

LEAVE NO TRACE

(Program Features)

TROOP MEETING PLAN

Date: Sept. 5 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Revenge Tag (<i>see below</i>)	Zak	6:45 7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law. Announcements	Atomic Hamster Patrol	7:00 7:10
Elections <u>30</u> minutes	TROOP & PATROL ELECTIONS Elect new SPL Patrols elect new PLs SPL chooses ASPL PLs choose new APLs, etc.	SM	7:10 7:40
Patrol Meetings <u>15</u> minutes	Dues. Start menu plan for Bike Trip. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:55
Interpatrol Activity <u>25</u> minutes	Play Futsol	Jake	7:55 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. SPL announces next week's instructors. Scout Vespers.	SPL / SM	8:20 8:30
After the Meeting <u>10</u> minutes	Mini-PLC. Hamsters have cleanup.	SPL / SM	8:30 8:40

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TROOP MEETING PLAN

Date: Sept. 19 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Razor Tag (<i>see below</i>)	Connor	6:45 7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flaming Duckie Patrol	7:00 7:10
Group Instruction <u>10</u> minutes	Review the 5 principles of Tread Lightly. Introduce the concept of Sustainability and challenge the troop to come up with a working definition. Review the concept of the three R's (reduce, reuse, recycle); ask how we can implement them on troop trips.	Jake	7:10 7:20
Skills Instruction <u>25</u> minutes	New Scouts: Make a list of approved scouting activities that apply to Tread Lightly principles. Review how troop trips can more closely follow LNT and Tread Lightly guidelines. Brainstorm ways scouts can reduce, reuse and recycle at home and on troop trips. Mid Scouts & Older Scouts: Teach backcountry kitchen cleanup techniques. Demonstrate filtering gray water with a nylon screen and how to create a natural sump for filtering. Discuss pack-it-out techniques for human waste.	Quintin Molony, Johnathan, Andrew Bennett, Charlie	7:20 7:45
Patrol Meetings <u>10</u> minutes	Dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:45 7:55
Interpatrol Activity <u>25</u> minutes	Play Indoor Snowball Fight (<i>see below</i>)	Patrick	7:55 8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce patrol food assignments for next week's Court of Honor. 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

COURT OF HONOR

(Program Features)

TROOP MEETING PLAN

Date: Sept. 26 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Moonball (<i>see below</i>)	Liam H	6:45
	Set up room for Court of Honor	Flapjack Patrol	7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flapjack Patrol	7:00
			7:10
Interpatrol Activity <u>15</u> minutes	Play Ultimate	Bennett	7:10
	[<i>Plan B if bad weather: Play Bucket Ball (see below)</i>]		7:25
Food <u>25</u> minutes	FOOD!! <i>(and the eating thereof).</i> Atomic Hamsters: Sweet Bacon Sharks: Cheesy Flaming Duckies: Sour Flapjacks: Salty Icy Hots: Spicy Ninja Pandas: Drinks & Ice	Guests first!	7:25
			7:50
Awards <u>30</u> minutes	Awards, Ranks, Merit Badges, Stuff & Goodies	SM, SPL	7:50
			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

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.

500 (Jackpot):

Equipment: A football

Procedure: One scout calls out a number and throws the ball to the group. The scout who catches the ball earns that number of points. When one of the scouts reaches 500 (the “jackpot”), he wins the round and becomes the thrower for the next round.

Surface Hopscotch

Equipment: Set of surface hopscotch cards (durable surfaces in bold) for each patrol, large enough to land on—rock, cryptobiotic soil, tree roots, snow, moss, sand, lichen, dry grass, gravel, leafy vegetation, ice, wetlands, wildflowers, impacted trail.

Procedure: Patrols line up facing away from the hopscotch course. Lay out the surface cards in a pattern for each patrol, with one durable and one nondurable surface card in each row. On the leader’s signal, the Scouts turn around one at a time and race through the hopscotch course, stepping only on durable surfaces. If a Scout correctly negotiates the course, the next Scout takes a turn. If a Scout incorrectly steps on a nondurable surface, they are sent to the end of their patrol’s line. Continue until an equal number of patrol members complete the course.

Scoring: The first patrol to finish the course 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.

Indoor Snowball Fight:

Equipment: A good supply of newspapers.

Procedure: Divide troop into two teams. (Can also be played with opposing patrols.) Have each scout make two “snowballs” out of newspaper. Teams line up about 15 feet apart. Following the general rules of dodgeball, each team tries to hit opposing players and dodge their attacks. When a player is hit, he is out and sits on the sidelines. If a scout catches another scout’s snowball, the thrower is out.

Scoring: A side wins when every player on the other team has been eliminated.

Moonball:

Equipment: For each patrol, a well inflated beach ball.

Object: To hit the ball aloft as many times as possible before it hits the ground.

Rules: (1) A player may not hit the ball twice in succession. (2) Count 1 point for each hit. Have the patrols gather in different areas of the field and begin playing. Tension and expectation may build as each "world record" is approached.

Bucket Ball:

Equipment: For each patrol, 2 small buckets and one large bucket, 3 tennis balls.

Object: To land one tennis ball in each of the three buckets.

Procedure: Patrols line up in relay formation. In front of each patrol are three buckets: two small ones at 10 and fifteen feet away, and a larger one at 20 feet. Each scout gets one attempt to toss a tennis ball into one of the buckets. If he misses, the ball bounces out or lands in an occupied bucket, he retrieves the ball and gives it to the next scout in line. Scouts continue to take turns until the patrol has a ball in each of the buckets.

Scoring: The first patrol to place one ball in each bucket wins.