

Summer Camp!!
(Program Features)

TROOP MEETING PLAN

Date: Jan. 10 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Razor Tag (<i>see below</i>)	???	6:45 7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Shark Patrol	7:00 7:10
Summer Camp Promotion <u>30</u> minutes	SUMMER CAMP PROMOTION (ALL)	GSR STAFF & Guests	
Friends of Scouting Presentation <u>20</u> minutes	SCOUTS: OA Elections Arrow Of Lights: Question & answer session. SCOUT PARENTS: Helping with: AOL PARENTS: Question & Answer session.	OA Older Scouts, SM Scout Parents, ASMs	7:40 8:00
Interpatrol Activity <u>20</u> minutes	Patrol Plank Relay Race (<i>from Challenge Valley at Bell</i>) (<i>see below</i>)	Adults	8:00 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:20 8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Sharks have cleanup.	SPL / SM	8:30 8:40

Multimedia
(Program Features)

TROOP MEETING PLAN

Date: Jan. 17 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Sardines (<i>see below</i>)	Connor	6:45 7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Duckie Patrol	7:00 7:10
Group Instruction <u>7</u> minutes	Discuss the following topics: <ul style="list-style-type: none"> • Cyber Chip • Safe use of Facebook, Twitter, and websites • What is and is not appropriate to post on websites 	Charlie	7:10 7:17
Skills Instruction <u>33</u> minutes	New Scouts (8): Work on a script for a 60 second video on a scouting topic. Plan props, location and cast. Mid & Older Scouts (11): Work on a script for a 2 minute instructional video on a scouting topic. Plan props, location and cast.	Liam, Jack K Patrick, Bowen	7:17 7:50
Patrol Meetings <u>10</u> minutes	Dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	PLs	7:50 8:00
Interpatrol Activity <u>23</u> minutes	Play Ice Accident (<i>see below</i>)	Judged by Adults	8:00 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:20 8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Duckies have cleanup.	SPL / SM	8:30 8:40

SPECIAL PROGRAM – USS THRESHER
(Hooksett Library)

TROOP MEETING PLAN

Date: Jan. 24 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Arrival <u>10</u> minutes	Arrive a little early, help set up if needed	All	6:20 6:30
PROGRAM <u>60</u> minutes	The USS Thresher was the world's most technologically advanced nuclear powered submarine of her day. She was designed to be our Nation's silent guardian by hunting down and destroying Soviet submarines. After commissioning, USS Thresher conducted lengthy trials in the western Atlantic and Caribbean areas, providing a thorough evaluation of her many new technological features and weapons. On April 9, 1963, USS Thresher departed the Portsmouth Naval Shipyard never to return with 112 crew members and 17 technical observers for deep diving exercises in an area approximately 200 miles East of Cape Cod, Mass.	Kevin Galeaz	6:30 7:30
A Scout Is Helpful <u>10</u> minutes	Help clean up room after Program. (<i>Straighten/stack chairs, etc.</i>)	SPL	7:30 7:40
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flapjack Patrol	7:40 7:50
Patrol Meetings <u>15</u> minutes	Dues. Plan menus for Klondike Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:50 8:05
Interpatrol Activity <u>15</u> minutes	Play Hawaiian Handclap (<i>see below</i>)	Jack K	8:05 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:20 8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Flapjacks have cleanup.	SPL / SM	8:30 8:40

*** WEEK 5 – JAN. 31ST – FUN NIGHT!! ***
TUBING AT MCINTYRE!!

Revenge Tag:

Equipment: None.

Procedure: Everybody is “it”; everybody can also get tagged. If a player gets tagged, he must sit where he was tagged. He is stuck down until the player who tagged him gets tagged, and then he’s back up. If players tag each other at the same time then they play a round of ‘Rock, Paper, Scissors’ to see who sits.

Scoring: Anyone who can figure out how this game works, wins.

Razor Tag

Equipment: None.

Procedure: Everybody is “it”; players’ forearms and shins are “razors”, and the object is to “cut off” other players’ limbs. If your “razor” hits another player’s arm above the elbow or leg above the knee, they “lose” that limb and have to stop using it. If two “razors” hit, nothing is lost and play continues. If a player “loses” all his limbs, he is “dead” and must stay where he is until the person running the game calls for a “resurrection”. The last player with functional limbs wins.

Patrol Plank Relay Race

Equipment: For each patrol, two 2x6x6’ planks with 4 eye bolts with ropes attached.

Procedure: Patrols divide their members between the starting and turn lines. On “Go!”, the first half of each patrol steps onto their planks and uses the ropes to “walk” the planks to the turn line at the far end of the field. When they reach the line, they hand off the planks to the other half of the patrol for the return trip. If a patrol steps off the planks, they must return to where they started and start over.

Scoring: First patrol to make the round trip wins.

Sardines:

Procedure: One person hides, and the others must then find the person that’s hiding and hide with them. The last person to find the group that’s hiding is the loser.

Ice Accident

Equipment: For each patrol... sorry, it’s a secret.

Procedure: Patrols choose a “victim” who has fallen through the ice, and is lying down at the far end of the room. Patrols line up at the edge of the “ice” and must use their resources to rescue the victim and render first aid.

Scoring: Adults will judge patrols on how well they accomplish the rescue and how thorough their first aid treatment was.

Hawaiian Handclap:

Equipment: None.

Procedure: The players sit in a circle or a line, and count off. Establish a 1-2-3 rhythm by having all players, in unison, slap their knees on the first count, clap their hands on the second count, and snap their fingers on the third count. Once the rhythm is set, the first player calls a number at the instant he snaps his fingers. Keeping up the rhythm, the player whose number has been called waits until the instant of snapping his fingers to call another number. A player who calls a number too soon or too late, doesn’t call any number, or calls a nonexistent number—all of which happen frequently—loses his number, goes to the end of the line, and starts again with the bottom number, while the others move up a number. The object is to get to be number one and stay there.