

# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

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

| Activity   | Description   | Run by | Time |
|--|---|--------|------|
| <b>Preopening</b><br>_____ minutes                                 | Have Scouts work on finding directions without a compass or telling time without a watch.   |        |      |
| <b>Opening Ceremony</b><br>_____ minutes                           | <ul style="list-style-type: none"> <li>• Each patrol gives patrol yell</li> <li>• Present colors</li> <li>• Repeat Pledge of Allegiance</li> <li>• Recite Outdoor Code</li> </ul>   |        |      |
| <b>Skills Instruction</b><br>_____ minutes                         | <ul style="list-style-type: none"> <li>• New Scouts work on half-hitch and tautline hitch, and knife and ax skills. Do Split the Match relay ("Program Specialties" section of this book).</li> <li>• Experienced Scouts work on starting a fire without using matches and on reviewing survival situation priorities.</li> <li>• Older Scouts work on the Venture/Varsity program or make plans to live on wild edible plants in the area on the survival weekend.</li> </ul>  |        |      |
| <b>Patrol Meetings</b><br>_____ 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 patrol roster duties. Plan for equipment distribution and tentage needs. Scouts who have not been camping will need some extra help. All other patrols work on plans for activities toward your next rank advancement.  |        |      |
| <b>Interpatrol Activity</b><br>_____ minutes                       | <p>Shipwreck. A peripatetic "all aboard" problem. The object of Shipwreck is to gain the most points through group cooperation and fast action. Play it in a gym or on a large field. <i>Equipment:</i> 1/2-inch plywood circles, 3 or 4 feet in diameter, for each patrol to use as a "ship." Rasp and sand any sharp edges and splinters.</p> <p><i>Method:</i> Give each patrol a "ship." Scouts hold onto the sides as they run the length of the playing field. Patrols are to run with their "ship" until a leader yells, "Shark!" Then all members jump on board the "ship." The first group with all feet off the ground gains a point. Repeat several times. The first patrol to reach the finish line earns three points.</p> |        |      |
| <b>Closing</b><br>_____ minutes<br><br>Total 90 minutes of meeting | <ul style="list-style-type: none"> <li>• Form circle, cross arms and grasp neighbors' hands, and repeat Scout benediction</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 outing. Begin work on next month's program feature.  |        |      |