

WILDERNESS SURVIVAL

TROOP MEETING PLAN

Date _____ Week 2

Activity	Description	Run by	Time
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on building a fire, and on first aid for simple blisters and scratches, minor burns or scalds. Do Fuzz Stick Relay ("Program Specialties" section of this book). • Experienced Scouts work on designing or building survival shelters. • Older Scouts work on the Venture/Varsity program or continue work with edible plants and prepare some meals with them. 		
Patrol Meetings _____ minutes	<p>Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement for the outing. Practice interpatrol activities. New Scouts plan a menu to be used on the campout and determine who will get the food.</p>		
Interpatrol Activity _____ minutes	<p>Moonball <i>Equipment:</i> For each patrol, a well-inflated beach ball. <i>Method:</i> The object is to hit the ball aloft as many times as possible before it hits the ground. <i>Rules:</i></p> <ol style="list-style-type: none"> 1. A player cannot hit the ball twice in succession. 2. Count one point for each hit. <p>Have the patrols gather in different areas of the field or gym and begin playing. Tension and expectation may build as each "world record" is approached.</p> <p><i>Variation:</i> Have a different colored ball for each patrol. Start the game with all patrols in the same area, and allow patrol members to hit the ball of other patrols as well as their own. Do not permit pushing and shoving to get at another patrol's ball.</p>		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	