



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.

- Decide on the site for the campout. Remember that you will need a supply of poles and small limbs for pioneering projects. Such materials are cut to size and 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 cut trees at any site without the owner's permission.
- Plan the special activities for the campout. See the ideas on these pages. If special gear will be needed, assign someone to obtain it; seek help from the troop committee if necessary.
- Inventory the troop's camping equipment, if not done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Practice knots and lashing, if equipment is available.
- Hold a junior leader training session on counseling (*Scoutmaster Handbook*).

FEATURE EVENT

Engineering Outing

During this campout, the troop can build pioneering projects engineered by the experienced Scouts or demonstrate various "engineering" projects. Examples: A scaled-down ver-

sion of a wind generator and how it stores energy in batteries, or a solar energy battery charger. Model rockets or cars or homes could be designed, made, and demonstrated during the campout.

CAMPOUT GAMES

Log Hitching Race

Equipment: A log, 6 inches in diameter, 5 feet long; 20 to 30 feet of $\frac{1}{4}$ -inch rope; a timepiece to time the race.

Method: In turn, each patrol ties a timber hitch and a half-hitch on the log and drags it around a turning point 50 feet away and back to the start. A judge times each performance.

Scoring: The patrol with the fastest time wins.

Lashing Relay

Equipment: For each patrol, lashing rope and tree spars, each about 2 to 3 inches in diameter, 6 to 10 feet long.

Method: Patrols line up, relay fashion, facing their spars and rope. A judge stands near their equipment. On signal, the first Scout in each patrol runs to the judge and is told to tie one lashing—square, diagonal, or shear. When he has completed the lashing to the judge's satisfaction, he unties the lashing and runs back to touch off the next patrol member. The relay continues until all have run.

Scoring: The first patrol finished wins.

High Hot Chocolate

Equipment: For each patrol, poles and lashing ropes for a four-legged tower that is 8 feet high with a 4' x 4' square platform