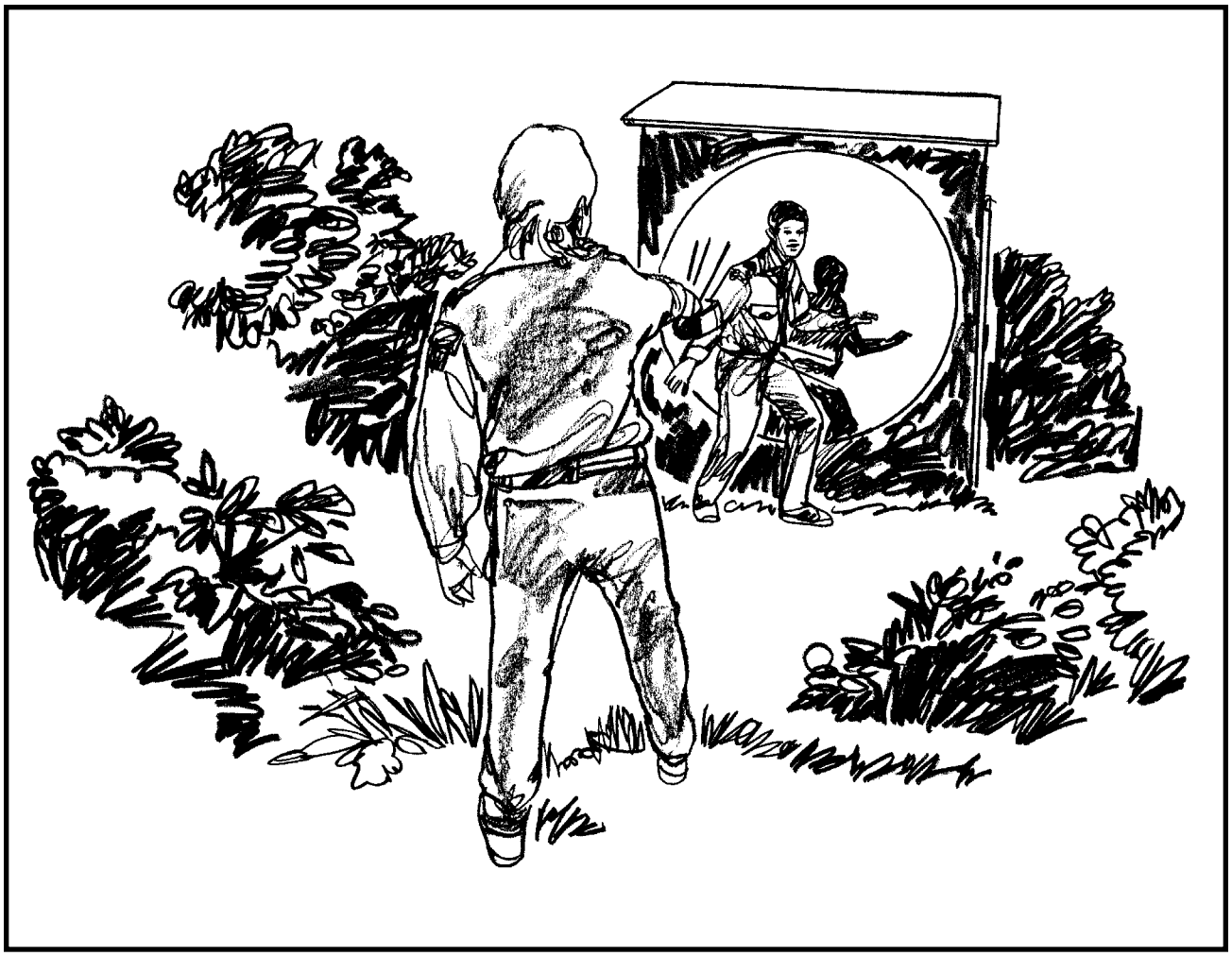
- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Archery, Shotgun Shooting, and Rifle Shooting merit badges; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for shooting skills
- Inviting parents on the campout
- Asking parents to provide transportation to the camp



PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on a campsite for the campout. If permission will be needed, assign someone to secure it.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; ask the troop committee for help, if necessary.
- Inventory the troop's camping equipment, if it has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for the campout activities.

FEATURE EVENT

Shooting Campout

The primary purpose of this campout will be to give the Scouts in your troop a positive camping experience and introduce them to a sport that is both safe and fun.

The campsite might be at your council camp, or perhaps you could use a military reservation or other site that is open to the public. This means you will need to present your campout as a clean and organized operation.

To encourage patrols to keep a safe, orderly campsite, conduct a formal site inspection sometime during the weekend. Scouts working on First Class rank will have an opportunity to complete a number of the outdoor-related requirements.

Campout Activities

There are many other possibilities for campout activities. The troop might concentrate on one outdoor

skill, such as pioneering, star study, fishing, orienteering, conservation, tracking and trailing, bird study, or nature. Or, especially if you have a lot of young Scouts, the patrol leaders' council might plan to have instruction and practice in a variety of basic outdoor skills—campcraft, outdoor cooking, estimating heights and distances, bow saw and ax safety, map and compass, and so on.

For good practice in basic skills, try the following contests from the Games section of *Troop Program Resources for Scout Troops and Varsity Teams*.

- String-Burning Race
- Knot-Tying Relay
- Blindfold Compass Walk
- Nature Scavenger Hunt
- Wet-Weather Fire Building
- Flagpole Raising
- Bow-Saw Relay
- Remote Clove-Hitch Tying

If your site has a large wooded area, the patrol leaders' council could plan a wide game, too. Most wide games require at least a half-square-mile and at least 30 minutes. The best known is Capture the Flag. Another good wide game is described below.

Commandant

The object of this night game is for one person, the Commandant, to keep the rest of the players from making it back to home base in the dark. You will need a powerful flashlight. Establish a home base for the Commandant—a shed, boulder, or the Scoutmaster's car. The field area that you choose for play should be free of rocks, stones, and whatever else that could injure Scouts.

The Commandant stands at the home base and counts to 50 slowly, while the rest of the players scatter. Each player must touch two large, announced objects (tree, cabin, etc.) in the field of play before he is allowed to try to get back to home base. These two objects must be in the Commandant's field of vision and at opposite ends of the field (or at least 90 degrees apart). The Commandant turns on his light at the end of the count to 50, which starts the game. Players at this point may be no closer than 10 yards from a mandatory-touch object. The light may then be turned off or on as the Commandant chooses.

The Commandant may either stay near the base or roam far afield to try to catch someone. A catch is made if the Commandant spots someone and calls his name. In the initial stages of the game, a name must be called. Toward the end of the game, as Scouts are dashing toward home base, simply "hitting" a player with the light beam is enough for a catch. A successful player, upon touching the home base, yells, "Free!" A caught player walks back to home base and shares humorous insights with the growing number already there. The first person to make it back free is the next Commandant if the game is to be played again.

SHOOTING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Meet outdoors. Let Scouts inspect some rifles, shotguns, bows, and black-powder muzzle-loaders. Explain safety rules and proper handling.		
Opening Ceremony _____ minutes	• Form the troop. • Repeat the Scout Law. • Present colors. • Repeat the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts work on basic camping techniques, campsite selection, knots, and meal planning. Play Crowded Circle. (See the Games section of *Troop Program Resources.**) • Experienced Scouts become familiar with parts of a bow and learn the terms used with archery. Plan an archery area that meets BSA standards and could be set up on your outing this month, or become familiar with the parts and operation and safety practices for using a rifle, shotgun, or muzzle-loader. See the *Rifle Shooting, Shotgun Shooting,* and *Archery* merit badge pamphlets. • Older Scouts work on the Venture program or join experienced Scouts in a session on archery or guns.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what his assignments are and what he will need to bring 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 for them.		
Interpatrol Activity _____ minutes	Play The Tangle Knot. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Sing "Taps." *(Boy Scout Songbook)* • 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

SHOOTING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice use and care of the knife, ax, and bow saw. Do Split-the-Match Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts go to an area where an archery target range can be set up that meets BSA standards, or to a private range (indoor/outdoor). Begin shooting, under proper supervision. Or go to a rifle, trap, or BB range. Practice firing under proper supervision. Or learn how to load and fire a muzzle-loader. • Older Scouts work on the Venture program or join experienced Scouts in their program.		
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	Play All Aboard. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

SHOOTING

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on knots related to lashing, then practice the square, diagonal, and shear lashings. Do Ladder Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts continue to practice safe shooting as in last week's program. • Older Scouts work on the Venture program or join experienced Scouts in their program.		
Patrol Meetings _____ minutes	Finalize menus for this month's 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 patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook, or to shoot slides to show at the troop's next family gathering.		
Interpatrol Activity _____ minutes	Do Crab-Crawl Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

SHOOTING

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on nature requirements for First Class rank by learning to identify 10 kinds of wild animals and plants found in your community. • Experienced Scouts continue safe shooting exercises. • Older Scouts continue to work on the Venture program or continue shooting exercises with experienced Scouts.		
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	Play Moonball. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

SHOOTING

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.	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.	Conduct shooting activities under qualified supervision, or hold these contests from the Games section of *Troop Program Resources.** • Blindfold Compass Walk • Knot-Tying Relay • Flagpole Raising • String-Burning Race	SPL
	Work on pioneering project.	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Continue shooting exercises under qualified supervision, or play the following from the Games section of *Troop Program Resources.** • Remote Clove-Hitch Tying • Nature Scavenger Hunt • Roman Chariot Race • Capture the Flag	SPL
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	SPL
9:00 P.M.	Cracker barrel	

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TIME	ACTIVITY	RUN BY
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	
9:00–11:00 A.M.	Older Scouts do orienteering course.	
	Younger Scouts—Play four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Troop camping equipment, topographic maps, clipboard, compasses, contest equipment	

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

SPECIAL COOKING



Here is a program feature for a troop that has gone beyond cooking basics. Scouts will learn how to use the Dutch oven and reflector oven and practice cooking with camp stoves, charcoal, and aluminum foil.

Since good meals are so important in camp, your patrol leaders' council will want to use this feature as soon as most Scouts have mastered the basics of cooking.

If possible, hold troop meetings outdoors where fires are permitted so that you can cook and sample the results. For at least one meeting, use the fuel that will be used to cook your camp banquet, this month's highlight activity.

The banquet should be just that—a real feast, with each patrol taking pains to prepare a full-course dinner, from soup or salad to dessert. Encourage patrols to tackle special dishes that require a Dutch oven or reflector oven.

Some troops have a camping tradition of laying out a real spread for their adult leaders several times a year. They have tablecloths, flowers, china, and silverware, with the Scouts serving as waiters as well as cooks. That may be taking gourmet cooking a little further than your patrol leaders' council wants to go, but it's a fun time.

Whether or not you go that far, consider inviting the Scouts' families to the camp banquet. The banquet could mark the end of a day's outing in the woods or the highlight of a weekend campout.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Considerable improvement in cooking skills
- Increased confidence in their ability to live comfortably in the outdoors
- An opportunity to use new styles of cooking

ADVANCEMENT OPPORTUNITIES

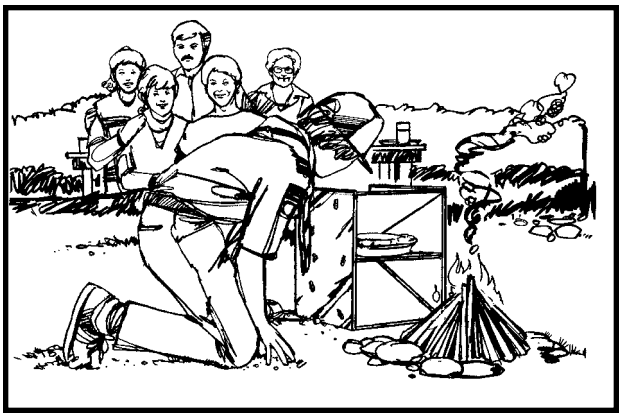
By month's end, all Scouts should meet many of their cooking requirements through First Class rank. Depending on the highlight activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping, cooking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Cooking merit badge this month; they should be able to complete many of the requirements. Depending on activities during the month, they may also complete requirements in Hiking, Camping, Backpacking, Wilderness Survival, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with cooking instruction
- Asking people for recipes that could be used for the camp banquet
- Inviting families to the camp banquet

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Choose a site for the camp banquet. Assign someone to secure permissions, if needed.
- Decide whether the camp banquet will be a one-day activity or the highlight of a campout.
- Plan activities for the outing, in addition to preparing and serving a meal.
- Inventory the troop's cooking gear (Dutch ovens, reflector ovens, camp stoves, charcoal burners, etc.). If the supply seems low, ask the troop committee for help in obtaining more. For a homemade reflector oven, see the diagram on page 78.
- Plan details of troop meetings for the month. Consider inviting a Cooking merit badge counselor to help with instruction. Review the use of ovens and stoves.
- Schedule troop meetings at an outdoor site where fires are permitted, if possible.

FEATURE EVENT

Camp Banquet

Anyone who has ever smelled bacon frying and corned beef hash sizzling on an outdoor fire knows that simple cooking can produce delightful results. But you can't bake a peach cobbler in a thin aluminum pot or an apple pie in a pot over a bonfire. So there is a lot to be said for expanding the Scout cook's horizons.

That's why patrols should be encouraged to use reflector ovens and Dutch ovens in preparing their banquet. Also encourage them to try different heat sources, too, such as charcoal and camp stoves. The skills involved are different, and learning them will help make your Scouts better cooks.

The patrol leaders' council may want to invite the troop's families to the banquet. The serving plan may be for each patrol to have a banquet for its own families, or all dishes might be served buffet-style to all Scouts and families.

Other Activities for the Outing

Preparation, serving, and cleanup for the banquet will no doubt take several hours, but the patrol leaders' council will want to plan activities, too, particularly if the big event is a campout. One logical tie-in to this feature might be instruction and practice in recognizing edible wild plants in your area and learning how to prepare them for eating. Make sure the instructor is an *expert* in identifying wild plants!

Other possible activities, depending on what's available at your site, include swimming, fishing, wide games, and interpatrol contests requiring Scoutcraft skills. In addition, individual Scouts or small groups might work on various outdoor merit badge requirements.

Dutch Oven Cooking

Many outdoorsmen claim that a Dutch oven is the most useful and versatile cooking implement in camp. The only drawback for trail cooking is its size and weight, but that is not so for a campout or long-term camp.



A Dutch oven can be used as an ordinary cooking pot, or for baking. When it is used for baking, it's a good idea to set the baking pan on pebbles or an inverted pie pan in the bottom of the oven to prevent burning the food.

A new Dutch oven must be seasoned before it is used. See the *Fieldbook,* No. 33104, for more information about this procedure.

Drop Biscuits

1 cup all-purpose flour
1¼ tsp. baking powder
¼ tsp. salt
1 Tbsp. shortening
1 Tbsp. sugar
⅓ cup water or milk

Stir dry ingredients with a fork to work air into them. Put melted shortening into water or milk and stir quickly so shortening does not harden. Then add it to dry ingredients gradually until a thick dough forms—a little thicker than for pancakes.

Preheat the Dutch oven and put a baking pan in the bottom. Drop biscuit mix by tablespoons onto the pan. Put on the lid and place coals on top. The heat is about right if the biscuits have risen and started to brown in 5 minutes. Bake 10 minutes more.

Pot Roast

4 lb. chuck or round roast
Eight medium onions, sliced
Eight potatoes, sliced
Eight carrots, sliced
Cooking oil
Salt and pepper

Preheat oven and lid and place on coals. Rub flour on the roast and brown all sides in a small amount of oil in the oven. Add ½ inch of water. Put the lid on the pot and cover with a layer of coals. Simmer 3 to 4 hours. Check occasionally and add water if necessary. After about 2 hours, add the vegetables. Replace the lid and continue simmering until everything is tender. Serves eight to 10.

Peach Cobbler

Two No. 2 cans sliced peaches
2 cups biscuit mix
½ cup sugar
½ tsp. cinnamon

Preheat Dutch oven slightly over hot coals. Put a baking pan in the bottom and pour in peaches. Reserve some of the juice so the cobbler won't be mushy. Following the instructions for the biscuit mix, mix biscuit mix with milk or water. Pour the dough on top of the peaches and sprinkle with sugar.

Put the lid on the oven and place coals on top. Bake until crust is golden brown. Serves 10.

Oven-Fried Chicken

Use half of a frying chicken per person. Wash chicken in water. Cut away skin and fat. Discard. Cut the chicken into pieces, dip into cold water, and wipe dry. Shake the chicken pieces in a paper bag with seasoned flour (flour, salt, pepper).

Preheat the Dutch oven. When it is hot, add two tablespoons of cooking oil and the chicken pieces. Brown them on both sides.

Put the lid on the oven and add coals on top. Bake, basting the chicken occasionally, for 15 minutes. Then turn the pieces over and cook until tender—about 15 minutes.

Reflector Oven Cooking

The reflector oven can be used for baking, too, and is much lighter than the Dutch oven. Most reflector ovens are made with heavy-duty aluminum foil. (See the diagram on page 78.)

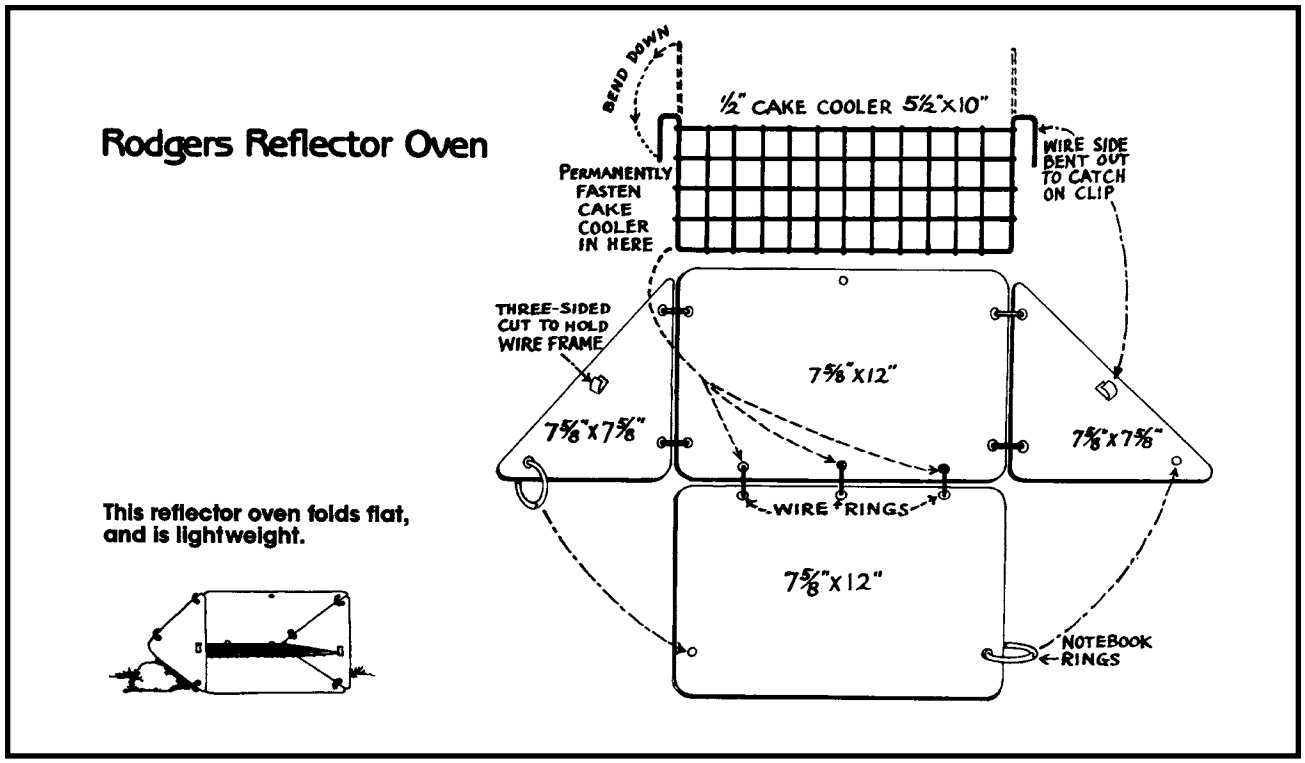
As its name implies, the reflector oven bakes by reflecting heat from a flaming fire onto the food. Because you don't have to wait for coals, baking is faster with a reflector oven.

Berry Pie

Pie crust mix
1 pint berries
½ cup sugar
2 Tbsp. flour
Cinnamon
Rolling pin or substitute

Mix the pie crust mix according to directions on the box. Roll out dough on a little flour to about ⅛-inch thickness. Line the baking pan with half of the dough.

Mix berries, flour, sugar, and a dash of cinnamon. Fill crust with this mixture. Add the top crust, making it



an inch wider than the pan. Crimp the edges and use a fork to pierce small holes in the crust to vent steam. Put the pie on the reflector oven shelf in front of a bright fire. Turn it occasionally to bake evenly. Bake until crust is golden brown.

Sourdough Biscuits

Old-time prospectors carried sourdough mix as a starter for their bread or biscuits. You can make some by dissolving a packet of dry yeast in a cup of water or milk and adding a cup or more of flour to make a smooth batter. A teaspoon of sugar will speed up fermentation, but it's not vital. Let this mix stand in the sun for several hours in a glass or ceramic bowl until it seems to grow and is full of bubbles. (Don't use a metal bowl because the sourdough's acids can eat through metal—but not through your stomach!)

Use this starter mix to make biscuits as follows:
1 cup sourdough starter mix
¼ tsp. soda
One egg
1 Tbsp. fat or cooking oil
Flour

Mix ingredients into a dough that can be kneaded. Roll the dough flat on a floured surface such as foil or plastic. Cut dough into biscuit-sized pieces. Let it rise for an hour or so, then bake in the reflector oven until golden brown.

Cooking Tricks

Here are some gimmicks for advanced cooks who don't want to use utensils.

BROWN BAG BISCUIT. Saturate the bottom and sides of a paper bag with cooking oil. Mix a prepared biscuit mix and put three or four pieces of dough in the bag. Hang the bag over a fire—not too high. When biscuits are golden brown, they should be done. Test with a wood sliver.

EGG ON A STICK. Use a knife point to make small holes in each end of an egg. Run a sliver through the egg and heat over coals. Don't overheat or the egg will burst.

ORANGE OR ONION SHELL EGGS. Cut an orange in half and remove fruit. Crack an egg into the peel and place directly on coals. Try the same thing with a large onion.

MUDDY EGGS. Cover an egg with about ½ inch of mud and bury in hot coals for 20 minutes, or less if you like soft-boiled eggs.

Heat Loss. When cooking with charcoal, place heavy-duty aluminum foil on the ground. This helps prevent heat loss and makes cleanup easy.

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	• 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	• New Scouts work on fire lays and aluminum foil cooking techniques. Play Edible Plants Who's Who. (See the Games section of *Troop Program Resources.**) • 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 *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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SPECIAL COOKING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn basic cooking techniques and sanitation procedures (*Boy Scout Handbook* and *Fieldbook*). • 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 *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• 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 *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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	• New Scouts practice preparing a simple dish in a Dutch oven that can be sampled later (*Cooking* 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 *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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 _____

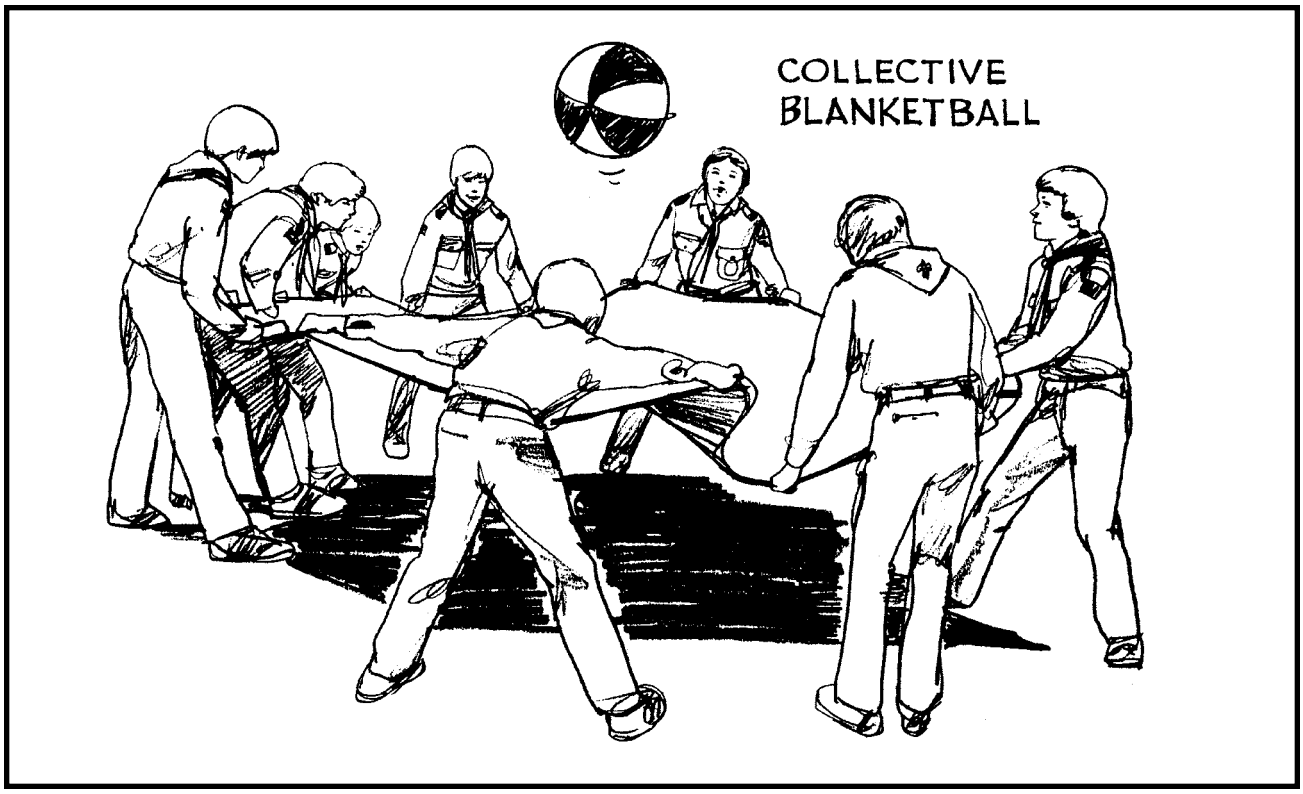
TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	At the campsite, off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and 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 *Troop Program Resources.**	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 *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Dutch ovens, dining flies, charcoal starters, troop camping equipment	

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

SPORTS



Most Scouts crave physical activity. With this program feature, you can provide a variety of ways for them to get it. Many sports, both team and individual, are available in Scouting.

Use them to encourage your Scouts to become physically fit. Point out that only by becoming fit can they perform at their best level in any sport.

Stress teamwork, too. Obviously, team sports require each member of the team to act in harmony with the others. Even in individual sports, teamwork is important because often the individual needs the help of others in training for and practicing his sport.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- A greater understanding that physical fitness is essential for a fulfilling life
- Awareness that they can improve their fitness with regular exercise, adequate diet and rest, and abstinence from smoking, drugs, and alcohol
- Enhanced self-confidence as a result of improving physical fitness
- Familiarity with a variety of sports

ADVANCEMENT OPPORTUNITIES

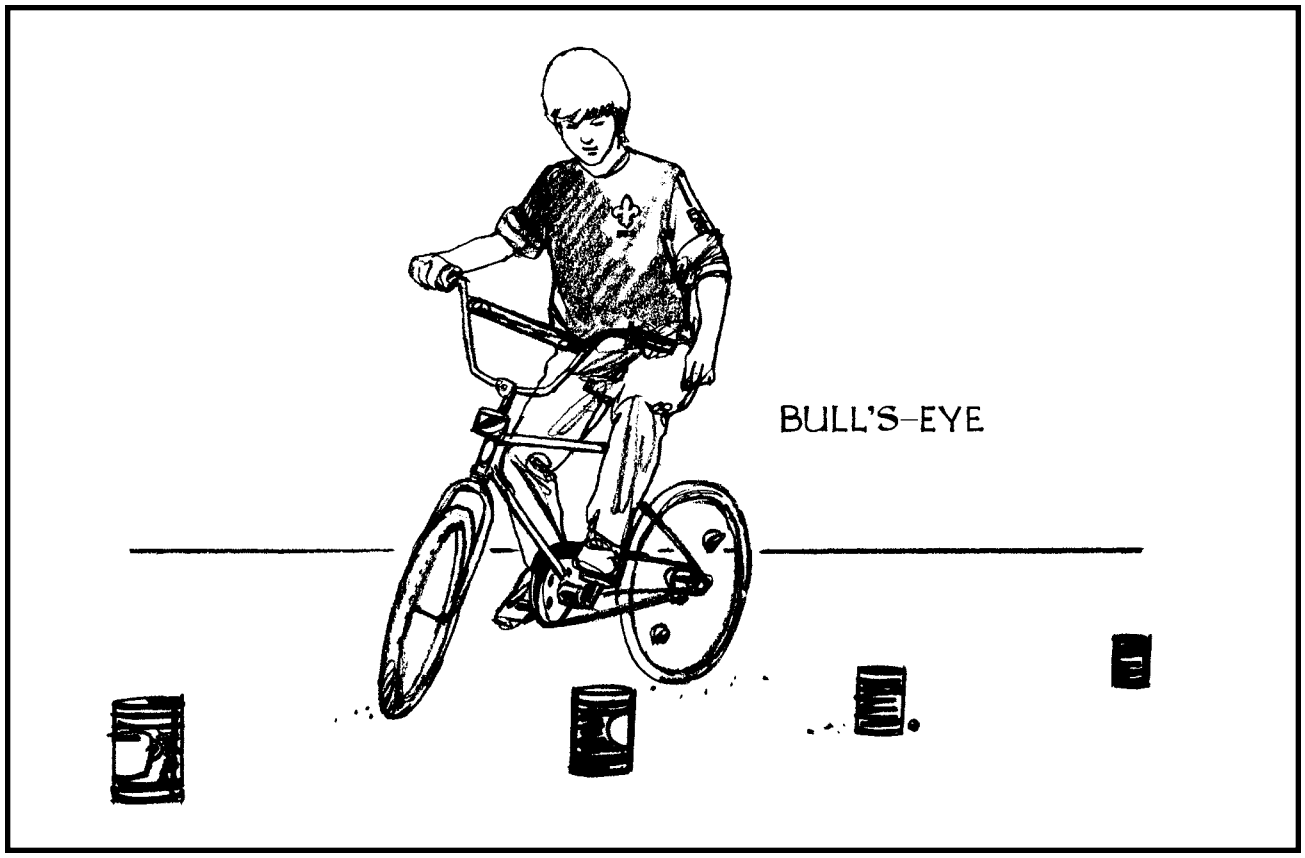
By month's end, all Scouts should have met many of their physical fitness requirements through First Class. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, drug awareness

Second Class

- Outdoor—camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, drug awareness



First Class

- Outdoor—camping, hiking, cooking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning

Merit Badges. Older Scouts can concentrate on the Personal Fitness and Sports merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements for the Cooking, Hiking, Camping, Athletics, Swimming, Skating, Cycling, and other outdoor-related merit badges.

PARENT/GUARDIAN PARTICIPATION

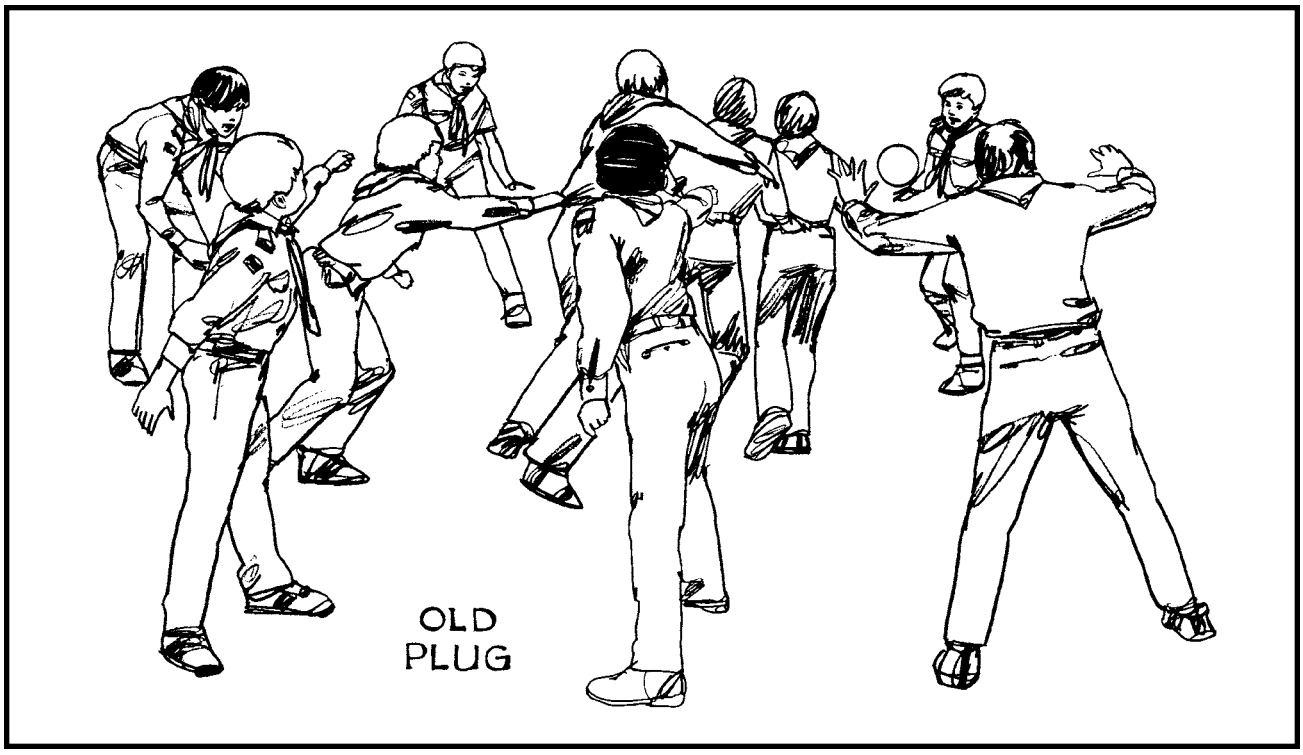
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist as judges, scorers, timekeepers, etc.
- Inviting families on the campout
- Asking qualified people to coach Scouts in a sport

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide whether to make the outing a one-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the events for the outing. See the ideas on the following pages.
- Arrange to secure the necessary equipment; ask for help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if this has not been done recently.
- Plan details of troop meetings for the month. Consider inviting counselors for the Sports or Athletics merit badges to help with instruction.
- Make a list of possible patrol Good Turns for the community.



FEATURE EVENT

Sports Outing

This outing can be a campout or a daylong event with several features. You might want to have several conventional sports activities plus some cooperative events. You might even recruit a professional athlete to work with the troop on a particular sport.

This outing could be done with another troop or several troops, and with some competitive events between the troops. Or, your outing might be a family gathering at a sports event; attendance at the event could be one portion of a daylong activity.

Collective Blanketball

Two patrol teams of about eight or 10 players spread out around two sturdy blankets or similar-sized pieces of durable material. Each team grasps the edges of its blanket, and a beach ball or monster ball is placed in the middle. To warm up, each group tosses the ball into the air and catches it again in the blanket, or rolls the ball around the outside edges of the blanket. Teams then pass the ball back and forth by tossing it toward the receiving team. One team can even toss the ball straight up and dash out of the way, letting the other team race under the ball to catch it with the blanket.

You can also give each team its own ball and have them play catch with two balls.

For groups seeking additional challenge, juggling can be attempted by trying to get two or more balls going in the air in a continuous manner. This can be attempted initially by one team alone, making sure one of the two balls is always in the air, and later by tossing balls from team to team. To involve more people, use a sturdy bedspread, a large piece of lightweight canvas, or an old parachute. A variation of this game, known as Collective Netting, can be played in shallow water with a fishnet instead of a blanket.

Collective-Score Blanketball

Two teams use a blanket to toss a beach ball or other large ball back and forth over a volleyball net. Every time the ball is tossed over the net by one team and caught successfully in the blanket held by the other team, 1 collective point is scored. This game is cooperative because every team member is a part of every toss and every catch. There is also the collective challenge of scoring as many points in a row as possible.

Inchworm

Pair off Scouts. They sit on each other's feet and grasp elbows or upper arms. Each pair advances by having the Scout whose back is toward the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion

to the turning line—but don't turn. For the return trip, Scouts simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

Sports Tourney

This can either be held outdoors or indoors in a gym, depending on the climate. Have an interpatrol competition in two or more team sports, such as basketball, volleyball, team handball, indoor soccer.

Play patrol against patrol in abbreviated games (two 5-minute halves of basketball, for example). If possible, have every patrol play all other patrols.

If the patrol leaders' council desires a full-scale tourney, with regulation games, schedule one that covers two or three Saturdays.

Bike Games

BULL'S-EYE. For each patrol, set out four empty 1-pound coffee cans, open end up, about 8 feet apart in a straight line. Give each Scout four marbles. The object of the game is to drop one marble into each can while riding down the line at any speed. Score 1 point for each hit; subtract 1 point if the rider touches his foot to the ground.

SLALOM RELAY. For each patrol, remove the top halves of four empty plastic milk jugs and set each out about 6 feet apart in a straight line. The rider must weave in and out without touching a jug and without his feet touching the ground. If he touches a jug or the ground, he must return to the starting line and begin over. Run the game as a relay. The fastest patrol wins.

SNAIL RACE RELAY. Mark a 3-foot-wide lane about 50 feet long with string or chalk for each patrol. Half of the patrol lines up at either end of the lane. The object is to ride as slowly as possible without touching the ground or allowing a bike wheel to touch the line. The race starts with the first rider at one end riding to the other end of the lane; there the first Scout in line rides the other way, and so on until all patrol members have ridden the course. The slowest patrol time wins.

SPORTS

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Post a fitness chart with basic requirements needed for the Tenderfoot rank. Begin testing. Post everyone's scores; have them practice all month and check for improvement.		
Opening Ceremony _____ minutes	• Assemble the troop. • Hold a uniform inspection. • Have a new Scout lead the Oath and Law. • Present colors. • Recite the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts continue fitness tests. Post scores for comparison at the end of the month. Practice the tautline hitch, two half hitches, and the bowline. • Experienced Scouts choose a sport and begin practice. Or, invite parents who are golfers to explain the game and give instruction in basic golf swings. • Older Scouts work on the Venture program or begin instruction in one of three types of skiing—water, downhill, or cross-country.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month. Determine any special patrol needs. If the troop is having some sort of competitive activity, practice for the event.		
Interpatrol Activity _____ minutes	Play Catch Ten. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Assemble the troop. • Sing "Scout Vespers." *(Boy Scout Songbook)* • 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.		

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SPORTS

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts have a presentation by a college athlete or health club instructor. Demonstrate exercises and discuss nutritional diets and an exercise plan. • Experienced Scouts continue working on their sport. • Older Scouts work on the Venture program or practice Inchworm.		
Patrol Meetings _____ minutes	Discuss plans for this month's outing. Practice two of the events for the outing. All patrols plan activities to work on advancement.		
Interpatrol Activity _____ minutes	Do Izzy-Dizzy Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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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SPORTS

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts go to a pool or aquatics area that meets BSA standards, and work on First Class swimming requirements. • Experienced Scouts continue work on selected sport or plan a bicycle competition. • Older Scouts work on the Venture program.		
Patrol Meetings _____ minutes	Review plans for the troop outing. If meals are planned, finalize the menus and make final assignments for duties at the site.		
Interpatrol Activity _____ minutes	Play Old Plug. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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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SPORTS

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts are tested for push-ups, pull-ups, sit-ups, standing long jump, and 500-yard run/walk. Post scores and check improvement from the first week. • Experienced Scouts finish plans for a bike competition or continue practicing their sport. • Older Scouts work on the Venture program or assist with testing new Scouts.		
Patrol Meetings _____ minutes	Review final plans for the outing. If the outing is going to be a campout, make sure that everyone has the necessary camping gear. Also review all the events and make sure everyone is prepared.		
Interpatrol Activity _____ minutes	Play Corner Ball. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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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SPORTS

TROOP OUTDOOR PROGRAM PLAN

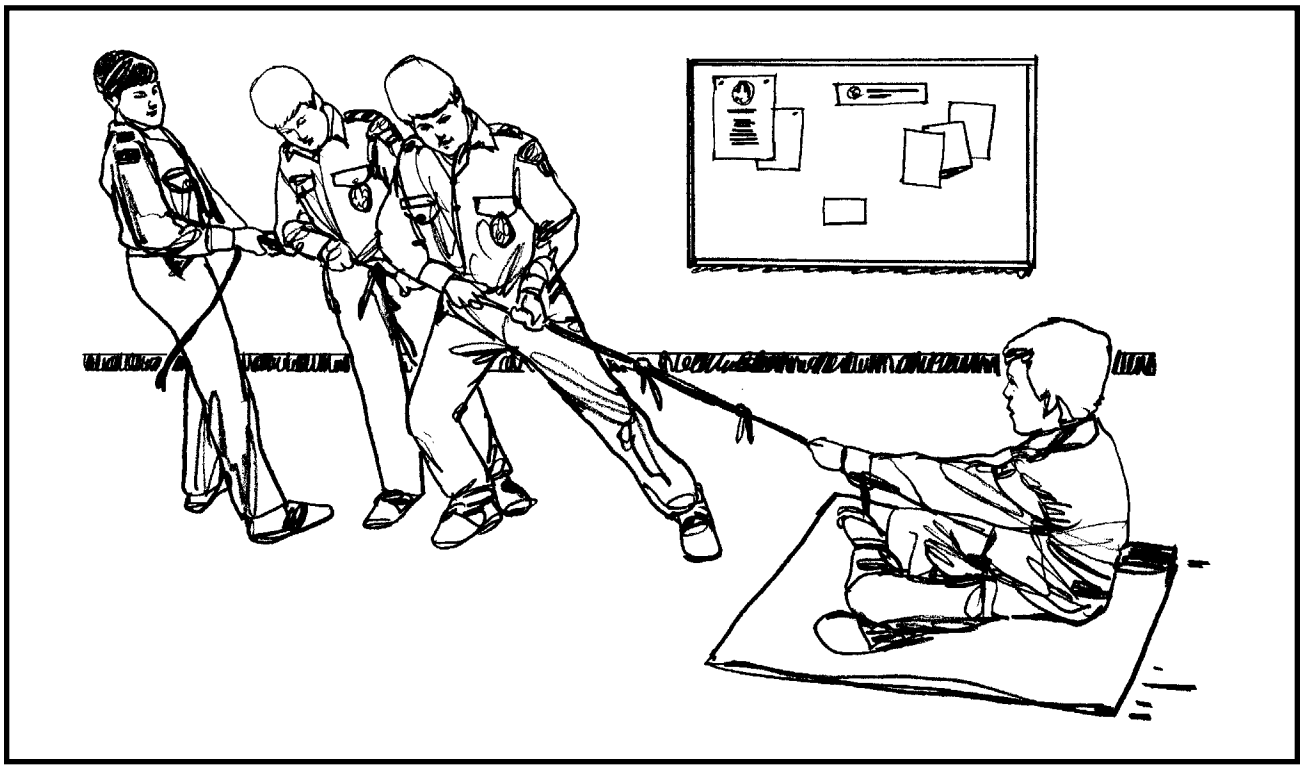
Date _____

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.	Sports events	SPL
Noon	Sack lunch	
1:00 P.M.	Continue sports events.	SPL
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	
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	
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 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Sports equipment, troop camping equipment	

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

TRACKING



Tracking, trailing, and stalking have been popular with Scouts for many years. The highlight activity and troop meeting practice this month will feature all three skills.

Especially in snow country, it's easy to develop activities related to tracking. Scouts might be asked to follow actual animal tracks for a distance. In the absence of animal tracks, they could follow simulated tracks. In either case, reading the main meaning of the track is required. Where there is no snow or soft earth, the use of tracking irons or a whifflepoof will make tracking fun possible.

Trailing is following simulated trail signs. The signs may be put in position by one patrol and followed by another.

Stalking is perhaps the most fascinating of these three skills since it pits one Scout against another in a duel of training and wits. Stalking is a great imagination developer because it is a skill related to the hunting of wild game and to survival.

In one stalking game, a Scout leaves the general camp area and, when it is safe to do so, one or more other Scouts attempt to follow him without being seen. Since he knows he is being followed, it isn't fair for the Scout to stop to ambush the other fellows; rather, he should walk at a leisurely pace, pausing now and then to admire the scenery, including that behind him. This will give the following Scouts a chance to take cover. However, if he hears one of the trailing Scouts, it's another story. In this case, he will turn around quickly to see if he can spot who made the noise.

In addition to the tracking, trailing, and stalking aspects of the troop outing this month, feature such outdoor activities as fire building, cooking, and a campfire program.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

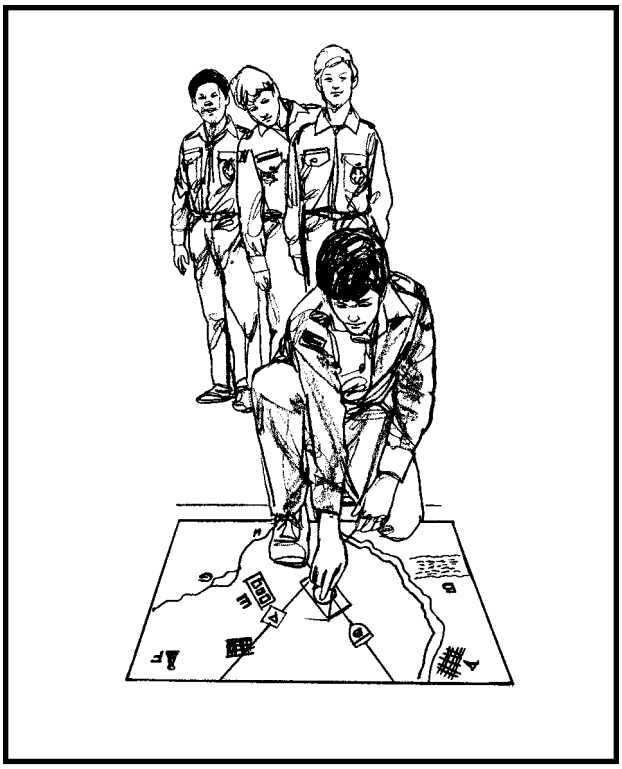
- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic nature requirements through First Class rank. Depending on the outing, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping, nature
- Citizenship—flag ceremonies



- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, nature, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Nature and Camping merit badges this month. Depending on activities during the campout, they may also complete requirements for the Cooking, Hiking, Pioneering, Mammal Study, Geology, Fish and Wildlife Management, Insect Study, and Wilderness Survival merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for camping skills
- Inviting parents on the campout
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear will be needed, assign someone to obtain it. Seek help from the troop committee, if necessary.
- Review camping skills outlined in the *Fieldbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Plan activities for the campout. Remember that everything is likely to take longer in a winter camp.

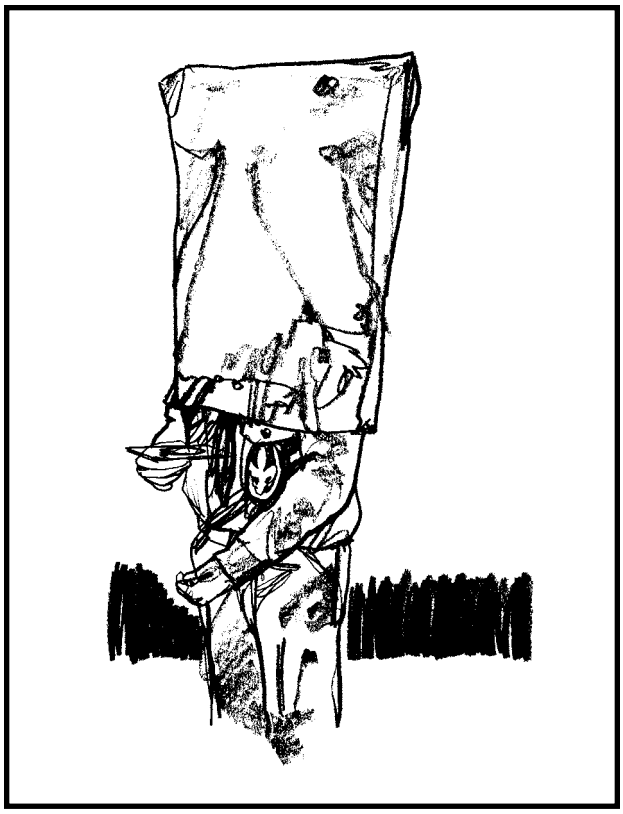
FEATURE EVENT

First-Class Outing

This should be a first-class campout in two ways—first class in quality and first class as an opportunity for helping Scouts complete their requirements for First Class rank. Your Scouts might be seasoned old-timers in this camping game, or they might not be. If yours is a new troop, you have a real treat in store on your first campout. If your council or district is not holding a camporee this month, why not try a camporee of your own in preparation for this larger experience?

What is a camporee? A camporee is a demonstration of the camping skill of patrols and troops. They set up their own camps for one or more days and nights for fun, good fellowship, and the opportunity to learn more about camping from each other. Talk with your senior patrol leader and get him started on this project.

Next, meet with your patrol leaders' council and get the patrol leaders enthusiastic about the troop camporee. Now comes detailed planning for the organization and operation of the camporee. Depending on your and your junior leaders' wishes, you determine whether you want a detailed and complete rating plan or whether you want to adopt a simple, self-rating scheme.



Some troops stress the camporee for fun, good fellowship, and demonstrations. Others go in more for competitive ratings and activities. You may want to make your camporee a demonstration of the camping skills of each of your patrols and not the crowning of just one patrol as the winner.

Keep It Simple

If you do rate your patrols, keep the plan simple and make sure that all individuals get recognition for the things that they do well. Give special recognition to those patrols that demonstrate outstanding performance. If you present some kind of tangible award, make it a simple pennant, wooden plaque, or other homemade recognition. Why not have some of the parents make them?

Base activities, demonstrations, and competitive events on the Tenderfoot, Second Class, and First Class rank requirements. The Games section of *Troop Program Resources for Scout Troops and Varsity Teams,* No. 33588, presents unlimited possibilities for contests, relays, and just plain fun that will fit your troop camporee program in first-class fashion.

Invite parents to visit your camporee and see what good campers their young hopefuls are. Get the parents together for a short session to talk about summer camp.

The camporee is an excellent way to help spruce up the uniforming of your gang. You can use shorts and T-shirts for the rougher activities, but for flag ceremonies, inspections, dinner, and campfire, get the gang in full uniform. It will do wonders for the appearance of the troop, and they'll look and feel like Scouts.

Winding It Up

Wind up your day's activities with an evening campfire that includes songs, campfire games, a good campfire story, recognition of patrols for their performance in the camporee, and some inspiration that will send them home saying, "Boy, haven't we had fun! There's nothing like being a Scout!"

SUGGESTED GAMES

Knot-Tying Relay

Equipment: One 6½-foot rope per patrol; Scout staff or long stick.

Method: Patrols line up in relay formation with the first Scout about 10 feet from the staff, held horizontally 30 inches off the ground. On the signal "Bowline (or other knot)—Go!" the first Scout runs up, rope in hand, ties the rope to the staff with a bowline, has it approved by the judge, unties it, runs back, and gives the rope to the next Scout, who runs up, repeats the performance, and so on until eight knots have been tied.

Scoring: The first patrol to finish wins.

Note: For the square knot, sheet bend, and fisherman's knot, join ends of the rope with a taut knot, with the staff running through the loop. For the clove hitch, two half hitches and timber hitch, tie the rope to a staff and pull taut. For the tautline hitch and bowline, tie knots so that the staff runs through the loop.

Rescue Race

Equipment: For each boy, one 4-foot piece of rope.

Method: Patrols line up in relay fashion, each boy with his piece of rope. Patrol leaders take up position 20 feet in front of the first Scout in each patrol. The patrol leader pretends he is drowning and must be rescued by having a line thrown to him. On signal, all patrol members tie their ropes into one long line. The first boy coils the rope and throws it to the patrol leader, and the whole patrol pulls him to shore. It is best to trade patrol leaders around so that no leader is rescued by his own patrol.

Scoring: The object is to get the patrol leader across the line before any other patrol does. Give 100 points to the first patrol bringing the leader ashore, 80 points to the second, and 60 points to the third. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Direction-Finding Relay

Equipment: For each patrol, one map with magnetic north-south lines drawn on it, one orienteering compass, eight cards naming two towns or clearly identifiable map features.

Method: Patrols line up near their map and compass. On signal, the first Scout runs up, selects a card, and determines the bearing from the first point on the card to the second. The Scout writes the bearing on the card and hands it to the judge. He then runs back to touch off the next Scout. Continue until all have raced.

Scoring: 10 points for each bearing within 5 degrees of being correct; 5 points for bearings within 10 degrees.

String-Burning Race

Equipment: For each team, two 2-foot sticks, two 3-foot lengths of twine, two matches.

Method: Before the race, the two sticks are pushed into the ground, 24 inches apart; one piece of twine is tied between the sticks, 12 inches off the ground; the other, 18 inches above the ground. Each patrol gathers native tinder and firewood. The patrol then selects two representatives. On signal, the two Scouts lay the fire (but not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Scoring: The team whose fire burns through the top string first wins.

Water-Boiling Race

Equipment: For each team, one No. 10 tin can (or other size, same for each team), one teaspoon soap powder or detergent, two matches.

Method: Before the race, each patrol gathers native tinder, firewood, and three rocks for the fireplace. The can is filled with water to within 1 inch of the top, with soap or detergent added. Each patrol then selects its two representatives. On signal, the two Scouts set up their stone fireplace, lay and light a fire, place the can of water over the fire, and keep feeding the fire until the water boils.

Scoring: The first team to get water boiling over wins.

Variation: Have two-man teams start fires by flint and steel or by friction. One log is allowed per team, and wood for fires must be chopped from the log during the race.

Blindfold Compass Walk

Equipment: For each patrol, eight small, numbered stakes, set in the ground 5 feet apart in a north-south line. For each Scout, one orienteering compass and one large paper bag.

Method: One Scout from each patrol stands at each of the eight stakes. Scouts from one patrol set their compasses between 45 degrees and 135 degrees; boys from the opposing patrol, between 225 degrees and 315 degrees. A paper bag is then placed over the head of each Scout, making him just able to see the ground and compass in his hand. Each Scout turns himself around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows back bearing (orienting the arrow point toward him instead of away from him) for 95 steps. Only Scouts within 10 steps of their marker score 100 points.

Scoring: The patrol with the most points wins.

TRACKING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Meet outside. Set up sample trail signs, and have Scouts identify signs and tell their meaning *(Boy Scout Handbook)*.		
Opening Ceremony _____ minutes	• Form the troop into open columns of patrols. • Hold a uniform inspection. • Repeat the Outdoor Code. • Repeat the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts practice tying half tautline and clove hitches, square knots, and bowlines. Do Knot-Tying Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts plan trails using trail signs, one for day and one for evening for the campout. • Older Scouts work on the Venture program or use a topographic map of the campout area to plan an orienteering course.		
Patrol Meetings _____ minutes	Plan for the outing this month. Make sure everyone knows what he will need to bring and what his assignments are for the campout. New Scouts need to know what support they will provide for the campout. Scouts who have never camped will need extra help in planning their roles. All other patrols plan activities to work on advancement. Patrol leaders also review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Play Granny's Footsteps. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Form the troop into patrols; call patrol leaders forward to give patrol yells. • 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

TRACKING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice tent pitching and making a ground bed. Also practice topographic map reading. • Experienced Scouts finish planning trails with trail signs. Begin designing pioneering projects that could be built on the campout. • Older Scouts work on the Venture program or make plans to construct a lean-to and sleep in it one night at the campout.		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning advancement activities for the campout. Practice interpatrol activities for the campout. Plan campout menus.		
Interpatrol Activity _____ minutes	Do Tent-Pitching Contest and Tent-Striking Contest. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

TRACKING

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on cooking plans for the campout. Check menus and determine what utensils you will need. Review camp sanitation procedures. • Experienced Scouts decide what nature requirements could be worked on at the campout. Also consider merit badges that might be worked on. • Older Scouts work on the Venture program or inventory and repair the troop's camping equipment.		
Patrol Meetings _____ minutes	Finalize menus for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If the patrol needs a shake-down campout or practice for patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout for the troop scrapbook or plan to shoot slides for the troop's next family event.		
Interpatrol Activity _____ minutes	Play Sleeping Pirate. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

TRACKING

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts should come to the meeting with their pack all packed for campout to see if it has been done properly. • Experienced Scouts review map and compass skills that will be tested on the campout. • Older Scouts work on the Venture program or finish inventory and repair of troop camping equipment.		
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. Practice interpatrol activities for the campout.		
Interpatrol Activity _____ minutes	Play Four-Way Tug-of-War. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

TRACKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

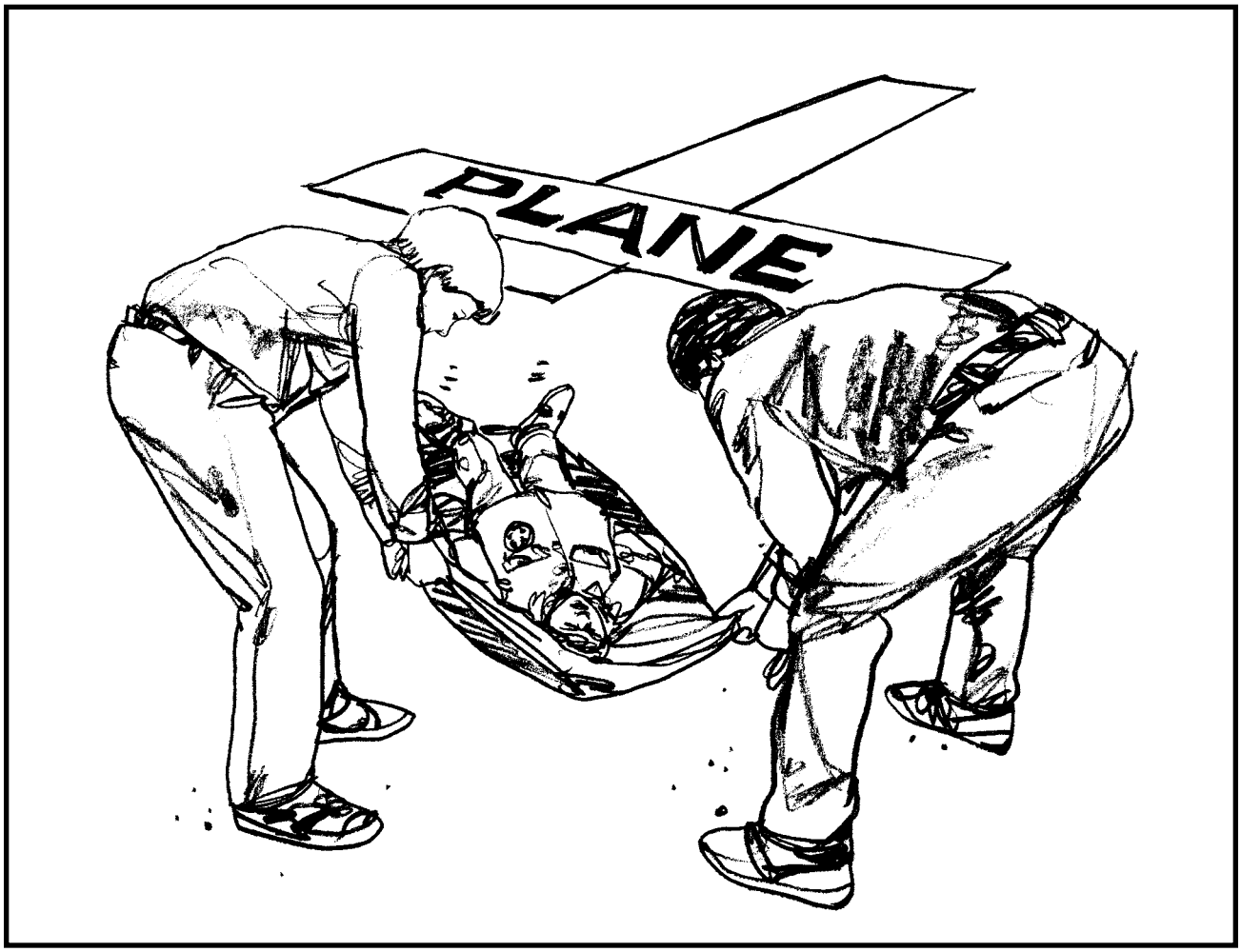
TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for campsite. Plan only a light meal en route.	SPL
	At the campsite, off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second 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 competitions. Use the following from the Games section of *Troop Program Resources.** • Blindfold Compass Walk • Knot-Tying Relay • Rescue Race • String-Burning Race	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Patrol competitions on Trail Sign trails and orienteering course.	SPL
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.	Conduct Night Tracking Trail.	
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.	

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

TIME	ACTIVITY	RUN BY
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	
9:00–11:00 A.M.	Patrol games. Older Scouts run an orienteering course planned for this campout. Younger Scouts play four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, and other contest materials, troop camping gear	

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

WILDERNESS SURVIVAL



Early man practiced wilderness survival because he had to. We practice it today because it is a challenge and because even today we might confront a situation requiring knowledge of survival techniques in the wild.

Wilderness survival requires the ability to evaluate circumstances, make decisions, and keep a clear mind. Plan to test your troop's members for these attributes.

The survival weekend highlight could be held in a Scout camp or in a wild area that will challenge their ability to build shelters and find food. Make sure that you have the necessary permissions if it is private property.

Do not purposely destroy the environment in order to work on your skills. In some cases, you may have to simulate experiences to avoid damaging the environment. Keep in mind that the troop's aim is not to become survival experts but to gain some basic skills that would be useful in an emergency. As the patrol leaders' council plans activities, remember to consider the skill levels of your Scouts.

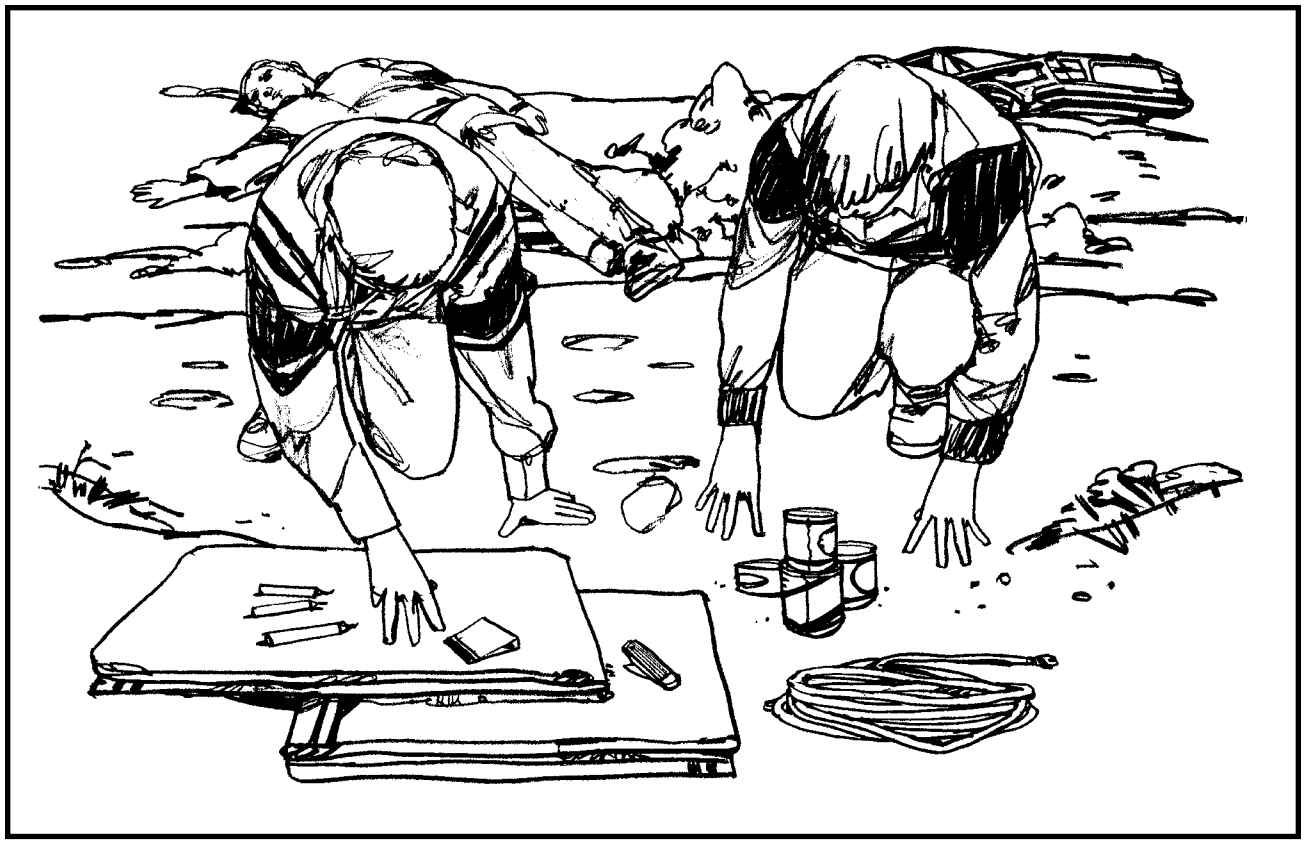
SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Basic outdoor skills
- Enhanced skills in using natural resources to survive
- A greater understanding of the importance of conservation
- Improved ability in making decisions
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met many of their basic camping and cooking requirements for First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:



Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Wilderness Survival merit badge this month; they should be able to complete most of the requirements. They may also complete requirements for Cooking, Camping, Hiking, Orienteering, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

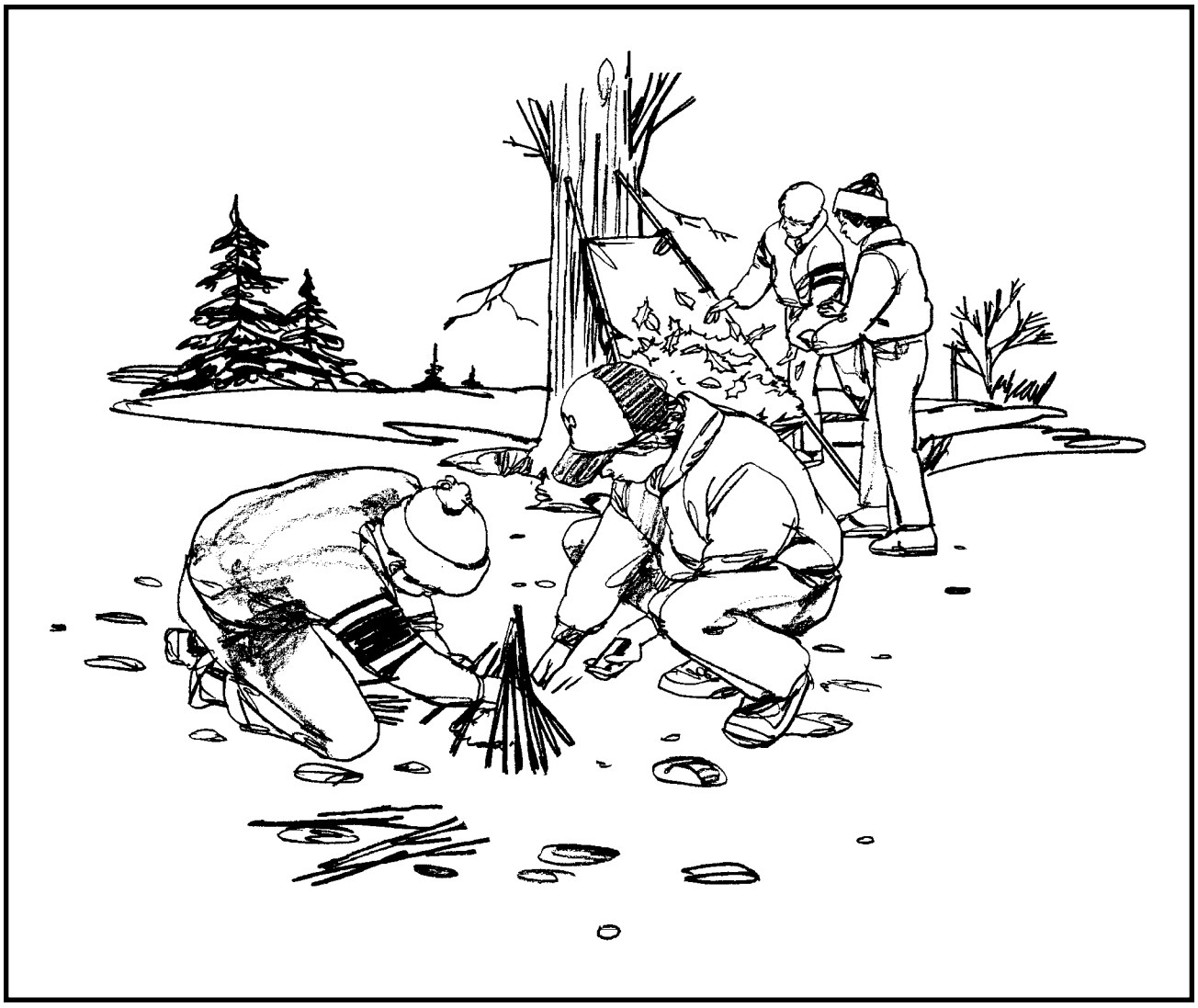
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction
- Inviting parents on the campout
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the survival weekend. If your council's camp does not have raw materials for shelters and other projects, try other sources. Do not plan to disturb the environment or use materials at a campsite without the owner's permission.
- Inventory the troop's camping equipment, if that has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.



- Practice knots and lashings, if equipment is available.
- Study and practice survival techniques for your particular locale, including how to find edible wild plants, etc.

FEATURE EVENT

Survival Weekend

Basic camping skills are used regardless of how many times you go camping or the types of challenges you face in a survival circumstance. No matter what your skill level is, this weekend will test your ability to deal with living in the out-of-doors.

As you make plans for this weekend, be sure your program meets the skill levels of your Scouts. New Scouts will need some extra attention in preparing for their first campout. The older Scouts may also experience some new outdoor challenges.

Campout Activities

Activities will obviously depend in part on the time of year you have chosen. You may want to consider a similar program at different times of the year, and in different locations.

Several activities are summarized in the following section. Select one or more of these, or make up your own. The younger Scouts may need to spend most of their time working on basic camping skills.

DOWNED PLANE. You are in a small plane flying over a heavily wooded area. You develop engine trouble and must land. The pilot spots a clearing and starts his approach. A wheel on the aircraft hits a treetop and breaks off. You belly-land, slide into a clump of trees, and a fire breaks out. The pilot has been knocked unconscious. You are on the side of a mountain at an elevation of 8,000 feet, 60 miles from the nearest

civilization. The pilot did radio for help, but you aren't sure if the message was received. A thunderstorm is approaching; you have a bag of clothes and no food except two candy bars. There is a small first-aid kit in the plane, a gallon of water, a blanket, and a pocketknife. It may take several days before a rescue party can find you. Demonstrate how you would survive.

AUTO ACCIDENT. You are driving through the mountains. A freak snowstorm hits; the car you are in slides off the side of a steep embankment into a ravine. The driver is knocked unconscious and breaks his leg. The snowstorm closes the road for 24 hours. In the car you have 50 feet of ¼-inch rope, two blankets, three candles, some canned goods, a penknife, and a book of matches. No one knows you were on the road. How would you survive?

THE FLOOD. Your patrol is on a campout. A flash flood washes away your campsite. You climb some tall trees to avoid the water. You manage to save one canteen of water, a flint and steel set, two blankets, a poncho, 100 feet of ¼-inch rope, and a personal first-aid kit. You are 10 miles from a ranger station, and your leaders were fishing upstream when the flood happened. How would you survive for two days?

LOST SCOUTS. You and your patrol buddy are on a nature hike and lose the directions to your campsite. You forgot to tell someone you were leaving, so it is several hours before you are missed. You had hiked 5 miles from camp with only your canteen, a candy bar, and your notepad. One of you had a Scout pocketknife and a book of three matches. A storm is moving in and you must seek shelter. How will you survive?

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Have Scouts work on finding directions without a compass or telling time without a watch.		
Opening Ceremony _____ minutes	• Each patrol gives its patrol yell. • Present colors. • Repeat the Pledge of Allegiance. • Recite the Outdoor Code.		
Skills Instruction _____ minutes	• New Scouts work on the half hitch and tautline hitch, and knife and ax skills. • Experienced Scouts work on starting a fire without using matches and on reviewing survival situation priorities. • Older Scouts work on the Venture program or make plans to live on wild edible plants in the area during survival weekend.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be an overnighter, begin meal planning and patrol duty roster. Plan for equipment distribution and tent needs. Scouts who have not been camping will need some extra help. All other patrols work on plans for activities toward the next rank advancement.		
Interpatrol Activity _____ minutes	Play Shipwreck. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Form a circle, cross arms, grasp your neighbors' hands, and repeat the Scout benediction. • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	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

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on building a fire and on first aid for simple blisters, scratches, and minor burns or scalds. Do Fuzz-Stick Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts work on designing or building survival shelters. • Older Scouts work on the Venture program or continue work with edible plants and prepare some meals with them.		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement for the outing. Practice interpatrol activities. New Scouts plan a menu to be used on the campout and determine who will get the food.		
Interpatrol Activity _____ minutes	Play Moonball. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn what to do if they get lost in the wilderness. Also review first aid for puncture wounds, heat exhaustion, and shock. Do Two-Man-Carry Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts work on signaling techniques for ground-to-air and on purifying water techniques. • Older Scouts work on the Venture program or make a survival kit to fit into a 35mm film canister.		
Patrol Meetings _____ minutes	New Scouts finalize the menu for the outing this month and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Inchworm. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on camp sanitation, tent pitching, and campsite selection. • Experienced Scouts review map and compass techniques. • Older Scouts work on the Venture program or review materials needed for the campout.		
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 any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Play Frantic Object. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the survival weekend. Finalize work on next month's program feature.		

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

WILDERNESS SURVIVAL

TROOP OUTDOOR PROGRAM PLAN

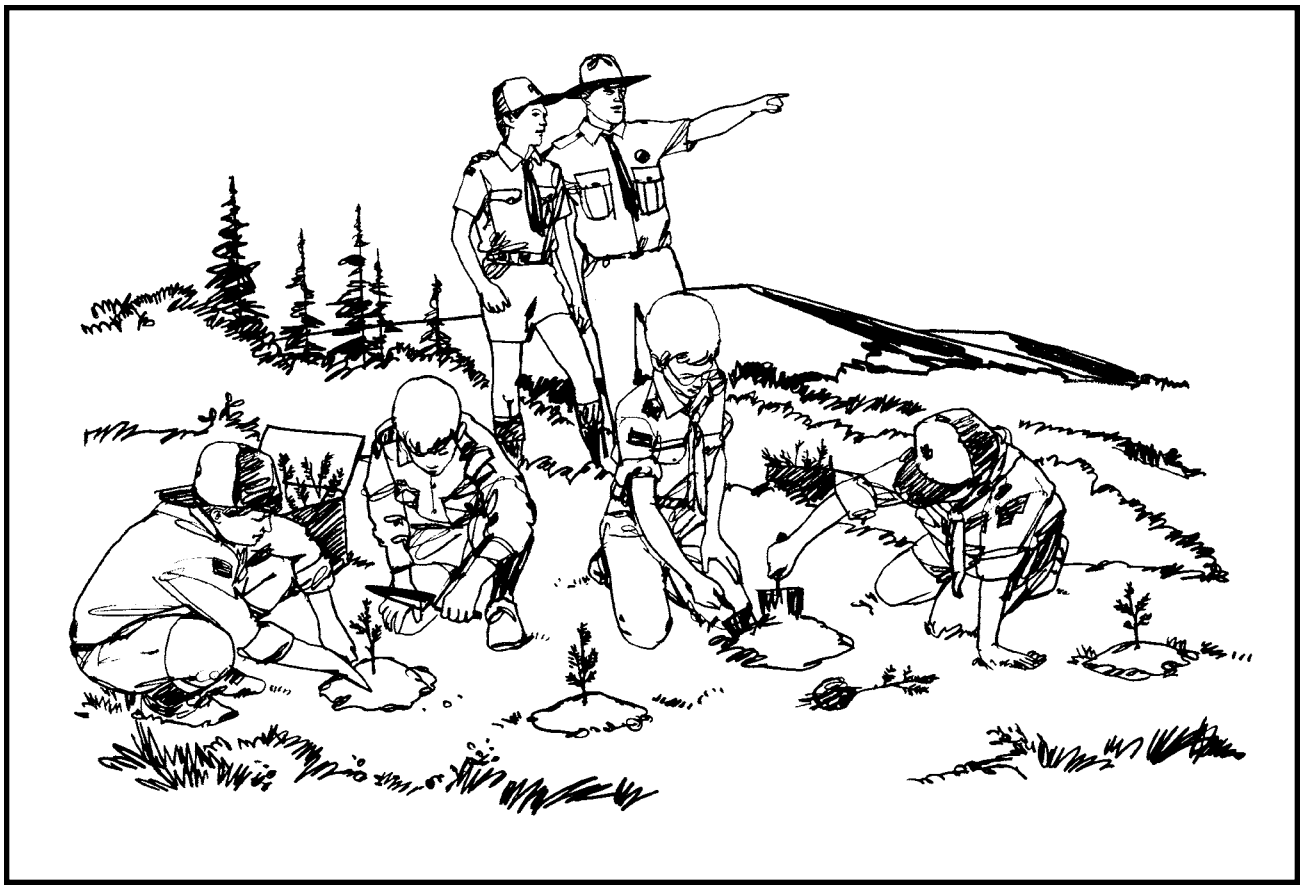
Date _____

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.	Young Scouts take a nature hike and work on nature requirements for Tenderfoot through First Class ranks. Experienced Scouts begin survival problems.	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Younger Scouts practice simple survival problems; other Scouts continue solving survival problems.	
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	SPL
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 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	

TIME	ACTIVITY	RUN BY
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	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.**	SPL
11:00 A.M.	Break camp. Older Scouts return from survival problem.	
Special equipment needed	Troop camping equipment, materials for survival problems	

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

WILDLIFE MANAGEMENT



A major concern in this country is vanishing wildlife and wildlife habitat. Some of this loss comes from a lack of knowledge about the creatures of nature.

This program feature will help Scouts in the troop to appreciate wildlife and how it lives, and to develop a sense of what Scouts can do to help protect and preserve the animals around them.

If you live in the city, this program feature will give you an opportunity to go to a rural location to observe nature, or to visit a zoo. If you live in a rural area, this feature may reactivate your awareness of wildlife around you and what you can do to protect it.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God
- A greater understanding of how pollution affects the natural world and how Scouts can help stop it
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence
- A desire to protect the wildlife of our country

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic nature requirements through First Class rank. Depending on this month's activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—hiking, camping, nature, cooking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness

Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law



First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Experienced Scouts can concentrate on the Nature merit badge this month; they should be able to complete almost all of the requirements. Depending on activities during the campout, they may also complete requirements for the Camping, Cooking, Mammal Study, Fish and Wildlife Management, Insect Study, and Wilderness Survival merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for camping and nature skills
- Inviting families on the outing
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the place for the campout. If possible, choose a location with a variety of nature environments so that Scouts will find a wide range of trees, plants, and mammals. If the location is in the vicinity of a fish hatchery or game or forest preserve, arrange for the troop to visit. Assign someone to secure permissions, if necessary.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them. Seek help from the troop committee, if necessary.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.

- Exchange ideas for conservation projects that might be completed by individual Scouts or patrols for requirements for Tenderfoot through First Class ranks.

FEATURE EVENT

Management Outing

An animal is generally referred to as any living organism other than a plant. Wildlife lives in a basically free condition, providing for its own food, shelter, and other needs in a suitable habitat. Wildlife could be organisms only visible through a microscope, or as large as a whale. Wildlife includes insects, spiders, birds, reptiles, fish, amphibians, and mammals.

All around us, wildlife habitat is being lost. Whenever land is paved for a shopping center, excavated for homes, or plowed to grow food, small animals lose their homes and frequently their sources of food and water. As small animals disappear, so do the larger animals that prey upon them.

How can Scouts help the wildlife in your area? They can become aware of what habitats are being threatened, know what wildlife lives around them, and work with local agencies to help protect the wildlife.

Wildlife Project Ideas

- Photograph or document the wildlife in your area so you can identify it.
- Contact local government or other agencies that you can work with in wildlife management.
- "Adopt" a wildlife habitat and observe and protect it.
- Work with local parks or zoos and "adopt" an animal that you can care for and protect.
- Become aware of areas that are being commercially or privately developed and the impact that will have on the environment.
- Share with the public what wildlife exists in their area by showing a display of wildlife in a mall or shopping center.
- At your troop meetings each week, feature a different animal that is endangered. Talk about how Scouts can protect it from extinction.

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	If your community has a wildlife refuge (or zoo), have an expert bring one of the animals to the troop meeting and talk about what the refuge does to benefit the animal.		
Opening Ceremony _____ minutes	• Repeat the Outdoor Code.		
Skills Instruction _____ minutes	• New Scouts work on identifying poisonous plants and reptiles in your area. Learn first aid for poisonous plants and reptile poisoning. Learn to identify five mammals found in your area. • Experienced Scouts begin plans for a nature hike or conservation project. Ask for help on this project from wildlife conservationists. • Older Scouts work on the Venture program or plan a weekend canoe trip. Be sure to review Safety Afloat rules.		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows his assignments. If it will be an overnighter, plan meals and patrol duty roster, equipment distribution, and tent needs. Any Scouts in the new Scout patrol who have not been camping will need some extra help. All other patrols plan activities to work on advancement that relate to nature and the outdoors.		
Interpatrol Activity _____ minutes	Play fun relays. (See the Games section of *Troop Program Resources.**) • Luck Relay • Izzy-Dizzy Relay • Grasshopper Race		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors. • Sing "Scout Vespers." *(Boy Scout Songbook)*	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

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts go outside the meeting place, stake out a 3-foot-square area, and study it. Identify all nature items found in it; look for creatures like salamanders, spiders, worms, etc. Return all objects to the square. • Experienced Scouts continue work on a nature hike or conservation project. • Older Scouts work on the Venture program or continue plans for a canoe trip.		
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 Crab-Crawl Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn how to tell time without a watch and find directions without a compass *(Boy Scout Handbook)*. • Experienced Scouts finalize plans for the outing and share plans with the rest of the troop. Make a note of equipment needed for a conservation project. • Older Scouts work on the Venture program or finalize plans for a canoe trip.		
Patrol Meetings _____ minutes	Finalize menus for this month's outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any projects your patrol is planning.		
Interpatrol Activity _____ minutes	Do Cannibal Rescue. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

WILDLIFE MANAGEMENT

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts review troop camping procedures and their part in the troop campout. Gather plants and identify them. • Experienced Scouts complete preparations for the nature hike or conservation project for the troop campout; share plans with the rest of the troop. • Older Scouts continue work on the Venture program or review plans for their canoe trip. Make sure all members have met prerequisites and all assignments have been made.		
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 they have any special equipment they will need for their nature projects.		
Interpatrol Activity _____ minutes	Play Double Dodgeball. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

WILDLIFE MANAGEMENT

TROOP OUTDOOR PROGRAM PLAN

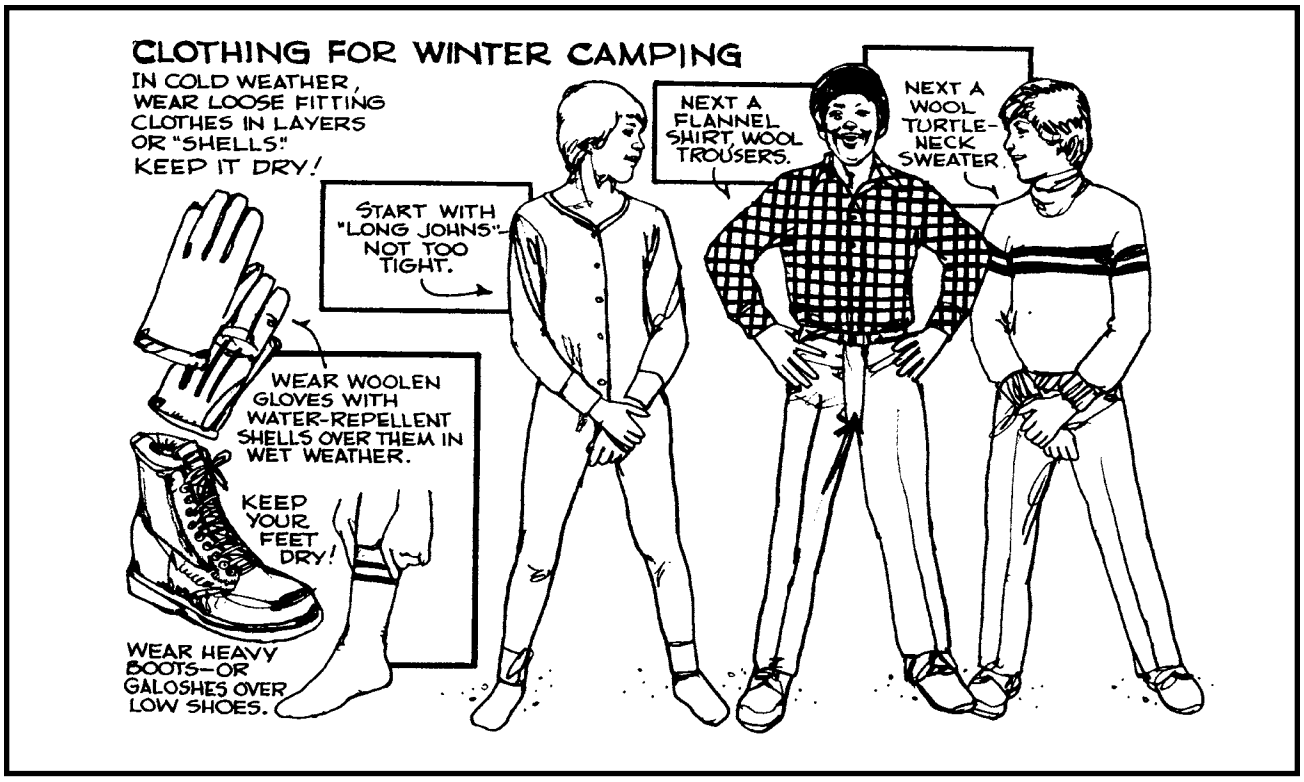
Date _____

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.	Wildlife conservation project	SPL
11:30 A.M.	Sack lunch	
Noon	Continue wildlife 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.	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
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 *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Cameras, pens, tools for conservation project, troop camping equipment	

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

WINTER CAMPING



Say the word "camp" and most Scouts and Scouters will conjure up an image of sunny skies, the balmy air of spring or fall, or the heat of summer, and lots of outdoor fun.

But there's plenty of fun in winter camping, too. Admittedly, conditions can be rough, especially in the northern states when snow blankets the ground and temperatures dip into the teens or lower. Curiously, though, your troop is likely to remember with pleasure the outings when the Scouts overcame cold, wet, and mud and had a memorable time anyway.

Winter camping is one thing in northern Minnesota or Maine, quite another in Florida, southern California, or Hawaii. Adapt the suggested program on these pages to your climate and conditions. In warm weather climates, troops may want to concentrate on wet-weather skills instead of those highlighted here.

The troop meeting plans call for instruction and practice in the skills required to be comfortable and safe while camping in low-temperature periods when snow may be on the ground. The primary resource is the *Fieldbook*.

The importance of being prepared is stressed because the winter environment is unforgiving. In summer, if a Scout forgets to bring extra socks and underwear on a campout, it's no big deal. But in winter, such forgetfulness is serious because of the danger of getting wet and having no change of dry clothes. Being cold and wet could reduce the body's core temperature and lead to hypothermia.

The big event will, of course, be a cool campout. If your troop has a lot of young Scouts, consider choosing a site with access to cabins or other shelters in case the weather gets beyond their capabilities.

SCOUTING OUTCOMES

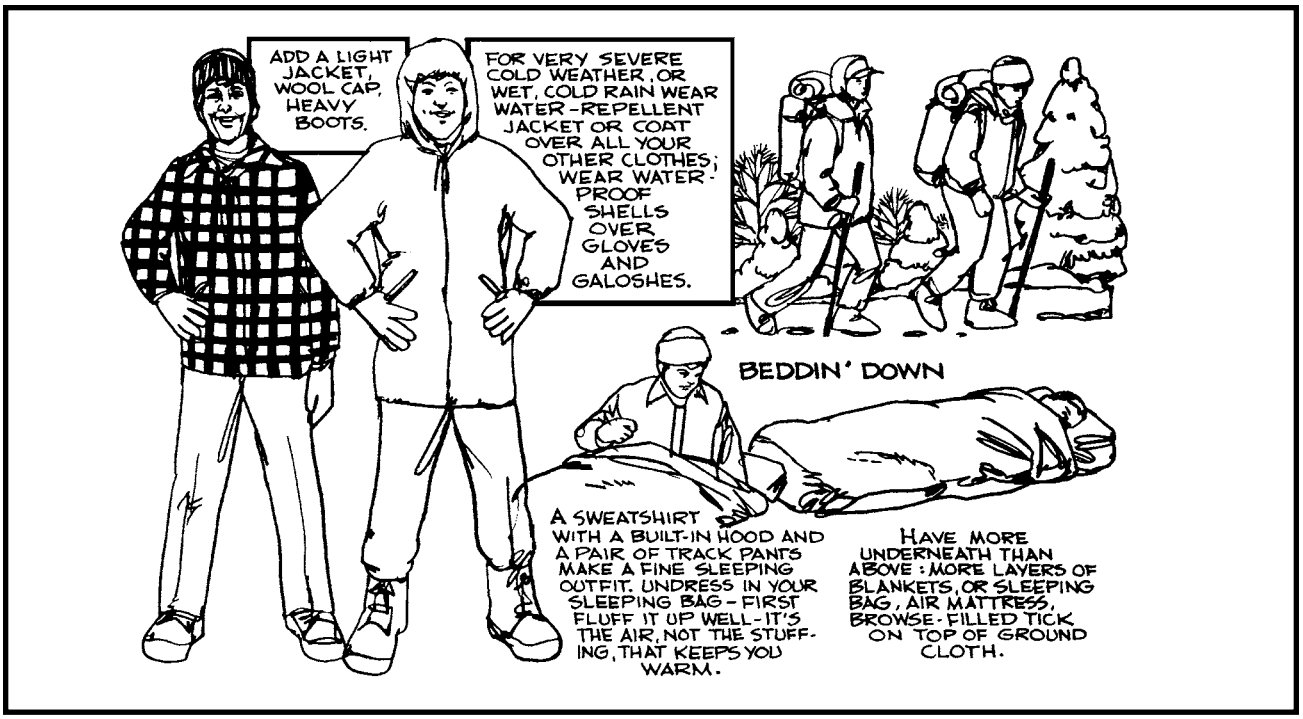
This month's patrol and troop activities should give your Scouts

- The knowledge and skills to be comfortable in camp
- A sense of communion with nature and God
- A greater respect for the outdoors and resourcefulness in learning to deal with difficulties
- Increased self-confidence
- Esprit de corps (group spirit) from having worked together to meet the challenges the elements present

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met many of their basic camping requirements through First Class rank.

Depending on the campout activities, they may also complete all or part of the following rank requirements:



Tenderfoot

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping merit badge this month. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

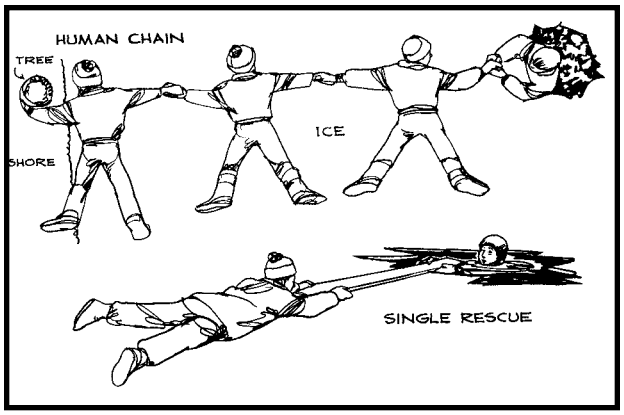
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for camping skills
- Inviting parents on the cool campout
- Asking parents to provide transportation to the campsite

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at patrol leaders' council meetings after each troop meeting.

- Choose a campsite for the cool campout.
- Review winter camping skills. See the *Fieldbook* and the *Camping* merit badge pamphlet.
- Inventory the troop's camping equipment, if that has not been done recently. Check the condition of tents, flies, stoves, and tools. If repairs or replacements are needed, ask the troop committee for help.
- Plan activities for the campout—games, contests, skills instruction, etc. But avoid sweating from overexertion, because clothes will become damp and won't keep the wearer warm.
- Plan details of troop meetings for the month. Consider inviting Camping, Wilderness Survival, and First Aid merit badge counselors to help with instruction.



FEATURE EVENT

Cool Campout

Choose your campsite with regard to the experience of your troop, especially if low temperatures can be expected. If it's reasonable to anticipate temperatures in the 20-degree range or below and you have a lot of first-time winter campers, it might be wise to camp near some cabins or other buildings in case of severe weather.

But don't pamper the Scouts by planning a cabin camp. Even the beginning campers will enjoy the challenge of tent camping in winter and learning how to be comfortable in adverse conditions.

The patrol leaders' council should take extra care in preparing for the campout. Make sure that all Scouts know how to dress properly, how to pitch a tent for maximum protection from the wind, and how to recognize signs of frostbite and hypothermia, the chief dangers in a winter camp. Don't let anyone leave the site without at least one buddy accompanying him in case one of them gets into trouble.

In planning activities for the campout, the patrol leaders' council should remember that everything takes longer in a winter camp. Preparing for and conducting contests, making cooking fires, and cooking will take more time. And, of course, it gets dark early, so Scouts should start gathering fuel early for supper, if you are cooking with wood.

Campout Activities

Obviously your activities will depend in part on the weather conditions. These are some possibilities for a cold, snowy weekend:

- Instruction and practice for the Skating and Skiing merit badges.
- Hikes and races with skis, sleds, and skates.
- Seal Race—Scouts slide on their bellies over ice, perhaps using ice awls to propel themselves.
- Snow Snake Contest—Make a track through fresh snow with a car or bicycle; the track can have gentle bends but no sharp turns. Let the track freeze overnight. The "snow snakes" are Scout staves or handles from old brooms. The object of the contest is to see how far Scouts can slide their snow snakes. Put a ramp at the end of the tracks and see if the snow snakes will stick in the snow.
- Establish a snow slide in an area that is free of trees, rocks, and other hazards. Use inner tubes, plastic flying disks, old plastic garbage can lids without handles, or heavy cardboard for sleds.
- Have a tug-of-war between two patrols with a wall of snow dividing them. The losers get pulled through the snow.
- Play Snow Golf—Same as miniature golf except that the fairways are snow-covered and the greens are packed-down areas with an open can buried to its rim. Balls are hockey pucks; for clubs, use old golf clubs or hockey sticks.
- Follow animal tracks in the snow. Try making plaster casts of the tracks. If the temperature is well below freezing, spray water in the track and let it freeze before casting in plaster.
- Alaskan Serum Race—Each patrol has a sled with two 6-foot ropes tied to the front, and each sled carries a "bottle of serum." Four stations are set up about 100 yards apart in a square.

  During the race, each patrol member becomes a sled puller. It works like this: to Station 1, Scouts 1 and 2 pull the sled and Scout 3 rides; to Station 2, Scouts 3 and 4 pull and Scout 1 rides; to Station 3, Scouts 5 and 6 pull and Scout 4 rides; to Station 4 (the finish), Scouts 7 and 8 pull and Scout 5 rides. At the finish, Scout 5 leaps off the sled and delivers the serum to the "doctor" (leader). The first patrol making the delivery wins.

Cold-Weather Camping Tips

- On expeditions away from the camp, always use the buddy system. Buddies can watch each other for frostbite (specks of white on the skin) and make sure no one gets lost or wet, with the consequent danger of hypothermia.
- If a Scout has a cap without earflaps, have him tie a neckerchief or scarf over the cap to cover his ears.
- In wind, tie a neckerchief or scarf over the nose and ears and let the point hang over the chin.
- If mittens get wet, use an extra pair of dry woolen socks as mittens.

- Use a wool cap or large woolen sock as a nightcap in cold weather. The body loses lots of warmth through an exposed head.
- For a bed warmer, fill a canteen with piping hot water.
- Tie trouser bottoms over the tops of shoes or boots to keep out snow, pebbles, etc.
- Paper (even newspaper) wrapped around the legs, thighs, back, and chest will add insulation.
- Remember that dampness in any form is the number one enemy to safety and comfort in cold weather. Wet feet are especially bad.
- For an emergency poncho, cut a slit in a plastic trash bag or an old shower curtain and pull it over your head.
- Don't permit skating by a patrol-size group unless the ice is at least 3 inches thick. Even then have some rescue gear close by in case a Scout breaks through—an ice rescue cross made of 8- to 10-foot lengths of 2-by-4s with 50 feet of line attached; or a ladder or ring buoy with rescue line. Four-inch-thick ice is safe for troop-size groups.
- Do not eat ice or snow on the trail. It is not pure and it can reduce the body temperature. Melted snow or ice can be used for drinking only after boiling.
- On a slippery trail, stay far back from cliff or canyon edges.

Cool Camp Cooking

If you plan to cook with wood, remember that tinder may be hard to find if there is snow on the ground. Smart campers bring it in a tinder bag. Before your outing, gather small dry twigs and put them in a plastic bag. Don't use all the tinder on your first fire unless you know you won't need to make another.

If there is snow, or if fallen wood is frozen to the ground, you may have to find dead branches on standing trees for your fuel. On an overnight camp, gather twice as much fuel during daylight as you think you will need for supper fires. Remember that night comes early, so get started on fires for supper by 3:30 P.M. Caution Scouts not to work up a sweat while collecting and chopping wood. Staying dry is half the battle of keeping warm.

Plan simple meals for winter camping. Here are some favorites that will feed six to eight Scouts.

Slum Gullion

3 lb. hamburger
Eight to10 medium potatoes
½ lb. bacon
Four medium onions
Two 8-oz. cans tomato puree
1 lb. cheddar cheese

Put 2 to 3 cups of water and 1 tsp. of salt in cooking pot and place over fire. Peel, wash, and dice potatoes, add to water, and bring to boil.

While potatoes are cooking, dice the bacon in ½-inch squares and fry to a crisp brown in another pot. When the bacon is done, drain off grease and add finely chopped onions. Then add crumbled hamburger a little at a time, stirring constantly as it browns. Next add the tomato puree and the cheese, cut into ½-inch cubes. Keep over low fire and stir frequently until cheese is melted.

When the potatoes are done, drain off water and add to hamburger mixture. Season to taste.

Chicken and Dumplings

4 tbs. butter or margarine
4 stalks celery, rinsed and coarsely chopped
1 medium onion, finely chopped
4 chicken bouillon cubes
1 lb. carrots, peeled and sliced
4 boneless chicken breasts

Baking Powder Dumplings

2 eggs
½ cup milk
1 tsp. baking powder
2 cups flour

In a large Dutch oven, brown the chicken in the butter or margarine. Add the celery, onion, bouillon cubes, and 6 cups water. Bring to a boil, reduce heat, and cover. Simmer for 20 minutes. Add carrots and simmer for an additional 15 to 20 minutes until carrots are soft.

Mix the dumpling mixture and drop by spoonfuls on top of the chicken mixture. Cover tightly and continue simmering until dumplings are fluffy and dry (approximately 15 minutes). Serve. Salt, pepper, garlic powder, and other spices can be added to taste.

Campfire Hash

3 lb. hamburger
Eight to 10 medium potatoes
Three medium onions
8-oz. can of tomato sauce

Dice the potatoes, put them in a pot with enough water to cover, and bring to a boil.

Mince the onions. When the potatoes are soft, drain them and add onions and hamburger. Mix well.

Grease a large frying pan and put it on the fire. When the grease is hot, add the hash mixture. Brown on one side, then turn and brown on the other. When the hash is almost done, add the tomato sauce and heat for 1 or 2 minutes.

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	If snow is on the ground, send Scouts out to practice Dead Man for tying down tents. Or, play Steal-the-Bacon. (See the Games section of *Troop Program Resources.**)		
Opening Ceremony _____ minutes	• Form the troop into a horseshoe. • Hold a uniform inspection. • Repeat the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts work on basic camping skills and learn how to tie basic knots used to pitch a tent. Do Ring Ball. (See the Games section of *Troop Program Resources.**) • Experienced Scouts work on dressing for winter camping in your area and practice building fires in wet weather. • Older Scouts work on the Venture program or learn how to build shelters in winter camp. These could be snow shelters or ice huts.		
Patrol Meetings _____ minutes	Discuss plans for this month's outing and make sure everyone knows what his assignments are and what he will need to bring for the outing. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Plan any meals that will be needed for the outing. If it is going to be an overnighter, begin to make plans for equipment distribution and tent needs.		
Interpatrol Activity _____ minutes	Do Rescue Race. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Assemble patrols and repeat the Outdoor Code. • 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

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn map and compass techniques (*Boy Scout Handbook* and *Fieldbook*). Do Direction Hunt. (See the Games section of *Troop Program Resources.**) • Experienced Scouts work on packing procedures for the monthly outing and select some campsites on a topographic map of the area you will be camping in. Do Silver Dollar Hunt. (See the Games section of *Troop Program Resources.**) • Older Scouts work on the Venture program or plan to sleep under a shelter you make from natural materials as part of the troop outing.		
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 interpatrol activities.		
Interpatrol Activity _____ minutes	Do Roman Chariot Race. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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.		

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

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on reading topographic maps and learn the symbols used on maps. Also learn what to do if you get lost *(Boy Scout Handbook)*. Play Map Symbol Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts work on tree and plant identification for the winter. • Older Scouts work on the Venture program or work on topographic map orientation with the younger Scouts.		
Patrol Meetings _____ minutes	Finalize the menu for this month's outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Remember that it will take longer to do normal activities in your campsite in winter camping.		
Interpatrol Activity _____ minutes	Play Crowded Circle. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop campout. Continue work on next month's program feature.		

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

WINTER CAMPING

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice map reading and getting bearings. Have them bring in packs and clothing that they plan to use on the campout *(Boy Scout Handbook)*. • Experienced Scouts work on recognizing signs of hypothermia, and review first aid for frostbite. • Older Scouts work on the Venture program or assist in map and compass activities.		
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 any interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Do Ladder Relay. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• 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 or outing. Finalize work on next month's program feature.		

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WINTER CAMPING

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.	Conduct patrol competitions. • Seal Race • Snow Golf • Tug-of-War	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Make snow shelters if weather permits. Do winter nature observation—identify trees by twigs or bark.	
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	

TIME	ACTIVITY	RUN BY
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	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of *Troop Program Resources.**	SPL
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment	

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