

Winter Camping
(Program Features)

TROOP MEETING PLAN

Date: Jan. 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Freeze Tag (<i>see below</i>)	Riley	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	New Scouts: Learn the basics of winter clothing, including the principles of wick, wind, and warmth. Discuss why you should never sleep in the same clothes worn during the day. Try on different layers of clothes. Identify which materials are not appropriate for cold weather. Mid & Experienced Scouts: Discuss how synthetic materials work and compare them to wool and cotton. Discuss how synthetics are best for multiday needs. Discuss overheating and the need to avoid perspiration. While wearing multiple layers of winter clothing, do a vigorous activity. Adjust clothing as needed to prevent sweating.	Rhys Owen	6:55 7:25
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Chill Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:50
Interpatrol Activity <u>15</u> minutes	Play Indoor Snowball Fight (<i>see below</i>)	Isaiah	7:50 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Winter Camping
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TROOP MEETING PLAN

Date: Jan. 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Sharks & Minnows (<i>see below</i>)	Rhys	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
Skills Instruction <u>40</u> minutes	New Scouts: Learn how to prepare dehydrated foods that simply require hot water. Find recipes for high-calorie winter camping foods that can be eaten without cooking, such as homemade granola bars or gorp. Prepare some sample foods. Mid & Experienced Scouts: Review methods of gourmet cooking with Dutch ovens. Discuss the special requirements for Dutch oven cooking in the snow. Prepare some sample Dutch oven foods.	Jacob Jack	6:55 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Chill Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:50
Interpatrol Activity <u>15</u> minutes	Play Ringleader (<i>see below</i>)	Lucas	7:50 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Winter Camping
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TROOP MEETING PLAN

Date: Jan. 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>35</u> minutes	New Scouts: Learn how trench shelters are made. Practice building trench shelters if snow is available. Discuss safety considerations. Mid & Experienced Scouts: Learn how quinzee shelters are made. Practice building a quinzee if snow is available. Discuss safety considerations.	Rhys Lucas	6:55 7:30
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:30 7:40
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Klondike 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>10</u> minutes	Play Fruit Salad (<i>see below</i>)	Caleb	7:55 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Winter Camping
(Program Features)

TROOP MEETING PLAN

Date: Jan. 23 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	Lucas	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	New Scouts: Define hypothermia. Explain the difference between mild and severe cases and discuss first aid for hypothermia. Review how to recognize & treat hypothermia. Practice techniques as appropriate. Mid & Experienced Scouts: Review the above material. Discuss and learn how to perform ice rescues. Practice techniques as appropriate.	Alex Jack	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Klondike Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Bee Team Tag (<i>see below</i>)	Rhys	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Freeze Tag:

Equipment: None.

Procedure: One scout is "it"; when they tag someone, that person is "frozen" in place. They cannot move and must stand with their feet apart and arms out to the sides. The only way they can become unfrozen is if a person crawls under their legs. Play continues until all the players are frozen. Then the last person to be frozen is "it" for the next game.

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.

Sharks And Minnows

Equipment: None.

Procedure: One scout is designated as the shark, the others are minnows. Arrange the minnows in a straight line on one side of the field, all facing the opposite side. The shark calls out, "Minnows run to me!". All the minnows try to run to the other side of the field. The shark attempts to tag as many minnows as possible. If they get to the other side of the field without being tagged they are safe. Once tagged one becomes a shark. When all untagged minnows are on the other side of the field, play starts again. A shark calls out, "Minnows run to me!" Continue running back and forth until all minnows have been converted to sharks.

Ringleader:

Equipment: None.

Procedure: One scout is chosen to be "It". The troop is seated in a circle. "It" leaves the room. While he is out, the Scouts select a ringleader and begin copying his motions. The ringleader must change motions at least every 15 seconds. When It returns, he tries to determine which Scout is the ringleader. The ringleader may clap his hands, rub his head, scratch his leg or his arm, pat his knee or his stomach, etc. If It can identify the ringleader in three guesses, he can play It again for the next round. If he fails, the ringleader becomes It.

Steal The Bacon:

Equipment: An object is chosen to be the bacon.

Procedure: The object of Steal the Bacon is take the "bacon" back to your own side without being caught. In this game, two teams are chosen, and one umpire is selected. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them. The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.

Scoring: If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point.

Fruit Salad:

Equipment: A circle of chairs, one less than the number of Scouts playing.

Procedure: Each Scout chooses a fruit and announces their choice. They all sit in the circle, with one Scout in the middle. One of the Scouts in the circle starts the game by saying their fruit likes another fruit (i.e., "strawberry likes banana"). The person in the center tries to tag the Scout whose fruit was called before he can announce that his fruit likes another fruit. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their fruit likes "fruit salad", at which point all the Scouts get up and change seats; the center Scout can also claim a seat, and whichever Scout is left without a chair is the new center Scout.

Bee Team Tag:

Equipment: None.

Procedure: Split participants into two equal teams and send each team to one half of the gym. Each team selects a player on their team to be the Queen and announce who it is to the other team. Have players line up against the wall on their side. When the game starts, players try to cross into the other team's half to try to tag the other team's Queen. When a player is on the other team's side, they may be tagged by the players on that side. If they are tagged, both the players (the tagger and the person who was tagged) must sit out. This means that players must think strategically about who and when to tag because once they tag someone they themselves are out too. If a player manages to tag the other team's Queen, that player's team wins the round. A player may only be tagged when they are on the other team's side, except the Queens. The Queens cannot tag players or cross into the other team's side.