

FISHING

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 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 (<i>Boy Scout Handbook</i>). • Experienced Scouts make arrangements for boats and bait. • Older Scouts work on the Venture/Varsity program or assist in planning for the outing. 		
Patrol Meetings _____ minutes	<p>Finalize the menu for the outing and make sure everyone knows what they 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.</p>		
Interpatrol Activity _____ minutes	<p>Do one or more of the games in the "Program Specialties" section of this book.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	<p>Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature.</p>		