

BOATING/CANOEING

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Meet at the waterfront or pool, if possible. Use the Safe Swim Defense (<i>Boy Scout Handbook</i>). If held at your meeting place, make buddy tags (<i>Swimming merit badge pamphlet</i>).		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	Test all Scouts' swimming ability and classify each as non-swimmer, beginner, or swimmer. Pair up buddies. Have instruction for nonswimmers. Begin working on strokes needed for Tenderfoot through First Class. <ul style="list-style-type: none"> • Experienced Scouts (if they are classified as swimmers) work on Lifesaving or Swimming merit badges, or begin planning a canoe trip that could be held on a weekend. (You may want to include new Scouts on the trip.) • Older Scouts work on the Venture/Varsity program or on Snorkeling, BSA; BSA Lifeguard; or Mile Swim, BSA award. If you will have access to sailboats on the troop outing, plan a regatta. 		
Patrol Meetings _____ minutes	If you are planning a canoe trip, review Safety Afloat rules. (<i>Scoutmaster Handbook</i> .) Note that only swimmers may be in canoes. Plan to follow these rules for all boating activities.		
Interpatrol Activity _____ minutes	Spoon Race ("Program Specialties" section of this book)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		