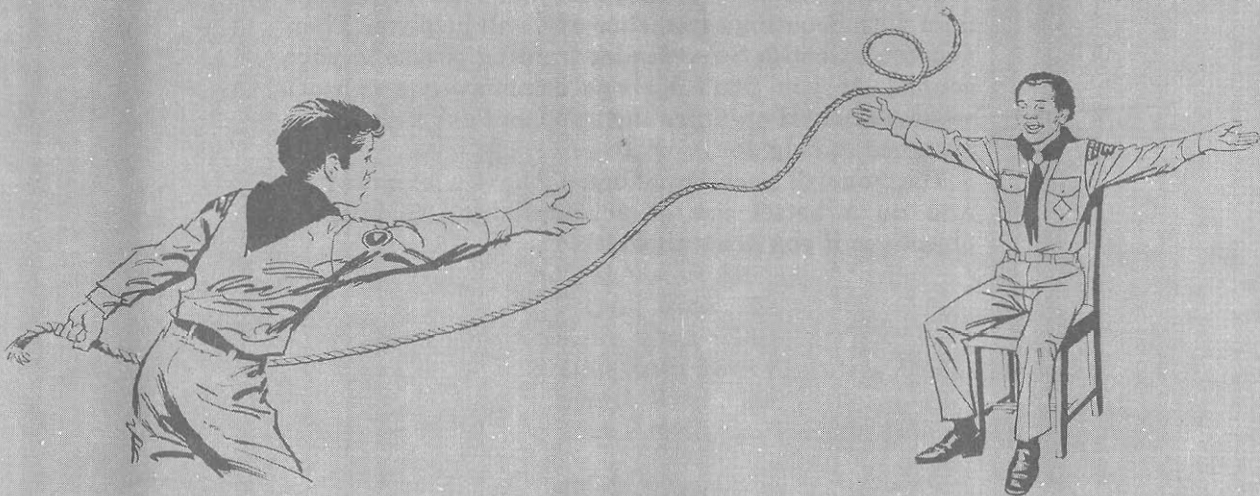


THE TROOP'S FIRST SIX MONTHS



BOY SCOUTS
OF AMERICA



Foreword

This pamphlet will help a new Boy Scout troop through its first 6 months. The programs outlined will move the new troop from inexperience to an ability to develop its own program from the suggestions contained in the *Boy Scout Program Helps* annual or the segments in *Scouting* magazine.

These are suggested programs. Add, cut out, and make other changes to fit your local situation. Proposed hike and overnight camp activities and even frequency might need to be changed. But, don't forget, it's the outdoor activities that attract boys to Scouting and not the indoor troop meetings. Regular outdoor activities provide attractive indoor programs as boys prepare to go outdoors.

To begin with, you will need *The Official Boy Scout Handbook* to use with these suggested programs.

Carefully read all materials well ahead of the month you'll be using them. Arrange to have all equipment on hand at meetings where needed.

You should meet with the troop committee once a month to show them how they can help you.

You have probably already met your commissioner, a man with Scouting experience who will help you. Then you can attend a Scout leader training course in your council. If you don't have a commissioner contact whoever helped organize the troop and ask that one be assigned to help you.

Your job will be easier, and you'll have a lot more fun, and do a better job of accomplishing Scouting's objectives if you are trained.

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FIRST WEEK

EQUIPMENT

Knife
Ax
Files and stones
Chopping block
Small branches
The Official Boy Scout Handbook, No. 3227
Membership applications
U.S. flag

Preopening (10 minutes)

The preopening is an important part of every meeting. All boys don't come to the meeting at the same time. Unless you have an activity for them, they'll make up their own, and chances are it will be just roughhouse. If you set your meeting for a certain time (7:30—for example), this is the time of the opening ceremony. Start your preopening activity from 10 to 15 minutes ahead of this opening time. This encourages all boys to be there before the official opening. Always start and close meetings on time.

Play Crows and Cranes. Have the boys form two teams and line up facing each other, one side called the "Crows," the other side the "Cranes." When you call out "Cranes!" or "Crows!" all on the team named must turn and run to the wall in back of them. If a boy is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This can be kept up until one team has captured all of those of the other side. You can add fun by dragging out the words and by giving occasional false alarms: for example, "Cr-r-r-ows" or "Cr-r-r-anes" or false alarm "Cr-r-r-ash." If boys get there after the game starts, assign them to the side with the fewer boys left.

THE OFFICIAL BOY SCOUT HANDBOOK



More than 30 million copies of the *Boy Scout Handbook* have been printed. Only the Bible has had a greater influence on the character development of boys than this handbook. Use it with your Scouts and good Scouting!

FIRST MONTH

Be sure to check the equipment list for each meeting. Each item is essential if you intend to follow the meeting suggestions.

Remember, read the suggestions for the whole month ahead of time. Then there won't be any unhappy surprises during a meeting.

Your commissioner may be able to help you get started by attending these first troop meetings with you. Or, it is possible that the leadership corps (14- and 15-year-old Scouts) from a neighboring troop might help you with the first meetings.

Opening (10 minutes)

Have the boys line up facing the flag and give the Pledge of Allegiance. Then ask them to sit down and say something like this to them:

"Every boy who thinks of being a Scout ought to know just what he is getting into before he joins. So I'm going to tell you about Scouting.

"A troop is made up of several patrols that work and hike and camp together. You'll learn the skills of Scouting—how to handle an ax, build a fire, cook a meal, pack a pack, and pitch a tent.

"The Scout Oath or Promise and Law are your guides. The Scout motto is Be Prepared. This means you will be prepared to take care of yourself and to help people. The Scout slogan is Do a Good Turn Daily. This helps you learn to be of service to others.

"We want our troop to be the best. To be the best, Scouts in each patrol must work together. Everyone must be in there pitching all the time to be the best kind of Scout.

"First we need to learn and understand some rather basic ideas about doing things together in our troop. You'll do this best by passing the joining tests shown in your *Boy Scout Handbook*, pages 10 and 11. When you pass these, you will be presented with your Boy Scout badge. We'll be doing lots of things in our troop—learning skills, playing games, having contests, going on hikes and overnight camps, and having all kinds of fun that fellows who aren't Scouts couldn't have.

"The Scout Oath or Promise which every member takes when he joins is very important. It is this: 'On my

honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.' The Scout Law will be on the application I'll give you later. Unless you want to live up to this Oath and this Law the very best you can, you shouldn't become a Scout. The Oath and the 12 points of the Scout Law are tough for anyone to follow; but the most important thing is that you promise to do your best, and I'm sure you'll do it.

"Here's one more point—the real price of belonging to this troop will be regular attendance at meetings and work toward all the things that make a Scout prepared.

"We can waste a lot of time trying to get attention and quiet down after an activity. When I want attention, I'll hold up my hand in the Scout sign like this. (Give Scout sign.) As soon as you see this sign, you give it, too, and be quiet. When you see this signal, your hand goes up and your mouth goes shut.

"Now then, we'll be working on our joining requirements for the next few meetings, but when any of you think you're ready to pass them, let me know and I'll schedule time for you to pass them to me. I wonder who will be the first one to earn his Boy Scout badge."

Skills (40 minutes)

Using the information in the *Boy Scout Handbook*, pages 79-87, show how to sharpen a knife. Then show the parts of an ax. Show how to sharpen an ax as shown in the book. Show how to chop, using a chopping block (solid piece of wood for a base) and the small branches you brought to the meeting. Use the *Boy Scout Handbook* method.

Relate the knife and ax to camping trips the Scouts will be going on—trips where they will have to use these tools to prepare campfires.

If you are able to get extra knives, axes, files, and stones, divide into small groups, and let each group try sharpening a knife or ax.

Patrol Meetings (20 minutes)

Tell the boys that usually they would have patrol meetings at this time, but that it is important that they all work on their Boy Scout badge tests before organizing into patrols. Then explain these as follows:

1. Show the *Boy Scout Handbook*. Explain its importance and the need for getting one at once.
2. Go over the Boy Scout badge in the *Boy Scout Handbook*.
3. Ask each boy to prepare to meet as many of the Boy Scout badge tests as he can by the next meeting. Stress learning the Scout Oath and Law right away.
4. Mention the membership fee and the need for its prompt payment. (No boy is a Boy Scout until his

money is paid. Then he may wear the uniform and the badges and earn awards—things that only a Scout can do.)

5. Give out the membership application forms and ask for their return with the membership fees by the next meeting. Explain that each boy's parents should read and sign the application.
6. Point out that the troop can choose which uniform parts its members will wear as shown in their *Boy Scout Handbooks*, pages 50 and 53. "In a couple of weeks we'll decide this, so don't get your uniform until we do."

Interpatrol Activity (10 minutes)

Explain that most of the contests in Scouting are based on friendly rivalry between patrols and that each Scout tries to help his patrol win, but that tonight each boy will be on his own.

Play Do-This—Do-That. Leader in front of the troop performs certain movements, preceding each with either the words "Do this" or "Do that." All movements following the order "Do this" must be done immediately by all players, while movements following "Do that" or without a command must be ignored. Players making mistakes take one step back. Continue until one Scout reaches back wall. Scouts nearest the starting line at that point are the winners. (Hints to leader: Say "Do this" and run in place. When all are running, say "Do that" and stop running. Those who stop step back. Try the same thing later, but instead of saying "Do that," just stop running, and say "OK, you can stop now." All who stop are to step back a step. Use the same method for other movements—arms out front, arms at side, arms overhead, squat, jump, turn around, face left, face right, and similar movements.)

Closing (10 minutes)

Remind boys again to return the membership application forms and membership fees by the next meeting. Remind the boys that the Scout Oath or Promise and Law are to be learned by the next meeting.

At this time, you might appoint a temporary scribe. To begin with, his duties are to make up a list of boys present and other boys who should be asked to join. You will want to get a *Troop Record Book* for your future recordkeeping. Ask your troop organizer to get one for you. Tell boys when and where the next meeting will be held, what time, and ask them to bring other boys eligible to join.

Divide the number of boys at the meeting by 6. This will tell you the number of 6-boy groups you will have when you form some teams next week. Now pick out one top boy as a potential leader for each of these teams and ask these boys to meet with you for a short time after the meeting or at some time during the week. These are your

potential patrol leaders. Choose boys who show signs of leadership. (After the meeting, show each boy a phase of hike preparation as shown in the After the Meeting instructions.)

Have a boy or a visiting Scout lead a yell such as "A-M-E-R-I-C-A (spell out) BOY SCOUTS! BOY SCOUTS! U.S.A.!"

Close the meeting by forming a circle and give the Scout benediction: "May the Great Master of all Scouts be with us till we meet again." (Heads are bowed.)

After the Meeting

Before the boys go home, have the meeting room put in order. They should know that the troop meeting room is made available for their use and proper care of it is their responsibility. Explain that after a meeting, camping trip, or hike, the only things that Scouts should leave behind are their footprints.

Meet with the selected Scouts. Show them where to find each hike preparation subject in the *Boy Scout Handbooks*:

- Hike safety
- Hike planning
- Hike food
- Hike clothing and footgear

Review this with each boy so he will be able to make a short presentation on the subject to all the boys at the next troop meeting. If you didn't pick four boys to do this, then you should be prepared to handle some of these subjects yourself.

Go over the Boy Scout badge tests again with each boy. Tell them to be prepared to tell about them in small group meetings (patrol meetings) next week.

Some boys may stay after the meeting to ask you questions about the Boy Scout program or the troop. Answer those that you can.

There may be some questions you can't answer. Just say you'll get the answers and tell them next week. In the meantime, check the *Boy Scout Handbook*, or ask for help from troop organizer or commissioner.

THE SCOUTMASTER CONFERENCE

The boy is told in his *Boy Scout Handbook* that soon after joining a troop he will have a Scoutmaster conference. These conferences are scheduled to be held throughout the boy's Scouting career each time he makes a Scout advancement. The first such conference, held right after joining, is to help you, the Scoutmaster, get to know the boy who is joining the troop. Material in the *Boy Scout Handbook* pages 459-60 will help you understand this important counseling opportunity.

In a new troop with all new boys, this conference can provide you and all the rest of the Scouts a chance to learn more about one another. We suggest that the first part of the conference—learning about each new Scout—can be handled in one group meeting, such as the around-the-campfire period of the next troop meeting. Here each Scout can tell about himself, his family, his pet, his interests, and most important, those things he most likes to do. In this way all boys in the troop will become better acquainted, and you will learn more about each boy.

The second part of the conference—the setting of a goal—falls into the personal part of the conference. Sometime in the next month or two you should have a short meeting with each boy. At this time you encourage

him to set personal goals as described in the *Boy Scout Handbook*, page 460. If you ask each Scout to read this page before meeting with you, you will be able to accomplish your objectives in a brief meeting.

When do you do this? There will be many opportunities at troop meetings and activities. For example, patrols will meet for 15 or 20 minutes at most troop meetings. While this is happening under the leadership of a patrol leader, you will be free to meet with boys for their conferences. Just have one boy at a time leave his patrol meeting to sit with you and talk about his goals.

This is probably a good time to suggest that you need an assistant Scoutmaster to help in the troop operation. If you have one, he can lead games or run an interpatrol contest while you are sitting with Scouts for their conferences.

In the future you won't have the problem of a whole troop of new boys needing their conferences. Boys will join singly, or at least in smaller numbers than at the start. Thus you can conduct the entire conference for each boy one at a time as outlined in *The Official Boy Scout Handbook*.

FIRST MONTH

SECOND WEEK

EQUIPMENT

Rope and weight for Jump the Shot

Artificial campfire

The Official Boy Scout Handbook

U.S. flag

Optional: Look'n'Do Hiking filmstrip (available from your council), projector, and screen
Boy Scout badges

Preopening (10 minutes)

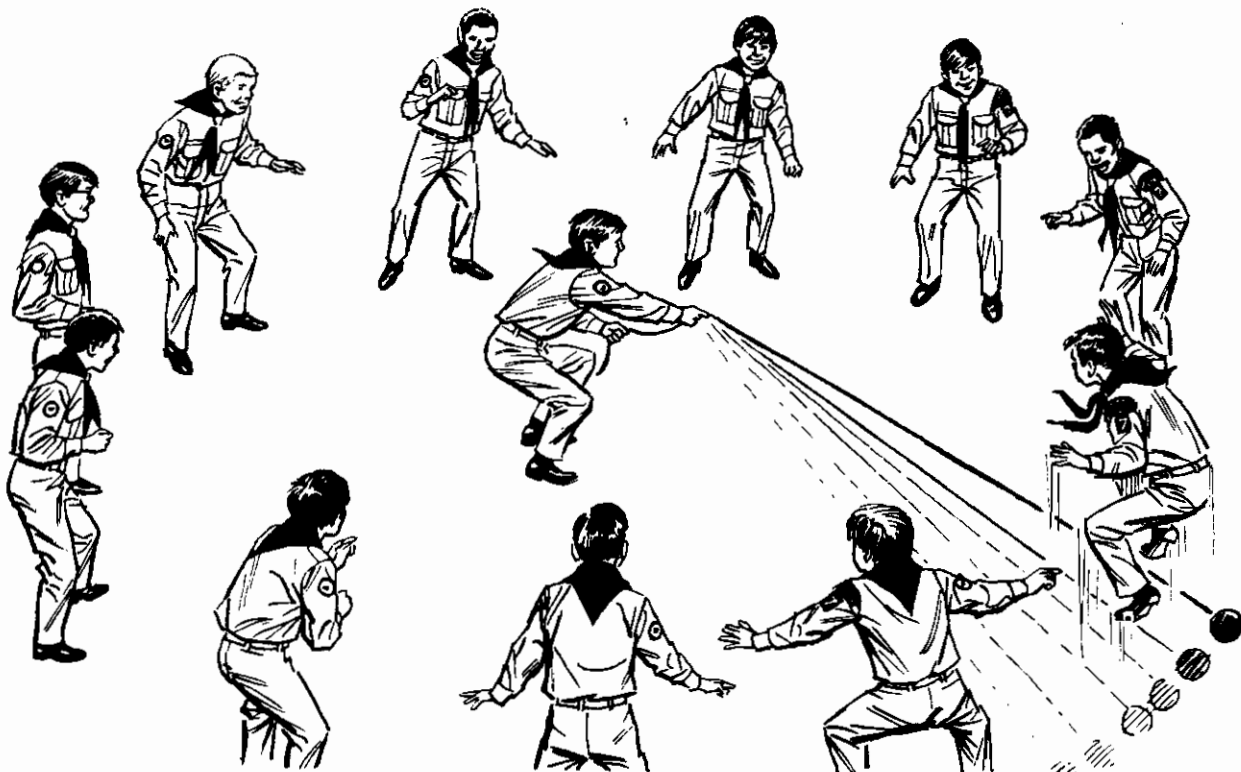
Play an easy joiner game in which boys can join as they get to the meeting. Jump the Shot is a game of this type. You'll need a rope about 15 feet long with a soft weight tied on one end. An old sock or small cloth bag filled with sand works fine for the weight. The boys form a circle with you holding the rope and weight in the center. Swing the weight out at a height below knee level of the boys in the circle. Boys jump as the rope approaches them to keep from being hit. If a boy is hit by the rope or weight, he is given a penalty point. The boy with the fewest penalty points at the close of the game is the winner.

After getting the game started, pick one of the older boys to take your place swinging the "shot" so you can greet others as they come to the meeting.

Opening (5 minutes)

Have the boys form a line facing the U.S. flag. On command "Attention!" the Scouts come to attention. They salute the flag by holding their hands over their hearts, and give the Pledge of Allegiance. Explain that when they are wearing their uniforms, they will be able to salute the flag with the Scout salute.

Have the temporary scribe call the roll. Have the adult troop treasurer collect membership fees and applications. To avoid mistakes, mark Paid on each application when the membership fee is paid. (The information on the boy applications has to be transferred to the troop charter application. This should be done by the adult treasurer or secretary. The money and the troop charter application are then given to the man who helped organize the troop.)



Skills (25 minutes)

Tell the Scouts that the troop will be going on a hike soon, and so they need to prepare themselves for it. The boys you trained last week will present their subjects at this time:

Hike safety	Hike food
Hike planning	Hike clothing and footgear

If you can get a slide projector, you might want to supplement these presentations by showing a couple of sets of slides from the Look'n'Do series on hiking. The "How To Pack a Pack" and "What To Wear for Hiking" would fit here, and some of the other sets from the same series later in the month.

Quickly show the Scout sign, salute, and handclasp. Have boys do each of these. They are in the *Boy Scout Handbook*, pages 46-47. Tell about the significance of the Scout badge, *Boy Scout Handbook*, page 48.

Patrol Meetings (15 minutes)

Divide into groups of about six boys each. Explain that at a future meeting regular patrols will be formed, but for now you are dividing them into groups to give the idea of patrol activity. Put one of the boys you picked for early training last week in charge of each group.

These boys will go over the Boy Scout badge tests to help all boys understand the things they must do to earn their Scout badge. Any boy in a group may pass one or more of these tests to his group leader, since you trained this leader after the meeting last week. Thus he becomes your authorized representative to pass tests he has already done. Then practice Skin the Snake for the contest to follow.

Interpatrol Activity (10 minutes)

Play Skin the Snake. Players line up in a single file. On signal, each player bends over, putting his right hand between his legs and grasping the left hand of the player behind him. When all have joined hands, the last man in the line lies down on his back, first putting his feet between the feet of the man in front of him. The line walks backward, stepping over the bodies of those behind, the boys lying down when they reach the back of the line. At no time are they to break their handholds. When finished, all will be lying on their backs. When all are down, the last man to lie down rises to his feet and walks forward up the line, the rest following as fast as their turns come up. If a team breaks grasp, the hands must be rejoined before continuing. The first team to have all boys down and back up is the winner.

Closing Period (30 minutes)

Your troop should have an artificial campfire around which boys can gather for songs, quiet games, and inspirational messages. This can be as simple as a few

candles mounted on a flat board to protect the floor from candle wax, or it can be a paper bag about half full of sand with a candle in the sand with flame below top of bag, or it can be a small pile of wood fastened together with a red light on an extension cord placed in the center of the wood. The important thing is that it give the feeling of campfire. Have the boys gather around the fire, dim or turn out the lights, and start your closing period program.

Sing a few well-known songs. Don't try new ones yet. Stick to such old favorites as "I've Been Workin' on the Railroad," "Home on the Range," or songs that are popular in your town and among your boys.

Play a few rounds of Hot or Cold. In this game you select one Scout to be "it." He leaves the room. While he's gone the rest of the Scouts pick an object for him to touch. When the Scout who is "it" comes back into the room, the group claps in unison. The louder they clap, the closer he is to the object he is to touch. The softer they clap, the farther he is from his goal. When the correct object is touched, another boy is chosen to be "it," and the game continues.

For your Scoutmaster's minute, explain the meaning of the Outdoor Code to Scouts as they hike and camp. This is explained in the *Boy Scout Handbook*, pages 54-57.

When finished, explain that all who have turned in Scout applications and fee, and who agree to live according to the Scout Oath or Promise and Law, and to follow the Outdoor Code, have met the tests for the Boy Scout badge.

Call these boys forward and present them their Boy Scout badges. Tell them there will be a ceremony for this at a parents' program later on, but you want those boys who are on the ball to have their badges right now, and not to have to wait for them.

Make any announcements needed about next week's meeting and things boys should do to get ready for it.

Have the Scouts stand in a circle around the artificial campfire. Each boy is to cross his arms in front of him and grasp the hands of the Scout on each side of him. The boys will hum the tune of "Taps" while you read the words as follows:

Day is done,	From the sky;
Gone the sun,	All is well, safely rest,
From the lake,	God is nigh.
From the hill,	

After the Meeting

Continue the practice of having the boys clean up and put the meeting room in order before leaving for home.

Meet again with the boys you picked as possible patrol leaders and teach them how to figure step length, and how to use a compass to determine directions, *Boy Scout Handbook*, pages 184-99, so they can again help to train others next week.

FIRST MONTH

EQUIPMENT

U.S. flag
Rubber ball (volleyball size) for Dodge Ball
Sock or newspaper for swatter for Swat 'em
Car key
The Official Boy Scout Handbook
Compasses for each group
Room object list for each group
Paper and pencil for each boy for patrol member choices

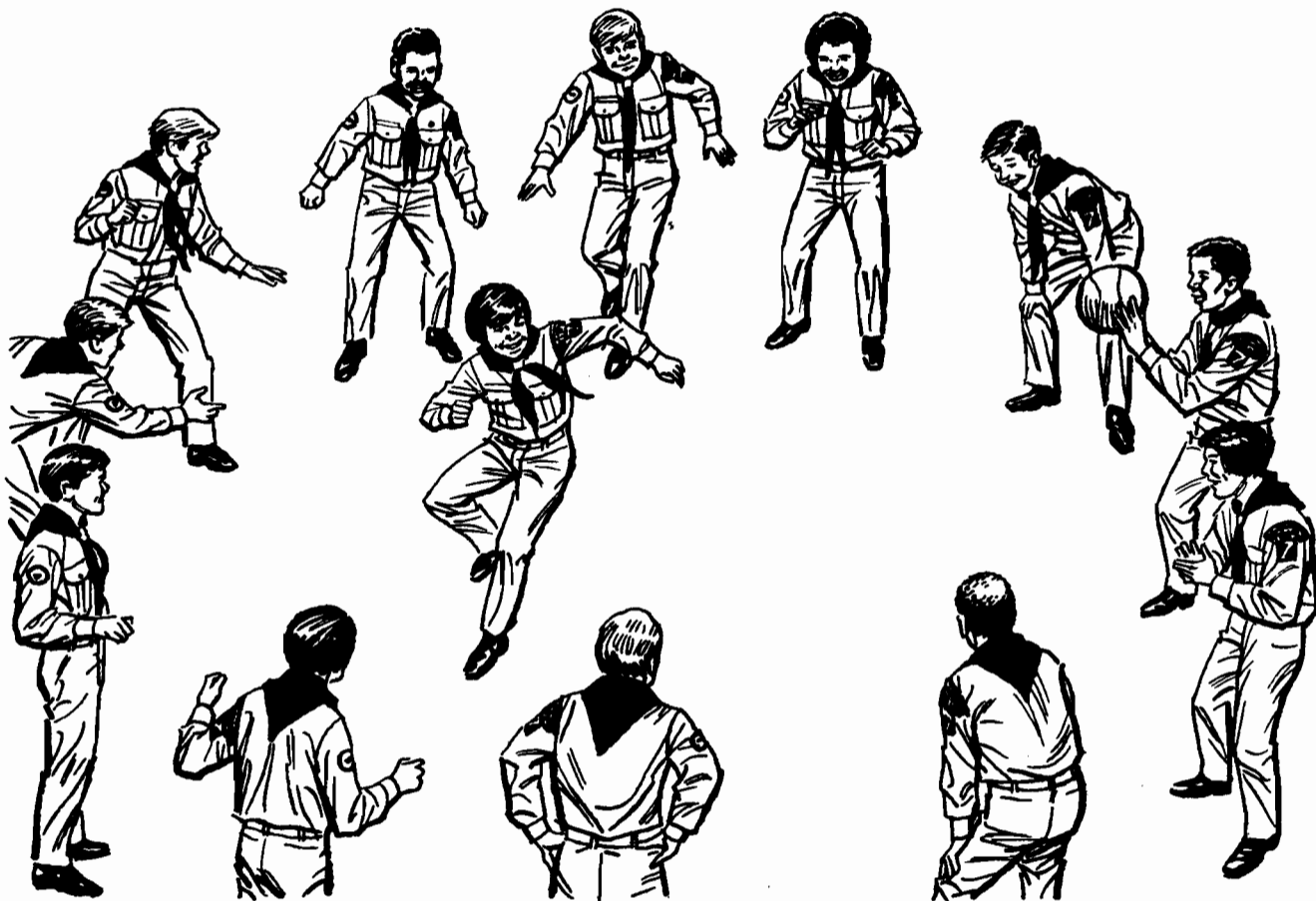
THIRD WEEK

Preopening (10 minutes)

Play Dodge Ball, as follows. Scouts form a circle with one boy as "it" in the center. A ball of volleyball size or larger is given to one boy in the circle. The object of the game is to hit the boy in the center below the waist with the ball, using a two-handed basketball-type pass. When "it" is hit, he changes places with the boy who hit him, and the game continues. When played indoors, it might be well to restrict all throws to two-handed passes.

Opening (5 minutes)

All Scouts line up facing you. If this is too long a line for the meeting room, form two or more lines, one behind the other. All Scouts give the Scout sign and repeat together the Scout Oath or Promise. When they have finished, and while they are still giving the Scout sign, read the points of the Scout Law with the Scouts repeating each point after you give it. For example, you say "A Scout is trustworthy" and the Scouts together repeat "A Scout is trustworthy."



Game (10 minutes)

Play Swat 'em. Form a circle of Scouts, each standing with his hands behind his back in position to receive the "swatter." One Scout is named "it" and he carries a roll of newspaper or a cloth sausage (a sock stuffed with scrap cloth). "It" walks around the outside of the circle and leaves the swatter in the hands of one of the Scouts in the circle. From that moment, the boy with the swatter can swat the boy at his right on the back, below the neck, while the boy runs around the circle to get away from him. When he gets back to his place in the circle, he is safe. When the chase is completed, the new holder of the swatter circles the group, leaves the swatter in another boy's hands, and the game continues. Each time "it" leaves the swatter in someone else's hands, he takes that person's place in the circle.

Skills (20 minutes)

Show how to figure step length using a marked distance of 200 feet. Have each boy pace the distance beginning with the left foot and counting each time the left foot hits the ground. Divide 200 by number of paces. See *Boy Scout Handbook*, page 574.

Patrol Meetings (15 minutes)

Have the boys form in groups with each of the boys you picked as possible patrol leader acting as a group leader to coach in how to use a compass. Have Scouts practice taking degree readings on points around the room.

Interpatrol Activity (10 minutes)

Run Compass-Readings contest. Equipment needed for each patrol: compass, pencil, list of eight features of the room such as doorknob, picture on wall, post, wastebasket, etc., and chalk for drawing circles.

Patrols line up in relay formation. Opposite each patrol, at other end of room, is circle, just big enough for boy to stand in. Here lie compass, pencil, and list of objects. Player No. 1 from each team runs up, stands in circle, takes degree reading to first object on list, and writes it down by the item. He runs back and touches off the next player, and so on until all eight readings are made. Give 10 points for readings within 10 degrees, 5 points for readings with error from 10 to 20 degrees.

Closing Period (30 minutes)

Set up your artificial campfire, have the Scouts seat themselves around the fire, and dim the lights.

Have each boy tell about himself as suggested in the Scoutmaster conference.

A part of every meeting is the Scoutmaster's minute, a time when you give a brief inspirational talk to the boys to guide their thinking. The following is an example of a good minute. It is "A Key to Scouting."

Hold up a car key and say something like this: "I am holding a car key—a small thing as you can see. Yet it will open the door of my car and, when properly placed and turned, it will start the engine. With this little key I can visit faraway places and see wonderful sights and do many things that were impossible a few years ago. Is it any wonder I always carry it with me?"

Now hold up a copy of the *Boy Scout Handbook* and say something like this: "Your *Boy Scout Handbook* is a lot like my car key. It's small, yet it will open the door to the fun and adventure of Scouting and make it easier for you to be a good Scout. Sure, you could probably get by without using your *Handbook*. I could get by without using my car key, too, but I'd have to walk and it would be slow. I sure wouldn't get to see all the places I can reach by car."

"Let's not leave our key behind as we go Scouting. Use your *Handbook* often. Bring it with you to meetings and on hikes and camping trips. Let your *Handbook* open the door for you."

Then say something like the following: "Scouts, we'll run our troop by patrols. Patrols are small groups of fellows who like to be together. They're kind of like the groups we used this week to work on step and compass, except that regular patrols are made up of boys who are close friends and usually live close together. We're going to form patrols next week. To do this, we need to know what guys you'd like to be with in a patrol. I'm going to hand out sheets of paper for you to list the names of the boys you'd like to have in your patrol. Before you list the names, think carefully about the fellows you'd like to work with and who live close enough to you so you can get together between troop meetings. I'm going to turn up the lights so you can see to fill out your paper. (Turn up lights and pass out paper and pencils.) Now, the first thing for you to do is to write your own name on the top of the sheet of paper. Under your name write the name of the fellow you'd most like to be with in a patrol. Then add the next choice and the next until you've listed about five to eight names. Remember, the nearer to the top of the list you put names, the more you want to be with them. Please write out names clearly and in full. Don't just list Jim or Bob, because there might be more than one in the troop. When you've finished your list, give it to me, and I'll work out patrol groups to be named next week." Allow time for boys to make up their lists.

Announce plans for a troop hike in a couple of weeks. Tell where you'll go, when you'll leave, where you'll leave from, what to bring, and the need for a note from parents giving permission to go. Suggest sandwich lunch with an apple or similar fruit. Advise boys to bring raincoats or jackets in case of rain. Hand out copies of this information so Scouts can take it home with them.

Dim the lights again for the closing ceremony. Have all boys stand and face the flag of the United States of America. Lead the group in singing the first verse of "America."

After the Meeting

Have boys put the meeting room in order.

HINTS ON RUNNING GAMES AND INTERPATROL CONTESTS

Almost every meeting uses interpatrol contests. Many of these are run in relay style. Since all patrols aren't the same size, allowance must be made for differences. Here's the way to handle it. Pretend that each "x" below is a boy in a patrol with a made-up name as shown.

Flying Eagle	Beaver	Flaming Arrow	Superman
x x	x x	x x	x x
x x	x x	x x	x x
x x	x x	x x	x
x x		x	
8	6	7	5

Here we have patrols with eight, six, seven, and five boys each. In a straight relay race, the Supermen would finish first, since only five boys would run through. The necessary adjustment is made by taking the number of boys in the largest patrol (Flying Eagle) and subtracting the number of boys in each other patrol from that figure. The resultant figure would be the number of boys in each patrol who would have to run through the relay race twice. For example, seven Flaming Arrows subtracted from eight Flying Eagles leaves one. This means that one Flaming Arrow member has to go twice to even things out.

FORMING PATROLS

This important step can be done between the third and fourth meetings.

In forming patrols take into account close friendship groups. These will be the first two or three names listed on each boy's sheet. Chances are you'll end up with several of these small groups. If each of these were to be a patrol, you'd have too many patrols, and they'd be too small to be very good. So, you need to join these small groups to make patrols of five or six boys. In starting a new troop, it's better to have patrols with not more than five or six boys, since more boys will soon want to join the troop; and, if there's room in your patrols, the new boys can join without needing to form a new patrol.

Join the friendship groups by checking names listed farther down the line on boys' lists. If a couple of boys in a group list one or more boys from another group, then you can combine the two groups and be quite sure of

having a good working patrol. When in doubt, put boys with others from the same part of town so they won't have to travel far to patrol meetings.

There may be a boy or two who isn't on anyone's list. This will happen if a boy isn't well known or if he's unpopular with others. There are two ways in which to handle this. One is to just put him in a patrol using your own judgment. The other is to appoint him as scribe, librarian, or quartermaster for the troop. In these positions he works with you, and need not belong directly to a patrol. However, it is best to have every boy assigned to a patrol.

Make up your total patrol lists so you'll be able to announce patrol makeup at next week's meeting. As part of your organization, select a scribe, librarian, and quartermaster, although you may not need the last two yet.

FOURTH WEEK

FIRST MONTH

EQUIPMENT

U.S. flag
Cap or neckerchief for Steal the Bacon
Ballots for elections
Copies of patrol events sheet, page 12

Preopening

Play Steal the Bacon. Divide as many boys as are at the meeting into two teams. Line up the two teams facing one another about 30 feet apart. Each team counts off from one through the number on the team. Each boy remembers his number and keeps it throughout the game. There will be a boy on each team with the same number: two 1's, two 2's, etc. The "bacon"—a hat or neckerchief—is placed in the center between the two lines. The leader calls out a number, and the boys with that number from each team dash out, each trying to grab the "bacon" and get back to his line before he is tagged by the other boy with the same number. Score one point for the side that gets the "bacon" home without being tagged, or one point for the team that tags a player with the "bacon" before he gets back to his line. After each point, center the "bacon" and

call out a new number. As additional boys arrive at the troop meeting, assign them as opposite pairs on teams and give them the next open number. This game will help to involve all boys as soon as they arrive.

Opening (15 minutes)

Have the troop stay in two lines facing one another. Have a Scout advance the U.S. flag between the two lines with Scouts saluting the flag (hand over heart if not in uniform) as it comes down the line. When he reaches the end of the line, the flag bearer makes an about-face and stands facing the two lines. Scouts hold salute and give the Pledge of Allegiance to the flag.

Point out that each troop needs a senior patrol leader. This is the boy leader who directs many troop functions. He should be the Scout who is most likely to be a good



leader. Tell the Scouts that they will now elect a senior patrol leader to serve for the next 6 months. At the end of that time there will be another election. Pass out ballot slips to each Scout and have him write down the name of his choice for senior patrol leader.

Have the Scouts you trained earlier pick up the ballots and count them to determine the new senior patrol leader. While they are doing this, explain that you have now put together the patrol choices made last week. These groups will meet as new patrols as soon as the senior patrol leader choice is made. At that time, each new patrol will do these things:

1. Hold a secret ballot election to choose a patrol leader who will serve for the next 6 months. He may be reelected at the end of that time.
2. After the patrol leader has been elected, have him take charge of the patrol meeting while the rest of the activities take place.
3. Patrol members talk over choice of a patrol name. When a patrol name is chosen, then start designing a patrol flag and developing a patrol call and yell.

Patrols may want to take more time to pick a name. If so, designate patrols by color—blue, green, red, black. Have colored cloth to use as patrol flag.

Announce the name of the senior patrol leader as soon as the count is finished. Read the names of the boys in each patrol as determined earlier. Don't put the new senior patrol leader in a patrol.

Patrol Meetings (10 minutes)

Have Scouts meet in corners of room by patrols to do the things mentioned earlier.

Skills (1 hour)

Give each new patrol leader a copy of page 12 and have him lead his patrol in events. After completing, collect all sheets and save for later use.

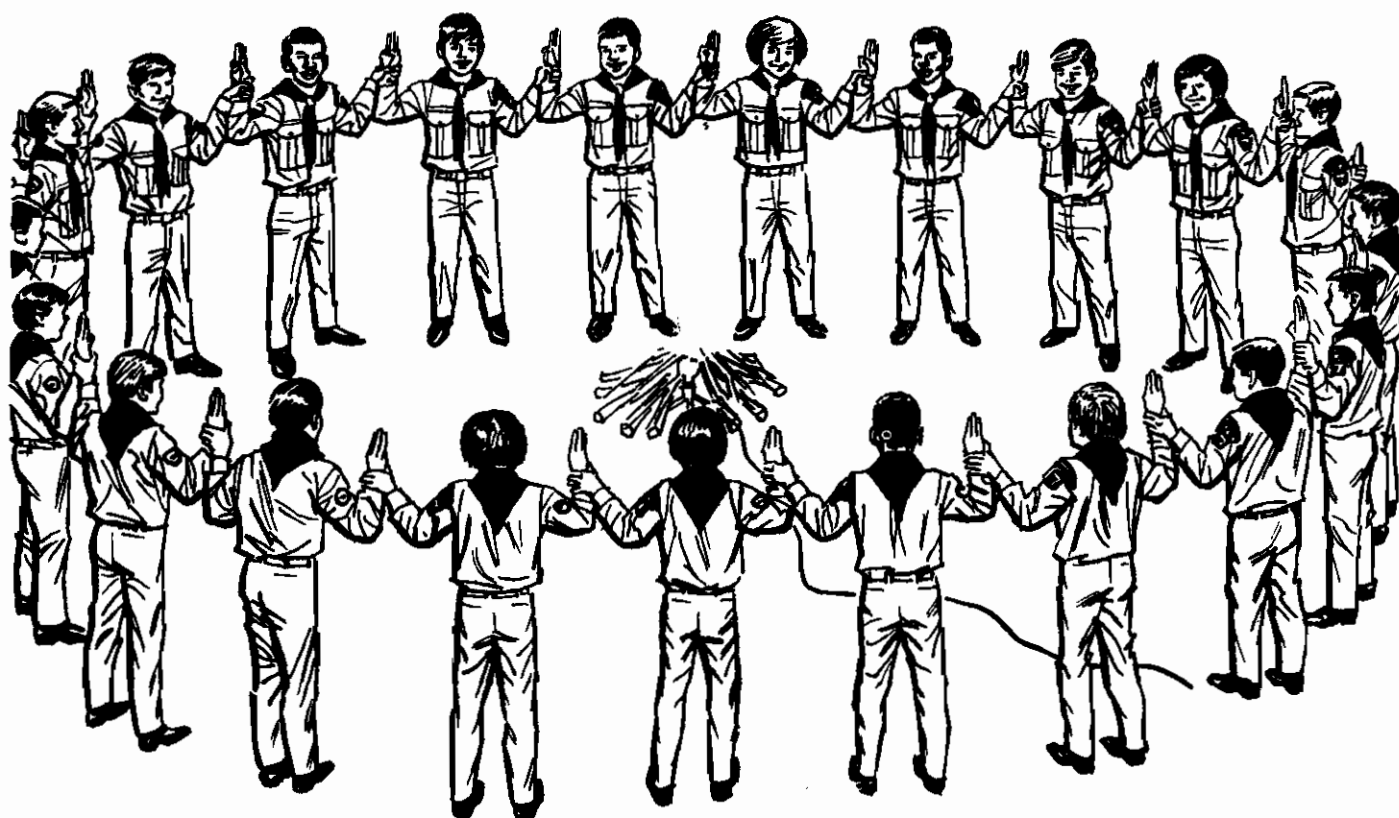
Closing Period (5 minutes)

Repeat instructions for the hike announced last week. Talk about hike sanitation, explaining after destination is reached a slit trench latrine will be made for use as a toilet if there are no toilet facilities where the troop is going. Talk to boys about importance of respecting other people's property on a hike. Point out that, since there will be no cooking, they won't need axes or hatchets or a sheath knife.

For closing ceremony have all boys stand in a circle around the fire, give the Scout sign, and grasp the wrist of the boy next to them with their left hand. When all have joined hands, recite the points of the Scout Law.

After the Meeting

Have the troop members put the meeting room in original condition. Hold a short meeting of the newly elected patrol leaders to pick a date, time, and place for a meeting of this group that is known as the patrol leaders' council. This meeting should be held sometime before the date set for the first hike.



1 per patrol

THIS IS A CONTEST TO SEE HOW MANY POINTS YOUR PATROL CAN EARN IN THE NEXT HOUR. DO THESE PROJECTS IN ANY ORDER YOU WISH. WE'LL DO THESE AGAIN AT ANOTHER MEETING TO SEE WHETHER YOU HAVE IMPROVED.

	1st week	2d week
Score 1 for each Scout who can show his name (or initials) on the troop neckerchief he is wearing tonight.	_____	_____
Have someone lie down at one end of room with a book on his chest. Score 10 if patrol carries him to other end without book sliding off.	_____	_____
Score 2 for each Scout whose dues are paid and recorded.	_____	_____
Score 10 if the two youngest Scouts in your patrol can obtain a map and orient it to the satisfaction of a troop leader.	_____	_____
Score 4 if everyone does at least four pushups without stopping--touching chin and chest to floor each time.	_____	_____
Score 8 if every member of patrol did a Good Turn today.	_____	_____
Have each Scout find magazines, boards, or other material to make a splint for his own left arm. When each has splinted his arm, ask a troop leader to score 3 for each good splint.	_____	_____
Time each Scout to see how long he can hold his breath. Score 1 for each Scout who can for 45 seconds. Use watch with second hand.	_____	_____
Score 5 if you see an airplane picture and write here where you see it.	_____	_____
Put patrol in skin-the-snake formation. Score 8 if you skin and unskin four consecutive times without break.	_____	_____
Build a 3-2-1 human pyramid. Score 5 if top Scout stays in place on his knees while he counts to ten. Then add 10 more if he stays <u>on his feet</u> on top while he counts ten.	_____	_____
PATROL NAME	TOTAL POINTS:	_____

YOUR FIRST PATROL LEADERS' COUNCIL MEETING

This meeting of your new patrol leaders should be held as soon as possible after the meeting at which they were elected and before going on the troop hike. You might like to invite your new scribe to sit in with the group to record what happens at the meeting. If you have an assistant Scoutmaster, he should also be invited.

When the patrol leaders' council meets, there might be others there; but the patrol leaders and senior patrol leader are the only ones who have a vote. As Scoutmaster you are the adviser to the patrol leaders' council.

Congratulate the new patrol leaders on their election. Point out that they can now wear the patrol leader badge on their uniforms. Tell them they are responsible for giving jobs to their patrol members. One of their first acts should be to appoint one of their patrol members as assistant patrol leader. Give patrol leaders copies of *The Official Patrol Leader Handbook*, No. 6512, which will give them lots of ideas on patrol operation. It will suggest patrol jobs they can give to members of their patrols so that all boys will have a share in running the patrol and will feel they belong.

Talk about the hike in detail. Explain the idea of patrols looking for signs of wildlife on the hike with the patrol leader writing the things seen in a notebook. Talk about the hike out and back, explaining that boys will hike in single file by patrols behind their patrol leader. Point out the responsibility of the patrol leader for the conduct of the boys in his patrol on the outing, particularly related to cleanup of litter after eating.

There is also a possibility that you could plan an in-city hike instead of one in the country. In this case, pick a place of interest in the city and plan to hike to it. This could be a museum, zoo, public utility, a large business operation, or branch of city government.

Explain the operation of the service patrol and program patrol at troop meetings. The service patrol sets up the meeting room and cleans up after the meeting. The program patrol runs the opening and closing ceremonies at each meeting and helps in the program where needed. Make service and program patrol assignments for next month's meetings, rotating

assignments so each patrol has a turn. Explain that for the first few months the program patrol will only help with ceremonies, but later on will have full responsibility for them.

Talk about next month's program, when the feature will be the Citizenship skill award. Patrol leaders should prepare themselves to handle parts of this in their patrol meetings. The first week will be the historical flags of the United States. The second week will be a discussion and listing of 10 things, places, or sayings related to American history. The third week is the parents' night program. Each patrol should prepare a demonstration showing either a game already played or one of the hiking skills already used in a troop meeting.

There are two valuable tools available to help you plan your troop programs. One is the *Boy Scout Leader Program Notebook*, No. 26-002. The second is the Troop Meeting Plan Sheet, No. 4425. Both are available from your council service center.

Suggest that patrols meet between troop meetings to prepare these demonstrations. Tell them there will be time at troop meetings for them to meet as patrol leaders to do this; but that, to do a good job, they will need to meet outside of the regular meeting. These outside meetings are also a good time to practice skills that they have learned so patrols can compete well in interpatrol contests. Suggest that they meet at the house of one of the boys.

Discuss uniform options so boys can understand choices when they vote next month. As shown in *The Official Boy Scout Handbook*, pages 50-53, there is a choice of:

- Headgear
- Shirts
- Neckerchief or no neckerchief
- Trousers or shorts

Close by asking patrol leaders to repeat after you the patrol leaders' promise as follows:

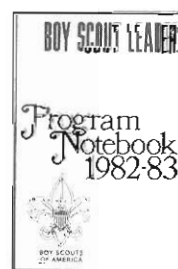
I promise to do my best (*pause*) to be worthy of my office as patrol leader (*pause*) for the sake of my fellow Scouts (*pause*), my patrol, and my troop—and for the whole brotherhood of Scouting.

THE OFFICIAL PATROL LEADER HANDBOOK



No. 6512

No. 4425



No. 26-002

YOUR FIRST TROOP HIKE

Be sure you announce all details two or three times at meetings before you leave. Have the Scouts write these things down:

- Time you will leave
- Where you will leave from
- Time of return
- Where you are going
- What clothing to wear
- What equipment to bring
- What food to bring

Before you Leave

Tell Scouts that they are to hike in single file by patrols. The patrol leader of each patrol will hike at the head of his patrol, the assistant patrol leader at the end of the line.

On the Hike Out

If your troop is in a large city, arrange for cars to take boys out to the edge of town where the hike can start.

Or, plan an in-city hike as described in the patrol leaders' council meeting. If this is done, activity will be different from that suggested here.

Take it easy. Don't make a race out of the hike. Stop often to rest. Make a contest out of the hike by telling

each patrol to watch for signs of wildlife such as tracks, nests, droppings, etc. As any member of a patrol sees some evidence of wildlife, he is to show it to his patrol leader who will note it in a notebook. The patrol with the biggest list of things seen, when the hike destination is reached, will be the winner.

At the Hike Destination

Play a stalking game from *The Official Boy Scout Handbook*, page 257.

Have boys gather to eat lunch either before or after playing the stalking games. Insist on a clean site—no litter. If lunches are brought in paper bags or wrapped in paper wrappings, see that boys carry the paper back with them for disposal at home. Remind the Scouts that their troop leaves only their footprints.

Instruct in basic fire building. Clean area around fire. Use small dead twigs and the lower dead branches from trees or down wood. Make arrangements with the landowner for permission to build a fire on his property.

On the Hike Home

Use patrol formation again on the way home.

If cars were used to take boys to hike starting point, they'll need to return to take Scouts back into the city.



SECOND MONTH

FIRST WEEK

EQUIPMENT

Ball (volleyball size or larger) for Ball Over

Chalk for marking circles for Crosses in the Circle—Be sure chalk marks are erased when game is over.

Crayons and drawing paper

Pennies for Luck Relay contest

U.S. flag

3 candles (red, white, and blue) and holder for Scoutmaster's minute

Now that patrols are formed and patrol leaders elected, you'll want to start building patrol spirit. Steps for doing this are written into the troop meeting outlines that follow. You'll also want a parents' night program for a formal induction of your new Scouts and the presentation of the charter for the troop. This meeting is shown as the third meeting of the month, but could be held later if you don't think you're ready for it by that time.

Preopening (10 minutes)

Play Ball Over. This is another good preopening game since boys can join in the game as they arrive at the meeting place. As each two boys get there, assign one of them to each side. The game goes as follows: A line is drawn across the center of the room, one team on either side of the line. Players cannot cross over the line. The leader (suggest using your new senior patrol leader) with a whistle is blindfolded or stands where he can't see the players. The Scouts toss the ball back and forth across the line trying to keep it in enemy territory. Every so often the leader blows his whistle. When he does, whichever team has the ball on its side of the line is penalized by having a point scored for the other team and the game continues.

Opening (5 minutes)

Tell in your own words the meaning of the Pledge of Allegiance. Use material in the *Boy Scout Handbook*, as a resource. Then have the troop face the flag and give the Pledge of Allegiance.

Skills (20 minutes)

Say something like this: "Tonight we're going to talk about our nation's flag and the respect we pay it in handling it. This flag stands for everything that has made our nation what it is today. It represents the lives of all men who have done their share to give us the United States of America."

Using the *Boy Scout Handbook*, have the boys review the flag code. Using your actual U.S. flag, show how to fold a flag as shown in the *Boy Scout Handbook*. After you have shown how to do it, pick two Scouts and have them come up and do it. Help them if they have trouble doing it correctly.

Game (10 minutes)

Play Crosses in the Circle. This is a good game for building patrol spirit. Each patrol has a 6-foot circle chalked on the floor of the meeting place. Space the circles as far apart as possible. Each patrol has one piece of chalk. The object of the game is to chalk as many crosses in other patrols' circles as possible, at the same time not letting them put crosses in your own (no hitting or kicking permitted). Crosses may not be erased by players. Chalk may not be broken and divided among patrol members, but it may be passed from member to member. Time limit for each game should be about a minute. The patrol with the fewest crosses in its circle at end of the time limit is the winner. After each game, have the winning patrol shout out its patrol call. Erase crosses in each circle and start another game. Add variety by making one game with a short time limit, and another with a long one.

Patrol Meetings (20 minutes)

Check attendance and collect dues.

Each patrol should study the historical flags shown in the *Boy Scout Handbook*, pages 416-17. Using crayons and paper, they should draw one of them and prepare to tell about it in a closing ceremony.

Patrol leaders should check on the progress of developing and making their own patrol flag to have ready for unveiling at the parents' night program in 2 weeks.

Describe uniform choices as discussed at the patrol leaders' council meeting.

Interpatrol Activity (10 minutes)

Play Luck Relay. Patrols line up in relay formation with one member of each patrol from 20 to 40 feet in front of his patrol. Each Scout out front has a single coin hidden in one hand. Before starting the game, move the Scouts out front so they are lined up opposite some patrol other than their own. On signal to start, each Scout out front extends both hands, closed, thumbs toward the outside. One Scout from each patrol runs forward and taps one of the extended hands. The coin holder opens both hands so the Scout can see whether he tapped the hand containing the coin. If he did, he runs back and touches off the next Scout in line. In the meantime, the Scout out front can change hands in which the coin is concealed. If any Scout fails to tap the hand containing the coin, he must run back to his starting line and try again. The Scout out front can change hands in which the coin is hidden, each time, if he chooses. The first patrol through wins. It is suggested that the game be repeated but with a different Scout out front from each patrol. This will give all the boys a chance to be runners. Use patrol call by winners each time.

Preparation for Parents' Night (10 minutes)

Have patrols meet again to prepare for the parents' night program. They are to plan how to get their parents to attend, and practice on their demonstrations which will be presented at the start of the parents' night program.

Closing Period (15 minutes)

Make necessary announcements about next week's meeting. Remind patrols of assignments.

Have Scouts vote on uniform parts for their troop.

Give the Scoutmaster's minute "Our Flag and Our Oath," (*Have three candles in a holder before you—one red, one white, and one blue.*) Then say:

"Have you noticed the strong bond between our flag and our Scout Oath? Let me show you. (*Light the white center candle.*) One of the colors in our flag is white. It is the symbol of purity, of perfection. It is like the first point of our Scout Oath, our duty to God. (*Light the red candle.*)

"The color red in our flag denotes sacrifice and courage, the qualities of the founders of our country. Red is the symbol of the second part of the Scout Oath, too. Our duty to other people requires courage to help anyone in trouble and the self-sacrifice of putting others first. (*Light the blue candle.*)

"Blue is the color of faith. It represents the faith of our founding fathers and reminds us of the third part of the Scout Oath. Our duty to ourselves requires us to be true blue, to be strong in character and principle, to live a life with faith in the importance of being good.

"Scouts, rise! Let's have the lights out, please. Now, Scout sign. Let us dedicate ourselves by repeating our Scout Oath."

Have a representative of each patrol come forward with the sketch of the historical flag made in patrol meetings. One at a time they show their sketch and give a brief history of the flag being shown.

Close by giving the Scout benediction: "May the Great Master of all Scouts be with us till we meet again."

After the Meeting

Meet with your boy leaders—patrol leaders, senior patrol leader, and others. You'll recall that this group is known as the patrol leaders' council. From now on, whenever we use that term, it will mean this same group of boy leaders.

Tell them of the things they have to do to get ready for the parents' and visitors' night program. Suggest that patrols make up simple demonstrations to show their parents what they have been doing. Such demonstrations might be simple games as have been used at preopenings of troop meetings.

Service patrol puts meeting place in order.



SECOND MONTH

SECOND WEEK

EQUIPMENT

Old bike tire or Scout stave for Tug-of-War Steal the Bacon

U.S. flag

Rubber ball

Small articles for Kim's Game

The Official Boy Scout Handbook

The Official Scoutmaster Handbook

THE OFFICIAL SCOUT- MASTER HANDBOOK



Buy or borrow this book. It begins where this pamphlet leaves off. You will need it beginning this week.

Preopening (10 minutes)

Play Tug-of-War Steal the Bacon. Line up and number off the same way you did for regular Steal the Bacon that was played at the fourth meeting last month. Place an old bike tire or stave (pole about 6 feet and 1½ inches in diameter) in the center between the two lines. The leader calls out a number. Scouts from each side with that number run out and try to pull the tire or stave back to their side. If both grab hold, it becomes a tug-of-war to see which Scout can pull the tire and the other Scout back to his side. Score a point for each side that wins each bout. As each two boys arrive at the meeting, add one to each side and give them the same number.

Opening (5 minutes)

Conduct Flag Ceremony as follows: The troop is in single rank formation. The color guards from the program patrol bring the flag to the front of the troop, and one member of the color guard leads the whole troop in the Pledge of Allegiance to the flag.

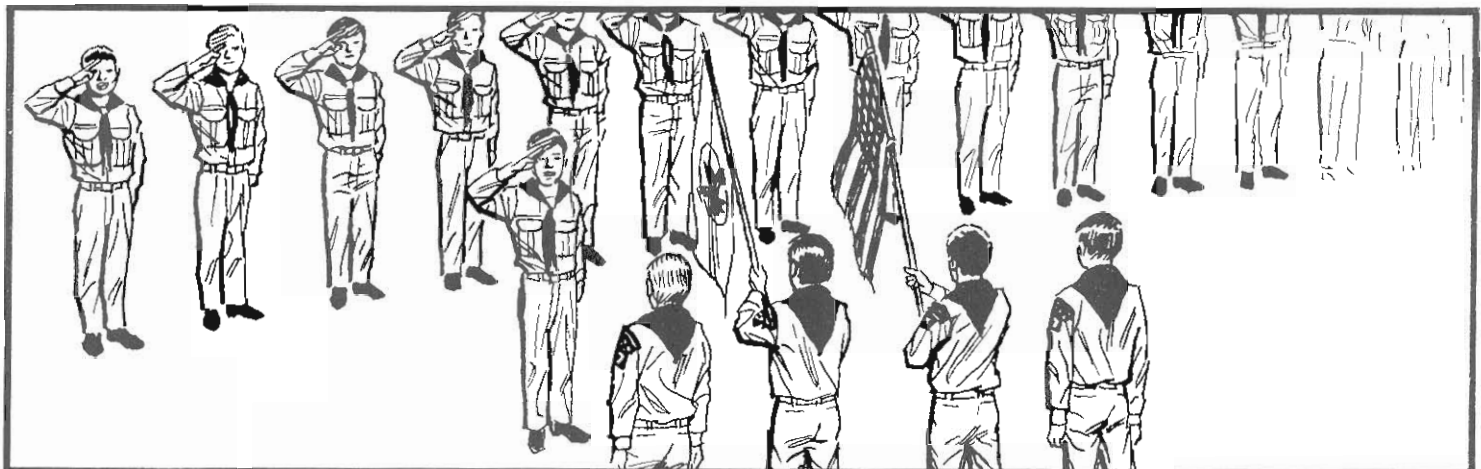
Patrols usually line up individually with all members together in troop formation.

The patrol leader stands either at the right-hand side of his patrol or in front of the patrol. Part of the opening ceremony usually consists of patrol reports. The senior patrol leader calls for patrol reports. He calls the name of each patrol, and, when the patrol name is given, the patrol leader steps forward one step and reports on the attendance of his patrol. He either reports all present or says that all are present except... and then names those members who are missing. After the report, the senior patrol leader says, "Very good, sir." The patrol leader steps back, and the senior patrol leader calls the name of the next patrol.

When all patrols have reported to the senior patrol leader, he reports to the Scoutmaster, "The patrols are formed, sir."

Skills (20 minutes)

Review the rights and responsibilities of citizens as described in the *Boy Scout Handbook*, pages 404-06. Encourage Scouts who don't understand any of these to ask questions.



Game (15 minutes)

Play Old Plug. Troop in circle formation. Four Scouts in center of circle, each with arms around waist of Scout in front of him. Scouts in circle pass ball around trying to get a chance to hit the last Scout "old plug" of the four in the line. The other three Scouts help maneuver to protect "old plug." The Scout who finally hits "old plug" moves to the front of the line of the four Scouts, the Scout who was hit takes a place in the circle, and the Scout who was third in line becomes "old plug."

Patrol Meetings (20 minutes)

Check attendance and collect dues.

Patrol leaders discuss the Citizenship skill award requirement asking for a list of 10 things, places, or sayings that have some relationship to the history of the United States. Review the suggestions in the Boy Scout Handbook. Then have patrol members try to think of different, but important, things, places, and sayings.

Each patrol should also record attendance and collect dues for the week. Most troops use a weekly dues plan to help finance the troop through regular savings. Review the material in *The Official Scoutmaster Handbook*, pages 272-77, under the heading "Money for the Program." This will give you ideas on how this might be handled.

Interpatrol Activity (15 minutes)

Play Kim's Game. Patrols gather before a tray or table covered with a cloth. Cloth is lifted for 1 minute, and the Scouts are permitted to study the 20 to 30 small articles that are revealed: button, pocketknife, clip, nut, coin, pencil, Boy Scout badge, string, etc. Patrols retire, go into a huddle, and make lists of items. One point is given for each article remembered, 2 points subtracted for articles listed that were not on the tray or table. (Check Observation.) Try a variation, such as removing six items and letting patrols look again. They then try to list things taken away.

Closing Period (10 minutes)

Make announcements about the parents' night program. Be sure to have Scouts invite their parents, relatives, and adult friends to attend.

For the Scoutmaster's minute use "Big Enough," *The Official Scoutmaster Handbook*, page 307.

After the Meeting

Meet briefly with the patrol leaders' council to make sure things are all set for the parents' night program.

Service patrol puts meeting room back in order.



SECOND MONTH

THIRD WEEK

PARENTS' NIGHT AND SCOUT INVESTITURE

You can invite another Scout troop to run the first Scout investiture for you or run it yourself using the ceremony from *The Official Scoutmaster Handbook*, page 322. If you decide to run it yourself, you and your committee will have to do it all since you won't have any boys who are ready to help. Invest the whole troop as though it were one boy who has chosen to live by the Scout Oath and Law.

Ask someone from the local council to come to the parents' night and give out your troop charter and registration cards. Be sure to ask the head of your chartered organization to be there since the local council representative should give the troop charter to him.

Have members of your troop committee or selected parents ready to greet visitors at the door when they arrive. They invite guests to visit the demonstrations that the patrols will be presenting at spots around the room.

When it's time to start, give the Scout sign to get attention, and have the troop form for the opening ceremony. Flag Ceremony.—Spotlight on the flag and a boy reading the first verse of "The Star-Spangled Banner," followed by everyone singing it.

Welcome the parents. Tell them you thought they might like to get an idea of some of the activities used in meetings. Line the troop up for a game of Steal the

Bacon. Play this for about 5 minutes. The winning patrol will shout out its patrol call.

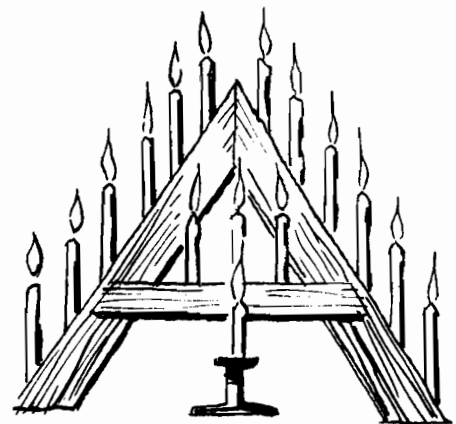
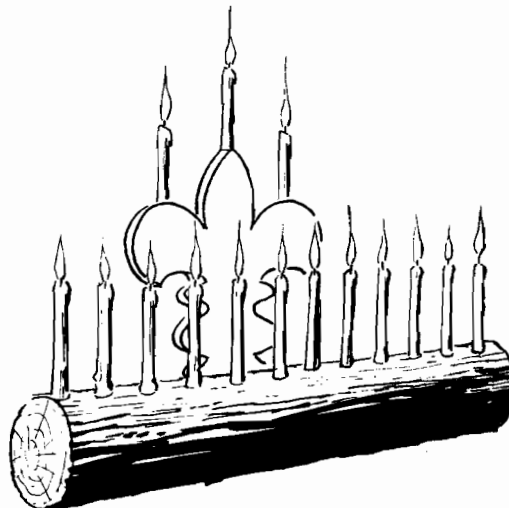
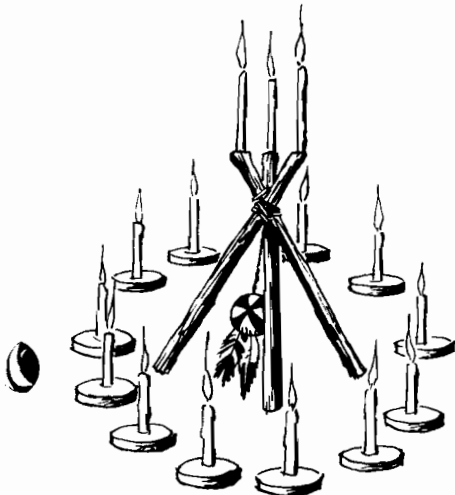
After the contest run the Scout investiture described in the *Scoutmaster Handbook*. Make this a serious ceremony that will impress on boys and parents the importance of the ideals and purposes of Scouting.

After the ceremony, ask for the presentation of the troop charter. Someone representing your local council should give this charter to the head of the chartered organization of your troop. Membership cards should also be given to your registered adults and boys.

Announce hike plans to the boys and parents. Tell where, when, what to bring, and outline briefly the program.

For the closing ceremony, form the troop in a circle. Have each boy give the Scout sign with his right hand and grasp the upraised wrist of his neighbor's to his left with his left hand. Then, together repeat the Scout Oath. When finished, all drop arms to sides and bow heads while you give the Scout benediction as follows: "May the Great Master of all Scouts be with us till we meet again."

This closes the formal part of the program, but it is suggested that the troop have simple refreshments for all before they leave for home. This will give a chance for parents to talk informally with the adult members of the troop.



YOUR SECOND PATROL LEADERS' COUNCIL MEETING

The patrol leaders' council meets once a month to develop the next month's program in detail and to determine assignments and projects for that program. It usually meets briefly at the close of each troop meeting for a quick check on the program for the next week. This gives patrol leaders a chance to review coming assignments.

Planning Meeting for the Third Month

This meeting should be held at least a week ahead of the start of each monthly program. The meeting *should not* be held at the same time as a regular troop meeting. It could be held at the troop meeting place, but is often held at the Scoutmaster's home.

Items to be Done

Assign patrols to be the program patrol and service patrol for each meeting.

Point out that the program patrol will choose the opening and closing ceremonies from now on and be prepared to run them.

Review the patrol demonstrations that will be given during the "Skills" period and ask for each patrol to volunteer to prepare one for presentation. If patrols don't volunteer, assign the projects to them. These include the following and can be found in the *Boy Scout Handbook*:

- Blanket folding and ground bed preparation
- Utensil cooking

Foil cooking

Tent pitching

If you don't have four patrols, one or more patrols might take two demonstrations, or the troop adult leadership could do the demonstrations not assigned. Assign someone to lead each activity at next month's meetings. Up to now you have led most of the activities. Now it's time your senior patrol leader and your assistant Scoutmaster take over more of the responsibilities. This leadership includes such items as the preopening activity, the game period, interpatrol contests, song leading, and campfire games. Be sure each person who has a job understands what he is to do and how to do it.

Review plans for the overnight camping trip to be held next month. Emphasize that this camp will use patrol living with boys camping, eating, and taking part in activities by patrols. Patrols will be responsible for equipment such as tentage, cooking gear, etc. Each patrol will plan its own menu and get its own groceries.

Talk over where you will go, how you will get there, when you will leave, when you will be back, and the program planned for the time in camp.

Announce that each patrol should have a short campfire stunt for the overnight camp campfire. A good selection of typical patrol campfire stunts can be found in *The Official Patrol Leader Handbook*. Let your patrol leaders look at this book and pick out stunts for their patrols.

Develop equipment lists for each meeting and arrange for someone to get the material.

Discuss anything else with which members of the patrol leaders' council need help.

SECOND MONTH

FOURTH WEEK

EQUIPMENT

Two blocks of wood for Stiff

Preopening (10 minutes)

Play Stiff. Scouts move freely within the room. The leader stands where he can see all the action. When he claps the two blocks of wood together loudly, all Scouts freeze. If any Scout moves, the leader shouts out his name and immediately the rest of the Scouts gang up on the guilty party. The leader is in complete control, since he can stop the action at any time by hitting the blocks of wood together again, whereupon all the Scouts must freeze again. The leader again looks for motion and, if he sees it, calls out the new offender's name. If he doesn't see any motion, he says, "Mill around"; and Scouts move freely again until they again hear the blocks hit together. This is a fun game with lots of roughhouse that the Scouts love, but the leader must maintain control and always stop action before the chance of a boy being hurt.

Opening (10 minutes)

Explain the meaning of the national anthem. As reference use material in the *Boy Scout Handbook*, pages 424-25. Then have Scouts hum the tune of "The Star-Spangled Banner" while you read the words of the first two verses.

Skills (20 minutes)

Review the material on drugs and drug abuse in the *Boy Scout Handbook*, pages 514-16. Hold an open discussion on drug use and abuse, stressing the importance of good health to success and happiness in life.



Game (10 minutes)

Tonight we're going to introduce one of the most popular Scouting games. It's called British Bulldog. The troop lines up at the end of the room. One or two older Scouts take position in the center of the room facing the troop. At "Go," the entire troop charges from one end of the room to the other, trying to reach it without being caught. To catch someone, the "bulldogs" in the center must lift the player off the floor long enough to yell "1-2-3 British Bulldog." When a player is caught, he, too, becomes a "bulldog" for the next charge. Not more than three men can tackle and try to lift a player. If a player is not completely lifted off the floor before he can slowly count to 10, he is declared free for another charge. Game is played until everyone has been caught. The last player caught is the winner and is given the job of being the first "bulldog" for the next game.

Patrol Meetings (15 minutes)

Check attendance and collect dues.

Patrol leaders review Citizenship skill award tests, checking each one already completed. Have each Scout set a deadline for finishing any tests not yet done. Complete plans for the next troop hike.

Interpatrol Activity (10 minutes)

Play Ships in the Fog. Patrol members are blindfolded and stand in single file with hands on shoulders of man in front of them. The patrol leader stands at the back of the line. He is not blindfolded, nor can he move from the location. At the far end of the room, in front of each patrol, are two chairs about 3 feet apart. These chairs represent the entrance to a safe harbor. On signal, blindfolded lines move out, guided by shouts of patrol leader. Object is for him to guide his patrol through the fog and into the harbor. The first patrol into the harbor wins.

Closing Around the Campfire (25 minutes)

Set up the artificial campfire and dim the lights. Scouts sit by patrols in semicircle around the fire. Sing some good campfire songs. Play Song Stumper, *Scoutmaster Handbook*, page 300. Patrol song leader stands in front of his patrol. The game leader points to one patrol that must immediately begin a song and continue singing it until the leader points to another patrol. As soon as the new patrol is pointed to, it must start to sing a new song, and the first patrol stops. If a patrol repeats a song or doesn't start to sing right away, it's eliminated. The leader needs to keep this moving fast. Patrols shouldn't sing more than a couple of phrases of a song before the leader points to another patrol. The last patrol in the contest is the winner. Here is a chance for each patrol song leader to shine.

Talk about some of the points of the Scout Law. For example, "Does it take more bravery to go along with the crowd on some activity you know is wrong or to stand up for what you know is right?" Another might be, "Is it a Good Turn to do a job around your house such as taking out the garbage?" or "What do the words 'without reason' mean in the point of the Law that says a Scout is kind?"

Remind Scouts of hike details.

For your Scoutmaster's minute, talk to the boys about the part of The Outdoor Code that says "Be considerate in the outdoors." This is in the *Boy Scout Handbook*, pages 54-57.

Closing Ceremony. Have Scouts stand in a circle around the campfire. Each Scout crosses arms in front of himself and grasps his neighbor's hands. Swaying bodies slowly in rhythm, sing "Auld Lang Syne."

After the Meeting

Meet briefly with the patrol leaders' council to be sure details are set for next month's meetings and to make any final arrangements for the troop hike.

Service patrol puts meeting place in order.

YOUR SECOND TROOP HIKE

This hike will stress Hiking and Cooking test passing.

Boys may pass skill award tests to their own patrol leader or senior patrol leader if he has already passed the test. If he has not, then the test must be passed to an adult troop leader. It will be a real time-saver for you if you can have your boy leaders pass their fire building and cooking to you before going on this hike. Then, they can instruct and pass their own patrol members on these tests.

Another activity that will enable Scouts to pass a Hiking skill award test is the compass course project described in the *Patrol Leader Handbook*, pages 104-05, 157-61.

Since they will be cooking a meal, you might suggest the kabob or the foil meal in the *Boy Scout Handbook*, pages 126-27. These are simple meals that don't require cooking equipment.

THIRD MONTH

FIRST WEEK

During your first 2 months, we have suggested opening ceremonies, games, contests, and closing ceremonies from the *Scoutmaster Handbook*, *Boy Scout Handbook*, and *Patrol Leader Handbook*. This was done to help you get started.

By now you have these basic manuals, and so, instead of detailing each activity you can look up the material in your books. To save space we'll use a code reference to these manuals.

SMHB—*Scoutmaster Handbook*

BShB—*Boy Scout Handbook*

PLHB—*Patrol Leader Handbook*

Preopening (10 minutes)

Play Dodge Ball, *SMHB*, page 297.

Opening (10 minutes)

Opening ceremony selected by program patrol.
Patrol reports.

Interpatrol Activity (60 minutes)

Hand out the patrol contest sheets collected at the end of the fourth week of the First Month (page 12). Each patrol leader will lead his patrol through the events again, scoring in the second column. The patrol showing the greatest point improvement over the first time the event was run is the winner.

Another step to help you move toward planning your own programs in detail is the selection of opening and closing ceremonies by the program patrol for the week. Many troops use a traditional opening ceremony—the same one week after week—while others follow the pattern we've been using, which is to have different openings each week. It's up to you and your patrol leaders' council to decide what your plan will be.

You'll also need to make your own equipment lists for each meeting. Review the program plan including games and contests and then see that someone has the equipment needed on hand.

Patrol Meetings (5 minutes)

Check attendance and collect dues.

Closing Around the Campfire (25 minutes)

Songs.

Play 20 Questions, *PLHB*, page 182.

Scoutmaster's minute—"Picking on Him," *SMHB*, page 315.

Closing ceremony as selected by the program patrol.

After the Meeting

A meeting of the patrol leaders' council (PLC) to be sure details are set for next week's meeting.

Service patrol puts meeting room in order.

SECOND WEEK

THIRD MONTH

Preopening (10 minutes)

Play Skunk Tag. Each player holds his nose with one hand, holds up one foot with the other. Player can only be tagged if he lets go with either hand.

Opening (10 minutes)

Conduct opening ceremony selected by program patrol.

Patrol reports.

Hold a uniform inspection as described in *SMHB* (see index). Concentrate on uniforms and appearance.

Skills (20 minutes)

Patrols present camping skills demonstrated as selected at the patrol leaders' council meeting and prepared in patrol meetings. These are:

- Blanket folding and ground beds
- Utensil cooking
- Tent pitching
- Foil cooking

Game (10 minutes)

Play Old Plug, page 18.

Patrol Meetings (20 minutes)

Start making plans for the overnight camp as set at the patrol leaders' council meeting. Include discussion of equipment, menu, food buying, and patrol stunt.

Check attendance and collect dues.

Interpatrol Activity (10 minutes)

Play Poison, *SMHB*, page 296. Match two patrols in a circle. With four patrols, form two circles. With three patrols, have one watch while two compete, and then take on the winner.

Closing (10 minutes)

Announcements.

Scoutmaster's minute—"A Little Extra Effort," *SMHB*, page 306.

Closing ceremony as selected by the program patrol.

After the Meeting

PLC meeting to set next week's details.

Service patrol puts meeting room in order.



THIRD MONTH

THIRD WEEK

Preopening (10 minutes)

Dodge Ball, *PLHB*, page 149.

Opening (5 minutes)

Opening ceremony selected by program patrol.
Patrol reports.

Skills (25 minutes)

Scoutmaster reviews steps in camp planning as required for the Camping skill award. He should point out that all of the tests for this award can be done on the upcoming overnight camping trip. Remind patrols that they are responsible for their own menu planning, food buying, and cooking. Review material on menu planning and food buying on pages 104 and 105 of the *BSHB*.

Game (15 minutes)

Play Three-Legged Soccer, *PLHB*, page 154.

Patrol Meetings (20 minutes)

Check attendance and collect dues.

Check up on plans for the overnight camping trip. By now, each patrol should be set with all assignments made, and this gives a chance to check up on how well each boy is carrying out his job.

Practice stunt for overnight camp campfire.

Interpatrol Activity (10 minutes)

Run the Ball Relay, *PLHB*, page 156. Repeat with the newest Scout in each patrol out in front.

Closing Around the Campfire (25 minutes)

Songs.

Play Crossed and Uncrossed, *PLHB*, page 182.

Sometimes it is good to repeat a popular activity soon after it has been done. If your Scouts enjoyed 20 Questions used earlier, try it again.

Scoutmaster's minute—"The Good Turn," *SMHB*, page 315.

Closing ceremony as selected by the program patrol.

After the Meeting

PLC meets to set details for next week's meeting.

Service patrol puts meeting room in order.

YOUR THIRD PATROL LEADERS' COUNCIL MEETING TO PLAN THE FOURTH MONTH'S PROGRAM

- Discuss any final details for the overnight camp to be held toward the end of the month.
- Plan meetings for next month. Make assignments for all demonstrations, instruction, game and song leadership, and preopening periods. Your senior patrol leader should be in charge of many of these.
- Assign program and service patrols.
- Make plans for the in-town hike for next month.
- Train patrol leaders in first aid skills so they can teach their Scouts. Use material in *BSHB*, pages 360-91. Don't just talk—demonstrate in the same way you would expect your patrol leaders to do with their patrols.
- Have patrol leaders try Indian Hand Wrestling and Indian Leg Wrestling *SMHB*, page 301.
- Discuss any other business PLC members may have.

FOURTH WEEK

THIRD MONTH

Preopening (10 minutes)

Play Do-This—Do-That, *SMHB*, page 297.

Opening (5 minutes)

Opening ceremony selected by the program patrol.
Patrol reports.

Skills (20 minutes)

Review camp sanitation in the *BSHB*, including dishwashing, latrines, garbage, waste water, and can disposal, and breaking camp. Relate all this to the upcoming overnight camp.

Game (10 minutes)

Play Ball Over, *PLHB*, page 152.

Patrol Meetings (20 minutes)

Check attendance and collect dues.

Develop a duty roster for the overnight camp, *BSHB*, page 146. The suggestion in the book is for a camp of several days, so rotation takes place once a day. For an overnight, set up so jobs rotate after each meal.

Complete all arrangements for the camp. Include menu planning, food buying, and equipment responsibility.

Practice the patrol stunt for the campfire.

Interpatrol Activity (10 minutes)

Play Kim's Game, *SMHB*, page 290.

Closing (15 minutes)

Make announcements about the overnight camp and ask for questions from the Scouts.

Scoutmaster's minute—"Camp Is a City," *SMHB*, page 317.

Closing ceremony as selected by the program patrol.

After the Meeting

PLC meets to set next week's details.

Service patrol puts meeting room in order.

DUTY ROSTER			
JOBS DAY AND MEAL	FUEL AND WATER	COOKING	CLEANUP
FRI. SUPPER	John Sam	Guy Kyle	Joe Bob
SAT. BREAKFAST	Joe Bob	John Sam	Guy Kyle
SAT. LUNCH	Guy Kyle	Joe Bob	John Sam
SAT. SUPPER	John Sam	Guy Kyle	Joe Bob

YOUR FIRST OVERNIGHT CAMP

There are many arrangements that must be taken care of for a good overnight camp. Most of these can be shared with other adults, particularly members of the troop committee. The committee can be helpful in locating a good camping spot, lining up cars to carry boys to the campsite if it is too far away for a hike to the site, getting camping equipment, and providing more adult help while you're in camp. All of these things should be talked over at a meeting of the troop committee, and responsibility for each item given out and accepted.

When your troop has more experience, most of the program details such as where to go, when to go, and what to do after you get there will be planned by your patrol leaders' council; but with an inexperienced troop, it is well to follow your prepared plan for the first overnight. A lot of time will be spent in advance preparation at the weekly troop meetings.

You'll have to decide whether this will be a Friday-Saturday overnight or a Saturday-Sunday affair. Check with your chartered organization before deciding. It may object to Scouts being in camp on Sunday. If you decide on a Saturday-Sunday overnight camp, you'll need to provide for the religious needs of your Scouts. Plans must be made for Catholic boys to attend Mass in the nearest church, and services should be planned for the other boys.

The Camp Program

Camp Making. When you get to the site, each patrol should pick where it would like to camp. You should tell them which areas can be used for patrol camping. Each patrol will spend a lot of time setting up camp—tents, fireplaces, sanitary facilities, and camp comforts.

Cooking. Time will also be spent in cooking, eating, and cleanup. Cooking is to be done by patrols.

Campfire. A good campfire program will be a highlight of the camp. It should include:

- An opening ceremony
- Singing
- Patrol stunts
- A campfire game or two, *PLHB*, pages 181-82
- A closing ceremony

Skill Instruction. Take advantage of the outdoor setting to instruct in skills. It is suggested that signs of wildlife and plant identification, Environment skill award tests 1 and 2, be the main subject. See *BSHB*.

Test Passing. Many boys will be ready to pass other outdoor tests for skill awards. You'll remember that these tests can be passed to a boy's own patrol leader,

if the patrol leader has already passed the test himself. If he hasn't, then boys can pass tests to you; to members of the troop committee; your assistant Scoutmaster; or the senior patrol leader, if he has already passed the test himself. Be sure boys get credit for tests passed.

Wide Game. Play Capture the Flag, *SMHB*, pages 303-04.

Cleanup. Each patrol cleans up its area.

Inspection. When patrols have broken camp and are ready to leave, hold a careful inspection of the camp to make sure you can be proud of the way your troop leaves a campsite. Except for some trampled grass here and there, it should look as it did when you arrived. Each patrol is responsible for its own site, and if cleanup is necessary after inspection, it's up to the offending patrol to take care of it.

The Flag

The U.S. flag should be a part of every meeting of the Boy Scouts of America, and camp is no exception. Bring the troop U.S. flag with you and display it prominently in the camp area. You could use a small flag on a rope looped over a tree branch. Hold morning and evening flag ceremonies, and a simple ceremony when it is first put in place; and again at the close of the camp, when it is taken down. These flag ceremony periods provide a good chance to ask for patrol reports with patrol leaders telling where all patrol members are.

Camp Health and Safety

You'll want every boy who goes on the overnight camp to come home in good health and uninjured. Constant attention to health and safety factors will make this possible. Inspect sanitary facilities regularly. Make sure food preparation is handled in a clean manner, and that dishes and cooking utensils are cleaned and sterilized. Check use of axes and correct any dangerous use of knives or axes. Place responsibility on patrol leaders for knowing where all patrol members are at all times. Call for patrol reports that include a report on all patrol members from time to time throughout the camping trip. Don't permit swimming on this first outing. You aren't yet ready to take the responsibility; neither are you nor your boys trained to run a troop swim. Insist on quiet after "Taps" and until "Reveille." It's a good habit for any troop, and you might as well get started right. If you don't, you'll lose a lot of sleep during your time as Scoutmaster.

FIRST WEEK

As you move from month to month in this program outline, you'll notice more and more parts of the program are shown in general rather than specific outlines. This is to encourage you to start using your patrol leaders' council to plan troop programs, since at the end of the sixth month of this outline you'll be on your own, except for assistance that comes to you in the *Boy Scout Program Helps* or in *Scouting* magazine.

This month we'll examine timing suggestions, leaving it up to you and your leaders to set estimated time on each activity to make your meetings run about 1½ hours.

Preopening

Play Jump the Shot, page 5.

Opening

Opening ceremony by program patrol.
General troop inspection.
Patrol reports.

Skills

Review requirement No. 1 of the First Aid skill award, *BShB*.

Game

Play Walking Statues, *PLHB*, 166-67.

Patrol Meetings

Patrol leader instructs in bandages and slings, *BShB*.
Scouts practice.

Patrols pick their champ in Indian Hand Wrestling and Indian Leg Wrestling, *PLHB*, pages 82 and 83.

FOURTH MONTH

Interpatrol Activity

Patrol representatives compete against one another in Indian Hand Wrestling to pick a troop champion. Then repeat with patrol representatives in Indian Leg Wrestling. In this event you might want to have the champions picked on a basis of three out of four falls to avoid a chance win.

In later meetings you may want to try this championship selection in other of the dual contests shown in the *PLHB*.

Closing Around the Campfire

Songs.

Ask each patrol leader to report on the thing his patrol liked best about the overnight camp. If time permits, ask Scouts to volunteer to tell some of the funny things that happened to them at the camp.

Play Hot or Cold. Select a patrol representative to be "it." He leaves the room or the campfire circle. During his absence the rest of the Scouts select an object for him to touch or an action for him to do. When the Scout comes back the group starts clapping hands to indicate nearness of Scout to correct item or action. The louder the claps, the "hotter" the Scout is and the softer the claps the "colder" he is. When the object is touched or the action completed, a representative from another patrol is selected and the process is repeated. This is a fun game with no winners.

Scoutmaster's minute—"Magnetic Influence," *SMBH*.

Closing ceremony by the program patrol.

After the Meeting

PLC meets to set next week's details.
Service patrol puts meeting room in order.

FOURTH MONTH

SECOND WEEK

Preopening

Play Fishnet. Pick a few of your best runners. Each of these is fisherman and tries to catch the others. Any he catches join hands with him, and in that way they try to catch the rest. No player is caught until he is tagged by someone on the end of the line. If the line breaks, it must form again before it can tag anyone. Players not caught can charge the line, trying to break it or slip through it. When all are caught, start the game over.

Opening

Opening ceremony by the program patrol.
Patrol reports.

Skills

Discuss material on treatment of shock and what to do with the "hurry cases" in first aid, *BSHB*.

Game

Play Swat 'Em, *SMHB*, page 297.

Patrol Meetings

Take attendance and collect dues.

Patrol leader teaches first aid skills for tests 3 and 4 *BSHB*. Scouts practice these skills.

Interpatrol Activity

Hold Two-Man Carry Relay, *PLHB*, page 75.

Closing

Announcements—Review plans for the next troop hike. It is suggested that this be an in-city hike to a place of interest such as a public service company. This would meet requirement 3 for the Community Living skill award.

Scoutmaster's minute—"Don't Get Hooked," *SMHB*, page 306.

Closing ceremony by the program patrol.

After the Meeting

PLC meeting to set details for next week.

Service patrol puts meeting room in order.



THIRD WEEK

FOURTH MONTH

Preopening

Play Skunk Tag, page 24.

Opening

Opening ceremony by program patrol.
Inspection, *SMHB*, page 330.
Patrol Reports.

Skills

Show how to make up simulated cuts and burns for realistic first aid. Materials needed and methods used are shown on page 37. Also *PLHB*, page 131.

Game

Play Overtake, *PLHB*, page 153.

Patrol Meetings

Check attendance and collect dues.
Practice making up cuts and burns on one another, using methods and materials shown earlier.
Complete arrangements for the troop hike.

Interpatrol Activity

Conduct Triangular-Bandage Relay and Arm Sling Relay, *PLHB*, pages 75 and 76.

Closing

Make any necessary hike announcements.
Scoutmaster's minute—"The Good Turn," *SMHB*, page 315.
Closing ceremony by the program patrol.

After the Meeting

PLC meeting to set details for next week.
Service patrol puts meeting room in order.

YOUR FOURTH PATROL LEADERS' COUNCIL MEETING TO PLAN THE FIFTH MONTH'S PROGRAM

To plan the fifth month's program:

- Have each patrol leader report on the advancement progress of Scouts in his patrol—what tests each needs to do to earn the next rank. Talk over what patrol leaders are doing to help their Scouts to finish up all tests.
- Plan meetings in detail by adding or subtracting from suggested plan. Also determine preopening activities, games, and interpatrol contests.
- Assign program and service patrols.
- Make assignments for leadership of each part of the month's programs.
- Plan the next troop hike.
- Train patrol leaders in Home Repairs merit badge skills—nail driving, wiring an electrical plug, and patching a screen so they can help their patrol members at patrol meetings during the month.
- You now have newly elected patrol leaders who will serve for the next half a year. Now is a good time to start patrol leader development with them. You can get the outline for this from your commissioner or your council office. Your leaders will be much more effective, and your job much easier, when the patrol leaders have had patrol leader development.
- Discuss any other business desired by the PLC.
- Talk over plans for a patrol leaders' council overnight camp and, if possible, plan to run one next month. This overnight would be for just the members of the PLC and, while in camp, they would act like a regular patrol of the troop with you serving as the patrol leader so they can teach and pass members of their patrols in tests which they have already passed. This overnight will take time, but will prove helpful and will save you hours later on.

FOURTH WEEK

FOURTH MONTH

Preopening

Play Stiff, page 21.

Opening

Opening ceremony by the program patrol.
Patrol reports.

Skills

Use the ideas in the First Aid skill award suggestions in *PLHB*, pages 130-31. Practice dialing emergency phone numbers as suggested. Have right-handed Scouts tie bandages around their right hands, then right elbows. Have left-handed boys bandage their left hands and elbows. Give each Scout an opportunity to throw a heaving line at a target for 1 minute. Winner is the patrol

with most throws on target. Get each patrol to make its own mobilization plan, *PLHB*, page 163.

Patrol Meetings

Check attendance and collect dues.

Closing Period

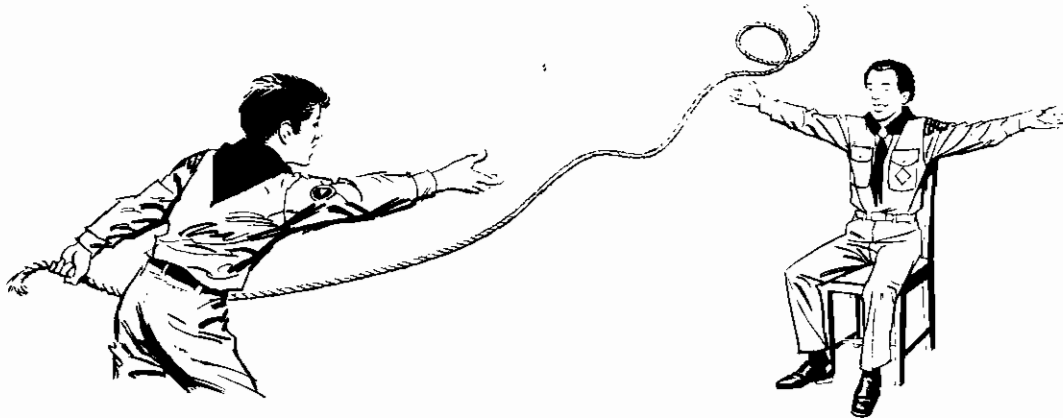
Announcements.

Scoutmaster's minute—"How To Catch a Monkey," *SMHB*, page 309.

Closing ceremony by the program patrol.

After the Meeting

PLC meeting to set next week's details.
Service patrol puts meeting room in order.



YOUR THIRD TROOP HIKE

It is suggested that this be an in-town hike to a place of interest. Review the suggestions in the *BSHB*. You might also consider a hike to an essential public service plant or agency providing these services. This hike, if at

least 5 miles long, would qualify Scouts in the in-city hike for Hiking skill award, and the community service visit for Community Living skill award.

FIRST WEEK

FIFTH MONTH

You have now moved to the point where you and your patrol leaders' council should do most of the planning for the meeting. We'll still suggest basic skills, but it will be up to your own leaders to select games, contests, campfire activities and ceremonies. You have learned that the *SMHB* and *PLHB* are fine resource books for developing troop programs, and that the *BSHB* is rich in material for Scouting skills. Use these three books as basics to all planning.

Preopening

Selected by PLC.

Opening

Opening ceremony by program patrol.
General troop inspection.
Patrol reports.

Game

Selected by PLC.

Skills

Invite an expert in carpentry to show the right way to use a hammer to drive and pull nails. This could be a Home Repairs merit badge counselor or a member of the troop committee.

Patrol Meetings

Check attendance and collect dues.

Practice nail driving for the interpatrol activity.

Review the requirements for the Home Repairs merit badge. Point out that only 14 of the things shown need to be done to earn the badge.*

Interpatrol Activity

Conduct a nail-driving contest. Have 2 x 4, hammer, and nails for each patrol. Run in relay style. Each boy runs up to 2 x 4 and drives nail into board until head is flush. If nail bends, Scout must get new nail and start over. He continues until he can drive a nail all the way without bending it. Be sure 2 x 4's are up on blocks so nails don't go through into the floor. The first patrol to drive eight nails all the way in is the winner.

Closing Around the Campfire

Activities planned by PLC.

Announcements.

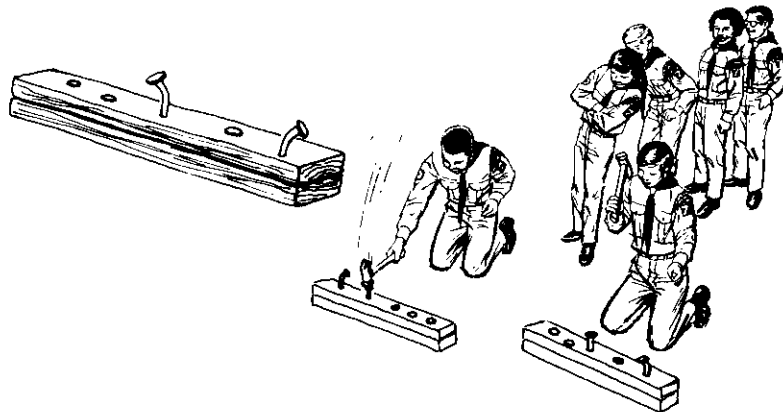
Scoutmaster's minute.

Closing ceremony by program patrol.

After the Meeting

PLC meeting to set next week's meeting details.

Service patrol puts meeting room in order.



*See outside back cover.

FIFTH MONTH

SECOND WEEK

Preopening

Selected by PLC.

Opening

Opening ceremony by program patrol.
General troop inspection.
Patrol reports.

Skills

Invite a Scout dad, troop committeeman, or merit badge counselor to talk about electrical safety in the home. Include things like abuse of fuses, overloading outlets, dangers of associating water and electricity, frayed wires, extension cords under rugs, etc.

Game

Selected by PLC.

Patrol Meetings

Check attendance and collect dues.

Patrol leader demonstrates how to wire an electrical plug following instructions in *Home Repairs* merit badge pamphlet. He also demonstrates how to tie the underwriters' knot. Scouts practice wiring the plug. While one is doing this, the others use rope or string and practice tying the underwriters' knot.

Interpatrol Activity

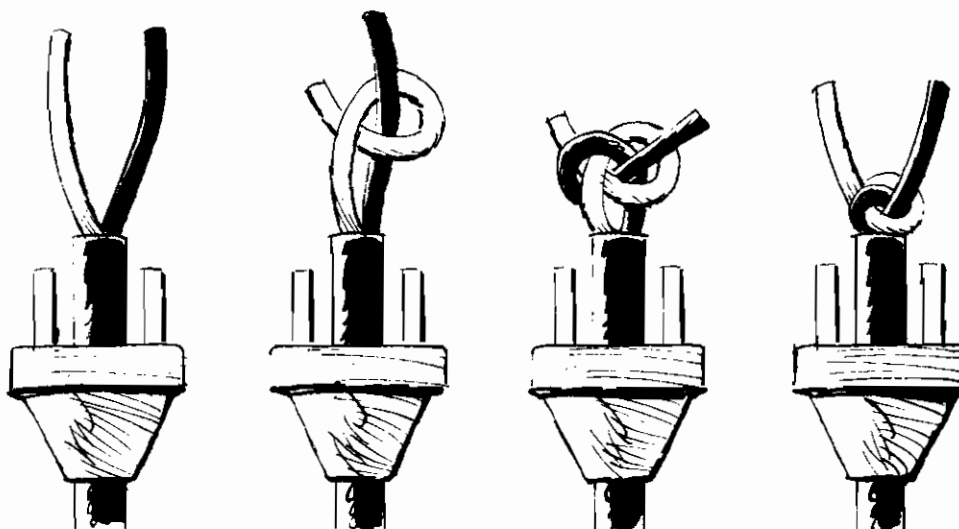
Hold a Message Relay, *PLHB*, page 163.

Closing

Announcements.
Scoutmaster's minute.
Closing ceremony by the program patrol.

After the Meeting

PLC meeting to set details for next week.
Service patrol puts meeting room in order.



THIRD WEEK

FIFTH MONTH

Preopening

Selected by the PLC.

Opening

Opening ceremony by the program patrol.
Patrol reports.
Inspection.

Skills Development

Invite a dad, committeeman, or merit badge counselor to bring a used faucet, faucet washer, and tools needed and have him show how to put in a new faucet washer.

Game

Selected by the PLC.

Patrol Meetings

Check attendance and collect dues.

Patrol leader shows with scrap screening how to patch a hole in a screen using method shown in *Home Repairs* merit badge pamphlet. When finished, he asks each patrol member to do it.

Prepare for the interpatrol activity to follow by picking patrol champions in several of the dual contests shown in *SMHB*, pages 300-02. Announce ahead of time which events will be used.

Interpatrol Activity

Have patrol champions compete to pick troop champions in each of the selected dual contests.

Closing

Announcements.
Scoutmaster's minute.
Closing ceremony by the program patrol.

After the Meeting

PLC meeting to set details for next week.

YOUR FIFTH PATROL LEADERS' COUNCIL MEETING TO PLAN THE SIXTH MONTH'S PROGRAM

Meet about a week before activities begin on this program feature. Cover these items:

- Select date, route, and site for survival trek.
- Arrange with troop committee for transportation to starting point, if necessary.
- Outline program for survival trek activities.
- Discuss mobilization plan for troop.
- Review basic first aid and rescue knots.

- Develop complete plans for troop meetings for next month including details of the combined parents' night and court of honor for the presentation of awards earned.
- Assign patrols for program and service.
- Assign leadership for all activities.
- Conduct board of review for Tenderfoot through First Class.
- Discuss any other items desired by the PLC.

FIFTH MONTH

FOURTH WEEK

From time to time it's good to have a fun night at a troop meeting with mostly games and contests. You will still use the formal parts of a regular meeting such as the preopening, opening, patrol meetings, and a closing. Here's a suggested fun night program for your fourth meeting of the month. You won't have time to use all the games shown, so pick from those shown.

Preopening

Play Do-This—Do-That, *SMHB*, page 297.

Opening

Opening ceremony by the program patrol.
Patrol reports.

Games

British Bulldog, *SMHB*, page 299.
Overtake, *PLHB*, page 153.
Three-Legged Soccer, *PLHB*, page 154.

Patrol Meetings

Check attendance and collect dues.
Practice stunt for campfire period.

Interpatrol Activities

Skin the Snake, page 6.
Under and Over Relay, *PLHB*, page 154.
Ships in the Fog, *PLHB*, page 157.
Grasshopper Relay, *PLHB*, page 81.

Closing Around the Campfire

Songs.
Patrol stunts.
Play Hot or Cold, page 28.
Play Ringleader, *PLHB*, page 150.
Play 20 Questions, *PLHB*, page 182.
Announcements—Final hike details.
Review the requirements for Home Repairs merit badge, pointing out tests passed this month. Encourage each Scout to prepare to do the rest and to make an appointment with a merit badge counselor to earn the badge.
Scoutmaster's minute.
Closing ceremony by program patrol.

After the Meeting

PLC meeting to set details for next week.

YOUR FOURTH TROOP HIKE

Before the hike, lay out a trail from the place of departure to the hike destination. Combine compass bearings and distances to lead Scouts to the destination. One way of doing this is to tack cards to objects along the route. Each card gives the compass bearing and distance to the next card. Patrols would leave one at a time. Scouts waiting to leave could play a game of One Pitch Softball, *PLHB*, page 155. You and your senior patrol leader will be the last to leave, so you can take down all cards as you hike to the destination.

At the hike destination spend an hour or two with boys working on test passing. Cook meals. Organize a game of Capture the Flag, *SMHB*. This is one of the most popular of Scouting outdoor games. Review the rules carefully with Scouts before starting the game. Ask whether there are any questions after you have finished, and then turn them loose.

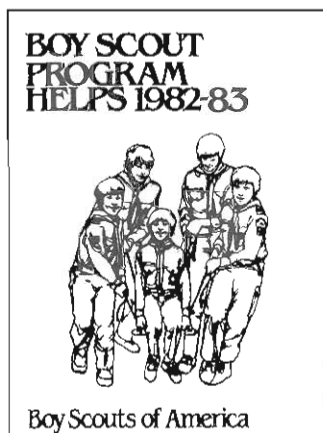
Hike back to home location after the game.

SIXTH MONTH

This month you should use one of the suggested programs from the *Boy Scout Program Helps*, found in *Scouting* magazine or the *Boy Scout Program Helps* annual, No. 7260, available from your council service center. These program planning helps will come to Scoutmasters as printed segments in *Scouting* on the following schedule:

Scouting Magazine:	Program Helps for:
May/June	August, September, October
September	November, December
November/December	January, February
January/February	March, April
March/April	May, June, July

In order to make your long-range plans there is a Troop Planning Worksheet, No. 7254, available from your council service center.

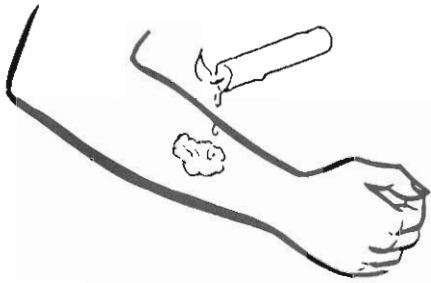


TROOP PLANNING WORKSHEET												
MONTH	PROGRAM THEME	PROGRAM HIGHLIGHT	TROOP AND PATROL MEETINGS	OUTDOOR EVENT	SPECIAL EVENT	DISTRICT OR COUNCIL EVENTS	COMMUNITY CALENDAR	TROOP GOOD TURN	BOARD OF REVIEW	LEADERS' MEETINGS		
										Patrol Leaders Council	Troop Committee	District Roundtable

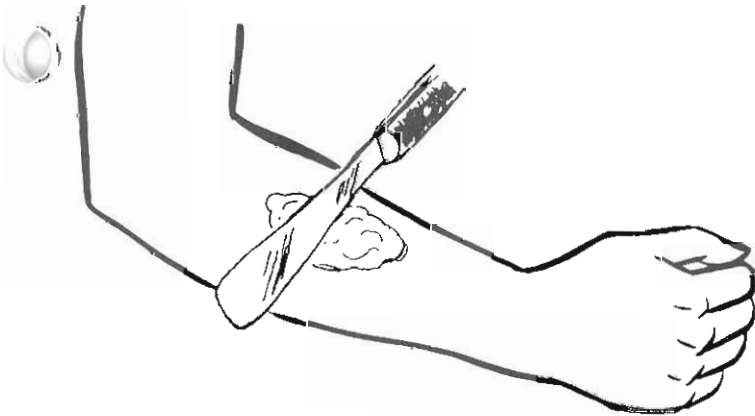
REALISTIC FIRST AID

SIMPLE CUT

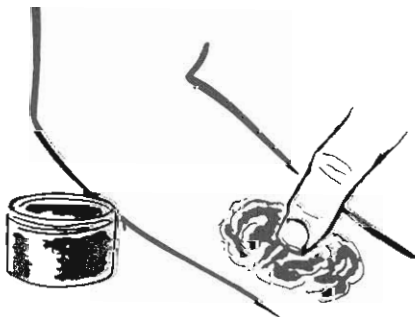
Build up a wound area by dripping candle wax on the arm. Mold the edges of the wax with fingers so it blends into the surrounding skin. It should look like a swelling of the skin.



Use the edge of the spatula or knife blade to cut a groove in the wax. This should be just deep enough to look like an actual knife cut in the skin.



Blend red food coloring into cold cream until it resembles blood. Smear this into the cut in the wax and flow a little from the cut.



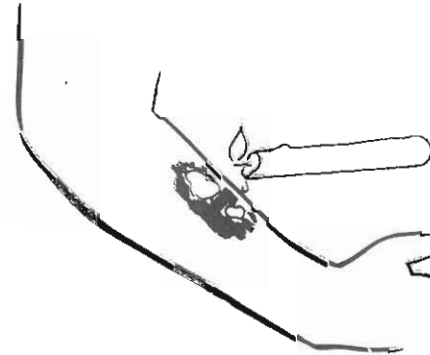
NONBLISTERING BURN

Rub lipstick lightly on area of arm. Blend into smooth reddish color with a finger. This resembles irritated skin.



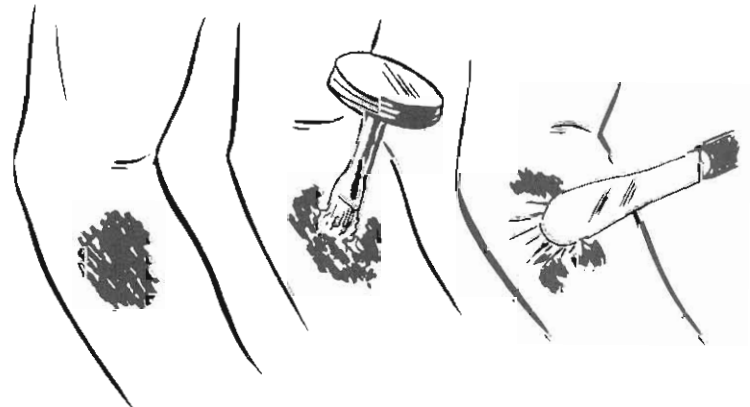
BLISTER BURN

Over reddened area, developed above, drip a little candle wax in the shape of blisters.



CHARRED SKIN BURN

Blend black grease pencil material into a spot on the arm. Apply rubber cement freely over the area. When dry, pick at the cement with the spatula, raising tags of cement which appear like charred flesh.



See page 30.



Home Repairs

Do 14 of the following:

1. Know where your main electric switch is. Replace a fuse or reset the circuit breaker in an electric entrance switch box.
2. Waterproof a basement wall.
3. Repair or put in drapery or curtain rods. Hang draperies or curtains.
4. Build or fix a stair or porch handrail.
5. Repair furniture.
6. Repair window screen or screen door.
7. Repair sagging door or gate.
8. Repair a picture frame.
9. Clean a clogged drain or trap.
10. Repair or replace a sash cord.
11. Repair a leaky water faucet or valve.
12. Repair a break in a cement walk, drive, garage floor, or in an asphalt surface.
13. Repair a fence.
14. Recondition a garden tool.
15. Repair an electric cord, plug, or lamp socket.
16. Replace a broken pane of glass.
17. Mend china.
18. Paint or varnish a piece of furniture, door, or part of the trim on a house. Clean brush afterward.
19. Repair a leaky hose.
20. Caulk cracks or joints open to the weather.
21. Put in fixtures for storing equipment or tools.
22. Paint a wall or ceiling. Clean brush afterward.
23. Lay floor tile or repair a worn spot.
24. Solder.
25. Put new cords in a Venetian blind.
26. Build a workbench.
27. Repair a flushing mechanism in a toilet.
28. Clean or replace a grass sprinkler water head.
29. Install insulation in attic, wall, or crawl space.

See page 32.