

# TRACKING

## TROOP MEETING PLAN

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

Activity	Description	Run by	Time
<b>Preopening</b> _____ minutes	Meet outside. Set up sample trail signs, and have Scouts identify signs and tell their meaning ( <i>Boy Scout Handbook</i> ).		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form troop into open columns of patrols.</li> <li>• Hold uniform inspection.</li> <li>• Repeat Outdoor Code.</li> <li>• Repeat Pledge of Allegiance.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts practice tying half-tautline, and clove hitches, square knot, and bowline. Do Knot-Tying Relay ("Program Specialties" section of this book).</li> <li>• Experienced Scouts plan two trail signs, one for day and one for evening for the campout.</li> <li>• Older Scouts work on the Venture/Varsity program or use a topographic map of the campout area to plan an orienteering course.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Plan for the outing this month. Make sure everyone knows what he will need to bring and what his assignments are for the campout. New Scouts need to know what support they will provide for the campout. Scouts who have never camped will need extra help in planning their role. All other patrols plan activities to work on advancement. Patrol leaders also review the interpatrol activities that will take place and what skills need to be worked on for them.		
<b>Interpatrol Activity</b> _____ minutes	Granny's Footsteps ("Program Specialties" section of this book)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Form troop into patrols, and call patrol leaders forward to give patrol yells</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 outing. Begin work on next month's program feature.		