SCIENCE

TROOP MEETING PLAN

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| Activity | Description | Run by | Time |
|---|--|--------|------|
| Preopening | | | |
| minutes | | | |
| Opening Ceremony | | | |
| minutes | | | |
| Skills Instruction minutes | New Scouts come to the meeting with backpack packed if the troop has planned a campout. Review items needed for the campout. Do Sloppy Camp ("Program Specialties" section of this book). Experienced Scouts review first aid skills, particularly bandaging for broken bones and sprains, plus severe bleeding control. Summarize weather record-keeping for weather station; make long-range forecast for campout. Older Scouts work on the Venture/Varsity program or finalize plans for a problem-solving trail on the campout. If that is done, get a map of the area and plan a 1-mile nature trail. | | |
| Patrol Meetings minutes | Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice any interpatrol activities that will take place. | | |
| Interpatrol Activity minutes | Four-Way Tug-of-War Equipment: About 100 feet of ¹/4-inch or larger rope. Tie ends together to make a circle, then divide rope into four equal segments marked by chalk or tied rags. Lay rope into a rectangle. Equal-sized patrols line up along each of the four sides. On signal, Scouts grasp the rope and try to pull the other patrols toward them. The winning patrol is the one that has made the most backward progress after a specified time—say, 3 minutes. | | |
| Closing minutes Total 90 minutes of meeting | Scoutmaster's Minute Retire colors | SM | |
| After the Meeting | Patrol leaders' council reviews next meeting and checks last-minute details for campout. Finalize work on next month's program feature. | | |