

# HIGH ADVENTURE

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

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 learn about clothing and equipment for a campout and become familiar with the troop's gear. If possible, set up a dining fly and pitch a tent outside. Also learn what to do if they get lost (<i>Boy Scout Handbook</i>).</li> <li>• Experienced Scouts practice identifying edible wild plants and edible fruits of trees. Design a lean-to that can be made of simple materials and could be used as a shelter, or continue planning a high-adventure trip.</li> <li>• Older Scouts work on the Venture/Varsity program or continue planning an orienteering course for the campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize menus for the campout and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shake-down campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering.		
<b>Interpatrol Activity</b> _____ minutes	Play Blindfold Compass Walk ("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 plans for the troop outing. Begin work on next month's program feature. Have you planned a family outing lately?		