

TRACKING

TROOP MEETING PLAN

Date _____ Week 4

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts should come to the meeting with their pack all packed for campout to see if it has been done properly. Practice making firelays and play Fuzz Stick Relay ("Program Specialties" section of this book). • Experienced Scouts review map and compass skills that will be tested on campout. • Older Scouts work on the Venture/Varsity program or finish inventory and repair of troop camping equipment. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities for the campout.		
Interpatrol Activity _____ minutes	Four-Way Tug-of-War. <i>Equipment:</i> About 100 feet of 1/4-inch or larger rope. Tie ends together to make a circle, then divide rope into four equal segments marked by chalk or tied with rags. Lay rope into a rectangle. Equal-sized patrols line up along each of the four sides. On signal, Scouts grasp the rope and try to pull the other patrols toward them. The winning patrol is the one that has made the most backward progress after a specified time—say, 3 minutes.		
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 checks last-minute details for the outing. Finalize work on next month's program feature.		