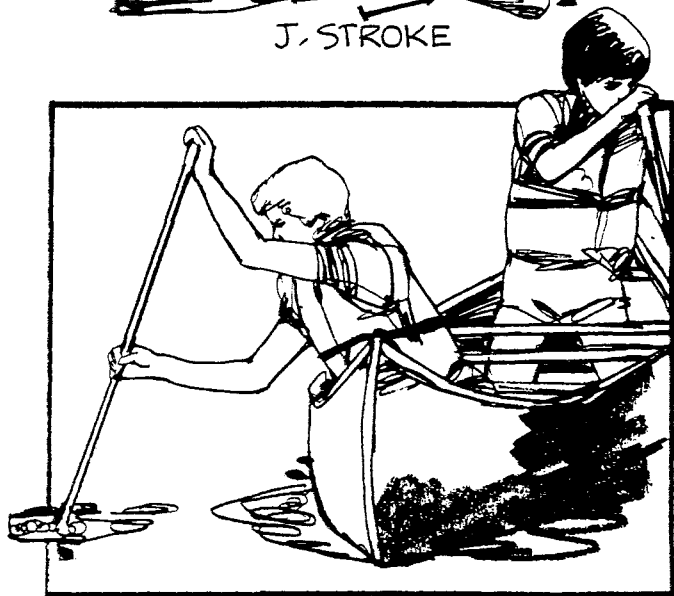


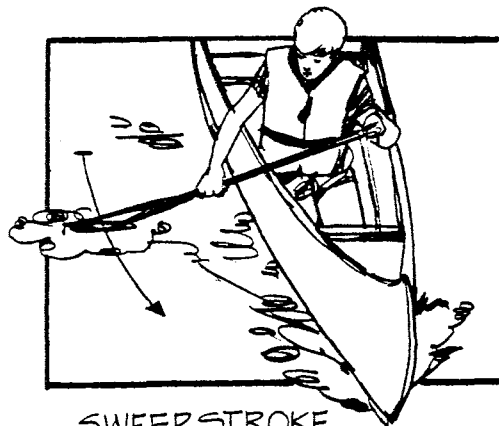
J-STROKE



PUSH STROKE



DRAW STROKE



SWEEP STROKE

PATROL LEADERS' COUNCIL

The PLC should meet in the middle 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 PLC meetings after each troop meeting.

- Make plans for the canoe trip.
- Decide whether or not to make the outing an overnighiter.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month.
- Hold a junior leader training session on controlling the group (*Scoutmaster Handbook*).

FEATURE EVENT

Canoeing/Rowing Outing

This outing could be a long weekend or a daylong activity. Several other activities could be combined with it as well. Older Scouts could take a canoe trip and join the rest of the troop on Saturday evening. Experienced Scouts could plan a canoe trip and the new Scouts could go along for the ride, provided they are classified as swimmers.

Boating activities could take place on a lake. If you have access to sailboats, a mini-regatta could be run, with parents included as crew members. Or you could have a fishing tournament using boats to get you to your favorite fishing spot. If you have access to power boats that can pull water-skiers, you might conduct some water show activities on skis.

PATROL RELAYS. Run a swim relay in chest-deep water so that nonswimmers can walk their lap.

UP AND UNDER. (For Scouts and brothers and sisters.) Use a volleyball or beach ball for each team. All teams line up, relay fashion, in waist-deep water. The first player in each line is given the ball. On signal, he passes the ball back over his head to the next player in line, who passes it between his legs to the next player in line, who passes it between his legs to the next player, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first team back in its original order wins.

GREASED WATERMELON. (For Scouts and older brothers and sisters.) Divide players into two teams. Have teams form parallel lines about 15 feet from the center of the pool or playing area. In the center, float a medium-sized watermelon greased with shortening. On signal, each team tries to bring the watermelon to its starting line. The successful team gets served first when it's time to cut the melon.

BIG BLOW. (For Scouts and brothers and sisters.) Play in water that is chest-deep for the shortest member. Each team lines up, relay fashion, and is given a table tennis ball or toy boat. On signal, the first player on each team swims or walks to a turning line and back while blowing the ball or boat ahead of him. The following players repeat the action until all have run.