

HIGH ADVENTURE

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice pitching a tent and making a ground bed (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Tent-Pitching Contest ("Program Specialties" section of this book). • Experienced Scouts work on low-impact camping techniques to be used on the campout. Use a topographic map of the campout site to choose tentative campsites. Do Remote Clove Hitch Tying ("Program Specialties") or continue work on the campout plan. • Older Scouts work on the Venture/Varsity program or help with instruction of younger Scouts. Prepare necessary items for merit badge work during the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Sloppy Camp ("Program Specialties" section of this book).		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the troop outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		