FORESTRY

TROOP MEETING PLAN

Date Week	Kʻ	1
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Activity	Description	Run by	Time
Preopening minutes	Play Poison. Have the troop form a circle, but with Scouts of various patrols alternating. Mark a circle on the ground, 5 to 6 feet in diameter. All Scouts join hands and move rapidly around the circle, while each Scout tries to force the opponent next to him on either side to step into the circle. Any Scout stepping into the circle is "poisoned" and drops out of game. The game is continued until only one Scout is left. His patrol is the winner.		
Opening Ceremony minutes	 Assemble the troop. Hold uniform inspection. Repeat Scout Oath. Present colors. Recite words to national anthem. 		
Skills Instruction minutes	 New Scouts work on nature requirements to identify 10 kinds of wildlife and local poisonous plants. Play Nature Kim's Game ("Program Specialties" section of this book). Experienced Scouts plan to do a conservation project. Get advice from a state or federal conservation service. Older Scouts work on their Venture/Varsity program, or take an inventory of troop camping gear and make repairs. 		
Patrol Meetings minutes	Discuss plans for the campout this month and make sure everyone knows their assignments are and what to bring. New Scouts need to know what support they will provide for the outing. Patrols plan activities to work on advancement. Plan menus for the campout.		
Interpatrol Activity minutes	Three-Legged Football ("Program Specialties" section of this book)		
Closing minutes Total 90 minutes of meeting	Form troop into patrols, call patrol leaders forward to lead patrol yells Repeat Scout Law Scoutmaster's Minute Retire colors	SM	
rotar so minutes of meeting		de constant	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the Leave-No-Trace outing. Begin work on next month's pro- gram feature.		