FORESTRY

TROOP MEETING PLAN

Date	Week	4
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 New Scouts review troop camping procedures and their involvement in the troop campout (Boy Scout Handbook). Experienced Scouts finalize plans for a nature hike or conservation project. If it will be held during the troop outing this month, make sure they do their share of duties with the troop. Older Scouts work on the Venture/Varsity program or plan a 1-kilometer orienteering course for the campout. 		
Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Make sure that you have any special equipment you will need for the nature projects you'll be doing.		
SHOOT OUT. This game can have a lot of rules or very few, depending upon how it's presented and "where the players are at." If your patrols are into fantasy and fun, the extra rules and ritual are usually well received. If they are young and active, they will want action and less explanation. General Rules (add or subtract appropriately): The playing area can be a gym or on a marked field. You need two teams of about five to 15 Scouts. All players are given Frisbees—the same color for players on the same team. If a thrown frisbee hits a player below the waist, he must "die" a dramatic, histrionic and noisy death and lie on the floor or field until that segment of the game is concluded. After a frisbee is released, only that particular color may be picked up by a team member as the participants dash about trying to find a thrown "weapon," and at the same time, protect themselves. Players may knock a thrown frisbee aside with another frisbee, but they may not catch a frisbee that has been thrown at them. Play continues until all members of one group have been properly "drilled."		
 Scoutmaster's Minute Retire colors 	SM	
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