

ENGINEERING

TROOP MEETING PLAN

Date _____ Week 3

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice use and care of woods tools, and learn how to make firelays. Continue work on lashings. • Experienced Scouts make assignments to get necessary staves, spars, and ropes for pioneering projects on the campout. Or, visit an engineering firm. • Older Scouts work on the Venture/Varsity program or assist with instruction of younger Scouts. 		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	<p>Log-Rolling Relay <i>Equipment:</i> For each patrol, one log 3 feet long and 12 inches in diameter; eight stakes set in the ground to make a course about 4 feet wide and 50 feet long. <i>Action:</i> Patrols line up, relay fashion, facing their course. On signal, the first two Scouts in each patrol roll their log through the course, using hands and feet. When they get to the turning point, they turn the log and roll it back down the course. The next pair of Scouts repeats the action, and so on until the log has been rolled up and back four times. <i>Scoring:</i> The first patrol finished wins.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.		