

# FISHING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

Activity	Description	Run by	Time
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on fire-building techniques and learn the basic fishing knots used in tying lures.</li> <li>• Experienced Scouts get maps of waters you will be fishing on. Determine the best locations for the type of fish you are going out for. Check to make sure no one needs a fishing license. Check on proper safety equipment for the boats.</li> <li>• Older Scouts work on the Venture/Varsity program or assist new Scouts and troop guide with fire-building practice.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the outing. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Remote Clove Hitch Tying ("Program Specialties" section of this book)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute</li> <li>• Retire colors</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		