VOLUME II

# Troop Program Features



BOY SCOUTS OF AMERICA®

# TROOP PROGRAM FEATURES

## A GUIDE TO TROOP PROGRAM PLANNING

### VOLUME I

Aquatics
Athletics
Backpacking
Boating/Canoeing
Business
Camping
Citizenship
Communications
Cooking
Cultural Awareness
Emergency Preparedness
Engineering

### VOLUME II

Environment
First Aid
Fishing
Forestry
Health Care
High Adventure
Hiking
Hobbies
Leadership
Mechanics
Nature
Orienteering

### VOLUME III

Physical Fitness
Pioneering
Public Service
Safety
Science
Shooting
Special Cooking
Sports
Tracking
Wilderness Survival
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Volumes I and III cover the following program features.

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**VOLUME III**

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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.



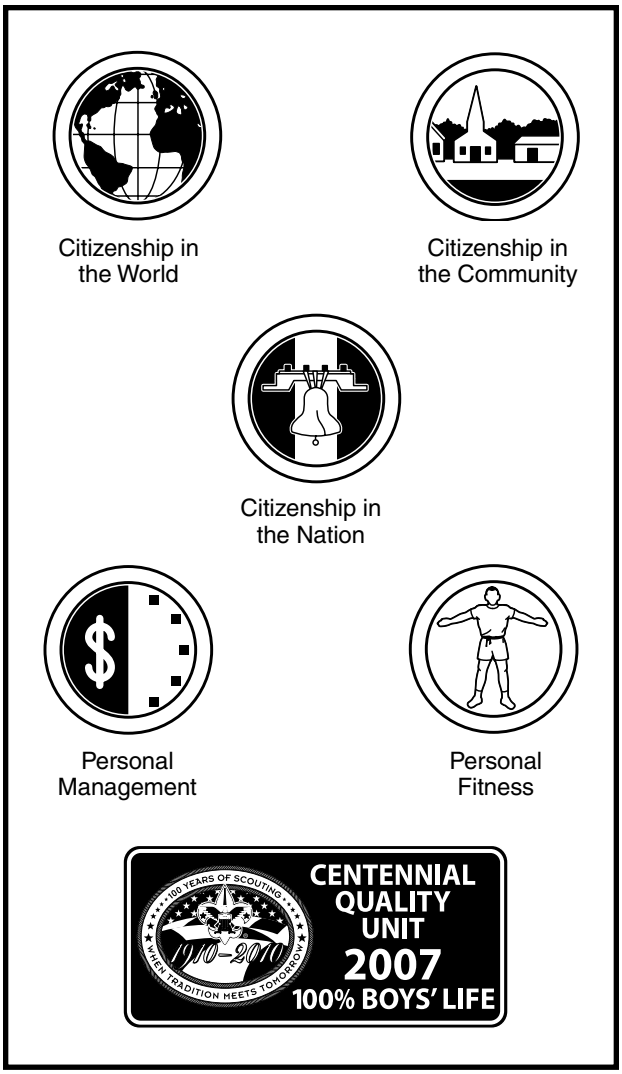
## STEP 1: DO YOUR HOMEWORK

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.

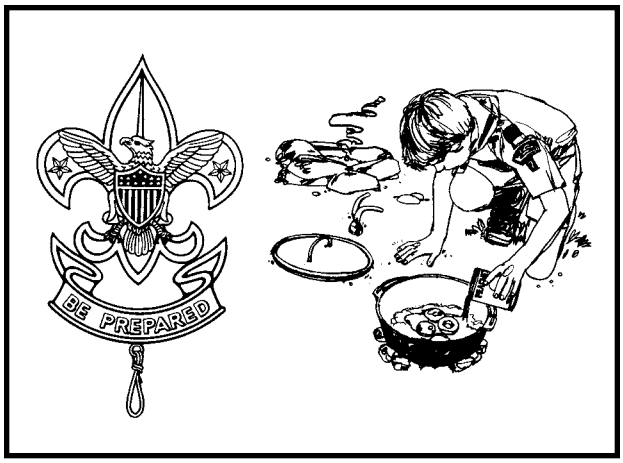
_____ Discuss what major events and activities the troop might do during the coming year.

_____ 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 will be 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 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 |
| | | | | | | |
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**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: INFORM EVERYONE

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.

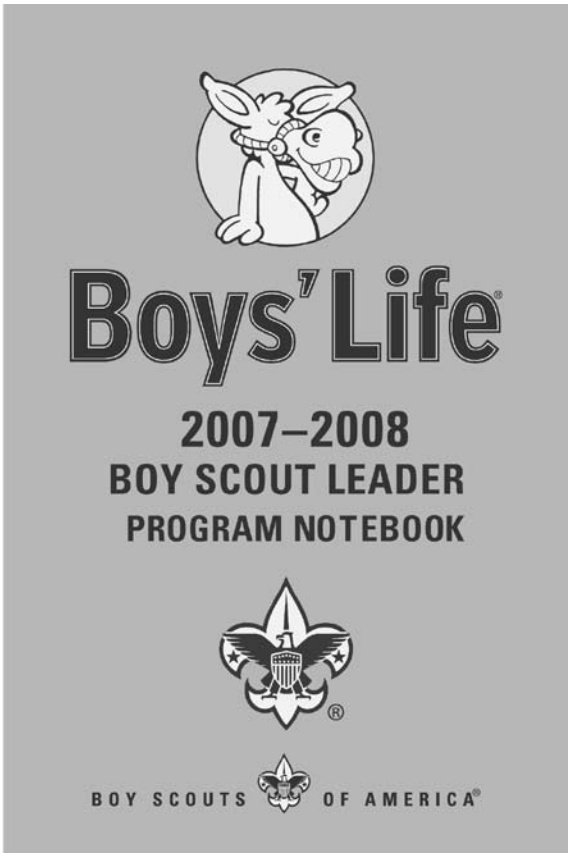
Ask a computer whiz in the troop to design an original troop calendar. Give everyone a copy. (If it is nice enough, troop families may use it to record all their family activities.)

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.

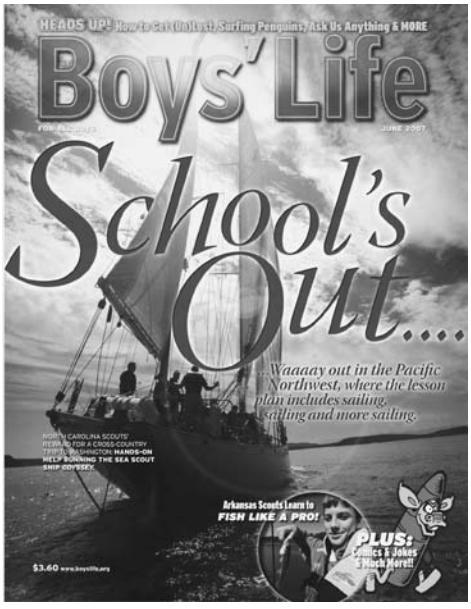
## YOUR PROGRAM ASSISTANTS

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.

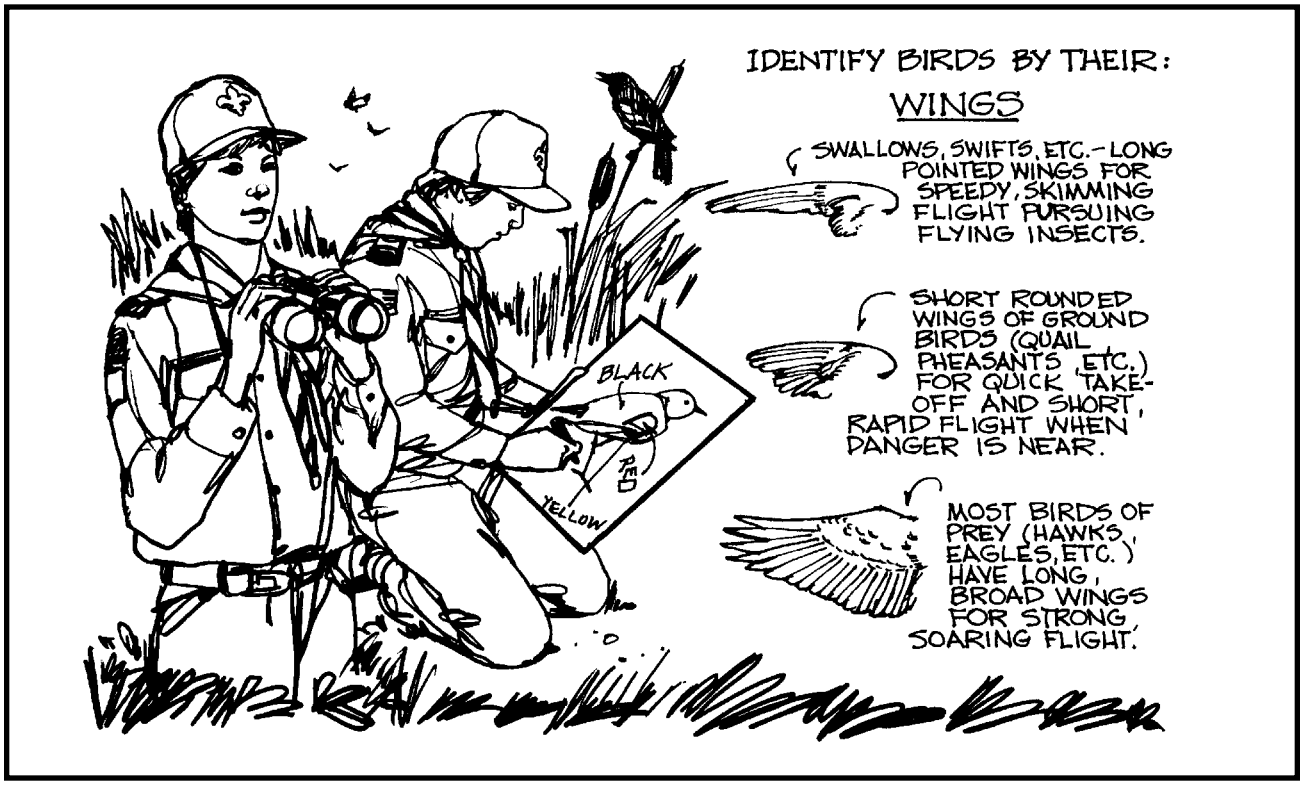


## TROOP MEETING PLAN

**Date** _____

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

# ENVIRONMENT




Your Scouts are growing up at a time when environmental issues are high on the nation's list of priorities. During the past 20 years, there has been a growing understanding of the interdependence of all living things and how both natural and manmade pollution affect life.

In this program feature we will aim to explain the "web of life" and show Scouts how they can do their part to help preserve it. Troop meeting activities will cover some of the strands of the web of life. In the process, Scouts will learn more about wildlife, trees, plants, rocks, and soil. Patrols can do some ecology projects that will enhance their understanding of the web.

The big event will be an exploration trek for some field study. The purpose will not be identification of wildlife and plants—although there is bound to be some of that—but rather to learn about food chains, how oxygen and water are cycled through the ecosystem, and how pollution affects them.

The destination for the exploration trek might be almost anywhere—a wooded area, grassland, lake or seashore, desert, or even a city park. Your council's Scout camp may be a good choice, especially if it has a good nature trail that shows some of the relationships between animals, plants, and soils.

## SCOUTING OUTCOMES

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

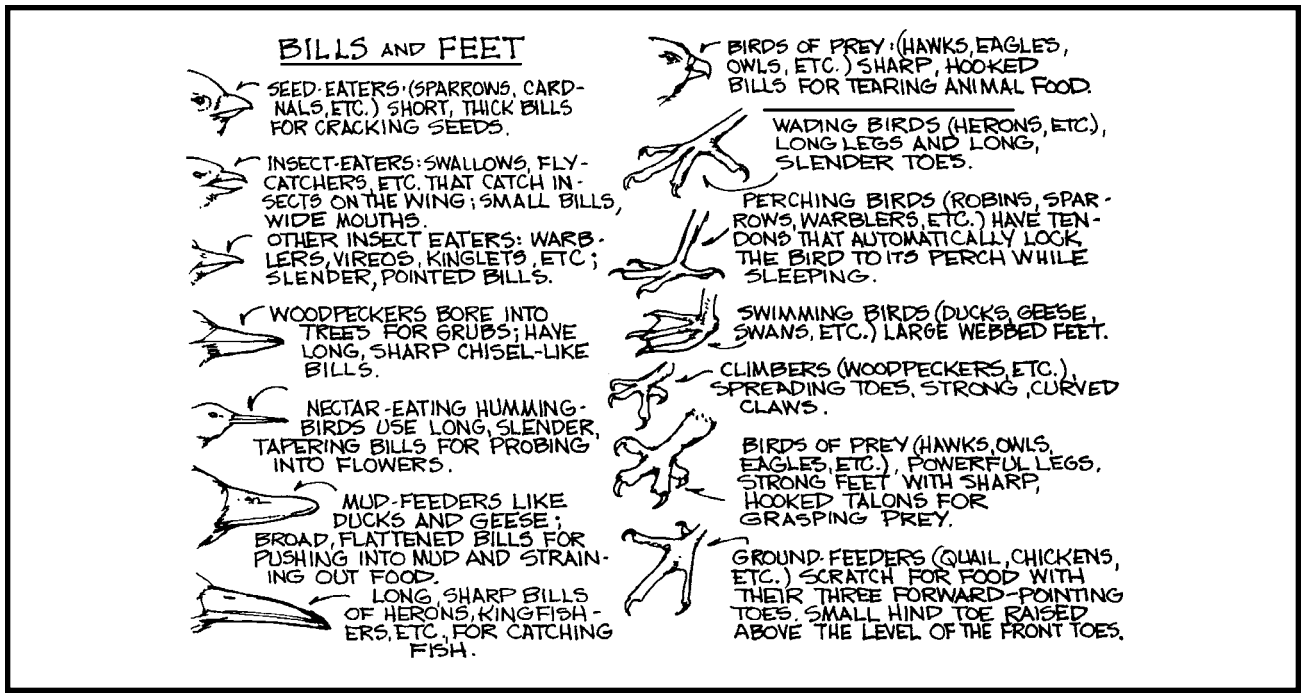
- A sense of communion with nature and God
- A greater understanding of ecology and humankind's place in the natural world
- Increased self-confidence
- The determination to leave as few traces as possible of their outdoor adventures

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met many of their basic nature/environment requirements through First Class. 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, 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, first aid
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

*First Class*

- Outdoor—cooking, camping, hiking, nature
- 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 and Environmental Science merit badges this month. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Backpacking, Wilderness Survival, Insect Study, Reptile and Amphibian Study, Soil and Water Conservation, Mammal Study, and other nature-related merit badges.

## PARENT/GUARDIAN PARTICIPATION

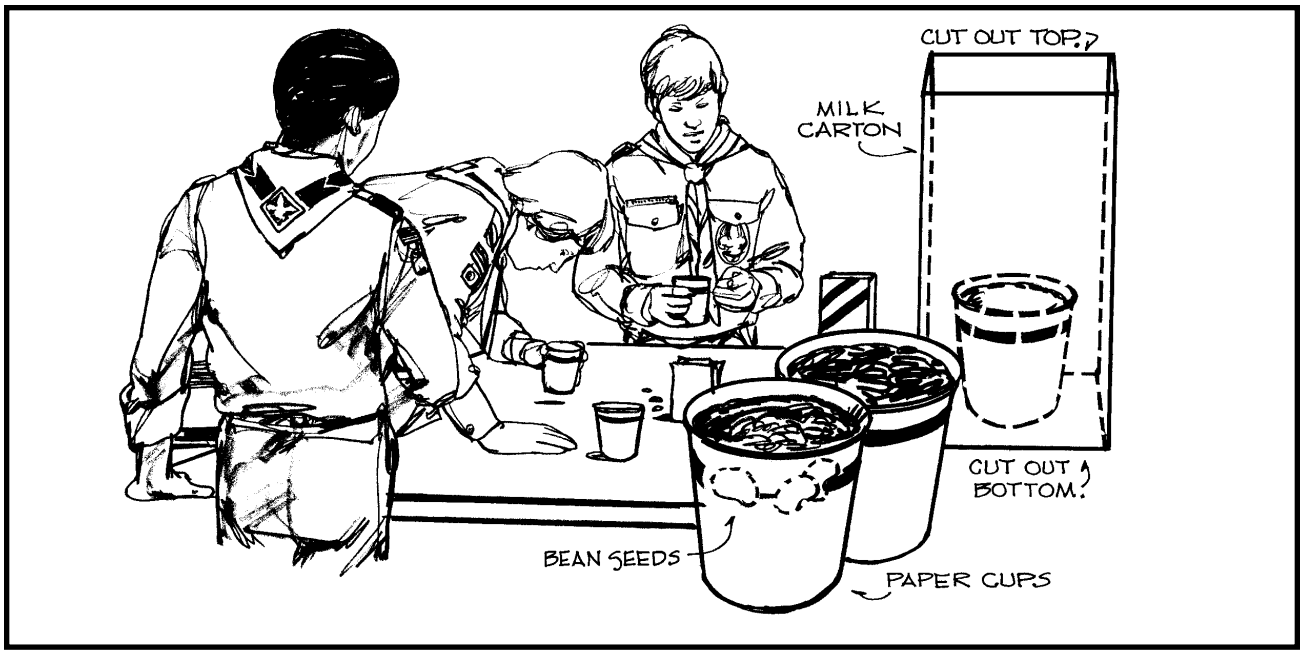
The patrol leaders' council may involve parents in the program feature this month by

- Asking qualified people to help with troop meeting instruction
- Inviting parents to come along on the exploration trek
- Asking parents to provide transportation, if necessary, for the trek

## 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 site for the exploration trek. Any large natural environment will do, but if you have a choice, select an area of at least 10 acres so that a Scout working on requirements 2 and 3 of the Environmental Science merit badge will have room to explore. If the area has several types of ecosystems (woods, grasslands, pond, etc.), so much the better.
- Arrange to secure permissions, if necessary.
- Decide whether the trek will be a one-day event or a campout.
- Plan activities for the trek. Allow at least three hours of free time so that Scouts working on nature skills and other merit badges can make explorations. See the other ideas on these pages.
- Consider inviting an Environmental Science merit badge counselor or counselors for other nature-related badges to help with instruction at troop meetings and on the trek.
- Plan details of troop meeting activities. Review the principles of Leave No Trace.




## FEATURE EVENT

### Exploration Trek

The purpose of the exploration trek is to put your "nature detectives" on the trail of the natural environment. Ask Scouts to find out as much as they can about how the climate, geology, and soils in your area influence plant and animal life, and how the flora and fauna are interdependent.

This is the perfect opportunity for Scouts working on the Environmental Science merit badge to do some required fieldwork. Their aim should be not only to identify what kind of plants and animals are in the area, but also why they are there.

What the Scouts find will depend not only on the terrain but also on the time of year. Allow at least three hours for this exploration during your outing.

The following are examples of questions your nature detectives might try to answer.

- Is the soil here sandy, clay, or a rich loam? What kinds of plants grow here? What does that tell you about the nutrient needs of trees and shrubs?
- A patch of bark on this tree looks a bit shredded, and some twigs appear to have been nipped off. What does that tell you about the animals in the area? (It might mean that deer or porcupines have been feeding; the height of the chewed areas could be a clue as to which animal. If it's an evergreen tree in a northern state, it might have been a bear.)
- Check under a rotting log. What do you find? (Probably beetles and perhaps salamanders or other small animals.) What are the animals doing there? What will the log look like a year from now? Why?
- Why is this patch of ground eroding? Water runoff? Wind? Overgrazing by animals? What could be done to stop the erosion?
- You are on a sandy lake beach. Are you likely to spot squirrels, chipmunks, or woodchucks here? Why or why not? If not, what types of animals will you find?
- Under a big rock you find an ant colony. What are the ants doing? (Most are probably carrying aphids or other insects for food.) What does it tell you about the needs of ants for food and shelter?
- If you sit quietly for a long time in a field and watch for wildlife, you are likely to see quite a few birds and small mammals such as woodchucks and rabbits. Why don't you also see a lot of large birds and mammals like foxes or coyotes? What does this tell you about the relative numbers of small creatures and larger predators?
- Here is a boulder with a crack in it. Lichens are growing in the crack. What will the boulder look like in 50 years? Why? What may have happened?
- Here is a small hole in the ground. What is it? (Probably a burrow.) What kind of animal lives there? (If the hole is small and there is another hole nearby with a mound of dirt alongside, it's probably a woodchuck. If the hole is larger, it could be the home of a red fox. If you are on the Great Plains and the burrow looks like a miniature volcano, it's probably a prairie dog.)

The exploration trek also gives older Scouts who have already earned the Environmental Science merit badge a chance to work on nature-related projects for other merit badges. Find out their interests in advance so that you can bring a supply of binoculars, insect-collecting nets, geologist's tools, etc., as needed.

The patrol leaders' council will want to plan other activities in addition to the exploration. For some ideas, see the Nature program feature.

### Ecology Projects

Patrols may want to conduct their own experiments in ecology. Here are some ideas.

**HOW DO PLANTS APPEAR ON BARE SOIL?** Fill a box or wide-mouth jar with commercial potting soil. Put it outdoors on a roof, fire escape, or windowsill. Keep the soil moist. Within a few weeks, small plants will be growing in the soil (which originally contained no seeds). Where did the seeds come from?

Many plant seeds are airborne and are carried for miles by the wind.

**TESTING AIR POLLUTION.** If you live in the city, set out a simple pollution testing device. Use the adhesive side of a bumper sticker or coat a piece of paper with petroleum jelly. Place it on a tree, rooftop, or fire escape, sticky side up. Over the next two or three weeks, check the tester with a magnifying glass to see how many pollutant particles there are.

**TESTING WATER POLLUTION.** If you live in a rural area and there is a lake or stream nearby, take a small sample of the water in a large jar and let it stand for a couple of weeks. As the water evaporates, silt and other solid matter will settle to the bottom, showing whether or not the body of water is gradually silting.

**WHAT DO PLANTS NEED?** Fill three paper cups with potting soil. Plant three or four bean seeds about ¼ inch deep in each pot. Moisten the soil.

Place one cup where it will get direct sunlight each day and keep the soil moist but not soggy. Place the second cup in direct sunlight, but give it no further water. Cut the top and bottom from a milk carton and put it over the third cup. Keep the soil moist.

After two or three weeks, examine the three plants. Which one is growing best? Which one is the worst? Why?

### Leave No Trace Awareness

In recent years, outdoorsmen have begun to realize that if our wilderness is to remain unspoiled and beautiful for the next generation, they must learn to leave as little impact as possible on it. So, many backcountry hikers now take pride in their ability to pass through an area leaving very little effect on the environment. This practice is called Leave No Trace.

Most Scout hiking and camping is done in council camps, state parks, and other heavily used sites that are not true wilderness areas. However, it's a good idea to teach the Scouts, particularly the older Scouts, the purpose and principles of Leave No Trace. For one thing, it will reinforce the idea of good conservation. For another, the Scouts will be prepared to hike and camp in true wilderness areas.

As a practical matter, a whole troop cannot do this kind of trekking. It should only be done by small groups of experienced outdoorsmen. The types of activities that are suitable for normal Scout camping are not suitable in wilderness areas because they destroy much vegetation and often create a lot of noise.

Essentially, the idea of Leave No Trace is to blend in with the environment so that hikers passing your camp would scarcely realize you are there. Here are some tips for low-impact camping:

- Have no more than 12 in the party or the number prescribed by the land management agency.
- Use tents made of material that blends with the environment. Do not ditch tents.
- Pack food in burnable or pack-out containers; take and use trash bags.
- While hiking, stay on trails and do not cut across switchbacks. Select hard ground for cross-country travel; do not use muddy trails if you have a choice.
- Select campsites away from delicate plants, and camp no more than three days in one spot. Camp only one day if the site has not been used. Camp out of sight of trails, streams, and lakes.
- For fires, use lightweight backpacking stoves. However, in a heavily used area, you can use an old fire circle, burning only small downed wood. Or dig a low-impact fire pit, as shown in the *Fieldbook*.
- Wash yourself, clothes, and cooking gear 200 feet (70 to 80 strides) from streams and lakes. Strain dishwater and wash water and pour it into a hole. Save the turf and recover the hole.
- Dig latrines 6 to 8 inches deep, at least 220 feet from camp and water. Save the turf and recover the hole.
- Pack out all nonburnable trash.
- Avoid noisy games and activities.
- Avoid trampling vegetation.

Consider having the troop earn the Leave No Trace Achievement Award. Get the application, No. 21-105, from your local council service center.

# ENVIRONMENT

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Play Jump the Shot. (See the Games section of the *Troop Program Resources.**) | | |
| **Opening Ceremony**<br>_____ minutes | • Form the troop into a horseshoe.<br>• Hold a uniform inspection.<br>• Have each patrol gives its patrol yell.<br>• Repeat the Pledge of Allegiance. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on identifying mammals in your area *(Boy Scout Handbook)*.<br>• Experienced Scouts work on planning an environmental project for your community.<br>• This project should have a long-term impact. It could be something like tree planting or city park renovation.<br>• Older Scouts work on the Venture program or plan this month's troop campout (to be done as a totally low-impact camp). | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the outing this month and make sure everyone knows what their assignments are and what 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. Brush up on identification of plants, animals, and reptiles. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Leaf Matching game. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Assemble patrols, repeat the Outdoor Code.<br>• Scoutmaster's Minute.<br>• 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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# ENVIRONMENT

## TROOP MEETING PLAN

**Date** _____ **Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br><br>_____ minutes | | | |
| **Opening Ceremony**<br><br>_____ minutes | | | |
| **Skills Instruction**<br><br>_____ minutes | • New Scouts work on identifying basic plants in your area *(Boy Scout Handbook)*. Play Freak Plant Hunt. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts continue work on plans for an environmental project. Who do you contact, and what supplies will you need? How long will it take to complete? Can we involve any other group to help with the project?<br>• Older Scouts work on the Venture program or continue plans for low-impact outing. Plan a conservation project that can be done on the campout. | | |
| **Patrol Meetings**<br><br>_____ minutes | Review assignments for the campout. First-time campers continue working on troop procedures for hiking and camping. All other patrols continue planning to work on activities on advancement for the outing. Practice interpatrol activities. | | |
| **Interpatrol Activity**<br><br>_____ minutes | Play What Do I Smell? (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br><br>_____ minutes<br><br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# ENVIRONMENT

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on setting up a weather station so they can monitor the weather in your area, or visit a weather-predicting facility in the community. It could be a television station, the U.S. Weather Service, or an airport that has those facilities.<br>• Experienced Scouts work on map and compass skills to estimate heights and widths. On your campout, use these skills to estimate heights of trees and widths of streams or gullies. Play Hunter, Gun, or Rabbit. (See the Games section of the *Troop Program Resources.**)<br>• Older Scouts work on the Venture program or plan interpatrol activities for the campout. | | |
| **Patrol Meetings**<br>_____ 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. If it is winter, remember that normal activities in camp will take longer. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Granny's Footsteps. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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. | | |

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# ENVIRONMENT

## TROOP MEETING PLAN

**Date** _____ **Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts get instruction and hints on low-impact camping techniques *(Boy Scout Handbook)*.<br>• Experienced Scouts finalize their environmental project.<br>• Older Scouts work on the Venture program or give instruction to the younger Scouts on Leave No Trace. | | |
| **Patrol Meetings**<br>_____ 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**<br>_____ minutes | Play Nature Memory Hunt. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# ENVIRONMENT

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Friday evening** | Load gear at the meeting location; leave for the campsite. Plan only a light meal en route. | |
| | Upon arrival at campsite, off-load equipment and set up patrol sites. Stow gear and set up campsite. | SPL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (These Scouts 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.<br>Stake out an area in the woods or field and observe what is taking place there. | Cooks |
| 10:00 A.M. | Locate tracks of wild animals and follow the tracks to see if you can locate and observe their habitat. | |
| 11:30 A.M. | Cooks prepare lunch. | Cooks |
| Noon | Lunch | |
| 12:30 P.M. | Clean up.<br>Free time | Cooks |
| 1:00 P.M. | Patrol competitions—six games from the Games section of *Troop Program Resources.** | SPL |
| 4:30 P.M. | Start dinner preparation. | Cooks |
| 5:30 P.M. | Dinner | SPL |
| 6:00 P.M. | Clean up.<br>Free time | Cooks |
| 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. | |

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| 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 A.M. | Patrol games from the Games section of *Troop Program Resources.** | |
| 11:00 A.M. | Break camp. | |
| **Special equipment needed** | Topographic maps, compass, clipboards | |

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# FIRST AID



Having agreed to live by the Scout Oath, Scouts pledge themselves to help other people at all times. Often, all that takes is an observant eye to spot a person in need of assistance, and then the kindness to lend a hand.

But sometimes, especially when somebody is ill or injured, being helpful takes skill and knowledge, too. That's why Boy Scouts have been learning first aid since the earliest days of the Scouting movement.

That's also why this program feature is so important. It will introduce Scouts to the know-how that could be vital in an emergency, and it will give them the confidence that comes with knowing they are prepared to act in situations requiring basic first aid.

Troop meeting activities should focus on first aid skills. Younger Scouts will work on first aid requirements for Tenderfoot through First Class ranks. Experienced Scouts will concentrate on the more advanced skills required for the First Aid, Lifesaving, and Emergency Preparedness merit badges.

The big event of the month will be a disaster day. Patrols will be confronted with mock emergency situations that will improve and test their first aid skill, decision-making ability, and teamwork. The disaster day might be the highlight activity of a weekend campout, or it can be held in a local park or shopping center as a public demonstration of BSA first aid.

## 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 situations and for many less serious injuries
- Confidence that they will be able to act rationally in an emergency

## ADVANCEMENT OPPORTUNITIES

By the end of the month, all Scouts should have met the majority of their basic first aid requirements through First Class rank. If the disaster day is part of a campout, they might also complete all or part of the following rank requirements:

*Tenderfoot*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn, first aid
- 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
- Physical fitness—drug awareness

*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 First Aid and Emergency Preparedness merit badges this month; they should be able to complete most of the requirements. If the troop has a campout in conjunction with disaster day, they might also complete some requirements for Cooking, Camping, Hiking, and Lifesaving merit badges.

## PARENT/GUARDIAN PARTICIPATION

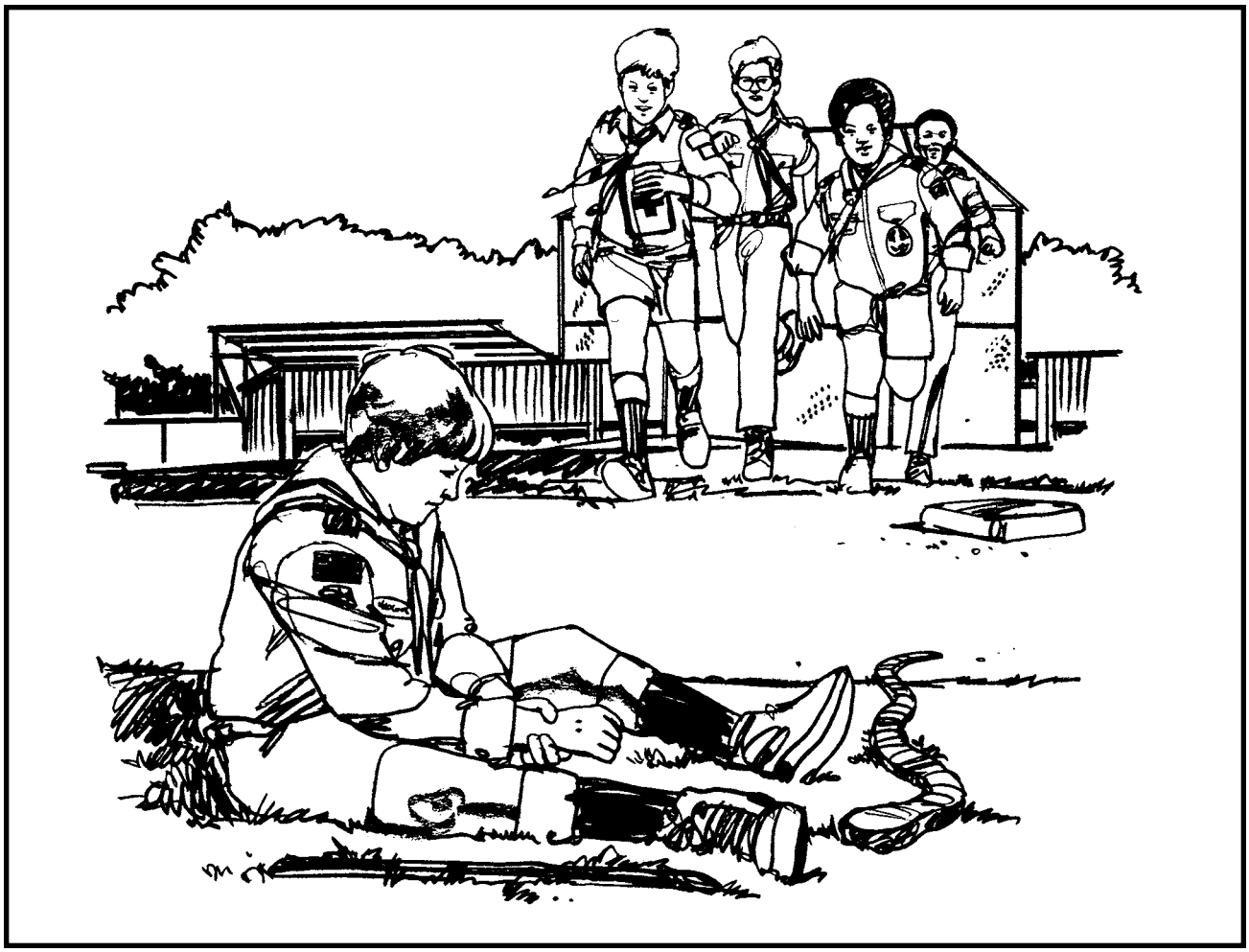
The patrol leaders' council can involve parents and guardians in the program feature this month by

- Asking qualified parents and guardians to help with first aid instruction
- Inviting them to the disaster day event
- Asking parents and guardians to provide transportation, if necessary, for disaster day

## PATROL LEADERS' COUNCIL

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

- Decide whether or not the disaster day will be a stand-alone event or the highlight of a campout. Choose a site and ask an assistant Scoutmaster or troop committee member to secure any necessary permissions.
- Plan the mock emergency situations the patrols will face on disaster day or, if the patrol leaders' council wants the entire troop to be surprised by the mock emergencies, assign an adult leader to plan them. (Sample emergencies appear on the following pages.)
- Invite First Aid and Emergency Preparedness merit badge counselors to help with troop meeting instruction and to serve as judges of patrol performance on disaster day.



- Plan details of troop meetings for the month. Assign patrol demonstrations of the skills needed for disaster day.

## BIG EVENT

### Disaster Day

This big event can take one of several forms. It might be

- The highlight of a campout during which patrols are confronted with several unexpected situations requiring a search for "victims," administering first aid, deciding whether or not to transport the "victims," and if so, how to transport them properly
- A fairly simple afternoon exercise of first aid tests, either in a remote area or in town
- A public demonstration of first aid in a local park, shopping center, or other easily accessible area
- A surprise call at an unusual hour for the troop to mobilize and be prepared to handle first aid for the "victims" of a mock disaster

The patrol leaders' council should decide how to set up the disaster day. Whatever form they choose, the patrols will be presented with a series of first aid problems that are as realistic as possible. Use makeup on your "victims" to simulate real injuries. The victims can be troop committee members or Webelos Scouts from a nearby Cub Scout pack.

Make the emergencies as realistic as possible, too. If, for example, disaster day is held in a remote area and one of the victims is supposed to have fallen down a steep embankment and suffered a broken leg, that's where he should be found. You might want to have one of the victims lost as well as injured so that the patrols must organize a lost-person search.

### Sample Disaster Day Emergencies

A disaster day exercise can be made up of a series of first aid problems. Patrols go from one scenario to the next, spending twenty to thirty minutes at each one.

Mock emergencies should be set up based on the first aid training Scouts have received during the month. The emergencies should reinforce what the boys

have learned and give them confidence in their ability to provide appropriate emergency care.

For each problem there should be a knowledgeable adult or older Scout on hand who is qualified to assess the patrols' performance and to reinforce their knowledge. As Scouts complete their treatment of an accident victim, the resource person can help them understand what they did correctly and provide guidance on ways they can improve in the future.

**Sample Emergency 1**
A Scout who has been working on a conservation project on a hot, humid afternoon returns to camp to help with supper. Near the cooking fire, he suddenly becomes dizzy and nauseous, loses his balance, and falls. As he falls, his hand goes into a pan of hot grease. His face is pale and clammy, and he is barely conscious.

**Sample Emergency 2**
A hiker has tumbled down a steep ridge. Scouts find him with one leg bent under him and the ankle apparently deformed. A cut on his left wrist is spurting blood.

**Sample Emergency 3**
Scouts find a fisherman along the shore of a stream. He is having trouble breathing, is sweating heavily, and feels nauseous. He complains of an uncomfortable pressure in the center of his chest.

**Sample Emergency 4**
A boy is found unconscious near a large fallen tree branch. His right lower leg is bleeding and is turned at an abnormal angle. There is blood on his chest and face.

**Sample Emergency 5**
The victim is found sitting at the foot of a tree. He is holding his leg and says, "I've been bitten by a snake!" On his calf are two small puncture wounds about three-fourths of an inch apart.

**Sample Emergency 6**
A young boy is found wandering near a stream, mumbling to himself. His clothing is wet and he is shivering uncontrollably. Blood is oozing slowly from a wound on his head.

# FIRST AID

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Have Scouts demonstrate first aid for shock or one of the "hurry cases" *(Boy Scout Handbook)*. | | |
| **Opening Ceremony**<br>_____ minutes | • Form the troop into single-rank formation.<br>• Hold a uniform inspection.<br>• Repeat the Scout Oath and Law.<br>• Repeat the Pledge of Allegiance. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on the Heimlich maneuver and on basic first aid for simple cuts, scratches, and blisters (or other appropriate first-aid emergencies).<br>• Experienced Scouts practice bandaging and begin CPR instruction with a certified teacher.<br>• Older Scouts work on the Venture program or instruct younger Scouts in basic first-aid techniques. | | |
| **Patrol Meetings**<br>_____ minutes | Patrols practice general principles of first aid. Plan activities to work on advancement. Those Scouts who have not completed their requirements for flag ceremonies and community service projects receive help in working on these. | | |
| **Interpatrol Activity**<br>_____ minutes | Play First-Aid Baseball. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Repeat the Scout benediction.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the Disaster Day. Begin work on next month's program feature. | | |

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# FIRST AID

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice first aid for minor burns or scalds (first degree), frostbite, sunburn, and nosebleeds (or other appropriate first-aid emergencies).<br>• Experienced Scouts continue to work on CPR with a certified teacher.<br>• Older Scouts work on the Venture program or help younger Scouts with first-aid basics. | | |
| **Patrol Meetings**<br>_____ minutes | Review assignments for the disaster day event. Practice interpatrol activities. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Stretcher Relay. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the troop Disaster Day. Continue work on next month's program feature. | | |

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# FIRST AID

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on basic first aid for bites or stings of insects and ticks, and for poisonous snakebite (or other appropriate first-aid emergencies).<br>• Experienced Scouts continue to work on CPR with a certified instructor.<br>• Older Scouts work on Venture program or help younger Scouts with first-aid basics. | | |
| **Patrol Meetings**<br>_____ minutes | Finalize the plans for the disaster drill. Make sure everyone knows the time and location for the event. Practice interpatrol activities. | | |
| **Interpatrol Activity**<br>_____ minutes | Select a game from *Troop Program Resources.** | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and the Disaster Day event. Continue work on next month's program feature. | | |

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# FIRST AID

## TROOP MEETING PLAN

**Date** _____ **Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts use the sample first-aid problems provided to test their skills.<br>• Experienced Scouts continue to work on CPR with a certified instructor.<br>• Older Scouts work on the Venture program or practice applying makeup for realistic Disaster Day injuries. | | |
| **Patrol Meetings**<br>_____ minutes | Make sure everyone has the plans for the disaster drill. Practice any interpatrol activities that will take place. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Ice Accident. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and checks last-minute details for the disaster drill. Finalize work on next month's program feature. | | |

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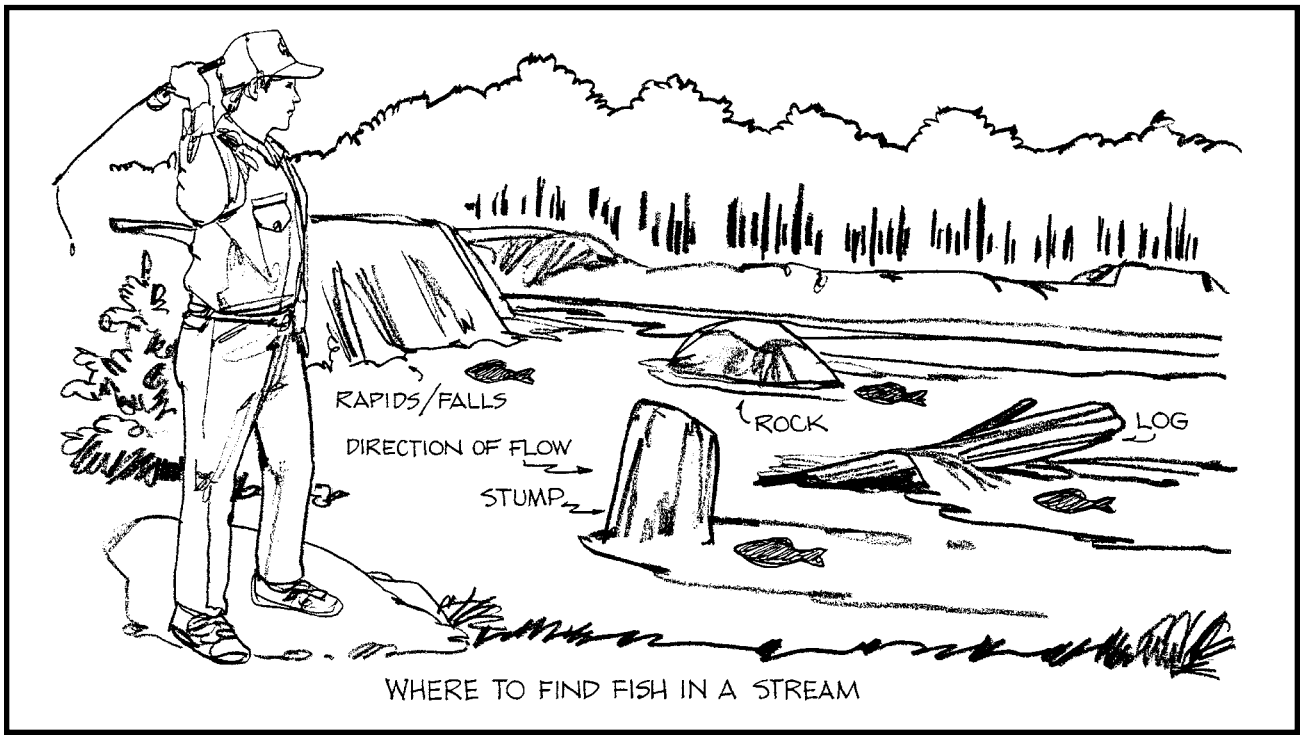
# FIRST AID

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| 9:00 A.M. | Arrive at location for disaster drill. Set up necessary materials. | PLC/PL |
| 9:30 A.M. | Troop arrives. | |
| 10:00 A.M. | Begin problem solving. | |
| 11:30 A.M. | Sack lunch | |
| 12:30 P.M. | Continue problem solving. | |
| 4:30 P.M. | Present awards, return home. | |
| **Special equipment needed** | First-aid supplies | |

# FISHING



WHERE TO FIND FISH IN A STREAM

Give a boy some line and a hook and let him go fishing and he can have endless fun. The sport of fishing can be done with a simple cane pole or a fancy graphite pole and specialty reel.

What a great way to spend a weekend outing! You can catch your supper and prepare it (but take along some hot dogs, just in case). You can have fun, learn about nature, and have the thrill of preparing something you caught.

This program is an excellent way to have a family weekend outing. Everyone can participate, or it might be a chance for a Scout and one parent to get to know each other better. Your Fishing Frolic weekend can be a super event, regardless of how you plan it.

## 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 a determination to follow the Outdoor Code
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

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

*Tenderfoot*

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

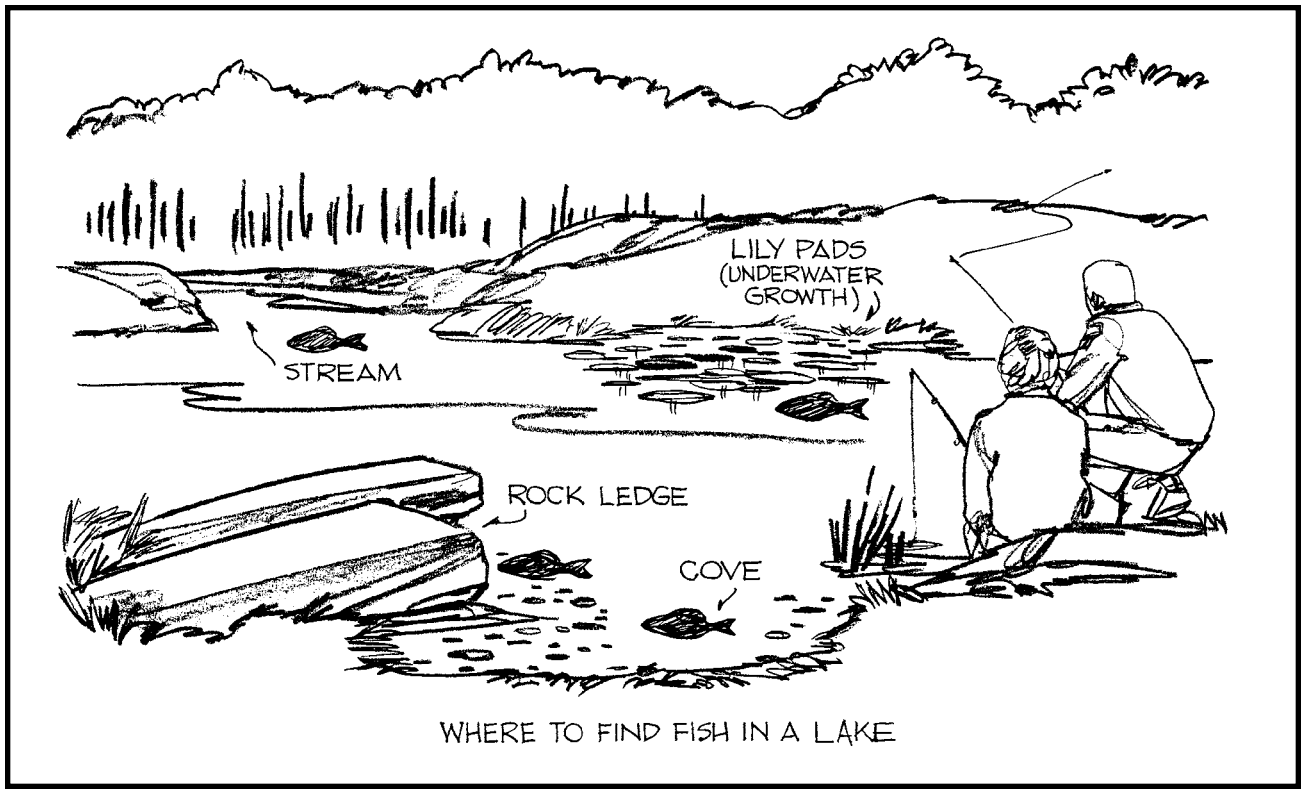
*Second Class*

- 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 Camping and Fishing merit badges this month; they should be able to complete many of the requirements. Depending on activities during the outing, they may



WHERE TO FIND FISH IN A LAKE

also cover requirements in Cooking, Hiking, Pioneering, 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 fishing skills
- Inviting parents and family members on the outing
- Asking parents to provide transportation to the starting point for the backpacking trek into camp, 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 planning at patrol leaders' council meetings after each troop meeting.

- Decide on the site for the Fishing Frolic. If permission will be needed, assign someone to secure it.
- Plan the special activities. See the ideas on these pages. If gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- 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 Fishing Frolic. For example, assignments might be

  **Patrol A—**Fly-fishing

  **Patrol B—**Casting

  **Patrol C—**Lures

  **Patrol D—**Cleaning your fish

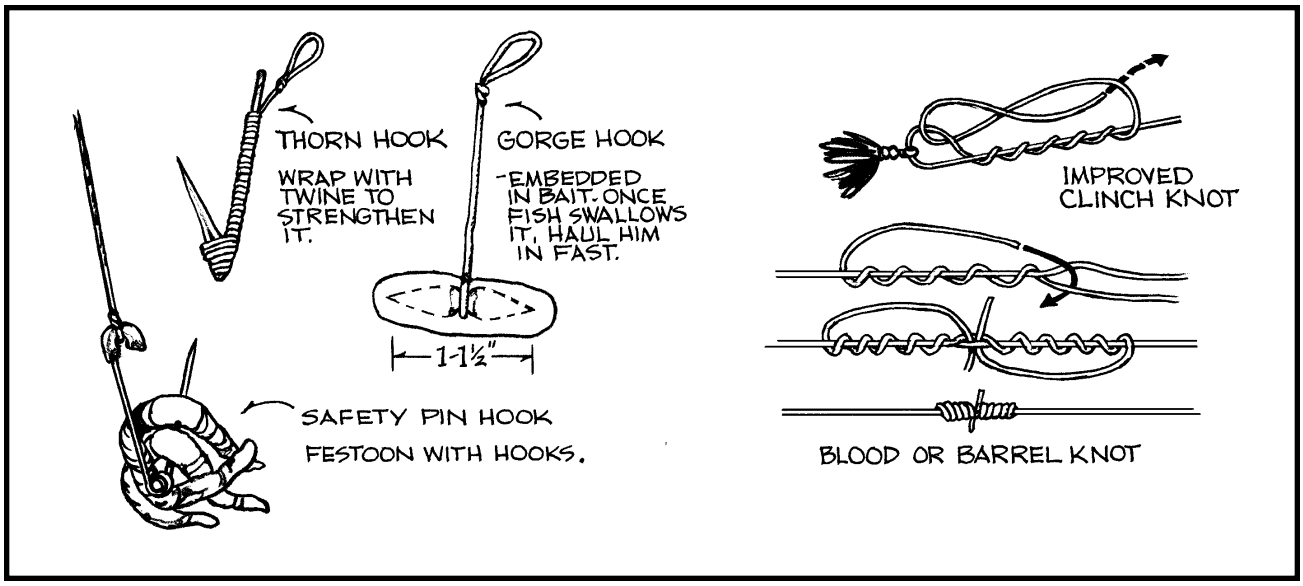
## FEATURE EVENT

### Fishing Frolic

The first thing to remember in planning the highlight event is that the fun of fishing is a relative thing. For the 11-year-old who has never caught a fish, a perch or even a small flounder or snapper can be a thrill. For the veteran of battles with 2-pound trout, 5-pound smallmouths, and 6-pound blues or stripers, a 7-inch bluegill can still be fun on a light fly rod with a hair-fine leader and mosquito-sized dry fly. The thrill will be even greater if the Scout is with his parent.

### Planning Fishing Activities

You don't have to catch a big fish to have fun fishing. You don't even have to catch fish at all to work up a




good month's program. In fact, you don't have to get out of the school gym or church basement to teach Scouts some of the elements of how to fish. But, naturally, you will want to go outside if it is at all possible to do so.

The purpose of this program feature is threefold. First, the purpose is to introduce fishing to the Scouts so they will learn enough fundamentals to have fun and perhaps develop a lifelong hobby. Fishing is one of the most relaxing sports there is, and in this day of high-pressure living, when we run to catch an elevator, more fishermen would probably result in fewer ulcers and coronaries.

Another purpose is to emphasize the idea that fishing is a sport and not necessarily a source of meat in the pot. The fisherman who goes out to catch the limit or stock his freezer rarely has fun. But, if his objective is to have fun in the outdoors on stream, lake, or bay, enjoying the world of nature to the fullest, catching fish is an extra dividend to a healthful day.

The third purpose is to teach good sportsmanship and outdoor manners. The use of the American outdoors is increasing at a tremendous rate. Millions upon millions flock each year to America's waterways to fish, swim, water ski, or go boating. Good sportsmanship and outdoor manners are essential if all of these waterways are to remain open for public use and support such a variety of recreation.

### Projects for Patrols

The following projects are designed for use at patrol meetings and for demonstration by patrols at troop meetings.

**FISH IDENTIFICATION.** The best way to learn one fish from another is to use some real, honest-to-goodness, recently caught fish. The second best way is to use good color pictures such as those found in fishing tackle catalogs and in state conservation department pamphlets. Catalogs may be obtained at fishing tackle shops or by writing to manufacturers. You might find help from a local conservation agent or game protector, or by writing to the state conservation department.

After the Scouts learn to identify most local fish, organize an identification contest.

**FISHERMAN'S KNOTS.** Usually, the weakest link between fish and fishermen is the knot used to tie leader to hook, leader to line, or to connect two pieces of leader. Some knots won't slip, but they break faster than others. The blood knot for tying two pieces of monofilament together; the clinch knot for tying monofilament or nylon leader to a hook or snap-swivel; the perfection loop; and the line-to-leader knot are easy to tie and have been developed for present-day synthetic lines. (See the *Fishing* merit badge pamphlet for how to tie these knots.) In learning to tie them, use two strands of deck lines of different colors, then apply the knowledge to actually tying the fishing line appropriately.

There is a wealth of computer programs that are both educational and fun. Rather than endorsing a product, suggest visiting a local video or computer store.

**LIVE AND ARTIFICIAL BAITS.** Live bait can be a couple kinds of worms, grasshoppers, crickets, grubs, hellgrammites, crayfish, minnows, clams, crabs, or other animals. Artificial baits include dry or wet flies, streamers, bucktails, and nymphs aimed more at attracting fishermen than fish. Each has its use and place. In this

project, make up an exhibit of different kinds of live and artificial baits with notes on how to use them and the fish they are intended for. Get the help of a fishing tackle dealer, local bass club, or an accomplished fisherman.

**FISHING REGULATIONS.** While the trend is toward fewer regulations—open seasons, size limits, creel limits, time of day—there are still regulations everyone must know. Write to your state conservation department or ask a fishing tackle dealer, license issuing agent, or game protector for a folder about regulations. Learn the regulations and then explain them to the troop.

**HOW FISH LIVE.** Get help from a fishing expert or conservation agent, or refer to the *Fishing* merit badge pamphlet. Make a chart of a local lake, river, stream, or bay showing where fish are likely to be found in spring or summer; morning, afternoon, or evening; and on hot or cool days. Different fish have different preferences, and unless you fish in the right place at the right time, you will quickly learn why 10 percent of the fishermen catch 90 percent of the fish.

**CARE OF TACKLE.** Refer to the *Fishing* merit badge pamphlet and get help from your tackle dealer in order to demonstrate oiling and cleaning a reel, sharpening hooks, rejuvenating feather lures with steam, repairing or replacing windings on a rod, varnishing a rod, tightening ferrules, replacing guides, checking line for weak spots, and replacing hooks on lures.

**SURVIVAL SKILLS IN FISHING.** Use milkweed fibers, the inner bark of elm, hickory, and basswood, or other natural fibers (or even an unraveled handkerchief, neckerchief, or shirttail) to twist 10 feet or more of line. Make a gorge hook, safety-pin hook, or thorn hook and tie it to the line.

**TROOP DEMONSTRATIONS.** For each demonstration, try to have enough tackle on hand for each Scout to have a chance to practice. You will also need enough tackle for contests and games.

During each demonstration, have the expert explain the tackle and how it works, show how to rig it up, and discuss the advantages and disadvantages of the type of casting being shown. Have the expert emphasize the importance of safety when casting overhand from a boat or pier.

**GAMES AND CONTESTS**. This fishing program feature lends itself to numerous games and contests. Here are some ideas:

**1. Cast at a bike tire, trash can top, hoop, or other target.**
Bull's-eye counts 10. Subtract 1 point for each foot the lure lands away from the target. Each patrol member casts once. The patrol with the highest score wins.

**2. Mount specimens of live and artificial baits, and number each one.**
The purpose is to identify the baits and name the fish for which they are intended.

**3. Mount pictures of fish found locally.**
The purpose of the game is to identify each fish, tell which bait to use, and where you could expect to find the fish.

**4. Provide each patrol with a spool of thread.**
The first patrol to make 10 feet of 4-strand twisted line wins the game.

**5. Provide each patrol with four hooks, four pieces of monofilament line, and four pieces of bait-casting line.**
The first patrol to connect four sets of line to leader to hook with correct knots wins the game.

# FISHING

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Invite an expert fisherman to demonstrate fly-casting methods. Let Scouts practice. | | |
| **Opening Ceremony**<br>_____ minutes | • Assemble the troop.<br>• Have a Scout tell in his own words what trustworthy means.<br>• Present colors.<br>• Recite the Pledge of Allegiance.<br>• Repeat the Outdoor Code. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on basic fishing techniques.<br>• Experienced Scouts become familiar with various kinds of poles, rods, and reels for fishing.<br>• Older Scouts work on the Venture program or plan a 50-mile canoe trip that could begin or end where the troop plans its outing this month. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the outing this month and make sure everyone knows what to bring and their assignments 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. | | |
| **Interpatrol Activity**<br>_____ minutes | Play The Tangle Knot. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Assemble the troop.<br>• Recite the Scout benediction.<br>• Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the Fishing Frolic. Begin work on next month's program feature. | | |

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# FISHING

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Invite an expert fisherman to demonstrate fly tying. Let Scouts practice. | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice tent pitching and making a ground bed (*Boy Scout Handbook* and *Fieldbook*). Do Tent Pitching Contest. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts become familiar with types of lures and baits you will be using on the outing. Also learn how to clean fish.<br>• Older Scouts work on the Venture program or assist as instructors for younger Scouts, or continue work on canoe trip planning. | | |
| **Patrol Meetings**<br>_____ minutes | Review assignments for the outing. 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**<br>_____ minutes | Play Sloppy Camp. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# FISHING

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Invite a fisherman to demonstrate the electronic equipment used on a bass boat. | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on clothing and equipment needed for a troop campout and become familiar with troop camping gear. If possible, set up a dining fly and pitch a troop tent outside your meeting area. Also learn what to do if you get lost *(Boy Scout Handbook)*.<br>• Experienced Scouts make arrangements for boats and bait.<br>• Older Scouts work on the Venture program or assist in planning for the outing. | | |
| **Patrol Meetings**<br>_____ 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. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts might plan to take pictures at the campout to add to your troop's scrapbook, or plan to shoot slides to show at your next family gathering. | | |
| **Interpatrol Activity**<br>_____ minutes | Do one or more of the games in the Games section of the *Troop Program Resources.** | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# FISHING

## TROOP MEETING PLAN

**Date** _____ **Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts learn the basic fishing knots used in tying lures.<br>• Experienced Scouts get maps of waters you will be fishing on. Determine the best locations for the type of fish you are going out for. Check to make sure no one needs a fishing license. Check on proper safety equipment for the boats.<br>• Older Scouts work on the Venture program or show a lake topographical map. Relate similarities and differences in the lake map and above-water maps. Explain how maps can be useful in locating fish. | | |
| **Patrol Meetings**<br>_____ minutes | Review plans and assignments for the outing. Make sure everyone knows the travel plans and equipment needs. Review the patrol duty roster. Practice interpatrol activities that will take place. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Remote Clove-Hitch Tying. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# FISHING

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Friday evening** | Load gear at meeting location, leave for campsite. Plan only a light meal en route. | SPL |
| | Arrive at the campsite, off-load equipment. Set up patrol sites. Stow gear and set up camp. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| | Patrols put up the gear for morning activities, clean up patrol site. | |
| 8:30–11:30 A.M. | Leave for fishing area. | SPL |
| Noon | Sack lunch | |
| 1:30 P.M. | Continue fishing. | |
| 5:30 P.M. | Start dinner preparation—clean fish. | Cooks |
| 6:30 P.M. | Dinner | SPL |
| 7:00 P.M. | Clean up. | Cooks |
| 8:30 P.M. | Campfire | |
| 9:30 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—Play four games from the Games section of *Troop Program Resources** or go fishing. | |
| 11:00 A.M. | Break camp. | |
| **Special equipment needed** | Topographic maps, fishing equipment, troop camping equipment | |

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

# FORESTRY

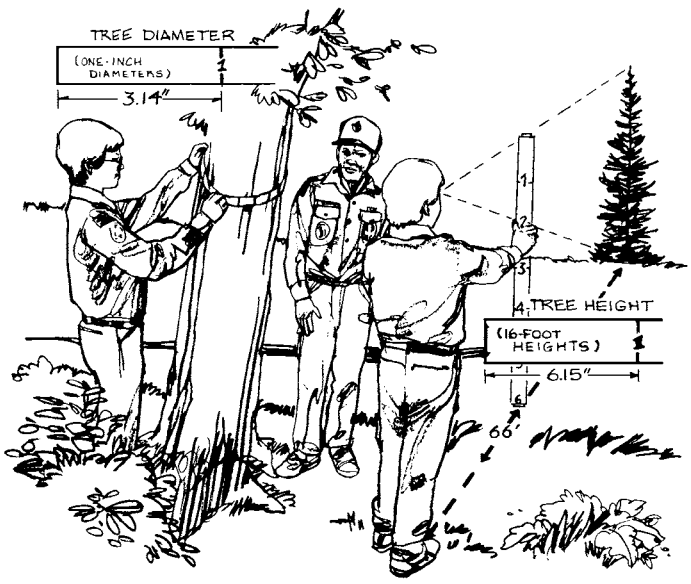
*Diameter Tape and Cruising Stick*

*Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential to figure the amount of wood in a tree. To measure a tree's diameter:*

1. *Cut a strip of flexible paper about ½ inch wide and 45 inches long.*
2. *Begin at one end of the paper strip and make ink marks 3.14 inches apart. Number these marks consecutively starting with "1" on the left end of the tape (3.14 inches on your tape is equal to 1 inch of tree diameter).*
3. *To measure the tree's diameter, wrap tape around the tree at chest height, 4 ½ feet above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.*

*To measure a tree's height:*

1. *Glue a strip of hard paper or cardboard on one side of a yardstick.*
2. *Begin at one end and make marks 6.15 inches apart with black ink.*
3. *Label the first mark "1," second mark "2," and so on.*
4. *To measure the tree, stand 66 feet from it; hold one arm out horizontally and the stick perpendicular to the ground at arm's reach, about 25 inches from your eyes, as shown. Slide the stick up or down until the top of the stick lines up with the treetop. Without moving your head, sight to the bottom of the tree (keeping the stick perpendicular) and note the place on the stick where the line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is two, as in the illustration, then there are two 16-foot lengths. The tree is 32 feet high, or two times 16 feet.*




A prominent government official once said that we couldn't afford to gain the vastness of space and lose the earth in the process. The implications of this statement point to the ever-increasing importance of preserving the earth's natural resources in the space age.

Satellites, jet planes, and nuclear energy all assume a greater importance each day. But the human energy that produces and operates these machines is still dependent upon the soil of the earth for food. The machines themselves can be produced only with the help of vast supplies of clean water—water that comes in part from well-managed forest watersheds.

Every Scout should know the importance of all natural resources and of the interdependence of forest, range, soil, water, and wildlife.

## 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 to stop it
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

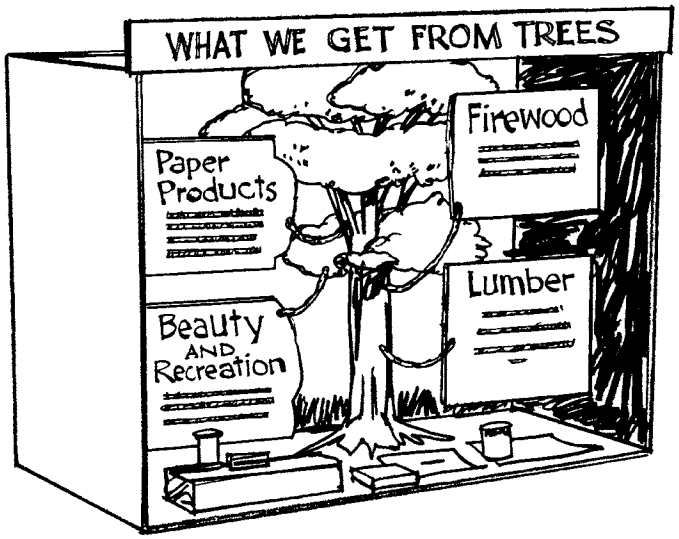
By month's end, all Scouts should meet many of their basic nature and camping requirements through First Class rank. Depending on troop meeting and campout activities, they may also complete all or part of the following rank requirements:

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




## 3-D TREE DISPLAY

1. CHECK FORESTRY MERIT BADGE PAMPHLET TO LEARN PRODUCTS FROM TREES.
2. CUT OUT TREE SHAPE AND MOUNT ON HEAVY CARDBOARD.
3. CUT OUT THE CHART SECTIONS WHICH LIST THE FOREST PRODUCTS WE GET FROM THE RESPECTIVE PARTS OF A TREE. MOUNT THESE SECTIONS SEPARATELY ON CARDBOARD.
4. USE AN OPEN FRONT CARDBOARD OR EXHIBIT BOX ABOUT 4 x 2 x 3 FEET. MOUNT THE TITLE "WHAT WE GET FROM TREES" AT THE TOP OF THE OPEN FRONT.
5. FASTEN THE TREE INSIDE THE BOX. HANG THE SEPARATE CARDBOARD SECTIONS FROM THE BOX TOP WITH WIRE. STRING COLORED KNITTING YARN FROM THE CARDBOARD SECTIONS TO THE PART OF THE TREE THAT PRODUCES THE PRODUCTS LISTED ON THE CARDBOARD.
6. PLACE SEVERAL SMALL SAMPLES OF WOOD BYPRODUCTS UNDER THE TREE.

*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 Nature, Camping, and Forestry merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Pioneering, Mammal Study, Geology, Fish and Wildlife Management, Insect Study, and Wilderness Survival.

### PARENT/GUARDIAN PARTICIPATION

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

- Asking qualified people to assist with instruction in environmental skills
- Inviting parents on the campout
- Asking parents to provide transportation to the campout

### 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 troop campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas in these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Review the Leave No Trace principles found in the *Boy Scout Handbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.

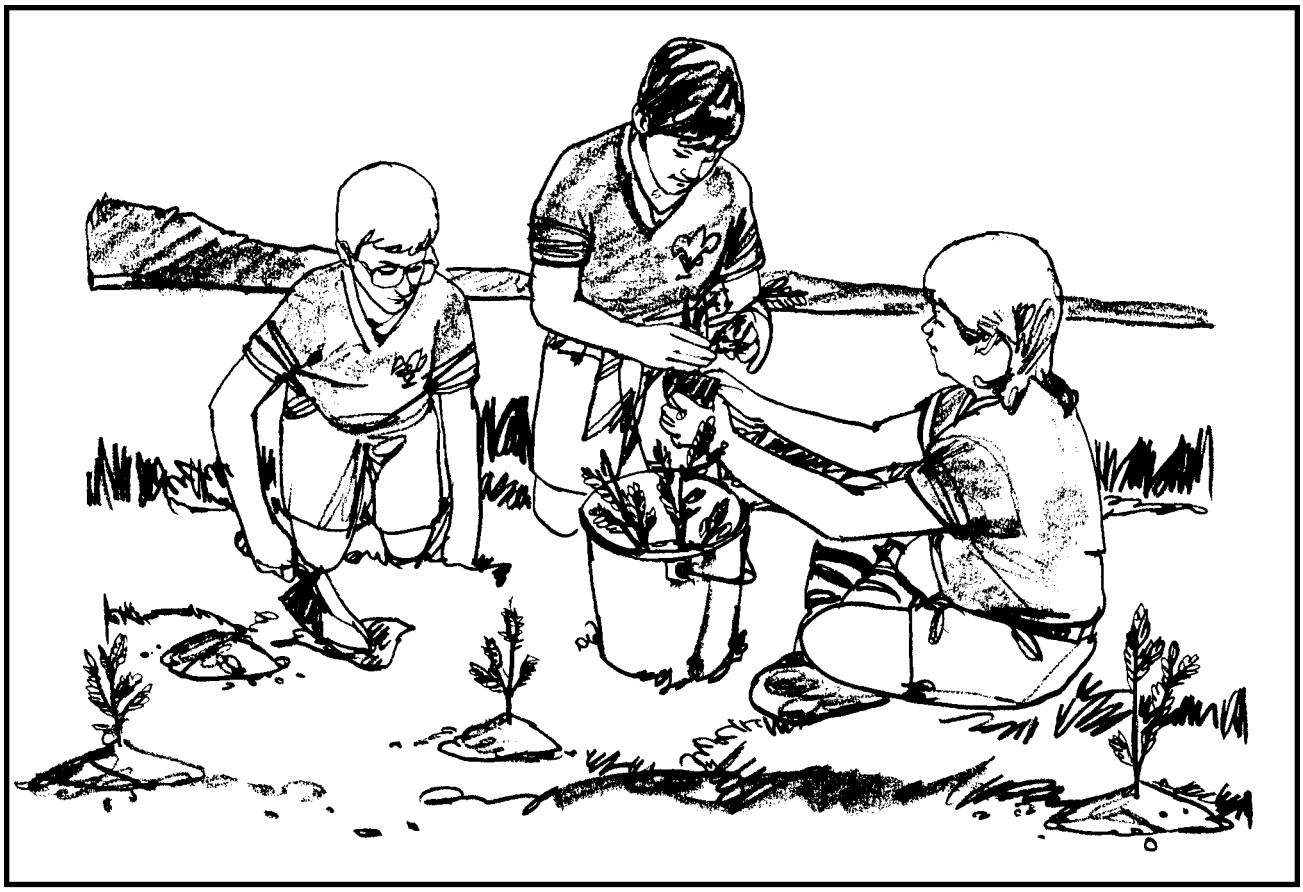
### FEATURE EVENT

#### Leave No Trace Outing

On this outing, renew your commitment to low-impact camping. Use methods that will not have a lasting impact on the environment. Make sure all Scouts, regardless of age, rank, or outdoor experience, know and practice these methods.

#### Activities for Campout and Back Home

**LUMBER VALUE.** Choose an area of forest land and count the number of trees. Find out from a local resource agency or forest industry representative how to make a rough estimate of the number of board feet yielded per tree, and the number that could be obtained from 100 acres (or 100 hectares). Check with a lumberyard to determine the retail price of lumber per 1,000 board feet. Contact a timber company and ask the cost



of converting trees to 1,000 board feet of lumber and transporting it to the lumberyard. Subtract this amount from the retail price quoted by the lumberyard. What might this 100 acres (or 100 hectares) of forest be worth in dollars for lumber? Note: This figure will not take into account marketable by-products, such as particle board or pressed wood logs.

What might the value of this forestland and its lumber be other than as measured in dollars; for example, as a source of inspiration and solitude?

**WATERSHED VALUE.** Discuss the concept of a watershed and the ways in which a forest affects the amount of water available in an area.

From the local water company, find out the dollar value of 1,000 gallons of water (or 1,000 cubic meters). What is the dollar value for the amount of water that fell on the sample plot?

From the U.S. Weather Service or your local soil conservation service, find out what percent of rainfall they estimate goes into sources (aquifers, streams, etc.) available for human consumption. How would this compare with the same amount of rainfall on a plot of the same size in open prairie, for example?

Calculate approximately what the forest is worth as a watershed. Attempt to calculate what the forest is worth as a watershed to living things other than people.

**WILDLIFE VALUE.** Find out what types of wildlife inhabit this forestland. How many animals and birds? Are there any deer, turkey, quail, or other species that are hunted by humans?

Determine how much money local hunters spend on licenses, guns, ammunition, equipment, lodging, travel, and guides. Include any forms of nonconsuming uses related to wildlife (photography and bird-watching, for instance) that generate economic income in this area. What is the total wildlife value (as measured in dollars) of this land?

Describe the wildlife value of this land other than in dollars; for example, as a gene pool for future generations.

**RECREATIONAL VALUE.** Determine what forms of recreation take place in the forest. Find out what camping or parking charges are levied per day. How many people use this forest for camping or other recreation, and how much money do they spend in the area? What is the total recreational value measured in dollars? What recreational values in the forest are not easily measured in dollars?

**FORAGE VALUE.** Determine whether cattle or sheep could use this land for grazing. How many animals could it support? How much are the animals worth on today's market? What are the total forage values, economic and otherwise?

The forest's intangible values for wildlife, meteorological influences, and natural beauty are hard to calculate but are nonetheless real and worthy of consideration.

If the community wanted to clear this forest in order to build homes, provide farm sites, or put in a highway, how would the proposal influence the land value? Decide which uses make the land more valuable and to whom. Specify how you are measuring value. Find another way to measure value. Does your answer change?

Decide whether the various values determined for the forest could be applied to other areas of the same size but of different forest types. Specify what variables might make a difference in the economic (or the intangible) values of the area, and from whose viewpoint.

**ENVIRONMENTAL VALUE.** Trees also help "clean" the atmosphere by absorbing carbon dioxide for photosynthesis. That means less carbon dioxide enters the atmosphere to contribute to global warming.

# FORESTRY

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br><br>_____ minutes | Play Poison. Have the troop form a circle, but with Scouts of various patrols alternating. Mark a circle on the ground, 5 to 6 feet in diameter. All Scouts join hands and move rapidly around the circle, while each Scout tries to force the opponent next to him on either side to step into the circle. Any Scout stepping into the circle is "poisoned" and drops out of game. The game is continued until only one Scout is left. His patrol wins. | | |
| **Opening Ceremony**<br><br>_____ minutes | • Assemble the troop.<br>• Hold a uniform inspection.<br>• Repeat the Scout Oath.<br>• Present colors.<br>• Recite the words to the national anthem. | | |
| **Skills Instruction**<br><br>_____ minutes | • New Scouts work on nature requirements to identify 10 kinds of wildlife and local poisonous plants. Play Nature Kim's Game. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts plan to do a conservation project. Get advice from a state or federal conservation service.<br>• Older Scouts work on the Venture program, or take an inventory of troop camping gear and make repairs. | | |
| **Patrol Meetings**<br><br>_____ minutes | Discuss plans for the campout this month and make sure everyone knows what his assignments are and what to bring. New Scouts need to know what support they will provide for the outing. Patrols plan activities to work on advancement. Plan the menu for the campout. | | |
| **Interpatrol Activity**<br><br>_____ minutes | Play Three-Legged Football. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br><br>_____ minutes<br><br>Total 90 minutes of meeting | • Form the troop into patrols, call patrol leaders forward to lead patrol yells.<br>• Repeat the Scout Law.<br>• Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the Leave No Trace outing. Begin work on next month's program feature. | | |

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

# FORESTRY

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts plan a 5-mile hike. This could be a nature hike. They work on basic hiking safety procedures.<br>• Experienced Scouts plan a field trip to a natural area, such as a park, forest, lake area, etc. Plan to determine the number of species of trees and plants and look for evidence of insect or disease damage. If you do this in the winter, identify trees by bark and twigs.<br>• Older Scouts work on the Venture program, or assist the troop guide in teaching hiking techniques. | | |
| **Patrol Meetings**<br>_____ 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**<br>_____ minutes | Do Nature Scavenger Hunt. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# FORESTRY

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • Nature Ramble: Patrols are sent out within a specified distance from the meeting place to look for conservation work that could be used in their rank advancement. Collect items for the interpatrol activity. If there is a body of water, such as a creek or pond, take a jar and fill it with water to study things that would live at the edge of the water, such as crayfish, frogs, turtles, etc.<br>• Older Scouts work on the Venture program or participate in Nature Ramble. | | |
| **Patrol Meetings**<br>_____ minutes | Finalize menus for the troop campout and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Review plans for any conservation projects that your patrol has been planning. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Nature Memory Hunt. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# FORESTRY

## TROOP MEETING PLAN

**Date _____ Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts review troop camping procedures and their involvement in the troop campout *(Boy Scout Handbook)*.<br>• Experienced Scouts finalize plans for a nature hike or conservation project. If it will be held during the troop outing this month, make sure they do their share of duties with the troop.<br>• Older Scouts work on the Venture program or plan a 1K orienteering course for the campout. | | |
| **Patrol Meetings**<br>_____ minutes | Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Make sure that you have any special equipment you will need for the nature projects you will be doing. | | |
| **Interpatrol Activity**<br>_____ minutes | (Select a game from the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute—Conduct a reflection on the experiences of the month.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and checks last-minute details for the Leave No Trace campout. Finalize work on next month's program feature. | | |

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# FORESTRY

## TROOP OUTDOOR PROGRAM PLAN

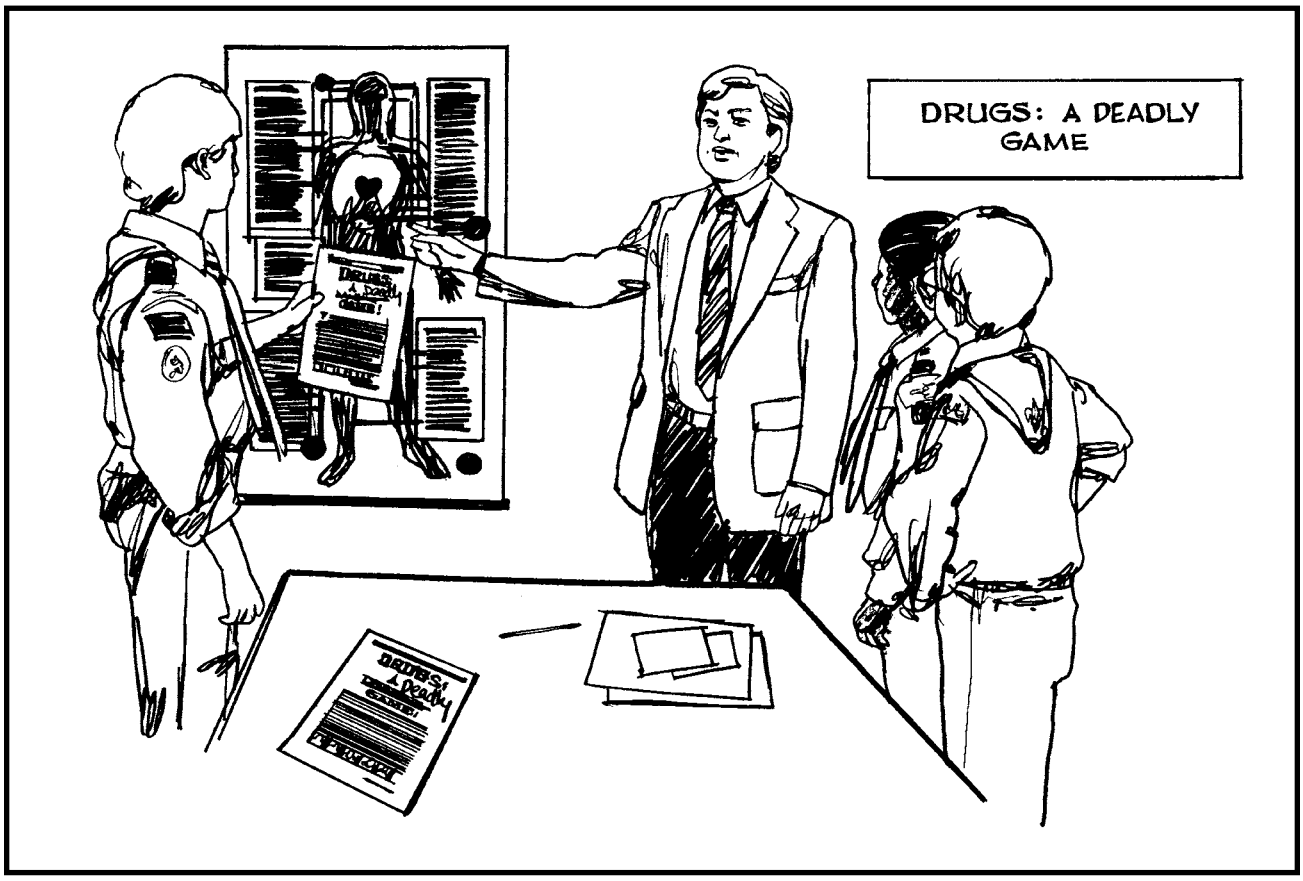
**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Friday evening** | Load gear at meeting location, leave for campsite. Plan only a light meal enroute. | SPL |
| | Arrive at campsite, off-load equipment and set up patrol sites. Stow gear and set up camp. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| | Patrols put up the gear for morning activities, clean up patrol site. | |
| 8:30–11:30 A.M. | Set up nature trail, start conservation project, or do basic Scouting skills activities. | SPL |
| 11:30 A.M. | Sack lunch | |
| Noon | Continue conservation/nature activities. | |
| 4:30 P.M. | Start dinner preparation. | Cooks |
| 5:30 P.M. | Dinner | SPL |
| 6:00 P.M. | Clean up. | Cooks |
| 8:00 P.M. | Troop campfire | |
| 9:00 P.M. | Cracker barrel | |
| 10:00 P.M. | Lights out | |
| **Sunday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| | Patrols put up the gear for morning activities, clean up patrol site. | |
| 8:30 A.M. | Worship service | |

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| 9:00–11:00 A.M. | Patrol games—Use four games from the Games section of *Troop Program Resources.** | |
| 11:00 A.M. | Break camp. | |
| **Special equipment needed** | Troop camping equipment, cameras, pens, tools for conservation project | |

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# HEALTH CARE




One of the aims of Boy Scouting is physical and mental fitness. Good health is, of course, a part of fitness. Among the elements required for good health are proper diet, plenty of exercise, and taking good care of the body. If the body is abused by drugs, alcohol, or tobacco, all sorts of problems can develop. This program feature is designed to drive home the lessons of good health.

Your Scouts have probably already been exposed in school to some education about drugs and alcohol. We can reinforce those lessons by making sure Scouts are aware of what drugs, alcohol, and smoking can do to our bodies.

Use the resources available in your community, as well as those from the Boy Scouts of America. All members of the troop should have a copy of a BSA pamphlet titled "Drugs: A Deadly Game." You can get this pamphlet from your local council.

## SCOUTING OUTCOMES

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

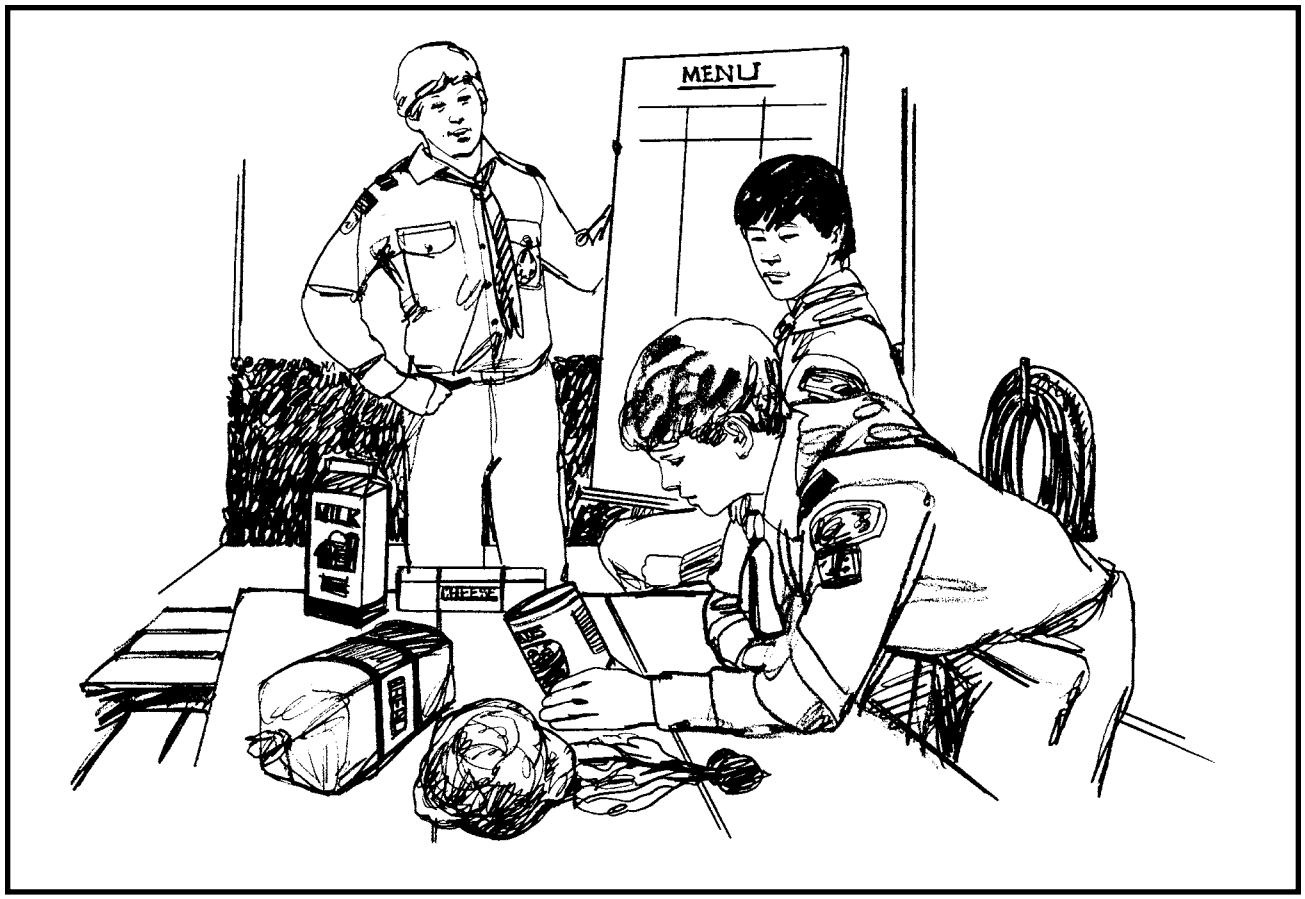
- A greater understanding of their duty to country and their duty to help other people
- Awareness of drugs and how they affect us
- An improved ability to say "no" to drugs
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their citizenship and 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




*Second Class*

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

*First Class*

- Outdoor—Camping, hiking, cooking, nature
- Citizenship—Flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law
- Physical fitness—health, drug awareness

*Merit Badges.* Experienced 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 the requirements for the Cooking, Hiking, Camping, and Citizenship in the Community merit badges.

## PARENT/GUARDIAN PARTICIPATION

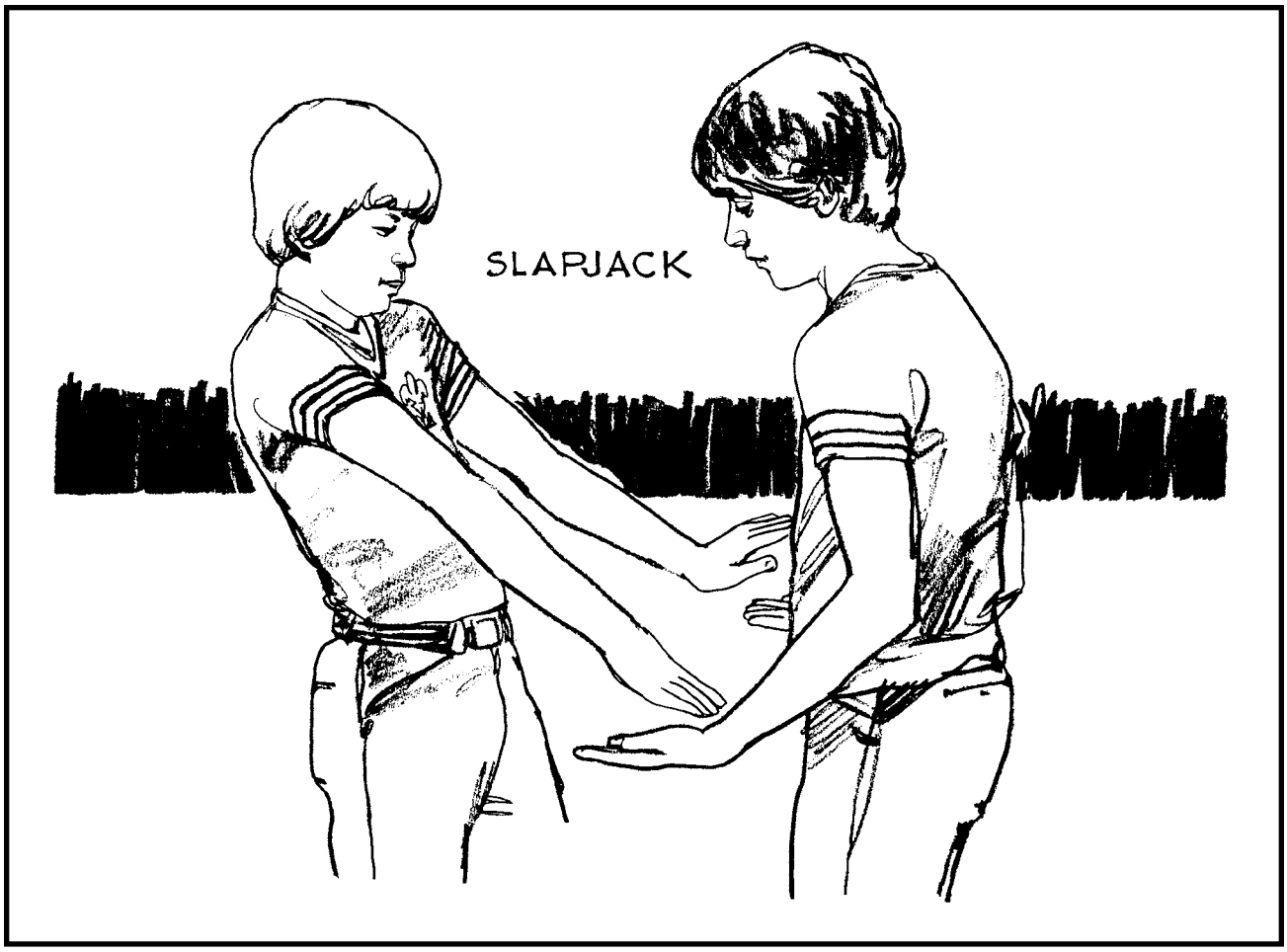
The patrol leaders' council may involve parents in the program feature this month by

- Asking qualified people to help with instruction on health planning and drug awareness
- Inviting families on the campout
- Asking them to provide transportation to the outing

## 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.

- Consider inviting a drug and alcohol expert to make a presentation at a troop meeting this month.
- Consider inviting 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 for the month's highlight, a health-care and drug awareness display. Make assignments to get resources from the BSA and community agencies.




- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for advancement through First Class. For example, assignments might be

  **Patrol A—**Opening and closing flag ceremonies for week 1

  **Patrol B—**Opening and closing flag ceremonies for week 2

  **Patrol C—**Opening and closing flag ceremonies for week 3

- Make a list of possible patrol Good Turns for the community.

## FEATURE EVENT

### Health-Care and Drug Awareness Display

For the troop's outing (or in place of a troop meeting), plan a display or booth in a shopping center or mall or some other place with a lot of pedestrian traffic.

You can get handouts about drug and alcohol abuse from the BSA and from local law enforcement agencies, public health departments, and drug and alcohol abuse services. (Look in the yellow pages of the phone book under "Drug Abuse and Addiction—Information and Treatment.")

In addition to the drug awareness emphasis, your Scouts might demonstrate simple fitness exercises, especially those that can be done while a person is doing something else—waiting for a bus, brushing teeth, reading the newspaper.

Here are other ideas for the display:

- Set up a VCR and monitor and show the BSA's video called *Drugs: A Deadly Game*. Your local council service center should have a copy the troop can borrow.
- Hand out copies of the "Drugs: A Deadly Game" pamphlet or literature from local agencies.
- Have a display of foods—both nutritious and "junk." Display a poster with calorie counts of various foods. Display another poster showing recommended diet based on what experts recommend.

# HEALTH CARE

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Have a local agency set up a display of various drug paraphernalia and types of drugs. Or have Scouts take the sobriety test given to suspected drunk drivers. | | |
| **Opening Ceremony**<br>_____ minutes | • Form troop in single rank, with Scouts at attention. Turn out all lights except for a single spot (or flashlight) aimed at the U.S. flag. A Scout from the color guard patrol recites (does not sing) the first verse of "The Star-Spangled Banner." The troop then sings the verse, and the lights are turned on. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts are tested for push-ups, pull-ups, sit-ups, standing long jump, and 500-yard run/walk. Record their results.<br>• Experienced Scouts work on requirements for the Personal Fitness merit badge or begin planning health-care and drug awareness display.<br>• Older Scouts work on the Venture program or begin planning a drug awareness rally. | | |
| **Patrol Meetings**<br>_____ minutes | | | |
| **Interpatrol Activity**<br>_____ minutes | Play Everybody Up. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | Plan who will do what activities on the outing this month. Each patrol and Scout should have a role in the display. Every Scout should have an assignment to gather information or make contacts.<br>Scout Benediction Ceremony: Have the troop form a circle.<br>Scoutmaster: "May the Great Master (*all make gesture toward heavens*) of all Scouts (*inclusive gesture from right to left at height of shoulder*) be with you till we meet again (*right hands being brought to heart and heads bowed*). | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the health-care display. Begin work on next month's program feature. | | |

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# HEALTH CARE

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on first aid for burns and scalds, puncture wounds, and bite of rabid animal or venomous snake.<br>• Experienced Scouts continue planning for health-care and drug awareness display, or work on Personal Fitness merit badge.<br>• Older Scouts work on the Venture program or continue planning for drug awareness rally. | | |
| **Patrol Meetings**<br>_____ minutes | Review Scouts' assignments for health-care and drug awareness display. Check to see if anyone needs outdoor activities to pass advancement requirements in Hiking, Cooking, Camping, or Nature. | | |
| **Interpatrol Activity**<br>_____ minutes | Play The Struggle. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the drug awareness display. The troop committee conducts a board of review. Continue work on next month's program feature. | | |

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# HEALTH CARE

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on first aid for signs of a heart attack, and learn the Heimlich maneuver.<br>• Experienced Scouts finish plans for health-care and drug awareness display; plan to practice demonstrations next week. Or, continue work on Personal Fitness merit badge.<br>• Older Scouts work on the Venture program or finalize plans for drug awareness rally. | | |
| **Patrol Meetings**<br>_____ minutes | Finalize all plans for the drug awareness display. Scouts should bring materials to the next meeting to rehearse setting up the booth and what will be said and done in the display. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Indian Hand Wrestling and play Slapjack. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the display. Continue work on next month's program feature. | | |

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# HEALTH CARE

## TROOP MEETING PLAN

**Date** _____ **Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | Practice setting up the booth for the display. All Scouts practice their part in the event. Or, have a local drug and alcohol expert conduct a drug awareness program for Scouts. | | |
| **Patrol Meetings**<br>_____ minutes | Review last-minute details for the booth display and any upcoming patrol activities. | | |
| **Interpatrol Activity**<br>_____ minutes | Play What's Cooking? (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and checks last-minute details for the display. Finalize work on next month's program feature. | | |

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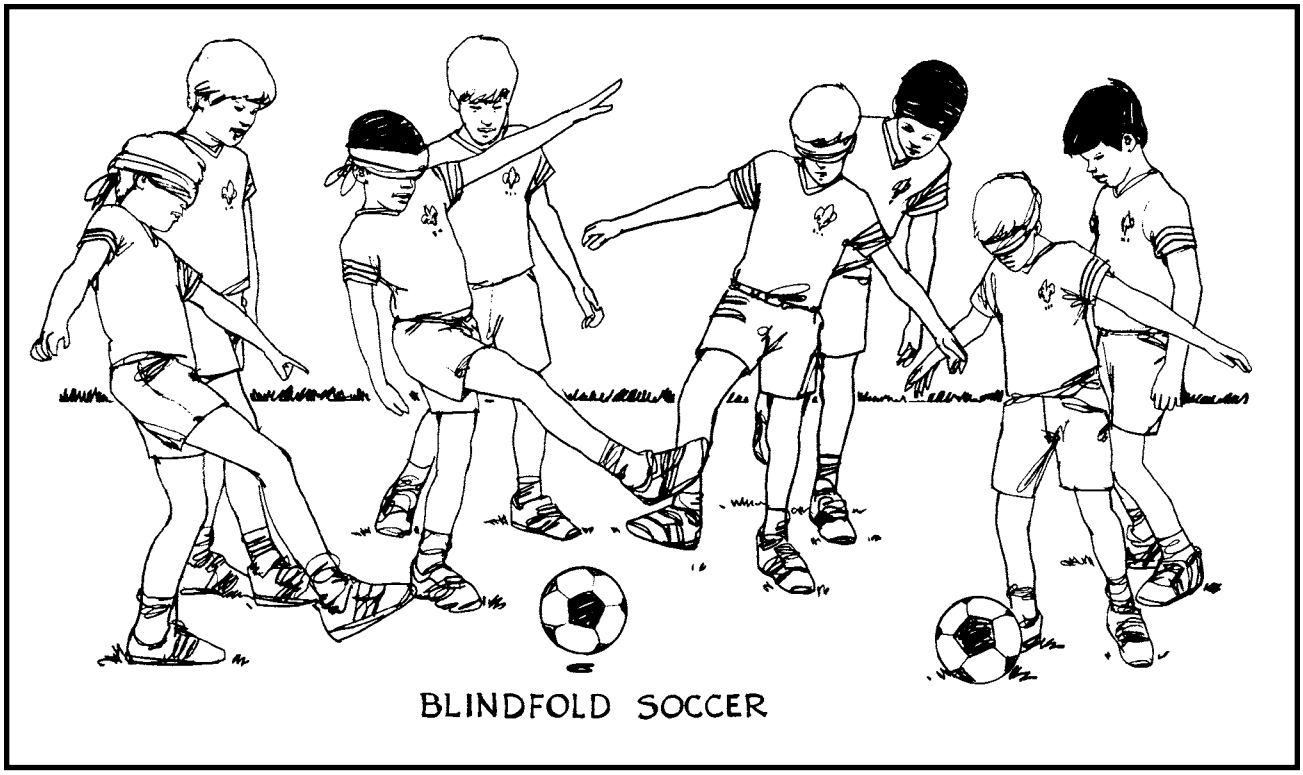
# HEALTH CARE

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Saturday**<br>8:00 A.M. | Arrive at location, set up booth. | SPL |
| 8:30 A.M. | Begin demonstrations (if location is open). | |
| 11:30 A.M. | Sack lunch | |
| 4:30 P.M. | Leave for home. | |
| **Special equipment needed** | Booth display items and handouts | |

# HIGH ADVENTURE




High adventure can mean a lot of different things to Scouts. It might mean backpacking on rugged mountain trails, canoeing in the Boundary Waters of the United States and Canada, sailing a large vessel off the coast of Florida, visiting a major city and seeing the sights, or trekking to a remote outpost at your council summer camp.

Planning a high-adventure activity takes time to make sure all the logistical points are covered. This program feature is designed to give you a sampling of high-adventure activities, but your troop will need to spend several months planning a specific high adventure.

Get more information on BSA national high-adventure activities in *Passport to High Adventure,* No. 4310, available from your local council service center.

## SCOUTING OUTCOMES

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

- The knowledge and skill to be comfortable while camping
- A sense of communion with nature and God
- Greater respect for the outdoors and a determination to follow the Outdoor Code
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

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

*Tenderfoot*

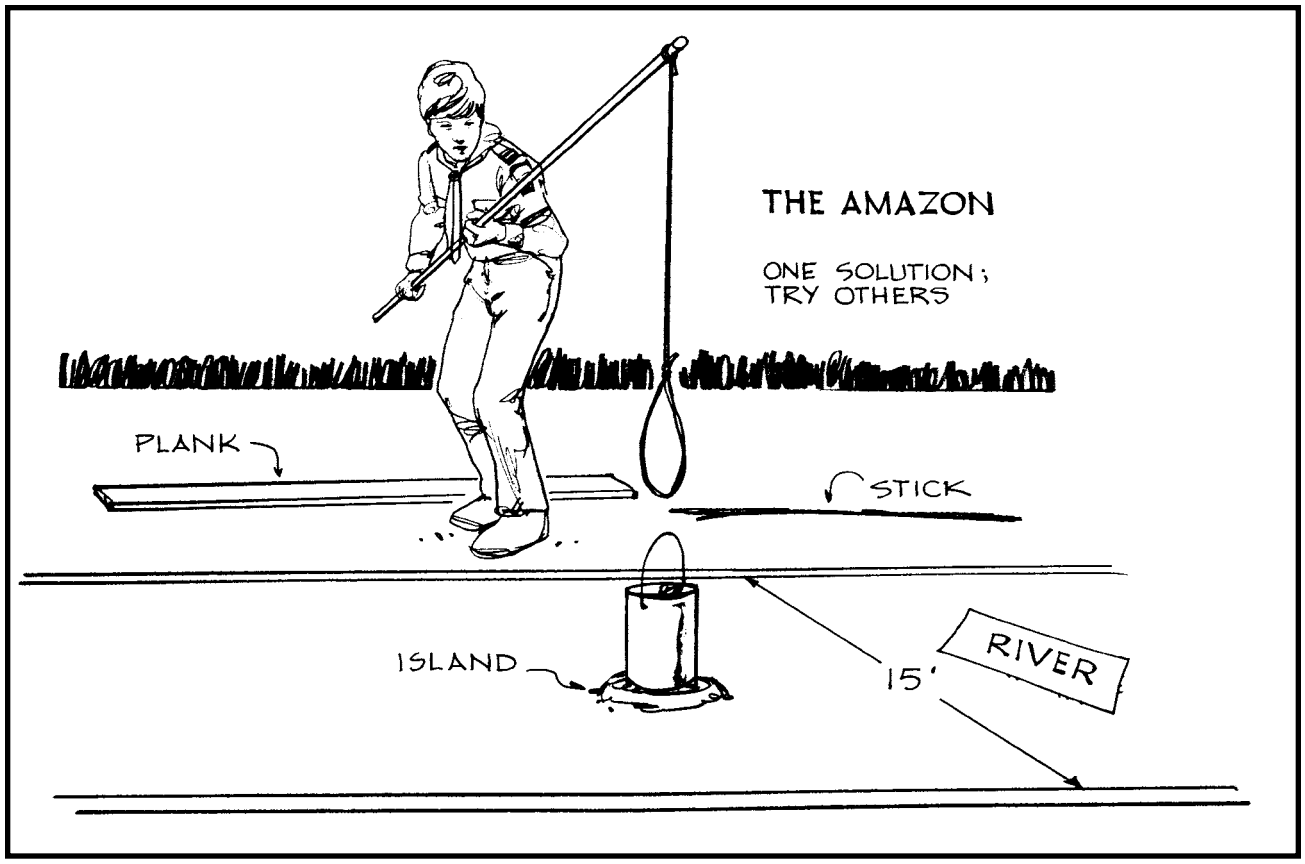
- Outdoor—camping, cooking
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

*Second Class*

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

*First Class*

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




*Merit Badges.* Older Scouts can concentrate on the Cooking and Camping merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Hiking, Wilderness Survival, Pioneering, 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 in camping skills
- Inviting them to attend the outing
- Asking them to provide transportation to the starting point for the backpacking trek into camp, 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 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 or tools will be needed, assign someone to obtain them; seek 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. Assign patrol demonstrations, covering skills that will be needed for campout activities. For example, assignments might be

  **Patrol A—**Show how to find five major constellations.

  **Patrol B—**Demonstrate trail signs.

  **Patrol C—**Show how to set up a nature trail.

## FEATURE EVENT

### High-Adventure Campout

The primary purpose of this campout is to have a positive camping experience for the Scouts. Make sure the new Scouts have a model campsite to observe.

Camp in an unfamiliar spot this month. Using the same campsite for all of your outings is not challenging. A new campsite will challenge everyone to use Scouting skills and keep them sharpened.

There are several new games listed below that you may want to try while you are on your campout. They are fun and promote teamwork.

### Blindfold Soccer

**Equipment:** Blindfolds for half the Scouts, two soccer balls.

**Object:** Each team tries to kick the ball past the opponent's end zone as many times as possible. Each successful kick earns a point for that team.

**Procedure:** Divide the Scouts into two teams or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of a soccer field or the playing area.

**Rules:**

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to his partner.

2. Team members may not purposely touch one another. Normal game contact is OK as long as the touching is not used to direct a blindfolded participant.

3. There are no goalies.

4. If a ball is kicked out of bounds, the referee will throw the ball into the middle of the field. Play then resumes.

5. Any needed additional rules are up to the referee.

### Soccer Frisbee

**Equipment:** A flying disc and a field marked for soccer with a semicircular penalty area surrounding the goal.

**Object:** To send the flying disc across the opponent's goal line (sliding on the ground or sailing through the air) as many times as possible. Each goal scores a point for the team.

**Procedure:** Divide the troop into two teams or use patrols. Position a team on each half of a soccer field. Have each team choose a goalie, who stands in the penalty area.

**Rules:**

1. Play begins when anyone throws the flying disc high into the air.

2. After catching or picking up the disc, a player may run toward the opponent's goal. If he is tagged above the waist with two hands, the tagged player must drop or throw the disc within 3 seconds.

3. A throw at the goal can be made from anywhere on the field except within the penalty area. The only person allowed in this area is the goalie. The goalie may leave or enter the penalty area at any time.

4. If two or more players grab the flying disc simultaneously, a "jump" ball is called. A leader stops the play and throws the disc into the air at the point play was stopped.

5. The only penalty is for excessive roughness. First infraction results in a 2-minute penalty: one player is removed from the field. The second infraction means removal from the game. Body contact is inevitable, but purposeful roughness is unnecessary.

### Aerobic Tag

This is an active game that requires constant movement and little explanation. It's good for any size group.

**Equipment:** Flying disc, plastic hoop, beanbag, or similar object; watch with a second hand.

**Object:** For a team (any size) to maintain possession of the object of play (flying disc, plastic hoop, beanbag, etc.) for 30, 45, or 60 seconds (depending on the size of the playing area and the age and ability of the group).

**Procedure:** The object of play is thrown randomly into the air and onto the field by the timekeeper. A player grabs it and, by using speed, guile, and teammates, attempts to keep the object from the opposing team. If the person who has possession is tagged with two hands by an opponent, he must stop running and get

rid of the object immediately. If a team member catches or picks up the object, time continues for that team. If an opposing team member takes possession, the timekeeper yells "change" and begins timing once again from zero.

**Considerations:** Make up penalties, if necessary, for infractions such as unnecessary roughness or holding onto the object too long after having been tagged.

Limit the playing area or the game may end up in the next town.

This is a fine game for cold weather since it doesn't take long for the players to warm up if the action is spirited. Some kinds of flying discs become brittle and crack or shatter if the temperature falls much below 30 degrees. If the temperature is low, have several discs or an alternative object on hand.

### The Amazon

**Equipment:** Rope, ½ inch in diameter; pole or tree limb at least 1½ inches in diameter; plank at least 6 inches wide, 2 inches thick; stick of any diameter; container with a handle.

**Object:** Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the "riverbank."

**Rules:**

1. The Scouts may use only the assigned materials and their bodies.

2. If a Scout steps into the "river," he must go back and try again.

3. Time penalties may be given when a player or any of the equipment touches the ground.

**Scoring:** The patrol with the fastest time wins.

### Nitro Crossing

**Object:** To transport a patrol and a container, almost full of "nitro" (water), across an open area using a swing rope.

**Rules:**

1. Participants must swing with a hanging rope over a "trip wire" at the beginning and end of an open area without touching either wire. If a trip wire is touched, the entire group must go back and start again.

2. No knots may be tied in the swing rope, although a loop or a large knot may be tied in the bottom of the rope if less adept campers need help. This knot may be held tightly between the legs to help support the camper.

3. The nitro must be transported in such a way that no water is spilled. If any spilling takes place, the entire patrol must start over. The container must be refilled after each spill.

4. The swing rope must be obtained initially without stepping into the open area between the two trip wires.

5. Participants may use only themselves and their clothing to reach the swing rope.

6. Participants may not touch the ground while swinging between trip wires, and must attempt the crossing again if they do so.

**Variation:** The nitro scenario can be accomplished indoors by utilizing a gymnasium climbing rope as the swing rope. Set up the trip wires using empty tennis ball cans as supports and a section of bamboo as the top crosspiece. Fill the No. 10 nitro can with confetti to avoid a wet gym floor.

See the Games section of *Troop Program Resources for Scout Troops and Varsity Teams,* Supply No. 33588, for more initiative games.

# HIGH ADVENTURE

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Have a display of high-adventure base materials. Include both BSA national high-adventure bases and the local council's high-adventure area. | | |
| **Opening Ceremony**<br>_____ minutes | Bowline—Scout Law Opening Ceremony (see "Ceremonies" section of *Troop Program Resources*).* | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on tying the half hitch, tautline, and clove hitches, and learn the square knot and bowline. Do the Knot-Tying Relay. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts work on shear, diagonal, and square lashings, and make a catapult. Have a contest to see how far the catapult can throw, or begin planning a high-adventure trip.<br>• Older Scouts work on the Venture program or use a topographic map of the area where the troop will camp this month to plan an orienteering course. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the campout this month. Make sure everyone knows what their assignments are and what to bring for the campout. 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 advancement activities. Patrol leaders review the interpatrol activities that will take place and skills needed for them. | | |
| **Interpatrol Activity**<br>_____ minutes | Play British Bulldog. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Conduct the Square Knot–Scout Oath Closing Ceremony. (See the Ceremonies section of the *Troop Program Resources.**)<br>• Scoutmaster's Minute.<br>• 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

# HIGH ADVENTURE

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice pitching a tent and making a ground bed (*Boy Scout Handbook* and *Fieldbook*). Do Tent-Pitching Contest. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts continue work on low-impact camping techniques to be used on the campout. Use a topographic map of the campout site to choose tentative campsites. Do Remote Clove-Hitch Tying. (See the Games section of the *Troop Program Resources.**)<br>• Older Scouts work on the Venture program or help with instruction of younger Scouts. Prepare necessary items for merit badge work during the campout.<br>Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning activities for advancement during the outing. Practice interpatrol activities. | | |
| **Patrol Meetings**<br>_____ minutes | Play Sloppy Camp. (See the Games section of the *Troop Program Resources.**) | | |
| **Interpatrol Activity**<br>_____ minutes | | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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

# HIGH ADVENTURE

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br><br>_____ minutes | | | |
| **Opening Ceremony**<br><br>_____ minutes | | | |
| **Skills Instruction**<br><br>_____ minutes | • New Scouts learn about clothing and equipment for a campout and become familiar with the troop's gear. If possible, set up a dining fly and pitch a tent outside. Also, Scouts learn what to do if they get lost *(Boy Scout Handbook)*.<br>• Experienced Scouts practice identifying edible wild plants and edible fruits of trees. Design a lean-to that can be made of simple materials and could be used as a shelter, or continue planning a high-adventure trip.<br>• Older Scouts work on the Venture program or continue planning an orienteering course for the campout. | | |
| **Patrol Meetings**<br><br>_____ 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 you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering. | | |
| **Interpatrol Activity**<br><br>_____ minutes | Play Blindfold Compass Walk. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br><br>_____ minutes<br><br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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

# HIGH ADVENTURE

## TROOP MEETING PLAN

**Date _____ Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on basic map and compass skills.<br>• Experienced Scouts work on map and compass skills and plan an orienteering course for the campout. Practice estimating distances by pace.<br>• Older Scouts work on the Venture program or assist in map and compass instruction. | | |
| **Patrol Meetings**<br>_____ 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 that will take place on the campout. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Silver Dollar Hunt. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize next month's program feature. | | |

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

# HIGH ADVENTURE

## TROOP OUTDOOR PROGRAM PLAN

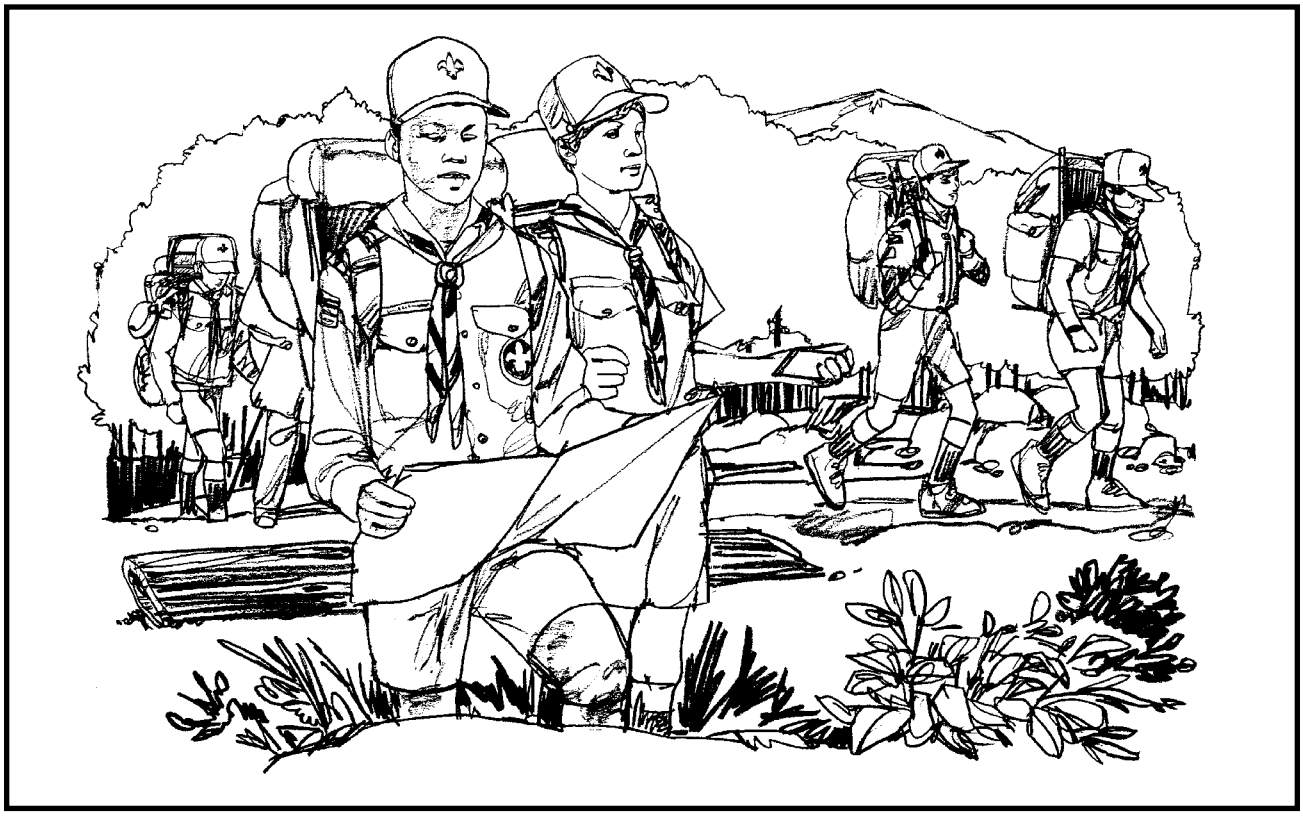
**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Friday evening** | Load gear at the meeting location; leave for camping area. Plan only a light meal en route. | SPL |
| | Arrive at campsite; off-load equipment. Set up patrol sites. Stow gear and set up camp. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up.<br>Patrols put up the gear for morning activities, clean up patrol site. | Cooks |
| 8:30–11:30 A.M. | Play Aerobic Tag, The Amazon, Nitro Crossing. | SPL |
| 11:30 A.M. | Cooks prepare lunch. | Cooks |
| Noon | Lunch | |
| 12:30 P.M. | Clean up. | Cooks |
| 1:30 P.M. | Play Blindfold Soccer, Soccer Frisbee | |
| 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. | |

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| 8:30 A.M. | Worship service | |
| 9:00–11:00 A.M. | Patrol games. 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, troop camping equipment, game equipment | |

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

# HIKING



**"SCOUTING IS THREE-QUARTERS -OUTING."** Anyone who has been around the BSA very long has heard that saying. Hiking, camping, and other outdoor activities are the heart of Scouting's attraction for boys. Spending plenty of time outdoors will help every troop succeed.

The hiking program feature concentrates on hiking skills. It also offers Scouts opportunities to learn other outdoor lore. As they prepare for hikes and set out on the trail, younger Scouts can work on a variety of requirements for the ranks of Tenderfoot through First Class. Older Scouts will be able to tackle some of the requirements for a number of outdoor-related merit badges.

The troop's big event for the month will be a trail trek—a hike of at least five miles in territory unfamiliar to the Scouts. As the patrol leaders' council is planning a hike, they might want to figure out some special activities to do along the way—nature study, map and compass use, or some other skill Scouts will enjoy. The destination of a hike can suggest activities, too—fishing in a lake or stream, cooking a meal over a camp stove or open fire, reaching the top of a high hill, or pitching in to help with a conservation project.

## SCOUTING OUTCOMES

The hiking program feature should give your Scouts

- Improved physical fitness
- Growth in skill and confidence in their ability to take care of themselves on the trail
- A sense of communion with nature and God
- Greater appreciation for the outdoors and a strong determination to follow the Outdoor Code
- Increased understanding of and commitment to Leave No Trace methods for hiking (For the Principles of Leave No Trace, see the *Boy Scout Handbook* or visit *http://www.scouting.org.*)

## ADVANCEMENT OPPORTUNITIES

By the end of the month, the Scouts should have had opportunities to meet the majority of their basic hiking requirements through First Class rank. Depending on the activities that occur during the hike, they might also complete all or part of the following rank requirements:

*Tenderfoot*

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



*Second Class*

- Outdoor—cooking, map and compass, hiking, identifying wild animals
- Citizenship—flag ceremonies
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

*First Class*

- Outdoor—finding directions, orienteering, identifying native plants
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

*Merit Badges.* Older Scouts can concentrate on completing most of the requirements for the Hiking merit badge and can help younger Scouts prepare for the troop hike. Boys with backcountry experience might also wish to fulfill various requirements for Camping, Cooking, Orienteering, Backpacking, Pioneering, Wilderness Survival, and other nature-related merit badges.

## PARENT/GUARDIAN PARTICIPATION

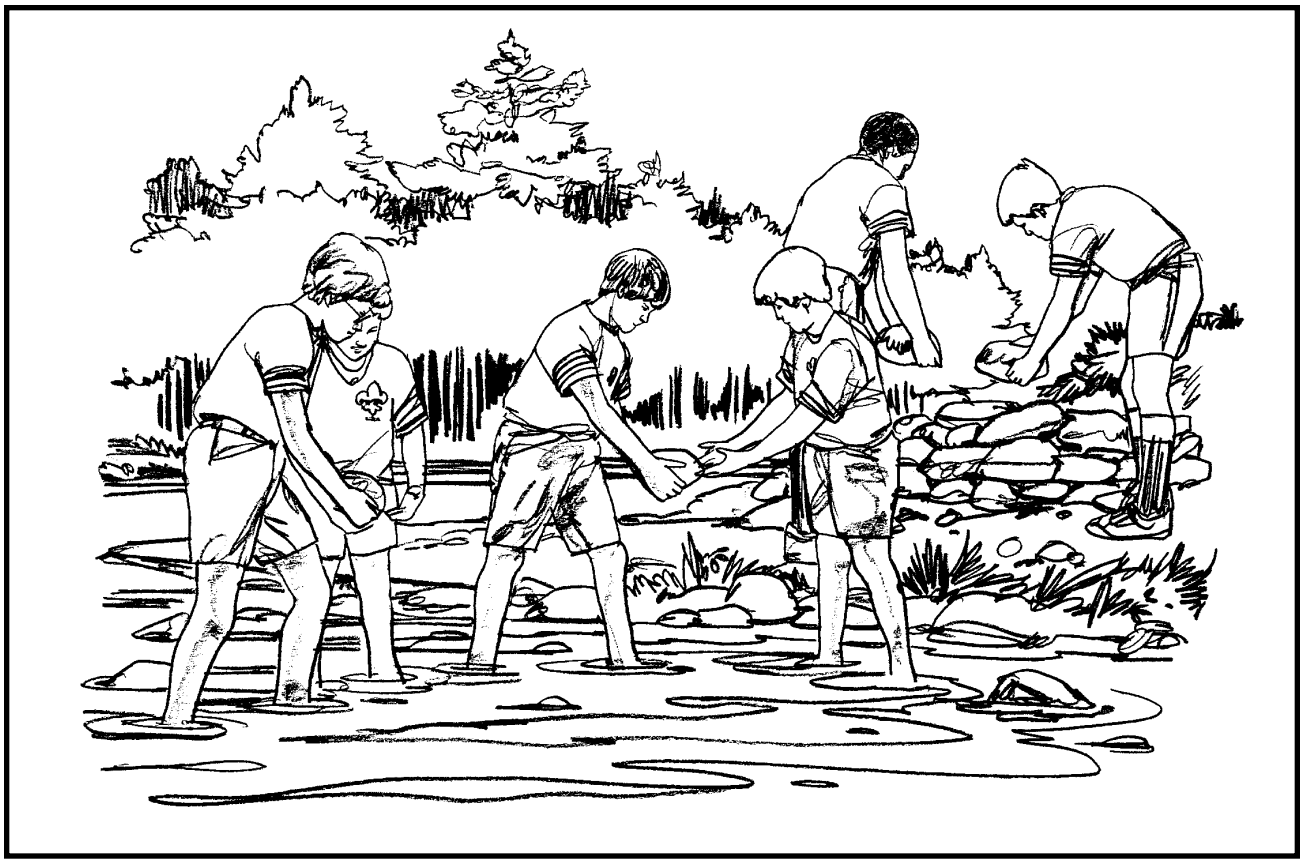
The patrol leaders' council can involve parents and guardians in the hiking program feature by

- Inviting them on the troop trail trek
- Asking qualified parents and guardians to help with instruction in hiking skills and Leave No Trace techniques
- Arranging with parents and guardians to provide transportation to and from the starting point of the hike

## PATROL LEADERS' COUNCIL

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

- Decide on the route and destination of the troop hike.
- Review the skills Scouts must have for a successful hike.



- Discuss Leave No Trace principles that apply to hiking.
- Choose a highlight activity for the hike—orienteering, cooking a trail meal, etc.
- Make a list of equipment needed for the hike and determine how it will be acquired.
- Consider inviting a Hiking, Backpacking, or Orienteering merit badge counselor to help with skills instruction at troop meetings.
- If permits or other forms of permission will be required to hike on public or private land, they should be arranged by the Scoutmaster, a member of the troop committee, or another adult leader.

## BIG EVENT

### The Trail Trek

A troop trail trek can have a triple-barreled objective: to provide fun and adventure for Scouts, to help them meet hiking requirements for Tenderfoot through First Class ranks, and to offer other opportunities for advancement with activities along the route and at the destination.

Match the trek to the level of your Scout's experience. If most of the Scouts are young and new to the backcountry, a five-mile hike over fairly easy terrain is long enough. If the Scouts are older and more seasoned, a 10-to-20-mile hike over fairly rugged terrain could be about right. In all cases, Scouts should pack everything in—and out—including patrol equipment, food, and personal gear.

Ideally the route and destination should be unfamiliar to the Scouts so that they can use a map and compass to find their way. If feasible, each patrol might start from a different spot so that Scouts will not simply follow the patrol ahead.

Here are three highlight activities that can be featured at the destination of a hike:

**Orienteering**

During a hike, Scouts can practice taking compass bearings, identifying landmarks on their maps, and setting courses from one point to another. Refer to the *Boy Scout Handbook* for information on using maps and compasses.

The *Orienteering* merit badge pamphlet explains ways to set up orienteering courses and to conduct cross-country and relay orienteering challenges. An Orienteering merit badge counselor or members of a Venture patrol can set up a course ahead of time and have it ready when Scouts reach the destination of

their hike. Another useful exercise would be to use triangulation at the end of a hike to determine the distance traveled.

**Nature Lore**

A nature study highlight might encourage Scouts to work on several rank requirements and on certain requirements for the following merit badges: Bird Study, Environmental Science, Fish and Wildlife Management, Geology, Insect Study, Mammal Study, Nature, Reptile and Amphibian Study, and Weather. Merit badge counselors and other experts in these fields could accompany the troop to provide guidance. Scouts can also carry field guides to identify plants and animals along the way.

**Conservation Project**

A conservation project can be a highlight of the troop trail trek. Because Scouts will spend more of their day hiking than working, a project should be small in scope, well planned, and coordinated with knowledgeable land managers. A key to successful conservation projects is thorough planning and guidance by experts.

(For project ideas and guidelines for carrying them out, see chapter 19, "Community Service," and "Conservation Projects" in chapter 9, "The Outdoor Program," in the *Scoutmaster Handbook*. The BSA's *Conservation Handbook* also contains plenty of information about ways Scouts can complete worthwhile projects on public and private lands.)

# HIKING

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | If it is dark enough, practice following directions by using the North Star Method (*Boy Scout Handbook*), or play Indian Wrestling games (Games section of *Troop Program Resources**). | | |
| **Opening Ceremony**<br>_____ minutes | • Form the troop into a horseshoe.<br>• Hold a uniform inspection.<br>• Repeat the Scout Oath.<br>• Repeat the Pledge of Allegiance. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice reading a compass and learn how to set a pace *(Boy Scout Handbook)*. Begin work on Leave No Trace hiking principles.<br>• Experienced Scouts review the selection of gear and footwear for hiking and begin planning the troop hike.<br>• Older Scouts work on the Venture program or study a topographic map of the troop hike destination in order to layout an orienteering course. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the hike this month and make sure everyone knows what his assignments are and what to bring for the outing. Any Scouts who have not been hiking 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**<br>_____ minutes | Play Hot Isotope Transport. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Assemble patrols, repeat the Outdoor Code.<br>• Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the troop campout or outing. Begin work on next month's program feature. | | |

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# HIKING

## TROOP MEETING PLAN

**Date** _____ **Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice figuring the height and width of objects (*Boy Scout Handbook,* pages 122–25). Work on Leave No Trace hiking principles.<br>• Experienced Scouts work on packing up for a troop hike and study maps of the hike route. Review Leave No Trace hiking principles.<br>• Older Scouts work on the Venture program. | | |
| **Patrol Meetings**<br>_____ minutes | Review assignments for the hike. First-time hikers continue working on troop procedures for hiking. All other patrols continue to work on activities for advancement on the outing. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Roman Chariot Race. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the troop outing. Troop committee conducts a board of review. Continue work on next month's program feature. | | |

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# HIKING

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice reading topographic maps and review what to do if lost *(Boy Scout Handbook)*.<br>• Experienced Scouts plan a game for the troop to use during the hike. Use a topographic map of the hike's destination and lay out an area to play the game.<br>• Older Scouts work on the Venture program or help younger Scouts with map reading skills. | | |
| **Patrol Meetings**<br>_____ minutes | Finalize the menu for the outing. Review clothing and equipment and make sure everyone knows what to bring. Go over the route to be hiked and consider potential weather conditions and how to prepare for them. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Ball Over Relay. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# HIKING

## TROOP MEETING PLAN

**Date _____ Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice map reading and taking bearings *(Boy Scout Handbook)*. Review Leave No Trace hiking principles.<br>• Experienced Scouts bring in packs for a prehike inspection.<br>• Older Scouts work on the Venture program or assist in map and compass activities. | | |
| **Patrol Meetings**<br>_____ minutes | Review plans and assignments for the hike. Make sure everyone knows travel plans and equipment needs. Practice any interpatrol activities that will take place. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Human Obstacle Race. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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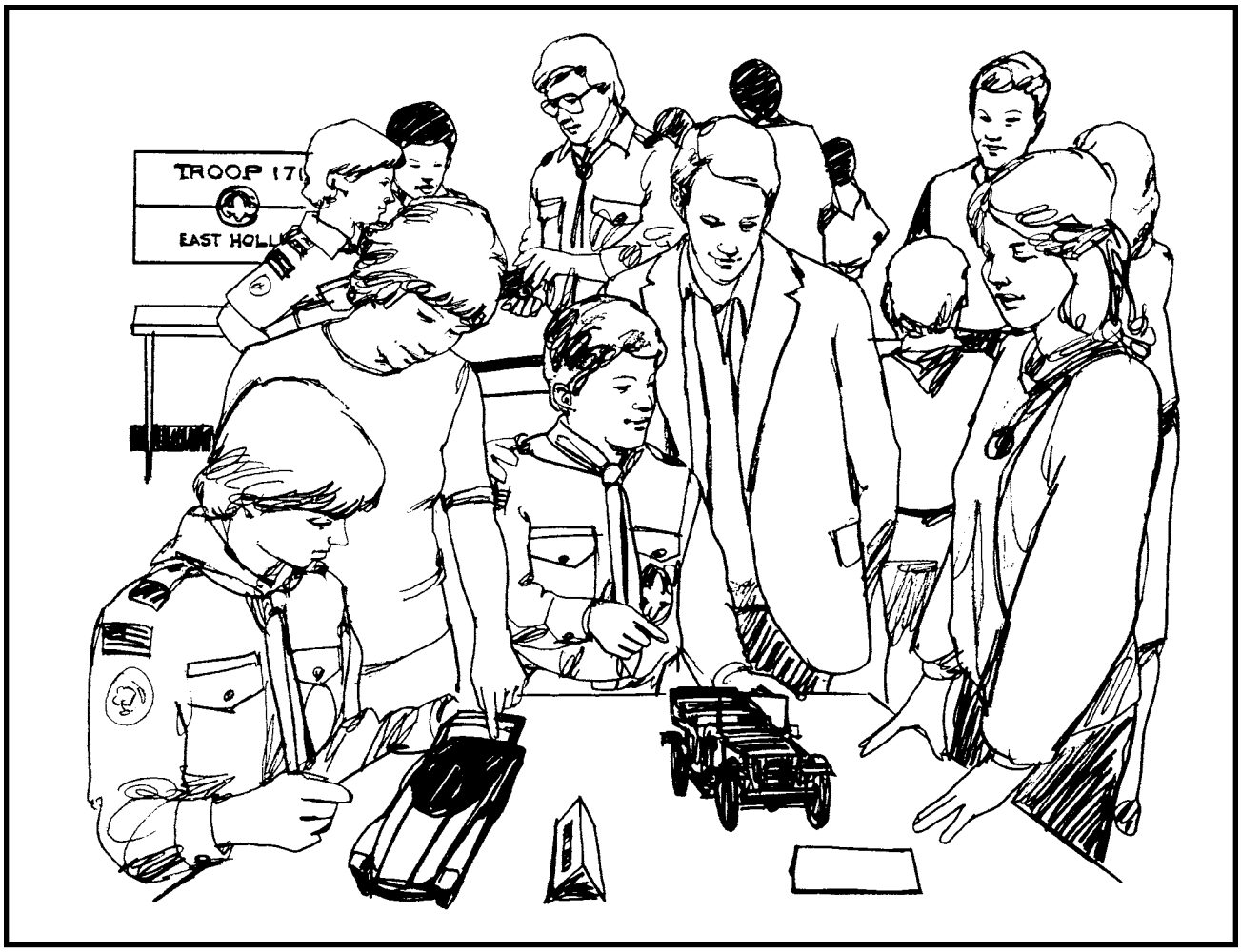
# HIKING

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Saturday**<br>8:00 A.M. | Load gear at meeting location. Drive to beginning point of hike. | SPL |
| 8:30 A.M. | Patrol leaders organize patrols, look over maps, review Leave No Trace hiking principles, and set out together on the hike. | PL |
| 11:30 A.M. | Sack lunch | |
| Noon | Continue hiking | |
| Afternoon | Related activities, orienteering, nature study, etc. | SPL |
| | Return hike, patrols staying together and practicing Leave No Trace principles | PL |
| At end of hike | Take a few moments to reflect on the day, emphasize the value of the experience, and provide a sense of closure. | SM |
| | Store any troop equipment. | QM |

# HOBBIES




Here's a chance for your Scouts to show off their hobbies and for those who don't have a hobby to find one. The merit badge program offers a wide variety of hobby interests, and the Scouts in your troop could have an opportunity to explore some of these programs at a hobby show or with an individual hobbyist.

Even though the feature this month deals with hobbies, the patrol leaders' council will want to plan an overnight outing for the troop. Scouts working on Tenderfoot through First Class ranks still need the opportunity to be outdoors.

## SCOUTING OUTCOMES

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

- Improved physical fitness
- Increased self-confidence in their ability to be comfortable on the trail and in camp
- Exposure to new and interesting hobbies

## ADVANCEMENT OPPORTUNITIES

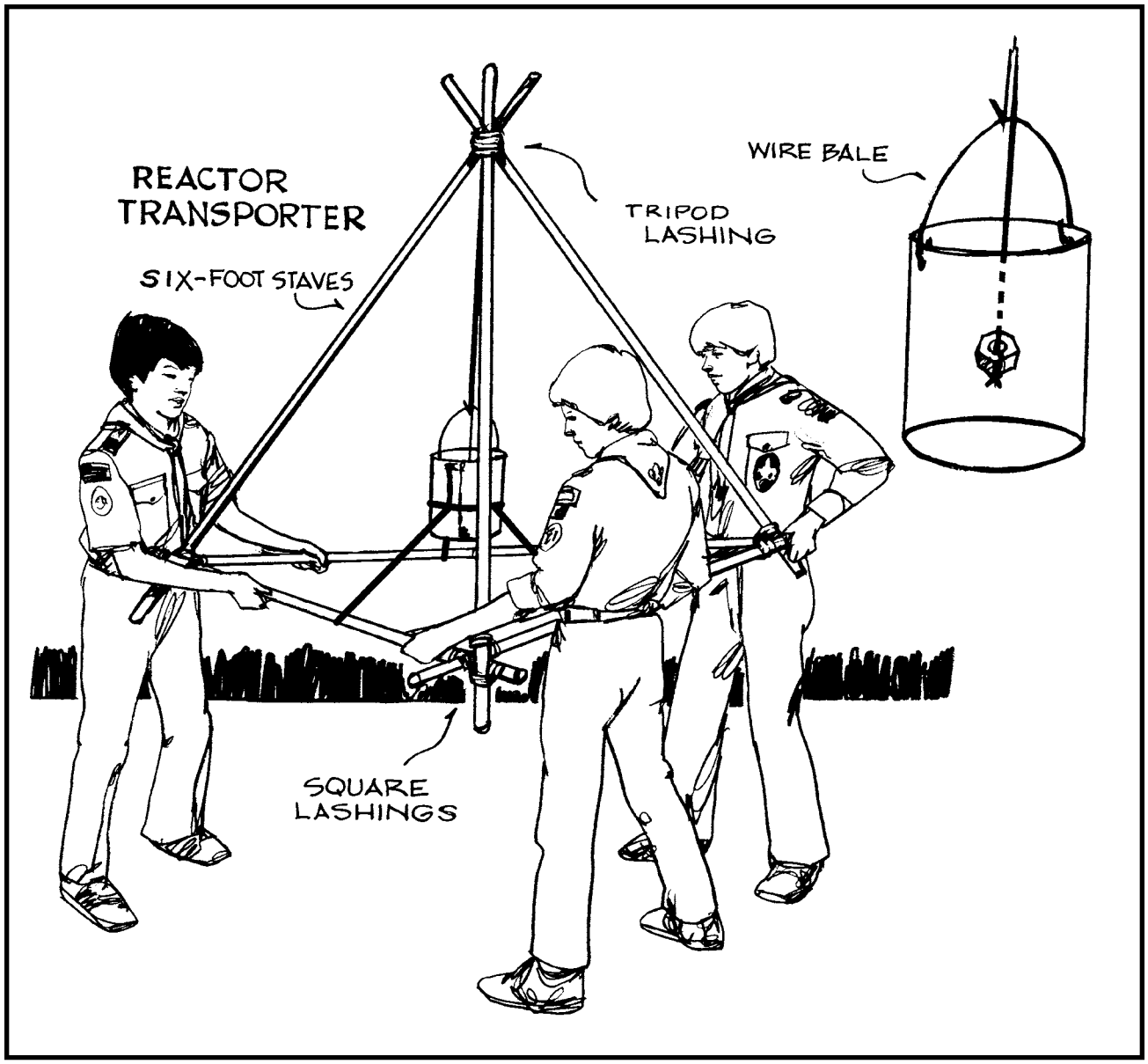
By month's end, all Scouts should meet many of their basic pioneering and camping requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

*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, nature
- 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.* Older Scouts can concentrate on the Collections merit badge this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements in Orienteering, Backpacking, Pioneering, Wilderness Survival, Hiking, Camping, and other nature or hobby-related merit badges.

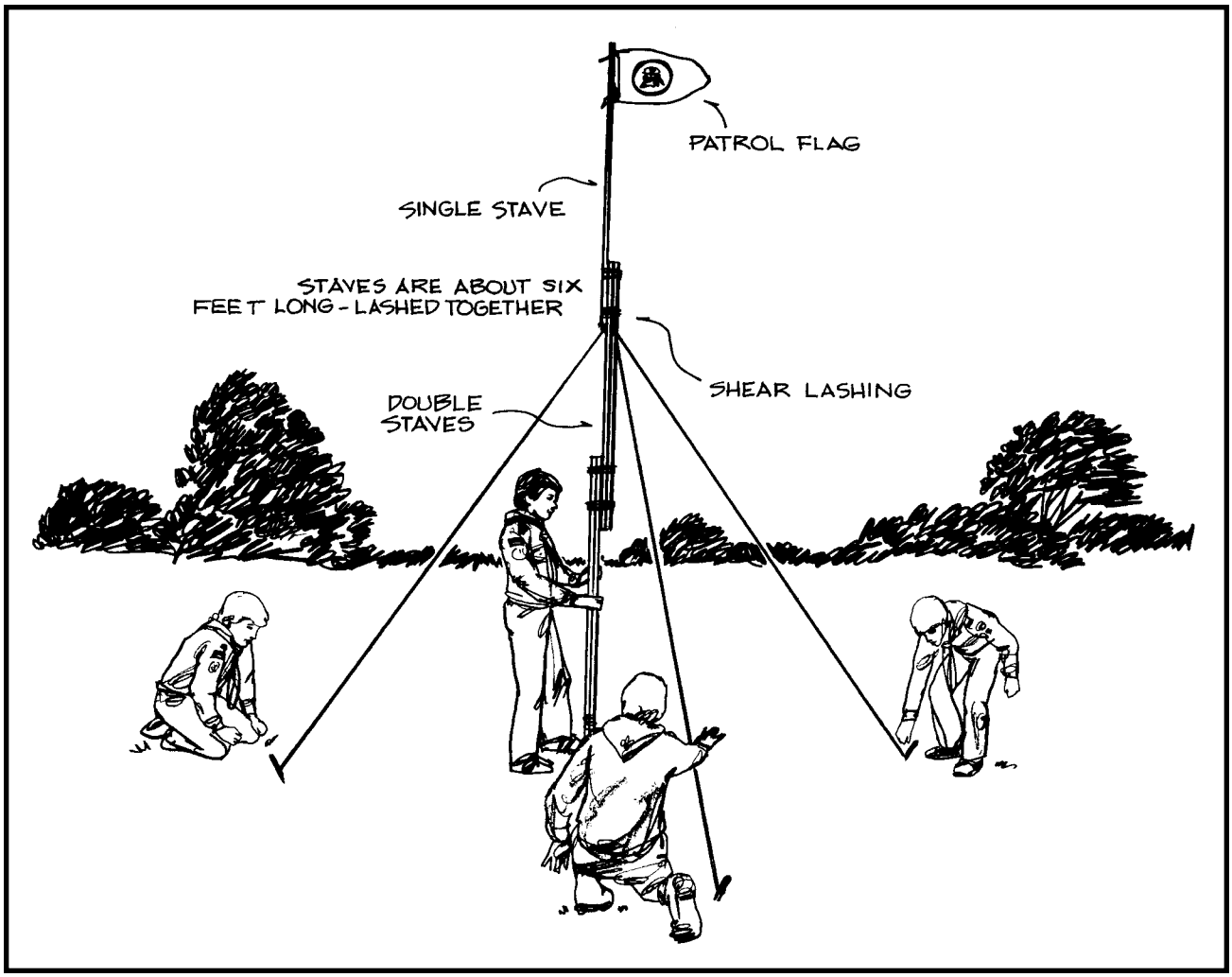
## PARENT/GUARDIAN PARTICIPATION

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

- Inviting them to the hobby show
- Asking them to provide transportation to the camp, if necessary
- Asking them to demonstrate their hobbies

## 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 location for the outing. If permission will be needed, assign someone to secure it.
- Plan whether it will be a day outing or a campout.
- Review skills needed for the outing.
- Plan the special activities for the campout. If special gear will be needed, assign someone to obtain it. Seek help from the troop committee, if necessary.
- Plan the location for the hobby show.

The activities for this program feature could be unique and an opportunity to expose Scouts to some varied learning experiences. Explore your community for people who have unusual hobbies, and consider having one or more guest hobbyists visit a troop meeting and give a miniworkshop on their specialties. You may find expert hobbyists among merit badge counselors. Hobby and craft store and local clubs also are sources for names of experts. Outdoor hobbies such as birding, kite flying, photography, and fishing could lead to an exciting outdoor activity.

## FEATURE EVENT

### Hobby Show

When your Scouts share hobbies with others at a hobby show, it makes for an interesting event. A little advance planning by your troop leaders, plus preparation by the Scouts, will guarantee that your show is a real sparkler.

You could plan a hobby show as the preopening activity for your Scouting Anniversary Week parents' night and open house during February, or at any regular troop meeting. Invite members of the family and troop alumni to attend.

Here are some suggestions:

- Scouts who do not have a hobby or special interest should be encouraged to select one, if only for the hobby show.
- They will get more enjoyment if they take part. Encourage displays on subjects related to the merit badge program.

- Have each Scout display his hobby on a card table brought from home. Decorations are to be furnished by each Scout.
- On each table, place a sign telling what hobby is displayed. Furnish pegboards and coat-hanger wire for those who need to hang up articles.
- Each hobby should be displayed within an area equal to the top of a regular card table and the equivalent space on a wall in back of the table. This gives each participant equal "billing."
- Have your patrol leaders' council decide on the various categories of winners. There should be plenty of prizes. Select a team of judges. Award simple prizes to the winners and a ribbon or certificate to all entrants.
- You can arrange for recorded background music while parents and friends visit the exhibits.

Here is a list of subjects often found in hobby shows:

| | |
|---|---|
| Coin collections | Model cars |
| Freestyle biking | Birding |
| Archery | Pioneering models |
| Gun safety | Woodworking |
| Rock collections | Fire making |
| Paintings | Artwork |
| Woodcarving | Computers |
| Plaster casting | Fly tying |
| Stamp collections | Birdhouses and feeders |
| Video photography | Neckerchief slides |
| Indian lore | Still photography |
| Camping gear | Nature conservation |
| Model trains | Model airplanes |
| First aid | Insect collections |
| Star study | Pets |
| Fishing | Chess or checkers |
| Ceramics | Matchbook covers |

## OUTDOOR INTERPATROL CONTESTS

### Log-Raising Relay

**Equipment:** For each patrol, a crossbar 10 feet high, a 3-foot log about 12 inches in diameter, and a 50-foot length of ½-inch rope.

**Method:** Patrols line up in relay fashion at the starting line, 25 feet from the crossbar. On signal, the first Scout in each patrol coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of the rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties the timber hitch, pulls the rope from the crossbar, carries one end to the starting line, and touches off the next Scout in his patrol, who repeats the performance until all eight members have run the course. Any Scout failing to throw the rope over the crossbar after five attempts disqualifies his patrol.

**Scoring:** The first patrol to finish wins.

### Fireman, Save That Child

**Equipment:** One burlap bag per patrol, one 4-foot rope per boy.

**Method:** The "child" (one Scout of the patrol) sits on a burlap bag (or cardboard) about 30 feet in front of the first Scout in each patrol. On signal, the last Scout in each patrol line ties his rope with a sheet bend to the rope of the Scout in front of him, who in turn ties it to the next, etc. The front Scout in each patrol ties a bowline around himself, "swims" to the child, sits down behind him on the bag, holds onto him, and is pulled back by the rest of the patrol. The first patrol to finish wins.

### Bridge Trestle Lashing

**Equipment:** Logs, 2 to 2½ inches in diameter as follows: two 8-foot uprights, one 5-foot top crosspiece, one 5½-foot bottom crosspiece, two 6½-foot diagonals; nine 15-foot lengths of ¼-inch rope, whipped at both ends.

**Method:** If you have sufficient materials for each patrol, all patrols build a trestle simultaneously. If not, time each patrol.

See the illustration in the *Pioneering* merit badge pamphlet for the construction.

Lashings must be firmly tied. All are square lashings except for the diagonal lashing in the middle of the two diagonal pieces.

**Scoring:** The first patrol to finish (or the best time) wins. For each incorrect or poor lashing, add 1 minute to the patrol's time.

# HOBBIES

## TROOP MEETING PLAN

**Date** _____ **Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br><br>_____ minutes | Display various hobbies of troop members and parents. Include hands-on demonstrations of hobbies. | | |
| **Opening Ceremony**<br><br>_____ minutes | Form the troop by patrols in two lines, facing each other. The color guard marches with the U.S. flag between lines as Scouts salute. At the head of the lines, the color guard about-faces and leads the Pledge of Allegiance. | | |
| **Skills Instruction**<br><br>_____ minutes | • New Scouts work on whipping and fusing ends of rope and learn shear, square, and diagonal lashings.<br>• Experienced Scouts begin planning a hobby show for this month. The show might be held during the last troop meeting of the month or at another time. Urge all Scouts to show a hobby; also invite parents and merit badge counselors to have displays.<br>• Older Scouts work on the Venture program or begin planning a 50-mile survival hike. Plan to take minimal equipment and live off the land as much as possible without harming the environment. | | |
| **Patrol Meetings**<br><br>_____ minutes | Discuss plans for the outing this month and make sure every Scout knows his assignments. If the outing will be an overnighter, begin planning meals, the patrol duty roster, equipment distribution, and tent needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities toward the next rank advancement. | | |
| **Interpatrol Activity**<br><br>_____ minutes | Play Reactor Transporter. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br><br>_____ minutes<br><br>Total 90 minutes of meeting | • Conduct a silent prayer.<br>• Scoutmaster's Minute.<br>• 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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# HOBBIES

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Invite a hobbyist with a unique hobby to put on a demonstration. | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts continue lashings practice and play the Flagpole Raising game. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts continue planning the hobby show.<br>• Older Scouts work on the Venture program or continue planning a 50-mile survival hike. | | |
| **Patrol Meetings**<br>_____ 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 on the outing. Review plans for the hobby show. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Roman Chariot Race. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# HOBBIES

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on first-aid requirements for Tenderfoot through First Class.<br>• Experienced Scouts finish plans for the hobby show and share them with the rest of the troop.<br>• Older Scouts work on the Venture program or finalize plans for a 50-mile survival hike. | | |
| **Patrol Meetings**<br>_____ 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. Practice interpatrol activities. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Tripod Lashing. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# HOBBIES

## TROOP MEETING PLAN

**Date _____ Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | Conduct the feature event, Hobby Show. | | |
| **Skills Instruction**<br>_____ minutes | | | |
| **Patrol Meetings**<br>_____ minutes | | | |
| **Interpatrol Activity**<br>_____ minutes | | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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. | | |

# HOBBIES

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

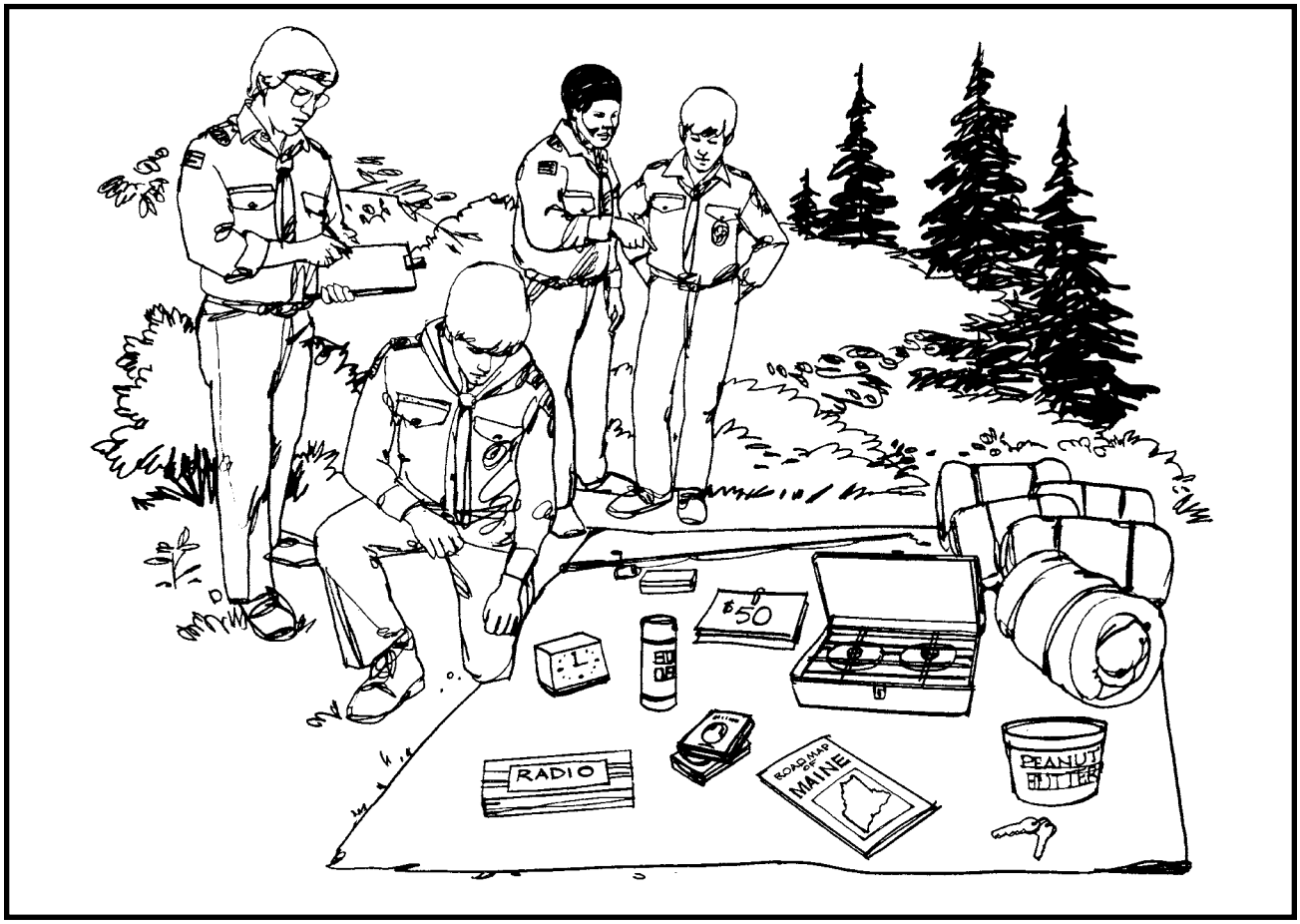
| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Friday evening** | Load gear at meeting location, leave for camping area. Plan only a light meal en route. | SPL |
| | Arrive at campsite, off-load equipment and set up patrol sites. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare 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. Pack canoes for trip, if planned. | |
| 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—Crossing the Alligator Pit; Log-Raising Relay; Fireman, Save That Child. (See page 88 and the Games section of *Troop Program Resources.**) | SPL |
| 11:30 A.M. | Cooks prepare lunch. | Cooks |
| Noon | Lunch | |
| 12:30 P.M. | Clean up. | Cooks |
| | Free time | |
| 1:00 P.M. | Continue patrol competitions—Log-Rolling Relay; Remote Clove-Hitch Tying; Bridge Trestle Lashing. (See page 88 and the Games section of *Troop Program Resources.**) | |
| 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 | |

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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** | Scout staves, rope, spars, troop camping equipment | |

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# LEADERSHIP




One of the lessons that Scouting teaches is leadership. In a troop, leadership is learned the Scout way—by doing. A young man gets a taste of leadership in various positions ranging from senior patrol leader to assistant patrol leader.

All of the leadership positions require making decisions. This can be difficult, especially for young people. Making the right decision can be painful, but a decision must usually be made. Even making no decision is a decision. Scouting also promotes ethical decision making in everyday life, especially when a Scout has his Scoutmaster conference for the next rank advancement; part of that conference should be a discussion of ethical decision making.

This program feature is designed to challenge Scouts to solve problems through decision making. Each interpatrol activity this month involves making an ethical decision.

## SCOUTING OUTCOMES

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

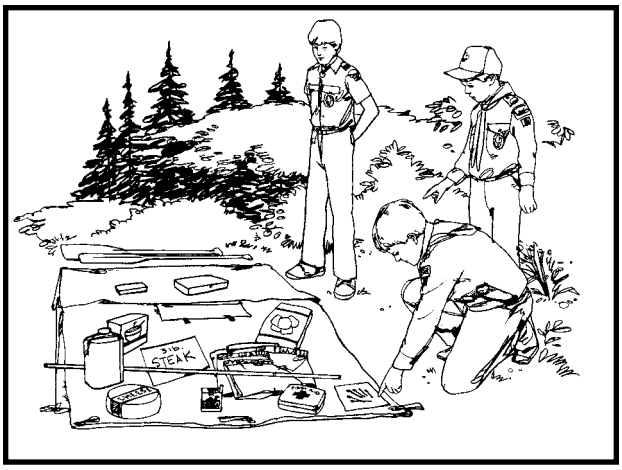
- A greater understanding of their duty to country and their duty to help other people
- An awareness of their rights and duties as citizens
- Increased self-confidence
- Practice in decision making

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic 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
- Physical fitness




*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 Citizenship merit badge this month. Depending on activities during the campout, they may also complete requirements in American Cultures, American Heritage, and other 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 in camping skills
- Inviting families on the outing
- Asking them 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 where the troop will camp and make arrangements to reserve the campsite.
- Plan the special activities for the campout.
- Inventory the troop's camping equipment, if that has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that must be completed for advancement through First Class rank. For example, assignments might be:

  **Patrol A—**Opening and closing flag ceremonies, week 1

  **Patrol B—**Opening and closing flag ceremonies, week 2

  **Patrol C—**Opening and closing flag ceremonies, week 3

- Determine a list of service projects for the troop.

## DECISION MAKING IN LEADERSHIP

Normally this section highlights plans for program feature specialties and an outing. In this program feature, we will provide problems for your Scouts to solve.

### STRANDED

**Purpose:** To give Scouts practice in decision-making and reaching group consensus, and to stimulate discussion of survival techniques (preferably the techniques appropriate for your area).

The following sample problem covers survival in the Maine wilderness. (You can devise a more appropriate problem for your own area.)

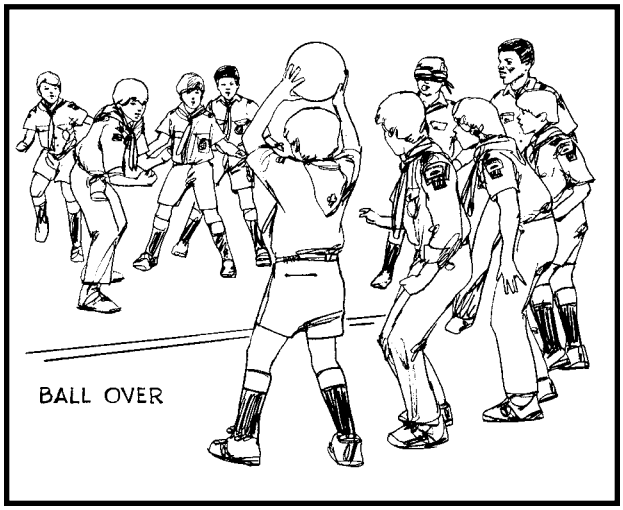
**Equipment:** A copy of the problem below for each Scout, pencils.

**The situation:** *On vacation in July, you and your family have been traveling through the wilderness of western Maine in a pickup camper. In a blinding rainstorm, you made a wrong turn onto an unmarked lumber road. You have wandered more than 150 miles over a maze of truck routes into the wilderness. The camper has run out of gas and now you, your parents, a 10-year-old sister, a 6-year-old brother, and the family cat are lost.*

*After a family conference, you decide it is not wise to split up. You are going to try to walk back together. You are pretty sure that if you pace yourselves, you can cover about 15 miles a day. Because of a fuel shortage, there are no helicopters or jeeps patrolling the area, and you have seen no other cars or houses.*

*The family is dressed in lightweight summer clothing, and everyone is wearing sneakers. Temperatures at night dip into the low 40s. It is also bug season. As you look around, you find the following items in the camper, some of which might be useful.*

_____ Fishing gear
_____ $500 in traveler's checks
_____ .44 Magnum handgun and ammunition
_____ Four Dacron-filled sleeping bags
_____ 5-gallon jug of water
_____ Instant breakfast (three boxes)
_____ House and RV keys
_____ Cigarettes
_____ Coleman camp stove (two-burner)
_____ Family tent (10 lbs.)
_____ Snakebite kit
_____ Alarm clock
_____ Five cans of kidney-liver cat food
_____ 5-lb. tub of peanut butter
_____ Bathing suits
_____ 10-lb. cheese wheel
_____ Transistor radio
_____ 6-foot tent pole
_____ Sheath knife
_____ Wool sweaters for everyone
_____ Raft paddles
_____ Inflatable rubber raft (two pieces, total of 20 lbs.)
_____ Paperback books
_____ First-aid kit
_____ Matches
_____ Steak (3 lbs.)
_____ Marshmallows (four bags)
_____ Bug repellent
_____ Walkie-talkie radio
_____ Road map of Maine




**The task:** You must choose, and put in priority order, the 15 most important items for survival in this situation. The other 15 may be eliminated.

Each Scout is to study the problem and choose the 15 items he thinks would be most useful for survival. He then ranks them in order of importance from 1 through 15.

Next, the patrols gather and compare rankings. Ask them to try to reach a consensus for a patrol ranking—that is, make a patrol list that satisfies most members. Explain that consensus does not mean unanimous agreement. Rather, it is a way to reach a group decision through compromise. Suggest that the Scouts try to follow these guidelines in making a patrol ranking:

- Avoid arguing for your own rankings. Present your position as clearly and logically as possible, but listen to the reactions of other members and consider them carefully before pressing your point.
- Do not assume that someone must win and someone must lose when discussion reaches a stalemate. Instead, look for the most acceptable alternative for everyone.
- Do not change your mind simply to avoid conflict and to reach agreement and harmony. When agreement seems to come too quickly and easily, be suspicious. Explore the reasons and be sure everyone accepts the solution for similar or complementary reasons. Yield only to positions that are objective and logically sound.
- Avoid conflict-reducing techniques such as majority vote, averages, coin flips, and bargaining. When a dissenting member finally agrees, don't feel that he must be rewarded by having his own way on some later point.
- Differences of opinion are natural and expected. Seek them out and try to involve everyone in the decision-making process. Disagreements can help the patrol's decision, because with a wide range of information and opinions there is a greater chance that the patrol will hit upon more adequate solutions.

**Scoring:** After the Scouts have made their individual decisions and the patrol has made a group decision, the results can be scored and compared and a troop listing made. Scoring can be done by having each person keep track of the difference between his ranking of an item and the troop or patrol ranking. For instance, if an item is ranked by an individual as number two, and the patrol or troop ranking is number eight, the difference is six. Then each individual and each group can total their scores. The lower the score, the better. The scores provide a useful basis for discussion.

Ask each patrol separately how many individual scores were lower than the patrol score. If there are any (and often there aren't), ask the patrol to consider how it arrived at a group decision that was worse than a member's decision.

All groups should consider the value of the process, which allows a group to arrive at a better decision than the separate individual decisions.

#### The Experts' Rankings

Outdoor experts have rated the items and listed them in order of usefulness for survival in the Maine wilderness. Their rankings are:

**1. Bug repellent.**
In early summer, the bugs in Maine are so fierce as to drive people mad or bite them so badly that their eyes become swollen shut.

**2. Four sleeping bags.**
Full rest and warmth are essential to survival. This is listed before food because humans can live 30 days on stored fat.

**3. Tub of peanut butter.**
Each tablespoon of peanut butter contains 100 calories and is high in protein.

**4. 10-lb. cheese wheel.**
Cheese provides calcium, fat, and is an easily digestible source of protein.

**5. Steak.**
This is a good morale booster, semiperishable, and should be eaten promptly as it is mostly protein.

**6. Transistor radio (lightweight).**
Tune in for radio programs about a search for them or weather forecasts. This is a good morale booster.

**7. Kidney-liver cat food.**
This is a valuable, if somewhat unappetizing, source of protein and fat. Protein lasts longer than any other nutrient in providing energy.

**8. Matches.**
Fire might be necessary to dry wet gear, boost morale, make a signal fire, and prevent hypothermia. It could also be used to keep animals away.

**9. 10-lb. tent.**
This can be rigged as a place to keep warm and dry or to keep out bugs and to carry equipment in.

**10. Sheath knife.**
This could be useful for preparing any captured animals, such as frogs, or cutting string, cheese, a pole, etc.

**11. Hook and line.**
This could be used to provide a supplementary source of food. Or the line could be used for tying up supplies, etc.

**12. Wool sweaters.**
This could provide lightweight warmth, wet or dry.

**13. First-aid kit.**
Adhesive bandages, aspirin, and petroleum jelly would be useful for minor injuries.

**14. Instant breakfast.**
This is a lightweight source of vitamins and protein.

**15. Map.**
An auto map could be useful for sighting major landmarks like lakes, rivers, etc.

The following items would not be necessary:

- **Marshmallows.** Not necessary, but a possible morale booster.
- **House key.** It's lightweight, but not useful for survival.
- **Traveler's checks.** These won't be necessary for getting out of the woods.
- **Clock.** For survival, it is not necessary to know the time.
- **Walkie-talkie.** This will not work any useful distance.
- **Snakebite kit.** There are no poisonous snakes in Maine.
- **Paperback books.** These weigh too much to be useful.
- **Bathing suits.** Not necessary.
- **Rubber raft.** Too heavy; also not likely to be useful.
- **Paddles.** These are of no use without a raft.
- **Coleman camp stove.** Too heavy; wood fires can be used.
- **Pole.** The knife can be used to cut a pole.
- **.44 Magnum gun.** Inaccurate for hunting; caliber too large for small game.
- **5-gallon water jug.** The water in the Maine wilderness is potable.
- **Cigarettes.** These are bad for your health. It's a convenient time to quit.

# LEADERSHIP

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Play Ball Over. (See the Games section of the *Troop Program Resources.**) | | |
| **Opening Ceremony**<br>_____ minutes | • The newest Tenderfoot and the oldest Eagle Scout lead the troop in reciting the Scout Law.<br>• Present colors.<br>• Repeat the Pledge of Allegiance. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on safe hiking procedures, what to do if lost, and the buddy system.<br>• Experienced Scouts plan a 50-mile bike hike. Determine the route and destination; arrange to secure a campsite. Decide on equipment needed.<br>• Older Scouts work on the Venture program or plan a simple compass course for younger Scouts to use on the campout. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the outing this month and make sure everyone knows what his assignments are and what to bring. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need some extra help. All other patrols plan activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on. | | |
| **Interpatrol Activity**<br>_____ minutes | **DECISION MAKING**<br>Your parent gives you $1 to buy lunch at school. Do you spend it for lunch or for something else? What are the consequences of both actions? | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# LEADERSHIP

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts learn woods tools care and maintenance *(Boy Scout Handbook)*.<br>• Experienced Scouts continue planning a 50-mile bike hike. Estimate the time needed to complete the hike.<br>• Older Scouts work on the Venture program or finish planning a compass course for the outing. Begin planning a nature course for younger Scouts at the campout. | | |
| **Patrol Meetings**<br>_____ 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**<br>_____ minutes | **DECISION MAKING**<br>A line has formed to buy movie tickets. Do you get in the back of the line or do you slip in toward the front where a friend is standing? What are the consequences? | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature. | | |

# LEADERSHIP

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on basic map and compass techniques and plan a 5-mile hike for the outing this month.<br>• Experienced Scouts finalize plans for the 50-mile bike hike. Plan to bring bikes and gear to the next meeting.<br>• Older Scouts work on the Venture program or assist in teaching map and compass to younger Scouts. | | |
| **Patrol Meetings**<br>_____ minutes | Finalize menus for the outing this month and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to the troop's scrapbook, or shoot slides to show at your next family gathering. | | |
| **Interpatrol Activity**<br>_____ minutes | **DECISION MAKING**<br>A neighborhood game is being formed and you need one more player. A friend who could play is at home raking leaves. Do you wait for him to finish, or do you help him finish the job so he can join you sooner? | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders council reviews the next meeting and plans for the outing. Continue work on next month's program feature. | | |

# LEADERSHIP

## TROOP MEETING PLAN

**Date _____ Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on identification of trees, plants, mammals, fish, and reptiles native to your area.<br>• Experienced Scouts have a shakedown to check equipment for the bike hike: inspect bike tires, brakes, etc.<br>• Older Scouts work on the Venture program or plan an overnight "under the stars" for one night during the campout. Develop a written troop campfire program for the outing. | | |
| **Patrol Meetings**<br>_____ 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**<br>_____ minutes | Conduct the "Stranded" problem-solving challenge. | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute—Conduct a reflection on the experiences of the month.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature. | | |

# LEADERSHIP

## TROOP OUTDOOR PROGRAM PLAN

**Date** _____

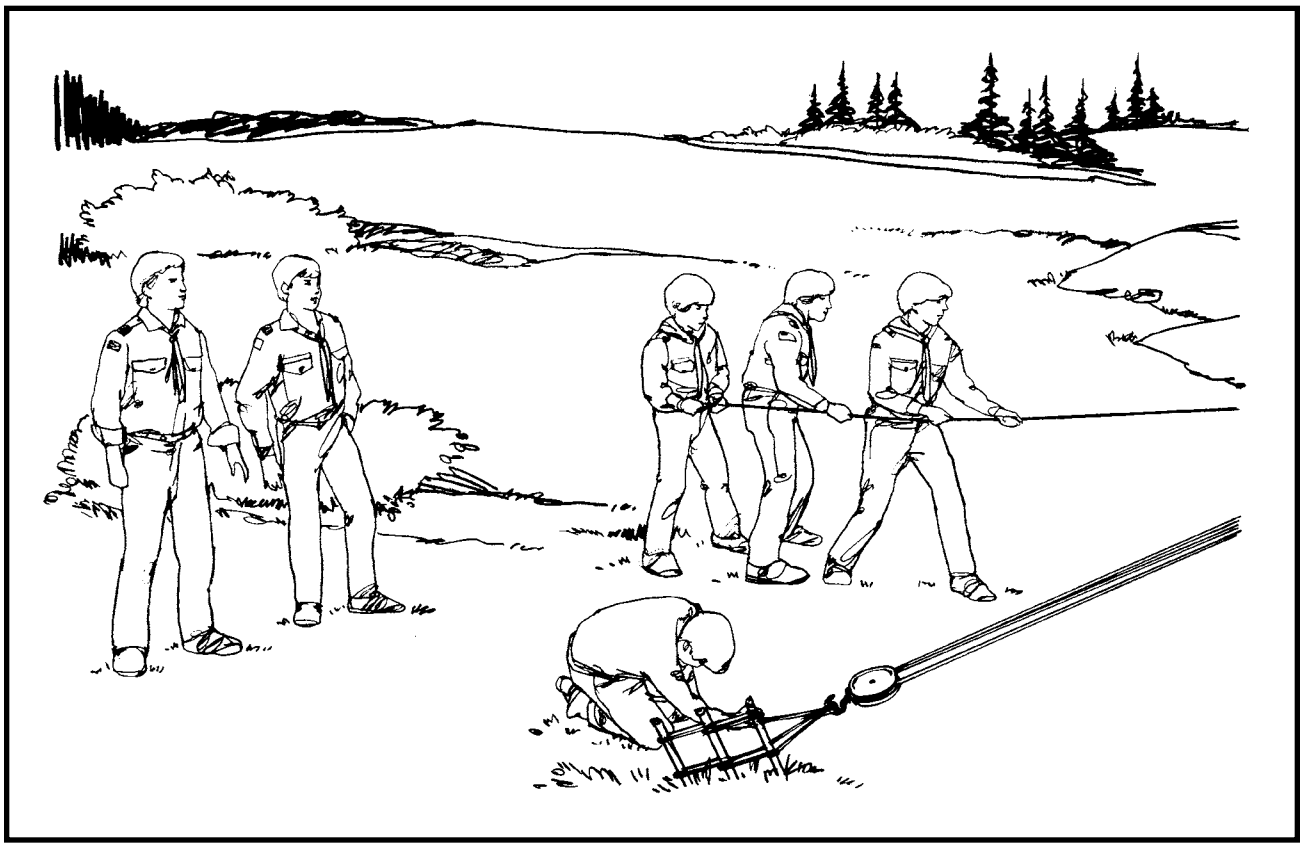
| TIME | ACTIVITY | RUN BY |
|---|---|---|
| **Friday evening** | Load gear at meeting location and leave for camping area. Plan only a light meal en route. | SPL |
| | Arrive at campsite, off-load equipment, and set up patrol sites. Unload canoes, if a canoe trip is planned. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| | (The bike hike group leaves from another location for a 50-mile ride to the campsite.) | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| | Patrols put up the gear for morning activities, clean up patrol site. | |
| 8:30–11:30 A.M. | Take a 5-mile hike, part of which could be on a nature trail. | SPL |
| 11:30 A.M. | Cooks prepare lunch. | Cooks |
| Noon | Lunch | |
| 1:30 P.M. | Do compass course designed by older Scouts, or have Nature Scavenger Hunt. (See the Games section of the *Troop Program Resources.**) | |
| 4:30 P.M. | Start dinner preparation, and also prepare food for bike hikers. Has the bike hike group arrived? | |
| 5:30 P.M. | Dinner | SPL |
| 6:00 P.M. | Clean up. | Cooks |
| 8:00 P.M. | Campfire | |
| 9:00 P.M. | Cracker barrel | |
| 10:00 P.M. | Lights out | |
| **Sunday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |

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

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# MECHANICS



Show a young man a piece of machinery, and he is sure to ask, "How does it work?" This month we will tap the inborn curiosity about mechanical operations for a program feature that is both fun and educational.

Virtually every object we use is a product of a machine. There is a tremendous variety of machines, but they all operate on the same principles. Your Scouts will have a chance to get some insight into those principles.

Arrange for the Scouts to meet mechanics who can explain how machines work and how they are maintained. If possible, have them work on such machines as lawn mowers, auto engines, and bicycles. Have them also put their mechanical knowledge into action with some pioneering projects during the campout this month.

## SCOUTING OUTCOMES

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

- Improved skills in rope work
- Some knowledge of mechanical operation
- A better understanding of engineering
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

Depending on the activities, Scouts may complete all or part of the following rank requirements:

*Tenderfoot*

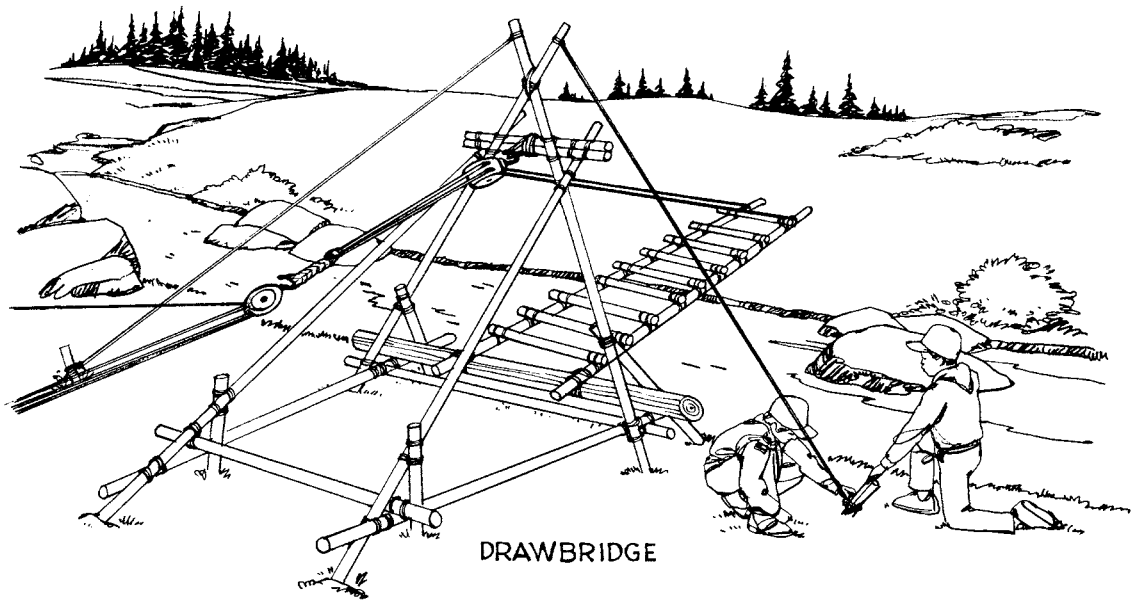
- Outdoor—cooking, hiking, camping, nature
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

*Second Class*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- 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 Camping and Pioneering merit badges this month. Depending on activities during the campout, they may also cover requirements in Cooking, Hiking, and Wilderness Survival.

## 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, pioneering, and mechanical skills
- Inviting them to the campout
- Asking them 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. Remember that you will need a supply of poles and small limbs for pioneering projects. These materials are cut and readily available at some Scout camps. If your council's camp does not have them, make sure you can get permission to obtain suitable materials elsewhere. Do not plan to cut trees without the owner's permission.
- Plan the special activities for the campout. See the ideas in the next section. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment if you have not done this recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities.
- Practice knots and lashings, if equipment is available.

## FEATURE EVENT

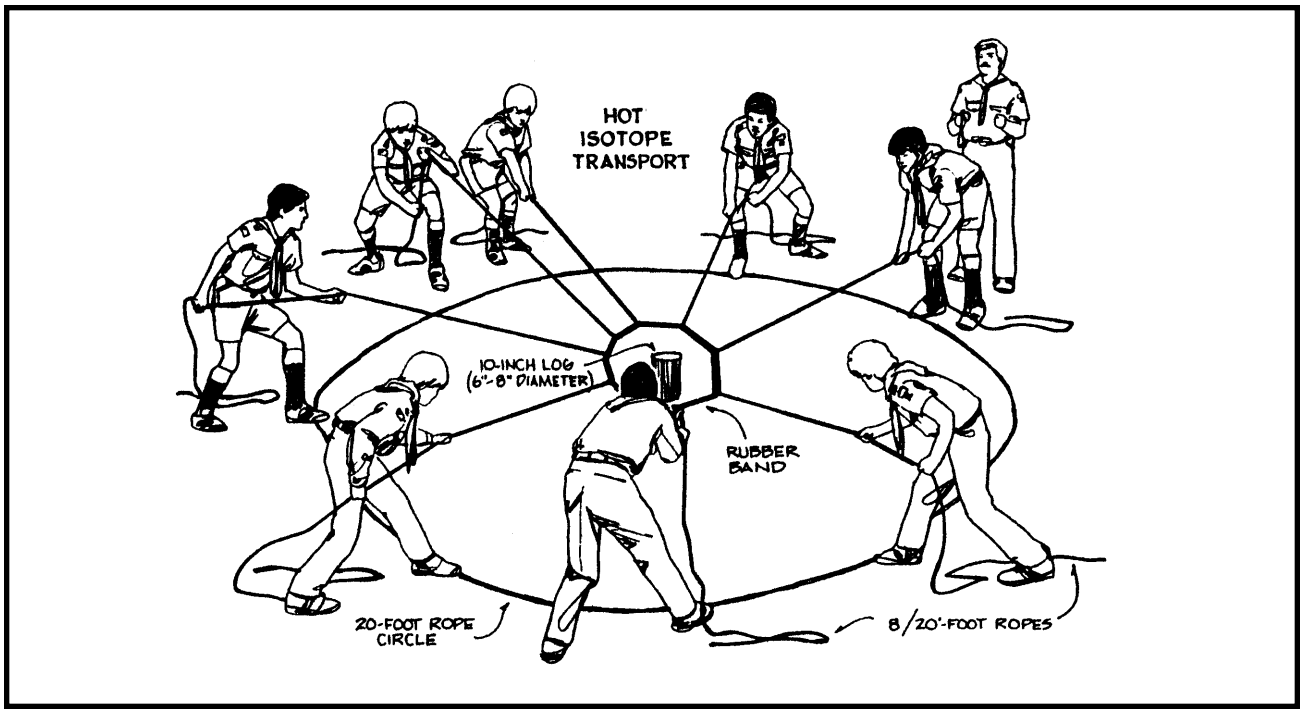
### Mechanics Outing

Mechanics can be done with metal, plastic, wood, or other substances. In Scouting, mechanics is sometimes required for pioneering projects. Mechanics can also be done with bicycles, lawn mowers, auto engines, and other items. If the more experienced Scouts can get hold of a lawn mower engine and rebuild it, they could invent something that might prove useful to the troop, either on a campout or at some other function.

Younger Scouts can work on the mechanics of building pioneering projects that are fun and useful. Some examples are listed below.

### The Rocker Bridge

This is a simple, single-lock trestle bridge with the footway in constant imbalance so that when weight is removed it returns automatically to the takeoff side. If necessary, the takeoff end can be weighted with an extra log.




For obvious reasons, handrails are essential. The problem here is to keep the posts rigid. One idea might be to use Scout staves as posts, with overhead crossbars between them and guy lines from the top corners. The extension of the treads on each side of the footway would still be necessary, but at the moment we see no easy way to avoid this. Do you?

### The Drawbridge

This bridge will present few difficulties to any patrol that has already successfully tackled a monkey bridge. But as shown in the illustration, it would entail an inordinate number of square lashings, all of which must be guaranteed to hold. We must try to devise a method of fitting the cross timbers to the footway that would avoid all that repetitive rope work.

The intention, of course, is that the butt-end of the footway should be lashed to a pivot log that will turn freely in the A-frames at the foot of the shears. (Incidentally, saddles of burlap or something similar would obviously facilitate the turning process by reducing the friction of wood on wood.) The draw ropes come up from the far end of the footway and pass over the sheaves of a double block before being brought together and hitched to the tackle with a cat's-paw. The theory is that this would ensure a straight haul, but if there is any taper on the heavy hinge bar, you may discover that it has a tendency to slide in one direction or another until the butt-end of the footway grinds against the leg of the shears. (Adventurous pioneering is fraught with these incidental problems.)

It might help to drive restraining pickets into the ground at either end of the hinge bar, allowing it just a couple inches of clearance. Alternately, you could replace the double block with two single blocks at either end of the transom for a wider spread.

As for all those irritating square lashings along the footway, how would it be to use marlinespike hitches, as for a rope ladder? The idea would be to lash the top and bottom treads in position, and then make a ladder, using the other treads as rungs, and stretch it along the top of the bearers. The ropes could be shear-lashed at intervals to the outsides of the bearers. The labor savings would be enormous.

### Hot Isotope Transport

The objective of this game is to pick up the "radioactive isotope" container with the transporter, lift it out of the circle, and place it on the ground outside the circle.

The isotope container is a 10-inch log, 6 to 8 inches in diameter. The transporter is a 2- to 3-inch-wide rubber band cut from an inner tube and tied to several lengths of rope. The circle is marked by a 20-foot piece of rope.

To play, set the radioactive isotope container in the center of the rope circle. Have each patrol, in turn, line up around the circle. Each Scout grasps a rope. Under the patrol leader's guidance, the Scouts pull the rope to stretch the rubber band, then bring the expanded band

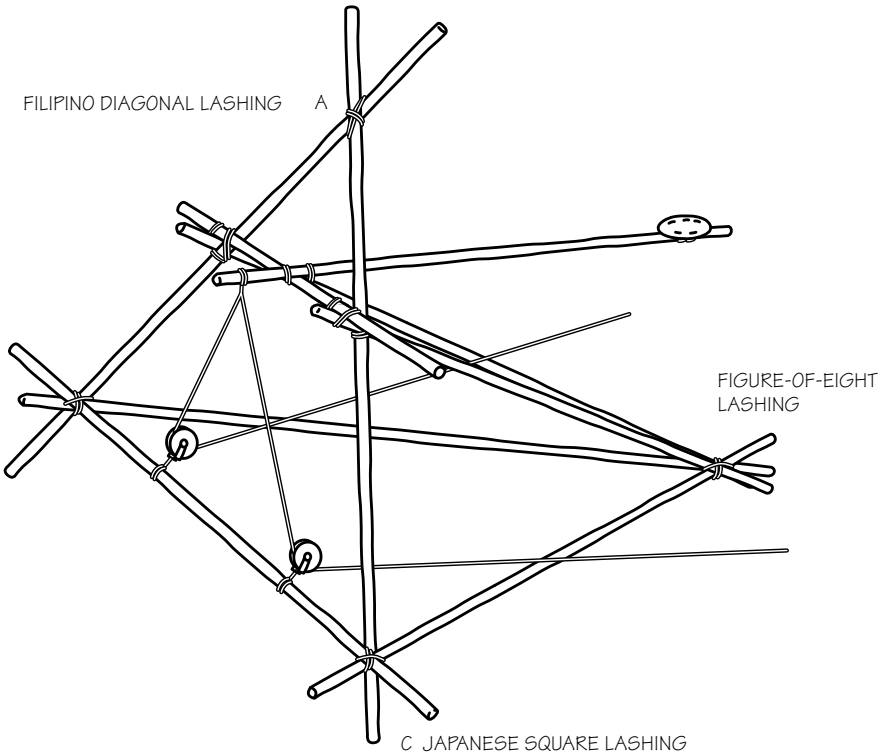
down over the container, relax the band to fit tightly around the container, then lift and deposit the container upright outside of the circle. The patrol that completes the task in the shortest time wins.

A variation on the game is to have several containers instead of one. The patrol to transport out the most containers in a given time wins.

**Ballista**

This is a great summertime event, as the main objective is to get the other patrol members as wet as possible. Each patrol is instructed to build a catapult using all three lashings and fill water balloons as quickly as possible. Each patrol is assigned a designated area and must stay within the boundaries as marked. Patrols should be separated by at least 25 feet.

Each patrol is provided with nine poles, two small pulleys, binder twine, 25 balloons, a bucket of water, and the bottom of a 2-liter plastic bottle. Each patrol receives a diagram of the catapult along with diagrams of figure-of-eight lashing, Japanese square lashing, and Filipino diagonal lashing.



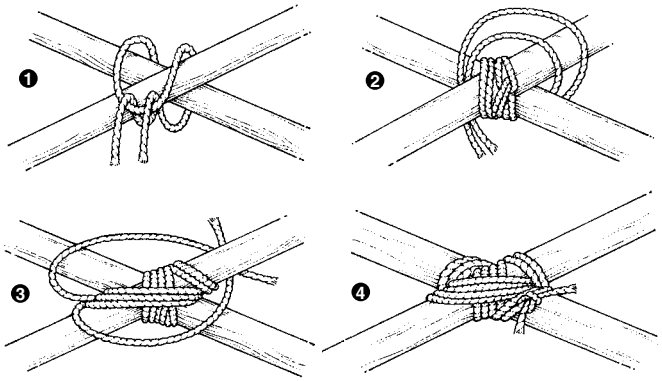
### Filipino Diagonal Lashing

**Step 1—**Start with the middle of the rope, tucking the running ends through the middle loop after going around both spars. Use the loop to pull the spars together.

**Step 2—**Proceed as for a diagonal lashing, taking the running end around both spars, keeping both ends together.

**Step 3—**Separate the ends and take frapping turns *between* the spars, pulling the rope tightly.

**Step 4—**Finish with a square knot. The Filipino lashing is a good alternative for the diagonal lashing.




### Figure-of-Eight Lashing

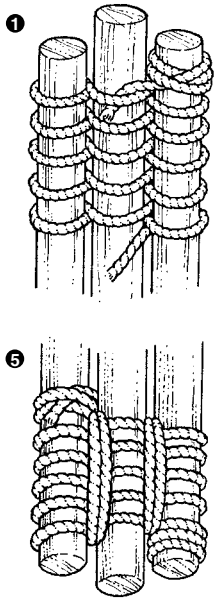
**Step 1—**Lay three spars alongside each other, butt to butt, tip-to tip.

**Step 2—**Tie a clove hitch around the outside spars, and twist the end around the rope.

**Step 3—**Alternate the rope over and under. Use six or more loose-turns.

**Step 4—**Finish with a clove-hitch.

**Step 5—**Make frapping turns between each pair of spars.




**Step 6—**Open the three legs to form an equilateral triangle at the base, with spars an equal distance from each other.

**Step 7—**To complete the tripod, square-lash three extra spars across the butts a foot or so from the base. For greater security, heel the butts into the turf.

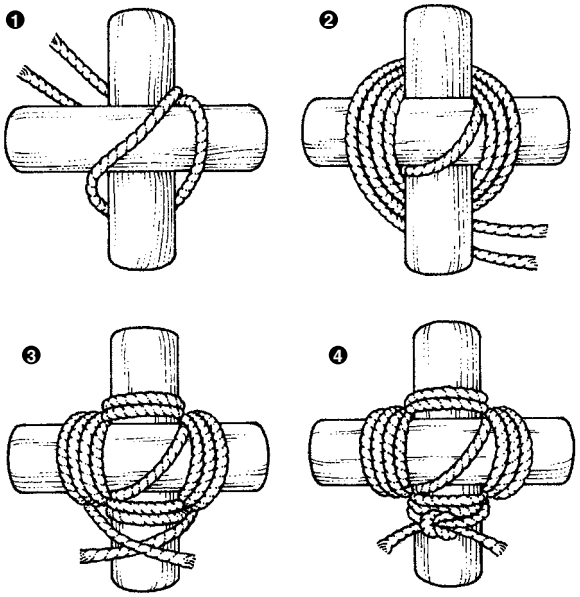
### Japanese Square Lashing

**Step 1—**Start as if for a square lashing, but with about 30 percent more rope. Double the rope and pass the bight to the lower spar.

**Step 2—**With the two parts of the rope side by side, and never overriding, take two complete turns around both spars, the same as for the traditional square lashing.

**Step 3—**Take the two parts of the double rope and make frapping turns by taking two ropes between the spars in opposite directions. (One advantage is that it is easier to pull these turns very tight.) Two or three turns are sufficient.

**Step 4—**Finish the lashing by joining the two running ends together with a square knot and tucking in the ends.




### Balloon Launch

Another summertime event is the balloon launch, in which the objective is to get the other patrol members wet. Each patrol is given a launch site separated from the others by at least 50 feet and is instructed to stay within the boundaries.

Each patrol receives 10 feet of surgical rubber tubing, a 4-by-6 piece of leather, 25 balloons, and a bucket of-water.

Two Scouts hold the ends of the tubing, and a third Scout pulls back the balloon in the leather pouch and attempts to aim it at the other patrols.

# MECHANICS

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Have Scouts demonstrate rope whipping or fusing synthetic rope and splicing rope. | | |
| **Opening Ceremony**<br>_____ minutes | • Form the troop into a horseshoe.<br>• Hold a uniform inspection.<br>• Repeat the Scout Oath.<br>• Repeat the American's Creed *(Boy Scout Handbook)*. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice tying clove hitch, square knot, and bowline. Do Rescue Race. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts can see a presentation by a mechanic or go to an auto repair center or school to see how engines work and are maintained.<br>• Older Scouts work on the Venture program or practice knots and study ropes needed for rappelling *(Fieldbook)*. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the outing this month. Make sure everyone knows his assignments. If it is to be an overnighter, begin planning meals, the patrol duty roster, equipment distribution, and tent needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities toward rank advancement. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Hot Isotope Transport. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors.<br>• 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. | | |

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# MECHANICS

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts learn basic lashings—square, diagonal, and shear. Make a simple camp gadget.<br>• Experienced Scouts continue to work with engines, return to the auto center, or visit a different machine maintenance area.<br>• Older Scouts work on the Venture program or make plans for a fishing expedition at the troop outing; plan to prepare the fish for a meal. | | |
| **Patrol Meetings**<br>_____ minutes | Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue work on activities for advancement for the outing. Practice interpatrol activities. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Roman Chariot Race. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders council reviews the next meeting and plans for the campout. Continue work on next month's program feature. | | |

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# MECHANICS

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts review basic hiking skills and what to do if they get lost. Learn how to pack a backpack.<br>• Experienced Scouts continue to work with machines. If possible, work on a lawn mower motor or other small engine.<br>• Older Scouts work on the Venture program or finish planning a fishing event for the campout. | | |
| **Patrol Meetings**<br>_____ minutes | Finalize menus for this month's campout and make sure everyone knows what he needs to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Reactor Transporter. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# MECHANICS

## TROOP MEETING PLAN

**Date _____ Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts learn the basics of tent pitching. Review square lashing and practice diagonal lashing *(Boy Scout Handbook)*.<br>• Experienced Scouts continue to work on engines.<br>• Older Scouts work on the Venture program or assist younger Scouts with tent pitching. | | |
| **Patrol Meetings**<br>_____ 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 interpatrol activities that will take place. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Flagpole Raising. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# MECHANICS

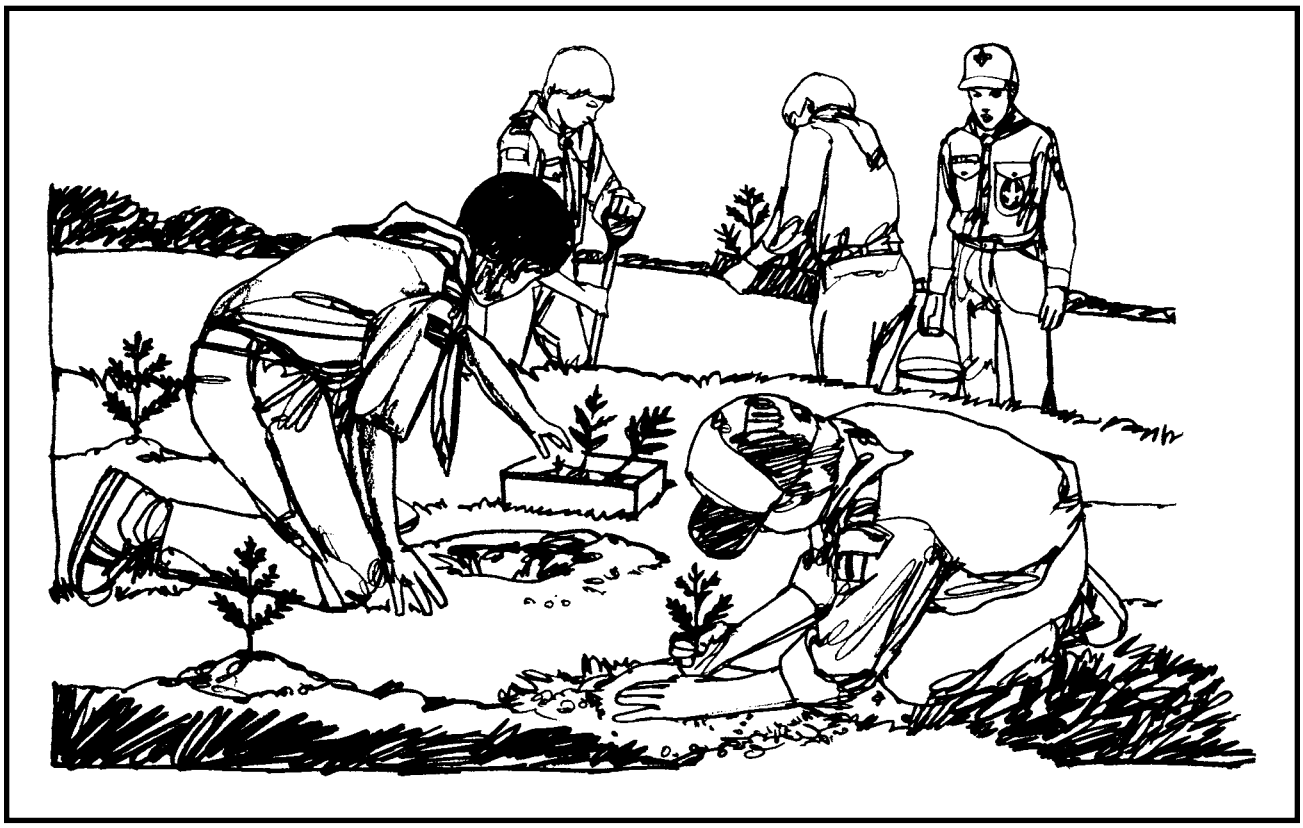
## TROOP OUTDOOR PROGRAM PLAN

**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. 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. | Work on pioneering project. | SPL |
| Noon | Lunch | |
| 12:30 P.M. | Clean up. | Cooks |
| | Free time | |
| 1:00 P.M. | Work on pioneering projects. | 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. | |

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| 8:30 A.M. | Worship service | |
| 9:00–11:00 A.M. | Fishing | |
| 11:00 A.M. | Break camp. | |
| **Special equipment needed** | Scout staves, rope, spars, troop camping equipment | |

# NATURE



Scouts discover quite a lot about nature in the course of camping and hiking. They learn the properties of various trees, how to predict a coming storm, how to identify common birds, and where to find animal tracks.

This month we will try to enhance their knowledge of nature with some systematic learning-by-doing, and also show them how to conserve our nation's natural resources.

The Nature program feature reminds most people of the wilderness. But the natural world is everywhere, even in the heart of a big city. In almost any city park, the troop can find trees, plants, birds, and probably small mammals. So no matter where your troop is located, you can find nature just outside the meeting place door.

The big event will be a nature adventure. It might be a weekend campout or a one-day outing. Ideally, the site will have a varied ecology—woods, meadows, a pond—because the greatest variety of trees, plants, and wildlife can be found in such a place.

Activities for the nature adventure might include building a nature trail, collecting specimens for a troop nature museum, performing a conservation project, or learning how to identify birds, trees, or other natural phenomena.

## SCOUTING OUTCOMES

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

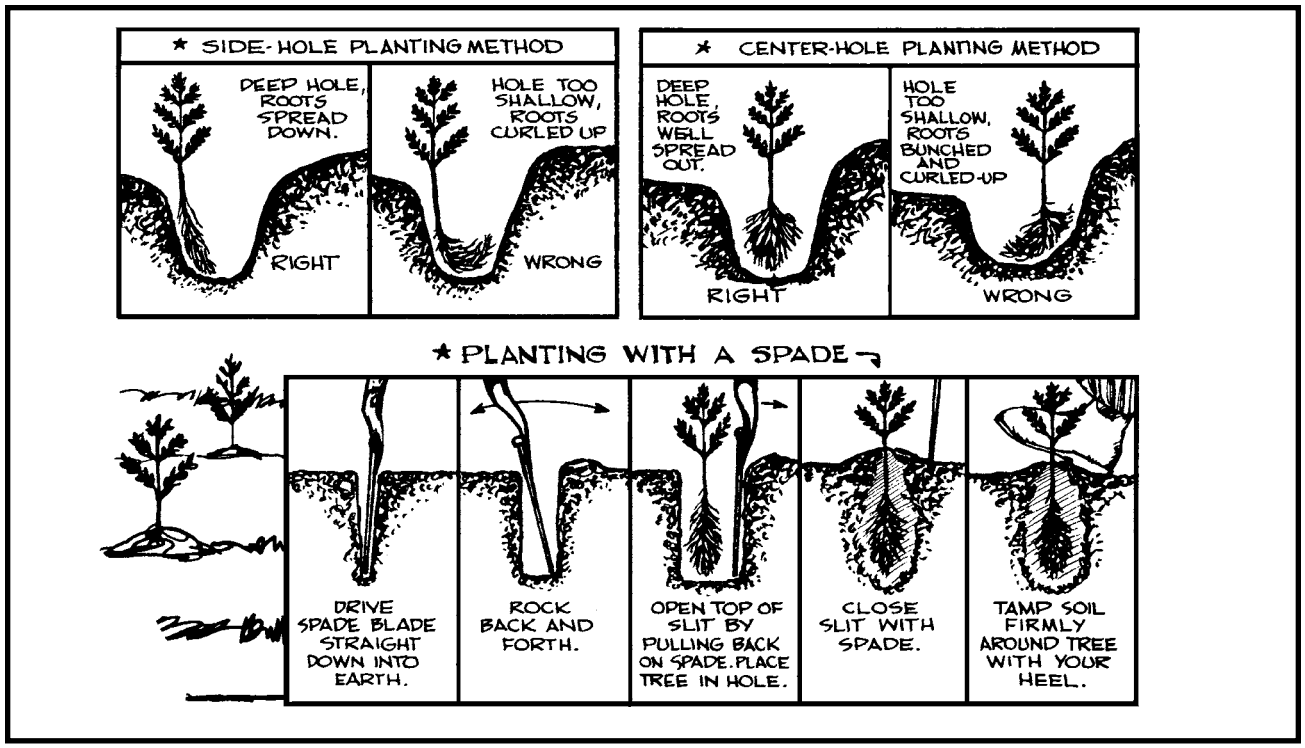
- An appreciation of the wonders of nature and possibly a greater feeling of closeness to God
- An understanding of how pollution affects the natural world and how Scouts can help to stop it
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic nature requirements through First Class. 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, 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
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

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

## 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 on nature
- Inviting parents to come along on the nature adventure
- Asking parents to provide transportation, if necessary, for the nature adventure

## 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 site for the nature adventure. If possible, choose a place with a variety of nature environments so that Scouts will find a wide range of trees, plants, and animals. If the site is near a fish hatchery or game or forest preserve, the troop might plan a visit. Assign someone to secure permissions, if necessary.
- Decide whether to make the big event a campout or one-day event. Obviously, more activities are possible on a campout.
- Choose activities for the nature adventure. Consider the other ideas on these pages.
- Consider inviting a Nature merit badge counselor or a counselor for another nature-related badge to help with troop meeting instruction and on the nature adventure.
- Plan details of troop meetings.

## FEATURE EVENT

### Nature Adventure

Since the subject of nature is as big as all outdoors, there is a broad range of possible activities for the big




event this month. The patrol leaders' council should make its choices based on the interests of the Scouts and their needs for advancement.

As one possibility, the patrol leaders' council might use requirements for one of the nature-related merit badges as an outline for the nature adventure. For example, if the focus were on the Nature merit badge, activities might include bird identification, setting out bird feeding stations, plaster casting of animal tracks, identifying reptiles and amphibians, collecting insects, fishing, and identifying wild plants.

Unless one of the troop's activities will be a conservation project, allow some free time in the program so that patrols can do a conservation Good Turn to help young Scouts pass the requirement for a service project for Second Class rank.

Below are other possibilities for the nature adventure.

### Nature Trail

A troop nature trail is an excellent learning device—much better than nature books—because the Scouts can see, smell, and touch an object while they learn. Obviously your trail will not be as long, detailed, or as permanent as the one in the council's Scout camp. Assuming you will use it for only one weekend, the markers can be 3-by-5-inch cards taped to the object. Ask a leader who is an amateur naturalist or a Nature merit badge counselor to choose the objects to be marked along the trail. Label these on the spot. Here is an example of a good label: "This lead-pencil tree, red cedar, is the favorite wood for making pencils. The wood is also used for cedar chests. Smell it!" That's much better than "Red cedar—Juniperus Virginia, northeastern United States."

Here are other good signs:

- W-H-I-T-E pine—five letters to the name, five needles to the cluster.
- Bark like alligator skin? It's dogwood.
- Leaflets three—let it be. Poison ivy!

It is not necessary to identify every tree, plant, and rock in the area. Your primary purpose should be to identify the most common objects of the natural community and to point to other things in the natural world.

For example, you might have a marker where deer have grazed, where a beaver has been at work, or where lichens have found a toehold in rock. Another might be a fallen, rotting tree that has become a feeding and nesting ground for insects and reptiles.

After going over your trail, the Scouts should have some understanding of the "web of life" as well as a knowledge of common trees and plants. Remember to remove the trail signs at the end of the activity unless it is to become a permanent nature trail.

### Conservation Project

A conservation Good Turn would, of course, be an excellent highlight for the nature adventure. A few possibilities are listed below. Be sure to get permission from the property owner before tackling the job.

For good advice on these and other conservation projects, see the *Fish and Wildlife Management* and *Soil and Water Conservation* merit badge pamphlets.

- Planting food plants for birds and mammals.
- Building a fence or a "living fence" to exclude livestock from a wildlife habitat.
- Building and setting out nesting boxes and brush piles for birds and mammals.
- Planting hedges or windbreaks to create winter cover for wildlife.
- Planting a gully, road cut, fill, or eroding area to provide wildlife shelter and reduce erosion.
- Building, stocking, or fertilizing a farm pond for fish.
- Building check dams, deflectors, or cover devices to provide shelter for fish and reduce erosion.
- Protecting a stream bank with plantings or riprapping.
- Building a grass waterway on sloping land.
- Controlling erosion on hiking trails by building water bars, or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.
- Planting grasses or other ground cover.

### Troop Nature Museum

The patrol leaders' council might want to have a nature museum to study back home. If so, the nature adventure would be a good starting point.

Keep the museum project simple and have a definite plan for it. Don't collect everything in sight for the sake of collecting. One way to do it would be to assign each patrol to one task, such as:

- Collect the 10 most common insects in your area.
- Make plaster casts of four different animal tracks.
- Make a rearing cage inhabited by six caterpillars.
- Collect 10 kinds of wood and mount for display.
- Collect five kinds of soil.
- Collect and prepare six common rocks for display.
- Plant six different tree seedlings in tin cans.

Before you begin collecting, make sure that you will be permitted to take samples from the site. Some parks don't permit anything to be taken. Ask the landowner or land manager for permission.

### Nature at Night

Nature never sleeps. Throughout the night the wilderness teems with life. You might hear skunks and raccoons scurrying for a late supper, a coyote howling, or a fox barking. In the summer, insects hum through the brush, sampling the foliage. In the distance, a night-hunting owl hoots.

Getting close to all this wildlife (except insects!) is a problem. Nocturnal critters are shy and not easy to spot. But it can be done if your Scouts are patient and, above all, quiet.

At night, sit quietly at least 10 yards from a tracking pit. Remaining absolutely quiet, shine a flashlight on the pit at intervals of 5 minutes or so. Curiously, the light won't bother the guests.

It is possible that no animals will appear while humans are near, even if Scouts are quiet. But in the morning, you are almost certain to see tracks in the loose soil of the tracking pit. A light snack might help attract animals.

The same idea of spotting nocturnal animals by flashlight might work with various baits. For deer, try a salt lick—a block of salt from a feed store. For night-roaming rodents such as mice, use peanut butter, nuts, or cereal grains. Raccoons, skunks, and opossums will be attracted to any leftover food.

### Nature Contests

Below are three games that might be played during the nature adventure.

**BRING ME.** The leader asks patrols to bring him a single leaf from a particular tree. Everyone must bring the correct specimen for the patrol to receive credit. Then send the patrols out for another specimen.

**TOUCH.** Play this game in or near woods. The leader calls out the name of any tree and the patrols scatter to find one. The first patrol with all members touching the correct tree earns a point. Continue naming other nearby trees until one patrol has earned 5 or more points.

**NATURE MARATHON.** If you have a nature trail, this game can be played after all Scouts have traveled the trail. Replace all the trail signs with cards that only have numbers on them.

Each Scout is given a pencil and sheet of paper. At intervals of about 30 seconds, send Scouts out on the trail. At each numbered card, the Scout stops and writes on his paper the identity of the object. He then races to the next object. Time each runner. The winner is the Scout with the most correct identifications. If there is a tie, the winner is the Scout with the most correct identifications in the fastest time.

If this game is played as an interpatrol contest, the patrol's score is the average number of correct answers by all patrol members.

# NATURE

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Have Scouts collect litter outside the meeting location. Then have a display of edible plants for Scouts to review *(Boy Scout Handbook)*. | | |
| **Opening Ceremony**<br>_____ minutes | • Form the troop into a square.<br>• Repeat the Scout Oath and Outdoor Code.<br>• Repeat the Pledge of Allegiance. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on identifying poisonous plants and reptiles in your area, and learn how to treat contact with them.<br>• Experienced Scouts begin plans for a nature hike or conservation project.<br>• Older Scouts work on the Venture program or plan a weekend canoe trip. Be sure to review the Safety Afloat rules. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be an overnighter, begin planning meals and the patrol duty roster, and make plans for equipment distribution and tent needs. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement related to nature and outdoors. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Nature Go-Down. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Sing "Taps."<br>• Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the troop campout or outing. Begin work on next month's program feature. | | |

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# NATURE

## TROOP MEETING PLAN

**Date** _____ **Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts stake out a 9-square-foot area outside the meeting hall. They study the nature objects within that area and identify whatever they find.<br>• Experienced Scouts continue to work on a nature hike or conservation project.<br>• Older Scouts work on the Venture program or continue making plans for a canoe trip. | | |
| **Patrol Meetings**<br>_____ minutes | Review assignments for the campout. First-time hikers continue working on troop procedures for hiking and camping. All other patrols continue to work on activities on advancement for the outing. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Nature Scavenger Hunt. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# NATURE

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | **Nature Ramble**<br>Patrols are sent out within a specified distance from the meeting place to look for conservation work that could be used in their rank advancement. Collect items for the interpatrol activity. | | |
| **Patrol Meetings**<br>_____ 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. Review plans for any upcoming patrol projects. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Nature Memory Hunt. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# NATURE

## TROOP MEETING PLAN

**Date** _____ **Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts review troop camping procedures and their involvement in the troop campout *(Boy Scout Handbook)*.<br>• Experienced Scouts finalize plans for the nature hike or conservation project. If it will coincide with the troop outing this month, make sure they share duties with the troop.<br>• Older Scouts work on the Venture program or finalize your plans for the canoe trip. Make sure they have met all of the necessary prerequisites. | | |
| **Patrol Meetings**<br>_____ minutes | Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Make sure that you have any special equipment required for the nature projects. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Nature Kim's Game. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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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# NATURE

## TROOP OUTDOOR PROGRAM PLAN

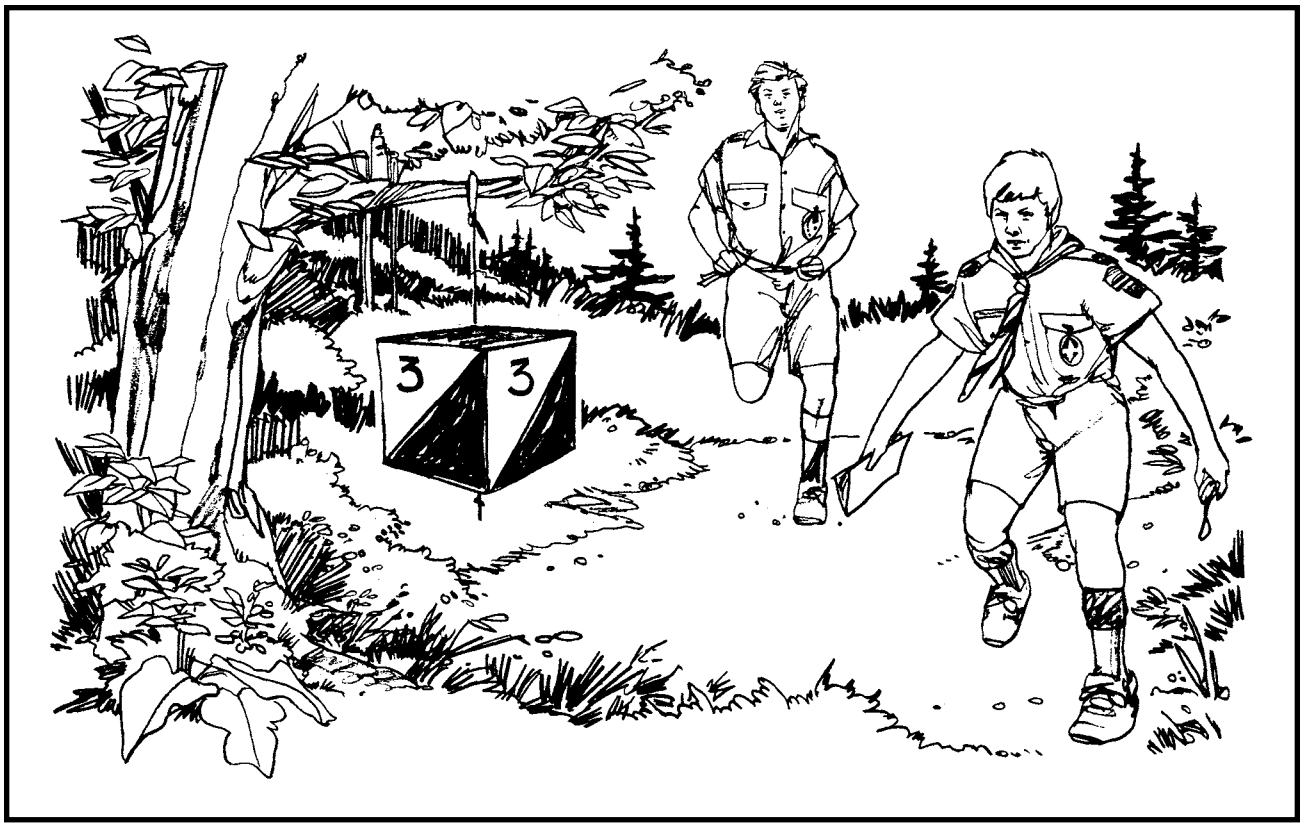
**Date** _____

| 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. Stow gear and set up camp. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. | |
| 7:30 A.M. | Breakfast | |
| 8:00 A.M. | Clean up. | Cooks |
| | Patrols put up the gear for morning activities, clean up patrol site. | |
| 8:30–11:30 A.M. | Set up nature trail or do conservation project. | SPL |
| 11:30 A.M. | Sack lunch | |
| Noon | Continue conservation/nature activities. | 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. | 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 | |
| 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, tools for conservation project, troop camping equipment | |

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# ORIENTEERING




Finding your way in the woods or on a mountain trek can challenge the abilities of the most experienced outdoorsman. In America's early days, the frontiersmen who opened the unmapped western lands traveled by highly developed powers of observation and memory. They could read the signs of mountain ridges, rivers, vegetation, wind direction, cloud movements, and the position of the sun, moon, and stars.

Today we have topographic maps and compasses for pathfinders. Being able to read maps, use compasses, and figure heights and widths are the skills needed for orienteering. The sport also requires thought, planning, decision-making, and stamina. As you plan for this program feature, make sure you provide challenges for Scouts of all skill levels.

Once your Scouts learn the secrets of orienteering, it will help them on all outdoor expeditions. Orienteering makes it possible to use shortcuts to trim travel distance and time. It also will lead them to explore out-of-the-way places of special interest.

The highlight this month will be an Outback Weekend. It might be held at the council's Scout camp or a large park. Plan a weekend of map-and-compass activities that will test Scouts of all skill levels in the troop.

## SCOUTING OUTCOMES

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

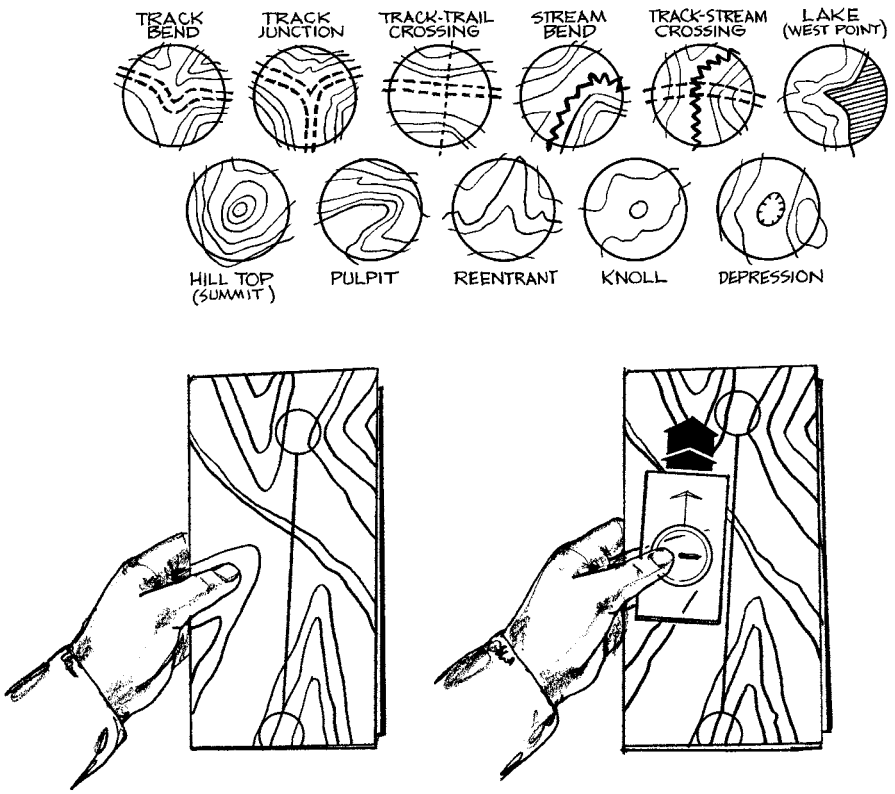
- Enhanced outdoor skills, especially in map and compass reading
- A greater understanding of how to plan and make decisions
- An understanding of some of the principles of orienteering
- Increased self-confidence

## ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic orienteering and 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
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law




*Second Class*

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

*First Class*

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

*Merit Badges.* Experienced Scouts can concentrate on the Orienteering merit badge. Depending on activities during the campout, they may also cover requirements in Camping, Cooking, Hiking, Wilderness Survival, and other outdoor-related merit badges.

## PARENT/GUARDIAN PARTICIPATION

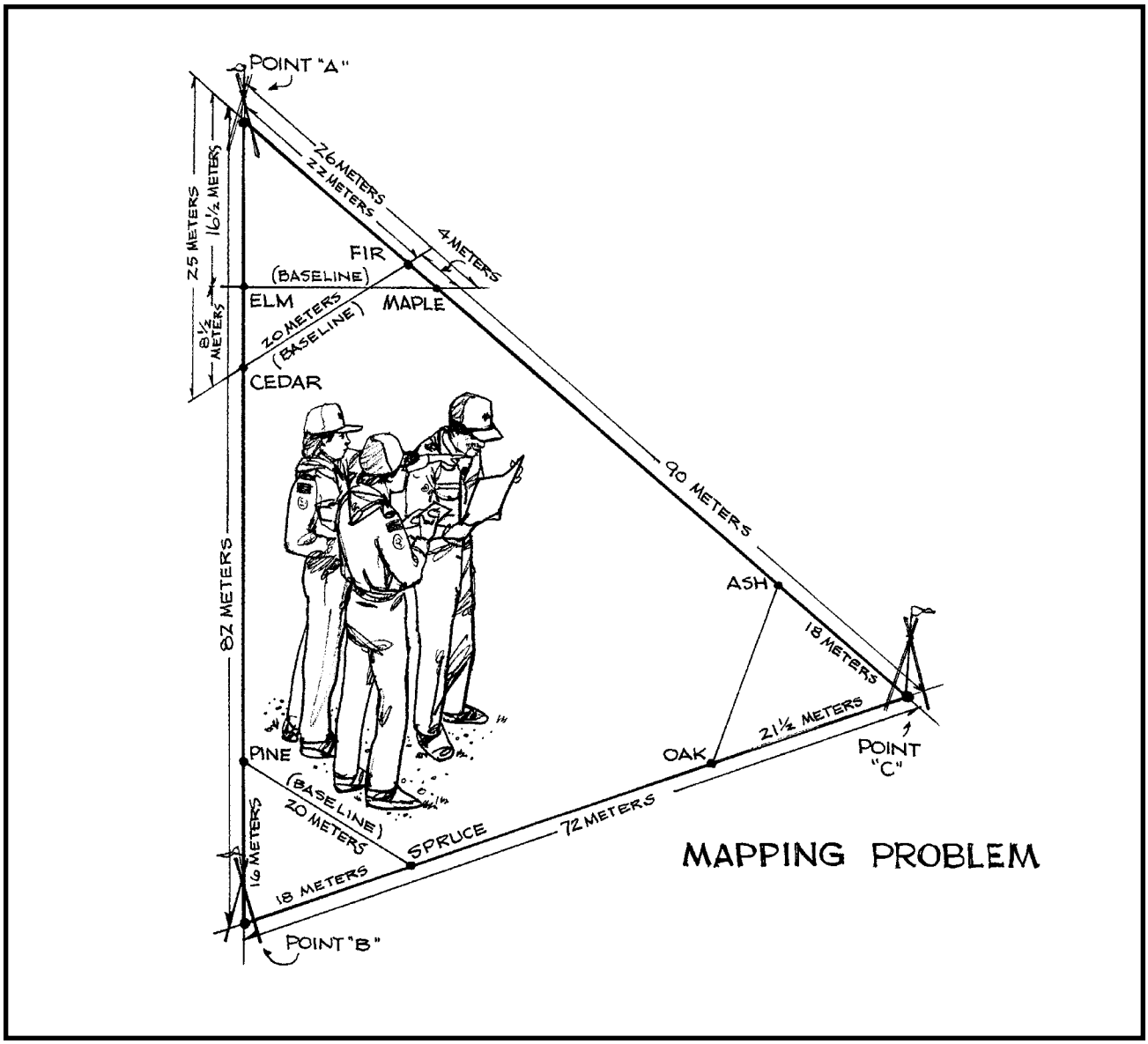
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for orienteering
- Having a family campout
- Asking people 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 a location for the Outback Weekend. Remember that you will need an area large enough to lay out an orienteering course, or at least have access to enough area to set the course.
- Plan the special activities for the campout. See the ideas on these pages.
- Inventory the troop camping equipment, if that has not been done recently.
- Get permission from the owners before laying out an orienteering course.
- Plan or review the 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**

**Outback Weekend**

There is fun and satisfaction in mastering map and compass skills. Orienteering is the art of traveling cross-country by compass and map and doing it so accurately that you arrive at specified points (called "controls") in a minimum length of time. The winner of an orienteering meet is the one who locates all controls and arrives at the designated destination in the shortest time.

Troop and patrol meetings this month give Scouts basic instruction in the use of a map and compass. The Outback Weekend gives them the opportunity to apply these skills in a very practical way.

The following are some suggestions for laying out the orienteering course at the campout:

- Have the course test the skills of map reading, use of compass, and brainpower rather than running power.
- Keep the course within boundaries like streams, railroads, and highways. Point out these landmarks to the patrols before the event. Make sure the map and terrain agree before placing controls.
- Youth leaders, other than patrol leaders, can set up the course and oversee the controls. Each control will have a code letter or number that the checker will record on a card carried by each Scout.

**MAPPING PROBLEM**

Each patrol is to plot an accurate triangle from a known baseline; they may not leave the baseline.

**Method:** Before the event, leaders plot a setup in the field as shown in the triangle diagram. The three corner points are represented by Scout staves secured upright with a shear lashing and visible from all points within the diagram. The baselines *Pine-Spruce, Oak-Ash, Elm-Maple,* and *Cedar-Fir* are made by stretching twine between the stakes at the extreme end of each line. These lines and the corner markers can be located by measuring as well as by sighting along the edge of the diagram when it has been correctly oriented in the field.

Next, place a piece of plain white paper over the diagram on this page. By tracing, draw the exact Pine-Spruce line and mark one end Pine and the other end Spruce. This is all that should appear on this paper. On another paper, trace the Oak-Ash line, and so on, until you have four sheets of paper with four lines. Give a sheet to each patrol.

Each patrol stations itself along the line shown on its paper and, without leaving that baseline, plots the three points—A, B, C—represented by Scout staves. Patrol members do this by sighting or by compass. When plotted, they mark the point on the patrol's sheet of paper in exact relation to the original baseline already drawn. When all three points are marked, they can be connected to form a triangle. The paper is given to the leader, who checks for accuracy by comparing it with the original triangle shown on this page. If desired, you can work out your own triangle and baselines to fit the terrain in which your troop will be working.

Instructions given to the patrols:
Drawn on your sheet is a baseline 20 meters long called "_____." Your assignment in this exercise is to plot a large triangle in the field. You will be able to see the three corners of the triangle. They are marked by lashed tripods with colored flags at their tops.

Using your compass, and without leaving the baseline, draw the triangle on your paper. You can do this by standing at the ends of the baseline and sighting to the nearest corner markers. Write down the bearings in degrees. Now using your compass as a protractor, join the corners of the triangle and you have the three sides of the triangle.

You will be judged on how accurately you sight with your compass, how correctly you draw the lines, and how quickly you complete this exercise.

# ORIENTEERING

## TROOP MEETING PLAN

**Date _____ Week 1**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | Without using a map or compass, work on finding a location *(Boy Scout Handbook)*. | | |
| **Opening Ceremony**<br>_____ minutes | • Conduct a troop flag ceremony.<br>• Conduct a uniform inspection. | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on how to use a compass and learn basic map reading skills. Play Silver Dollar Hunt. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts study maps of the area to be used for the Outback Weekend and begin plotting a 2,000-meter course with at least five controls.<br>• Older Scouts work on the Venture program or work with younger Scouts on map and compass basics. | | |
| **Patrol Meetings**<br>_____ minutes | Discuss plans for the outing this month and make sure everyone knows what he will need to bring and what his assignments are. New Scouts will need an orientation on basic camping procedures. Plan additional activities that are not orienteering-related. Plan menus for the weekend. | | |
| **Interpatrol Activity**<br>_____ minutes | Play Blindfold Compass Walk. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Closing Ceremony.<br>• Scoutmaster's Minute.<br>• 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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# ORIENTEERING

## TROOP MEETING PLAN

**Date _____ Week 2**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts practice reading map signs and do Direction-Finding Relay. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts continue work on plotting a 2,000-meter course. When that is completed, plan another course of 3,500 meters with seven controls.<br>• Older Scouts work on the Venture program or continue to work with younger Scouts. Prepare any projects that you are working on for this month's campout. | | |
| **Patrol Meetings**<br>_____ minutes | Review assignments for the campout. New Scouts should prepare materials they will need for the campout. Decide on menus and make necessary patrol assignments for meal preparation. | | |
| **Interpatrol Activity**<br>_____ minutes | Do Map Symbol Relay. (See the Games section of the *Troop Program Resources.**) | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the troop outing. Troop committee conducts a board of review. Continue work on next month's program feature. | | |

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# ORIENTEERING

## TROOP MEETING PLAN

**Date _____ Week 3**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br><br>_____ minutes | | | |
| **Opening Ceremony**<br><br>_____ minutes | | | |
| **Skills Instruction**<br><br>_____ minutes | • New Scouts work on packing a pack and basic tent pitching techniques. Do Knot-Tying Relay. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts continue work on a 3,500-meter course.<br>• Older Scouts work on the Venture program or finalize plans for special projects you will be working on during the campout this month. | | |
| **Patrol Meetings**<br><br>_____ minutes | Finalize the menu for the outing this month. Make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Remember that some groups will take longer to travel the orienteering course; you may want to consider a sack lunch. | | |
| **Interpatrol Activity**<br><br>_____ minutes | **BEELINE HIKE**<br>In Scouting, a beeline hike draws upon the lore of the old bee hunter. The object of the hike is to go directly from one point to another, regardless of obstacles in the path. One or more beelines may be determined in advance by the troop leaders. If only one line is decided on, then all patrols will follow it. However, it is more fun to establish a different beeline for each patrol, starting from widely separated points and converging at a common meeting place. Liven up the hike by having a pizza as the objective. Or, the objective could be a historic site, hidden treasure, etc. Patrols should take the most direct route possible, surmounting obstacles in the path by climbing or bridging. If there are insurmountable obstacles, the patrol will make four 90-degree turns, and then continue on the original course. | | |
| **Closing**<br><br>_____ minutes<br><br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• 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. | | |

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# ORIENTEERING

## TROOP MEETING PLAN

**Date** _____ **Week 4**

| ACTIVITY | DESCRIPTION | RUN BY | TIME |
|---|---|---|---|
| **Preopening**<br>_____ minutes | | | |
| **Opening Ceremony**<br>_____ minutes | | | |
| **Skills Instruction**<br>_____ minutes | • New Scouts work on measuring heights and distances. Do the Scout Pace Contest. (See the Games section of the *Troop Program Resources.**)<br>• Experienced Scouts review plans for the orienteering course. Designate someone to arrive at the site early to lay out the course.<br>• Older Scouts continue work on the Venture program or get necessary equipment for the projects they will work on during the campout. | | |
| **Patrol Meetings**<br>_____ minutes | Review plans for the campout. Make sure everyone knows the departure time. Fine-tune your map and compass skills. New Scouts should make sure they have the proper clothing and personal gear for the campout. | | |
| **Interpatrol Activity**<br>_____ minutes | **CRASH LANDING**<br>**Equipment:** One topographic map for each patrol. All maps are of the same area.<br>**Method:** Announce that a plane has crashed at a certain point shown on the map. The crash site is some distance from a road. Give a map to each patrol and tell patrols to complete the following instructions within a given time:<br>1. Locate the scene of the crash on the map.<br>2. Determine the route to be taken by car to a point nearest the crash scene.<br>3. Determine the route to be taken on foot from the car to the crash scene.<br>4. List first-aid materials to be taken to the crash site by a patrol.<br>5. List other equipment to be taken.<br>6. Make up a quick-cooking, lightweight menu for one meal, including food suitable for possible survivors.<br>**Scoring:** The patrol that does the best job on the total project wins. | | |
| **Closing**<br>_____ minutes<br>Total 90 minutes of meeting | • Scoutmaster's Minute.<br>• Retire colors. | SM | |
| **After the Meeting** | Patrol leaders' council reviews the next meeting and plans for the troop campout. Finalize work on next month's program feature. | | |

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# ORIENTEERING

## 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. Unload canoes if a canoe trip is planned. | SPL/PL |
| **Saturday** 6:30 A.M. | Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.) | Cooks, assistants |
| 7:00 A.M. | Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned. | |
| 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. | Travel 2,000-meter orienteering course. Estimate heights of trees and widths of ravines or creeks. | SPL/PL |
| 11:30 A.M. | Sack lunch | |
| Noon | Continue on orienteering course. | |
| 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 | 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. | |

| TIME | ACTIVITY | RUN BY |
|---|---|---|
| 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** | Topographic maps, compasses, troop camping equipment | |

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

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ISBN 978-0-8395-3111-1
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2007 Printing