CAMPING MODEL

TROOP MEETING PLAN

Date

Activity	Description	Run by	lime
Preopeningminutes	Meet outdoors. Have new Scouts practice whipping rope. Other Scouts can work on splicing rope and lashings with Scout staves (Boy Scout Handbook).		
Opening Ceremonyminutes	 Form troop into open columns of patrols Hold uniform inspection Repeat Outdoor Code Repeat Pledge of Allegiance 		
Skills Instructionminutes	 New Scouts work on tying half hitch, taut-line and clove hitches, square knot, and bowline. Do the Knot-Tying Relay. Experienced Scouts work on shear, diagonal, and square lashings. and make a catapult. Have a contest to see whose catapult can throw the farthest. Older Scouts work on the Venture/Varsity program, or use a topographic map of the area where the troop campout will be held this month to plan an orienteering course. Foil cooking demonstration. 		
Patrol Meetingsminutes	Discuss plans for the campout this month and make sure everyone knows what their assignments are and what to bring for the campout. Scouts in the new-Scout patrol need to know what support they will provide for the campout. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Patrol leaders should review the interpatrol activities that will take place and decide what skills need to be worked on.		
Interpatrol Activityminutes	'The Tangle Knot' Two patrols try this together so that you have a group of 10 to 16 Scouts. Tell them to form a tight circle. Have everyone close his eyes and extend both hands into the center of the circle. Ask each Scout to grasp the hand of another person in each of his hands. When each hand is grasping another hand, tell the Scouts to open their eyes and listen to the explanation of the objective. Objective: Without letting go of hands, the group is to unwind, freeing themselves from the seemingly inextricable knot and forming a circle. Rules: 1. Hand-to-hand contact may not be broken in untangling the knot. Grips may change and palms may pivot on one another, but contact must be maintained. 2. When the group is finally arranged in a circle, some individuals' arms may be crossed. This is part of an acceptable solution. 3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.		

Activity	Description	Run by	Time
Closingminutes Total 90 minutes of meeting	 Form troop into patrols, call patrol leaders forward to give patrol yells. Scoutmaster's Minute Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop campout or outing. Begin work on next month's program feature.		

(from *Woods Wisdom*, page 81)