

# PIONEERING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

Activity	Description	Run by	Time
<b>Preopening</b> _____ minutes	Have a Scout demonstrate rope whipping or fusing synthetic rope ( <i>Boy Scout Handbook</i> ). Also do a rope-making exercise.		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form troop into horseshoe.</li> <li>• Hold uniform inspection.</li> <li>• Repeat Scout Oath.</li> <li>• Repeat The American's Creed (<i>Boy Scout Handbook</i>).</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on tying clove hitch, square knot, bowline. Do Rescue Carry Relay ("Program Specialties" section of this book).</li> <li>• Experienced Scouts practice square and shear lashings. Plan three major pioneering projects you can build during the troop outing.</li> <li>• Older Scouts work on Venture/Varsity program or study ropes and knots necessary to do rappelling (<i>Fieldbook</i>).</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If it will be an overnight, begin meal planning and the patrol duty roster and make plans for equipment distribution and tentage needs. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement.		
<b>Interpatrol Activity</b> _____ minutes	Reactor Transporter ("Program Specialties" section of this book)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Sing "Scout Vespers"</li> <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 campout. Begin work on next month's program feature.		