SPACE EXPLORATION

TROOP MEETING PLAN

Date	Week	3
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Activity	Description	Run by	Time
Preopening minutes			
Opening Ceremony			
Skills Instruction minutes	 New Scouts learn clothing and equipment necessary for a troop campout and become familiar with the troop's camping gear. If possible, set up a dining fly and two-man tent outside. Also discuss what to do if lost (Boy Scout Handbook). Experienced Scouts complete model rocket. Test-fire the rocket if local regulations allow. Older Scouts work on the Venture/Varsity program or continue to plan canoe trip. 	·	
Patrol Meetings minutes	Finalize menus for this month's outing and make sure everyone knows what he 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 can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering.		
Interpatrol Activity minutes	Two-by-Four This is usually played with red and black checkers. We will substitute Scouts—four from each of two patrols. The eight Scouts line up shoulder to shoulder, alternating patrols (Scout from patrol A, then B, A, B, etc.). The object of this noncompetitive game is get all members of patrol A on one end of the line and all members of patrol B on the other end by moving in pairs. Rules: • All moves must be made as pairs. (Members of different patrols may move together.) One pair moves at a time. • As a pair moves, it leaves an empty space in the line, which must remain open until it is closed by another pair. • Pairs may not pivot or turn around. • The final line must be solid—no gaps. • Four moves is the minimum, but don't announce this until the group has made a first try. The following sequence shows the four-move solution:		