

# Troop Meeting



# Plan

Date: \_\_\_\_\_

Nov 27 2007

Pioneering

Topic:

Activity	Description / Details	Run By
<b>Preopening</b> 6:45-6:58	<b>Cannibal rescue</b> — Need 3 ropes. Each patrol leader is on one side of the room, and the other members of his patrol are across from him on the other side. He must use the rope to pull his other patrol members one at a time to him across the “river”.	
<b>Opening Ceremony</b> 7:00-7:05	Must include one element related to scouting other than the oath law and pledge.	
7:06-7:30 <b>Skill s Ins truction</b> _____	Teach Tripod, Square, Round, Shear, and Diagonal lashings.	<b>Justin</b>
7:30-7:35 <b>Patr ol M eetings</b> _____	Discuss upcoming campout and think of menu ideas ahead of time.	
7:35-8:00 <b>Int er patrol Activity</b> _____	<b>Lightning lashes</b> —each patrol must set up 3 lashings properly in order and show them to the SPL or ASPLs. The Patrol leader, however, cannot set up the lashings and must guide his patrol verbally. The patrol members can only move when told to do so. Everyone in the patrol must do at least one lashing.	<b>Chris</b>
<b>Closing</b> 8:00-8:10		
<b>Review</b> 8:10-8:15		

# Troop Meeting




# Plan

Date: \_\_\_\_\_

Dec 4 2007

Wilderness survival

Topic:

Activity	Description / Details	Run By
<b>Preopening</b> 6:45-6:58	<b>Shelter building</b> — Need pretzel rods and sticks. Each patrol must build a shelter out of pretzels.	
<b>Opening Ceremony</b> 7:00-7:05	Must include one element related to scouting other than the oath law and pledge.	
7:06-7:30 <b>Skills Instruction</b>	Discuss how to build and the advantages of different shelters. Have diagrams for display.	<b>Chris</b>
7:30-7:35 <b>Patrol Meetings</b>	Discuss upcoming campout and plan menus.	
7:35-8:00 <b>Inter patrol Activity</b>	<b>Over-under relay</b> — Need 1 rubber ball for each patrol. Each patrol must pass the ball over their heads or under their legs in an alternating order. The last person in line must run the ball to the front and continue the chain until the first person is in the back.	
<b>Closing</b> 8:00-8:10		
<b>Review</b> 8:10-8:15		



# Troop Meeting

# Plan

Date: \_\_\_\_\_

Dec 11 2007

Topic: Climbing

Activity	Description / Details	Run By
<b>Preopening</b> 6:45-6:58	<b>Simon says</b> —Patrol leading event takes turns giving commands, mixing up Simon’s commands with regular commands. Last patrol standing wins.	
<b>Opening Ceremony</b> 7:00-7:05	Must include one element related to scouting other than the oath law and pledge.	
7:06-7:30 <b>Skill s Ins truction</b> <hr/>	Climbing safety	<b>Grimace or Spi- der</b>
7:30-7:35 <b>Patr ol M eetings</b> <hr/>	Patrol leaders must decide what to work on.	
7:35-8:00 <b>patrol Activity</b> <hr/>	<b>Famous visitors</b> —Each patrol leader will answer yes or no questions as to their assigned identity. When the patrol figures it out they must give their patrol yell and say the patrol leader’s identity. The patrol that guesses the most correctly wins.	<b>Scott</b>
<b>Closing</b> 8:00-8:10		
<b>Review</b> 8:10-8:15		

# Troop Meeting




# Plan

Date: \_\_\_\_\_

Dec 18 2007

Climbing

Topic:

Activity	Description / Details	Run By
<b>Preopening</b> 6:45-6:58	<b>Submarines and mines</b> — leading patrol assumes the role of submarines. Other two patrols are mines. Submarines must make it past the mines without being tagged. Each round ends if all of the submarines are captured or if they make it to the other side. All patrols then rotate roles.	
<b>Opening Ceremony</b> 7:00-7:05	Must include one element related to scouting other than the oath law and pledge.	
7:06-7:30 <b>Skill s Ins truction</b> <hr/>	First aid while climbing	<b>Mr. Driscoll</b>
7:30-7:35 <b>Patrol Meetings</b> <hr/>	Patrol leaders must decide what to work on.	
7:35-8:00 <b>patrol Activity</b> <hr/>	<b>First Aid Baseball</b> —Need ten index cards numbered 1 to 10. Each card is marked single on the back except for 2,6, and 10. 2 is a double, 6 is a triple, and 10 is a homerun. Each patrol member must answer a First Aid question. If they get it right, they draw a card and go to the base indicated and are a base runner. Once each patrol member has gone, the next patrol takes it's turn.	
<b>Closing</b> 8:00-8:10		
<b>Review</b> 8:10-8:15		