

# The Patrol Leaders' Council

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## Module One (Addendum<sup>1</sup>) — Unit Organization

### Module Overview

#### Content Time

- **Introduction to the Module** (Addendum) - 5 minutes
- **Introduction to Patrol Leaders' council (PLC)** - 5 to 10 minutes
- **The Patrol Leaders' council and Planning** - 10 to 15 minutes
- **The Patrol Leaders' council in Action** - 25 to 30 minutes
- **Wrap up and Reflection** - 5 minutes

#### Preparation

- Know the troop organization.
- Understand the roles and responsibilities for every leadership position in the troop.
- Identify assistant trainers needed to conduct this session and role play the patrol leader's council.

#### Materials Needed

- A copy of the Patrol Leader Handbook for every patrol leader, or at least one copy per troop as a reference
- Troop Program Features (Vol I, II, and III, and the Troop Program Features Resources Guide)<sup>2</sup>
- Copies of Troop Program Features Vol III, Wilderness Survival (pages 105-108) sufficient for each member of the PLC (attached)
- Copies of Troop Program Meeting Plans (blank) sufficient for each member of the PLC (attached)
- Campfire Program planner (blank) sufficient for each member of the PLC (attached)
- Copies of PLC and planning graphic sufficient for each member present (attached)
- Copies of the troop organization chart sufficient for each member present (attached)
- Position description cards for every Scout leadership position

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<sup>1</sup> As in all Introduction to Leadership Skills for Troops (ILST) module activities, this session provides examples of troop organization charts and leadership roles and responsibilities, but each troop is allowed to modify these assignments as long as all responsibilities are fulfilled and real leadership remains a scout role. It is important to have clearly defined responsibilities for each troop position, so it is a requirement that each troop prepare appropriate materials by using those provided by this course, modifying these materials, or creating new and original materials.

<sup>2</sup> In 2016, the BSA launched *Program Features for Troops, Teams, and Crews, Vols. I, II, III*, an update to the Troop Program Features (a/k/a Woods Wisdom). The new guides likewise bring together 48 program features to help making program planning easier for unit and youth leaders alike. The mix of topics -- outdoor, sports, health and safety, citizenship and personal development, STEM, and arts and hobbies -- provides variety, adventure, and increasing challenge units need to keep members coming back while also facilitating advancement.

- Internet and **You Tube** access to play videos
- A white board, chalk board, or easel with a pad of paper (optional)

## Learning Objectives

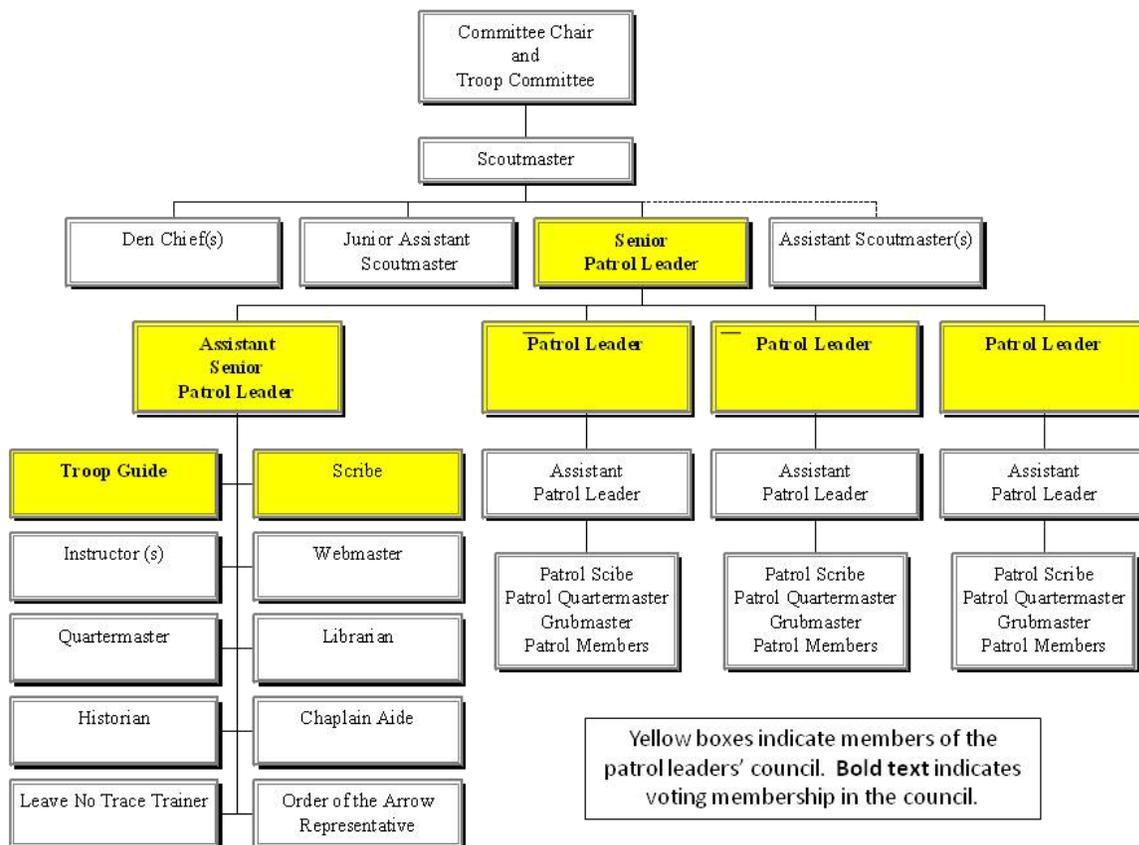
At the end of this module, participants will:

- Understand the various leadership roles within the patrol leaders' council
- Understand the functions of the council and its responsibilities to the troop

## Introduction to Patrol Leaders' council (PLC)

In this module we'll discuss the Patrol leader's Council<sup>3</sup> and your role.

The patrol leaders' council is made up of the senior patrol leader, who presides over the meetings, the assistant senior patrol leader, all patrol leaders, the troop guide, and the scribe. Patrol leaders serve as the voice of their patrol members. They present the ideas and concerns of the patrol and in turn share the decisions of the patrol leaders' council with their patrol members.



<sup>3</sup> Patrol Leader Council meetings meetings used to be called "Green Bar" meetings because of the green bars on the youth position patches.

The patrol leaders' council plans the yearly troop program at the annual troop program planning conference. It then meets monthly to fine-tune the plans for the upcoming month.

The Senior patrol leader is in charge, the patrol leaders are assembled, the scribe is ready, the scoutmaster is on hand to advise. What happens next? Or perhaps, more importantly, what's happened before they all get to the table?

**Group Discussion.** If the troop has an effective patrol leaders' council, ask leading questions to get the group to discuss how the patrol leaders' council operates, and share information with Scouts who may be new to the process.

Participants in the patrol leaders' council plan and run the troop's program and activities. Composed of specific members of the troop leadership team, this group of scout leaders meets routinely (usually monthly) to fine-tune upcoming troop meetings and outings. The senior patrol leader runs the patrol leaders' council meeting, and the scoutmaster and other adult leaders attend as coaches, mentors, and information resources. The scoutmaster allows the senior patrol leader and scouts to run the meetings and make decisions, stepping in with suggestions and guidance whenever that will enhance the program for the troop and scouts. Ask the group:

- Have the patrol leaders' council meetings been running as effectively as they could?
- Do scouts in leadership positions usually come to the patrol leaders' council meetings well prepared?
- What would the group like to do differently or improve during this leadership term?
- For those who have served previously, what guidance and coaching do you want to share with the newest members of the leadership team?

**PLC Members.** The patrol leaders' council is made up of the senior patrol leader, who presides over the meetings; the assistant senior patrol leaders, all patrol Leaders, troop Guides, and others as determined by your PLC. The patrol leaders' council plans the yearly troop program at the annual troop program planning conference. The PLC then meets monthly to develop plans for upcoming meetings and activities. At its monthly meetings, the PLC organizes and assigns activity responsibilities for the weekly troop meetings. The troop committee interacts with the patrol leaders' council through the Scoutmaster.

**Patrols.** Through the Patrol Leaders' Council, patrols share the responsibility for the patrol's success. They gain confidence by serving in positions of leadership. The patrol leaders are elected by their patrols to represent them at the PLC meetings. Each patrol is always represented at each monthly PLC meeting. If the patrol leader is not able to attend, the assistant patrol leader or another scout from the patrol will attend the PLC. The patrol leaders present the ideas and concerns of their patrols and in turn share the decisions of the patrol leaders' council with their patrol members.

The PLC is composed of the following voting members:

- **Senior Patrol Leader (SPL).** Elected by boys in the troop, SPL runs the PLC meetings.
- **Patrol Leader.** Elected by his patrol, the PL represents his patrol PLC meetings and the annual planning conference. Reports PLC decisions to his patrol.
- **Assistant Senior Patrol Leader.** Serves as a member of the patrol leaders' council and fills in for the SPL as needed.
- **Troop Guide** - Attends patrol leaders' council meetings with the patrol leader of the new-scout patrol.
- **Scribe.** Attends and keeps a log of patrol leaders' council meetings. The scribe is a non-voting member of the PLC; however in the practices of some troops, scribes have been granted voting privileges.

Some troops' PLC includes others who may be assigned tasks and may be voting or non-voting members such as:

- **Instructors.** May be assigned training tasks or report on previous training
- **Quartermaster.** May report on condition and availability of equipment and needs
- **Librarian.** May report on condition and availability of the troop library and needs
- **Historian, Chaplain Aide, Bugler,** etc.

The PLC is guided by the scoutmaster and has direct support by key troop committee members:

- **Troop Advancement Chair.** Ensures that the unit has at least monthly boards of review and quarterly courts of honor.
- **Troop Equipment Coordinator.** Works with the quartermaster on unit equipment.
- **Troop Outdoor / Activities Chair.** Secures tour permits and permissions and serves as transportation coordinator.

### **The Patrol Leaders' Council and Planning**

**Discussion Points.** To make things happen for the troop you need to build four components: structure, content, planning, and preparation.

- **Structure.** The framework of your plan. This may be a schedule or something similar. The main framework is our schedule of meetings and outings; the dates and times. There are some sub-components of the framework too like individual meeting plans and the schedule you develop for our outings.

- **Content.** What the Scouts will be doing. It may be cooking or pioneering or how to start a fire. The content fills the structure. Most of the content is pretty simple to find because it's in Troop Program Features and the Scout handbook. If the patrol leader's council wants to do something new you'll need to develop the content.
- **Planning.** Once you have the structure and the content sorted out you plan by determining who is going to be responsible for making things happen. It's a lot like who plays what position on a team.
- **Preparation.** Once the plan is set whoever is responsible for a part of the plan needs to prepare. It's not good enough to simply know who is going to do what, you also have to assure yourself that they are prepared to do it. Once you have the structure, the content and the plan it's time to get up from the meeting and prepare.

## The Patrol Leader's Council and Planning

To make things happen for the troop you need to build four components - structure, content, planning and preparation.



## Structure

The framework of your plan. This may be a schedule or something similar. The main framework is our schedule of meetings and outings; the dates and times. There are some sub-components of the framework too, like individual meeting plans and the schedule you develop for our outings.



Is it really that simple? Yes and no. Establishing the idea that there are four distinct components to the idea, that planning and preparation are different -- adults infer that preparation is a part of planning, scouts don't -- is important. Naturally there are more details as you drill down into the preparation stage. Where will this happen? What will they need? Exactly what will they say and do? But trying to work on every single detail of the plan at once can be distracting and discouraging for scouts. Instead, step them through the process by asking questions, soon they'll learn to ask the questions themselves.

### Watch the following videos.

- The patrol Leader's Council (2:43)  
<https://www.youtube.com/watch?v=qdp3TyF99yl>
- Patrol Leaders' Council-Activity Review (2:00)  
<https://www.youtube.com/watch?v=FczvIOtUIUA>
- After the Troop Meeting (1:32)  
<https://www.youtube.com/watch?v=VrAOmcilusw>

If necessary, use the remaining time to coach the group in how a properly conducted patrol leaders' council meeting works using the following script:

## The Patrol Leaders' Council in Action

### Cast of Characters

- Senior Patrol Leader (**SPL**)
- Assistant Senior Patrol Leader (**ASPL**)
- Patrol Leader 1 (**PL1**)
- Patrol Leader 2 (**PL2**)
- Patrol Leader 3 (**PL3**)
- Scribe (**S**)
- Scoutmaster (**SM**)

**SPL, ASPL, PLs, Scribe, and SM** arrive and take positions in behind seats in front of the table.

**SPL:** (opens meeting with the Pledge of Allegiance) I'm glad everyone could be here. We've a very busy month ahead and it's going to take a lot planning and effort for us to be successful. Did everyone get their copy of the Program Features I e-mailed you last week? I brought some extra copies just in case you didn't (hands out extra copies ... PL1 takes one ... PL2 and PL3 signal they have their copies with them).

**SPL:** For the first week the meeting plan suggests finding directions without a compass or telling time without a watch for a pre-opening activity. That could be fun and it would reinforce some Second Class rank requirements. What do you think?

**PL2:** That would be great! Some of my guys still need to get that requirement signed off (PL1 and PL3 both nod in agreement).

**SPL:** Okay. (turning to PL3) I saw you doing compass work with some of your guys on the last campout. You feel confident your guys can set that up and run the station?

**PL3:** Yeah. It will be a good refresher for everyone.

**SPL:** Okay. (turning to PL1) It's your guys turn as Service Patrol so you'll handle the opening ceremony as well. Agreed? (PL1 nods in agreement) I will ask for a patrol report each meeting so be sure you know where your guys are, even those that are not at the meeting. For the skills instruction period I'd like to work on matchless fire starting techniques, bow and drill, flint and steel, and fire piston. We could do this as a round-robin with three stations. (turning to PL2) Can your patrol handle that?

**PL2:** Sure. I think one of the adults in the troop was a military survival instructor. I could ask if he'd be willing to help us conduct that session.

**SPL:** That would be great! Try to keep the three sessions to no more than 25 minutes and let me know if you run into any difficulties. (speaking to all the PL's) Be sure to use your time in patrol corners to plan your activities for next week. For the inter-patrol activity the Troop Program Features Resources Guide recommends the game Shipwreck. You've all reviewed the suggested games. What do you think?

**PL2:** I like the game but the plywood circles it mentions might be hard to get.

**PL3:** We could use tarps instead.

**SPL:** Great idea. (turning to the ASPL) Can you speak to the Quartermaster about gathering a tarp for each patrol?

**ASPL:** Sure. (speaking to the SPL) You and I can explain the rules to everyone and run the game.

**SPL:** Okay. If everyone is good with week one, we can move to the closing. (turning to PL1) Your guys will have the closing ceremony.

**PL1:** (writing in his notebook) Got it covered, SPL.

**SPL:** For the second week the meeting plan makes no suggestion for a pre-opening activity. Any suggestions?

**PL3:** How about a display of personal survival gear and kits?

**PL2:** Neat idea! (asking PL3) Can your guys handle that?

**PL3:** I think so.

**SPL:** Great! We'll put your patrol down for the pre-opening. Let me know if your run into any difficulties with gathering materials for this.

**PL3:** You bet.

**SPL:** Okay (turning to PL2) It's your guys turn as Service Patrol so you'll handle the opening ceremony as well. Agreed? (PL2 nods in agreement). Great. For skills instruction the Troop Program Features recommends discussing how to build a shelter. What do you guys think?

**PL1:** I like it. (PL2 and PL3 nod agreement) I'd like to volunteer my patrol to take that on.

**SPL:** That'll be great. Please work with the troop instructor. I think he might have some instructional materials from last year you can use. As I recall he had some small models of shelters on display. Try to hold that session to no more than 25 minutes. Patrol corners is next on the plan. Be sure to use that time to plan your activities for next week. Okay. Now for the inter-patrol activity I'd like to suggest the Lost Quiz I recommended to you in my e-mail last week. You've all had the opportunity to review the game. What do you think?

**PL3:** Sounds like fun. Are you going to draw up the list of questions?

**ASPL:** Sure. We can use the compass board and game we built for the spring camporee to play the game on.

**SPL:** You have that one then, ASPL. That was almost too easy. If everyone is good with the plan for week two, we can move to the closing. (turning to PL2) Your guys will handle the closing ceremony.

**PL2:** Okay.

**SPL:** For the third week the meeting plan again makes no suggestion for a pre-opening activity but I would like to suggest we put on display some recipe ideas that can be cooked over an open fire. Maybe even have some samples. (looking around the table)

**PL1:** I like it. If everyone is okay with it, I'd like my patrol to take that on. (PL2 and PL3 nod their approval) Not too sure about having samples but we'll definitely have some menu suggestions!

**SPL:** Okay. That'll be great. (turning to PL3) It's your guys turn as Service Patrol so you'll handle the opening ceremony as well. Agreed? (PL3 nods in agreement). Thanks. For skills instruction the Troop Program Features recommends discussing signaling techniques for ground-to-air and on purifying water techniques. What do you guys think?

**PL1:** That could be fun. My patrol will handle the signaling techniques.

**PL2:** And mine will offer the session on water purification.

**SPL:** That'll be fine. How about if we run this as a round robin much like we did in week one? (PLs agree) Try to hold the two sessions together to no more than 25

minutes if you can. Patrol corners is next. Be sure to use that time to plan your menus and tenting arrangements and look for rank advancement opportunities when assigning grubmaster responsibilities.

**PL1:** I think my guys will need a little planning more time. We'll have a meeting at my house next week to develop our plans.

**SPL:** Excellent. Okay. Now for the inter-patrol activity I'd like to suggest the four-handed seat carry relay.

**PL3:** Sweet. We played that one last year. Everyone had a blast. Do you remember when we challenged the scoutmasters to play with us? Boy were their faces red when we whipped 'em good! (everyone laughs)

**SPL:** Okay. It's settled. ASPL, please develop the rules for the game and be ready to share that with everyone at the meeting. (ASPL nods while writing in his notebook)

**ASPL:** Got it covered, SPL.

**SPL:** If everyone is okay with the plan for week three, we can move to the closing. (turning to PL3) Your guys will have the closing ceremony.

**PL3:** Certainly.

**SPL:** For week four the meeting plan has no recommendation but I would like to offer that we put on display some cold weather clothing layering examples. What do you think?

**PL1:** Yeah. That would be great. We have a few new cross-overs coming with us this time and there is much they need to see and learn! (PL2 and PL3 voice agreement with the idea) My patrol can take that one on, SPL.

**SPL:** If all are in a agreement, we'll do it. (turning to the ASPL) Please get with the troop guide and make sure he contacts all our new scouts and encourages them to come to the meeting, particularly if they plan on camping with us that weekend.

**ASPL:** Will do.

**SPL:** Okay. (turning to PL1) It's your turn to guys turn again to serve as Service Patrol. You'll handle the opening ceremony as well. Okay? (PL1 nods in agreement) Great. For skills instruction I'd like to recommend having our troop instructor discuss the seven priorities for survival in a backcountry or wilderness location and explain the importance of each one with troop. What do you all think?

**ASPL:** I like it. It'll be a good way to put the guys in the proper mindset for the weekend. (the PLs all voice agreement) I'll get with the troop instructor and have him prepare a program plan.

**SPL:** Excellent! Please have him hold it to no more than 25 minutes. (looking around the table) Be sure to use your time in patrol corners to finalize your menus, tenting arrangements, and duty rosters. That last one is pretty important. I would like to see your duty rosters poster inside your chuck boxes. Can we do that, please?

**PL2:** Yeah. We've been a bit lax about that lately. We'll get it done this time.

**SPL:** Thanks. Now for the inter-patrol activity I'd like to go with Frantic Object as suggested in the troop meeting plan. It looks like a lot of fun.

**SM:** SPL, if I may. It's a great game and loads of fun, but let's be safe. How about if we create a rule that all balls have to be kept on the ground or that we use waded paper instead of tennis balls?

**SPL:** Yeah. that one can get a little crazy. ASPL, please write a rule set that will keep the game safe and still fun for everyone.

**ASPL:** You got it!

**SPL:** If everyone is okay with the plan for week three, we can move to the closing. (turning to PL1) Your guys will do the closing ceremony.

**PL1:** Of course.

**SPL:** Okay. That wraps up the weekly plans. For the Campout, I would like to recommend that we go to Camp Highroad in Middleburg. It is the same site we've used in past years. There are lots of good materials there we can use to build shelters from.

**PL1:** Absolutely. That place rocks. (PL2 and PL3 nod agreement)

**SPL:** Very good. I'll speak with the Troop Committee about reserving the site. The Program Features suggests a number of different scenarios. What do you think about centering our activities around the downed airplane scenario?

**PL2:** Sure. We could practice the signaling techniques for ground-to-air that we would learn in week three.

**PL3:** And we could practice water purification techniques.

**PL1:** Not to mention sharpening or primitive fire building skills!

**SPL:** Okay. That will be the focus of our weekend. The ASPL and I will work on developing the scenario to present to everyone on Saturday morning. Thinking back to last month's campout, let's all work a bit more on staying on schedule. Reveille is at 0630, flag ceremony at 0800, retreat at 1700. I know it's hard but everyone needs to be up and out of their tents at the same time (everyone nods in agreement). Check TroopTrack to see who from your patrols are going and then call the rest of your guys and ask why they haven't signed up yet and encourage them to do so if they are not already planning to come and remind them to bring in their permission slips. You really need five to seven guys from your patrol present in the field if you are going to function like a patrol. (the PL's all nod)

**ASPL:** As we discussed earlier, the plan will be to keep a fire going all day and all night. I'll work with each of you during patrol corners to build a schedule for who will be maintaining the campfire.

**SPL:** Let's plan on one hour shifts, if we have enough people to manage that, but we should have two people to each shift and they must keep a pot of water over the fire and hot all night long! Wow. We covered a lot of territory tonight. Anything we missed?

**PL2:** We need to get a better handle on supplies. We had no paper towel last time  
**PL3** (nodding in agreement). Yeah. We had to change our cleaning water four times.

**SPL:** I remember. It delayed our campfire nearly an hour. (turning to his ASPL) Can you ask the quartermaster to work with the patrols and inventory the staple items? I think we might need aluminum foil as well.

**ASPL:** Sure! I'll have the quartermaster check each of the patrol campout planning worksheets at the end of the troop meeting and report to the adult equipment coordinator.

**SPL:** Okay. That about wraps it up. Please make sure you remain behind after each meeting so we hold a brief reflection on the meeting just held and discuss the plans for

the meeting to come. Be certain too that you use some of the time in patrol corners to plan your participation in the meetings ahead. Scoutmaster, anything you wish to offer?

**SM:** No. You've done a splendid job of planning the coming month. It's obvious to me that you all came to the meeting we prepared. Please be sure to call and talk to me a few days before each meeting to go over the finer details of your weekly plan and apprise me of any changes you've had to make.

**SPL:** Thank you.

**ASPL:** (turning to the scribe) Can you get the minutes of the meeting to me this evening? I'd like to get them posted straight away.

**Scribe:** I'll do my best!

**SPL:** Okay everyone. That concludes the meeting. I'll call you later in the week to see how the planning is going. (closes the meeting with the Scout Law)

### **Reflection Questions:**

- Where did you see structure, content, planning, and preparation discussed during the meeting?
- What was the role of the senior patrol leader, assistant senior patrol leader, patrol leader, and scribe?
- The PLC planned a pre-opening each week. What is that about?
- The SPL often mentioned the serviv patrol. What is that and what sort of responsibilities were they assigned?
- The SPL mentioned the purpose of patrol corners several times. What did he say? What did one of the patrol leaders say he would need to do to complete all the meeting preparation work?
- Why did the SPL ask the patrol leaders to remain behind after each weekly troop meeting?
- What was the role of the scoutmaster? When did the scoutmaster speak (he spoke twice)? What did he ask of the SPL?

### **Exercise**

Now, take something from Troop Program Features that is similar to an event on your troop calendar and plan your own meeting. After you have selected your program feature take about fifteen minutes to prepare, then come together and discuss as one would at the PLC. Those not on the PLC itself, will offer you meeting insights, observations, and reflections after the PLC concludes. Good luck!

### **Wrap up and Reflection**

**Group Discussion.** So what did you learn? Guide the young men once more through the various leadership roles within the patrol leaders' council as well as the function of the council and its responsibilities to the troop.

# The Patrol Leader's Council and Planning

To make things happen for the troop you need to build four components - structure, content, planning and preparation.



## Structure

The framework of your plan. This may be a schedule or something similar. The main framework is our schedule of meetings and outings; the dates and times. There are some sub-components of the framework too, like individual meeting plans and the schedule you develop for our outings.



## Content

What the Scouts will be doing. It may be cooking or pioneering or how to start a fire. The content fills the structure. Most of the content is pretty simple to find because it's in the Scout handbook. If the patrol leader's council wants to do something new you'll need to develop the content.

### Meeting Plan

- Opening - **Flag Ceremony**
- Skill Instruction- **Cooking**
- Patrol Meeting - **Prepare for outing**
- Game - **Steal the bacon**
- Closing- **Scoutmaster's Minute**

## Planning

Once you have the structure and the content sorted out you plan by determining who is going to be responsible for making things happen. It's a lot like who plays what position on a team.

### Meeting Plan

- Opening - **Flag Ceremony, Wolverine Patrol**
- Skill Instruction- **Cooking, Harry Wilson**
- Patrol Meeting - **Prepare for outing, Patrol leaders**
- Game - **Steal the bacon, Adam Evers**
- Closing- **Scoutmaster's Minute, Mr Black**

Skill Instruction- **Cooking, Harry Wilson**

## Preparation

Once the plan is set whoever is responsible for a part of the plan needs to prepare. It's not good enough to simply know who is going to do what, you also have to assure yourself that they are prepared to do it. Once you have the structure, the content and the plan **it's time to get up from the meeting and prepare.**

(Program Feature)

### TROOP MEETING PLAN

Date \_\_\_\_\_ Week \_\_\_\_\_

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New-Scout patrol</li> <li>• Regular patrol</li> <li>• Venture patrol</li> </ul>		
<b>Patrol Meetings</b> _____ minutes			
<b>Interpatrol Activity</b> _____ minutes			
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> </ul>	SM	
<b>After the Meeting</b>			

# THE CAMPFIRE PROGRAM PLANNER

How to use this sheet: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The MC organizes songs, stunts, and stories in a good sequence considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

Cheer Planner	Spot

Song Planner	Spot

Campfire Program Planner			
Group or Individual	Description	Type	Spot
Opening	Main event		
Closing			
Headliner			
Song leader			
Cheerleader			

# CAMPFIRE PROGRAM

Place \_\_\_\_\_  
 Date \_\_\_\_\_  
 Time \_\_\_\_\_  
 Camp director's approval: \_\_\_\_\_  
 \_\_\_\_\_

Campers notified _____	Area set up by _____
Campfire planning meeting _____	_____
M. C. _____	Campfire built by _____
Song leader _____	Fire put out by _____
Cheerleader _____	Cleanup by _____

Spot	Title of Stunt, Song, or Story	By _____	Time
1	Opening—and firelighting		
2	Greeting—introduction	M.C.	
3	Sing—                      Yell—		
4			
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22	Closing		

## WILDERNESS SURVIVAL

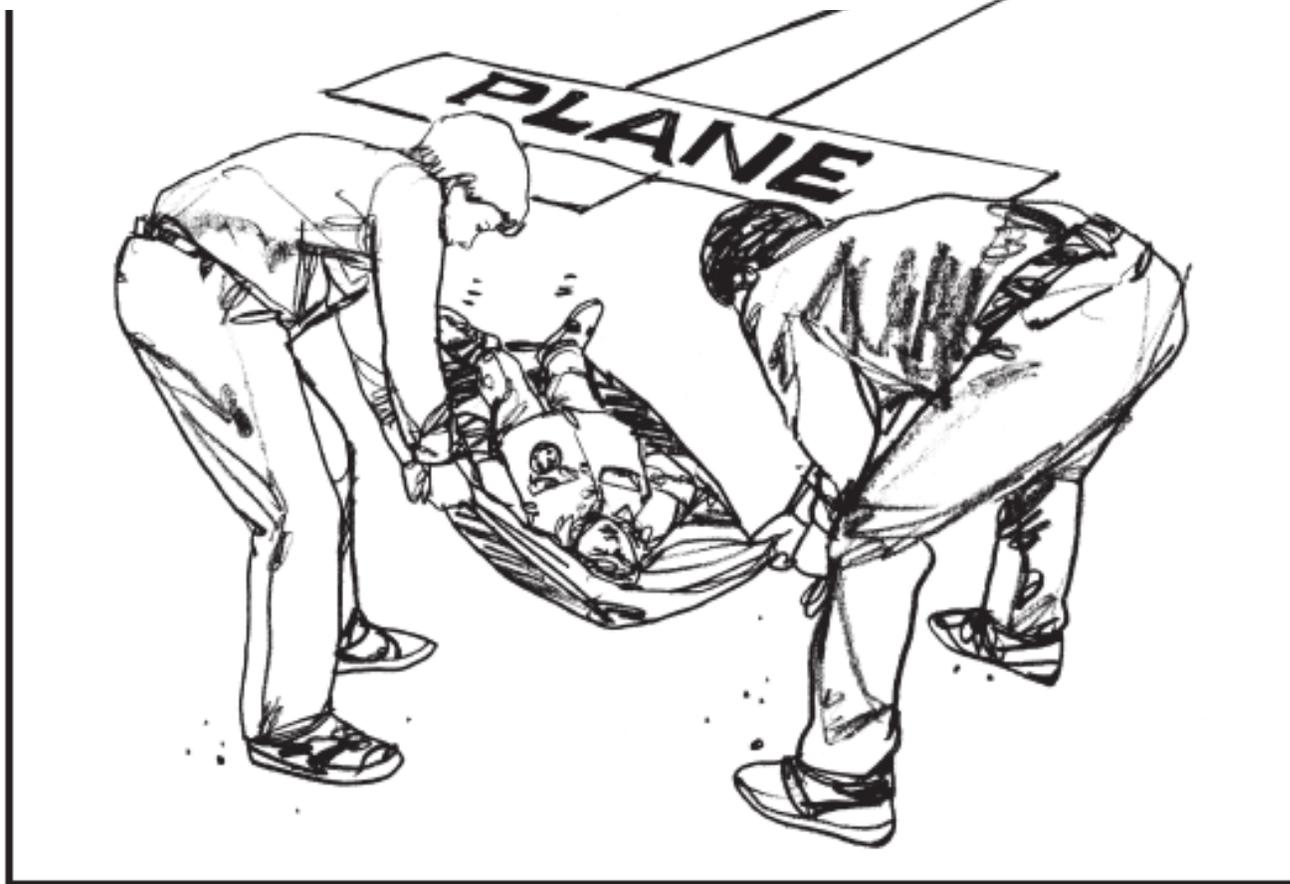
Program Features for Troops, Teams, and Crews, Vols. I, II, III, and IV

Volume I: [http://www.troop4673.org/file\\_repo/checklists/troop\\_program\\_features\\_vol\\_1.pdf](http://www.troop4673.org/file_repo/checklists/troop_program_features_vol_1.pdf)

Volume II: [http://www.troop4673.org/file\\_repo/checklists/troop\\_program\\_features\\_vol\\_2.pdf](http://www.troop4673.org/file_repo/checklists/troop_program_features_vol_2.pdf)

Volume III: [http://www.troop4673.org/file\\_repo/checklists/troop\\_program\\_features\\_vol\\_3.pdf](http://www.troop4673.org/file_repo/checklists/troop_program_features_vol_3.pdf)

Volume IV: [http://www.troop4673.org/file\\_repo/checklists/troop\\_program\\_features\\_resources.pdf](http://www.troop4673.org/file_repo/checklists/troop_program_features_resources.pdf)



Early man practiced wilderness survival because he had to. We practice it today because it is a challenge and because even today we might confront a situation requiring knowledge of survival techniques in the wild.

Wilderness survival requires the ability to evaluate circumstances, make decisions, and keep a clear mind. Plan to test your troop's members for these attributes.

The survival weekend highlight could be held in a Scout camp or in a wild area that will challenge their ability to build shelters and find food. Make sure that you have the necessary permissions if it is private property.

Do not purposely destroy the environment in order to work on your skills. In some cases, you may have to simulate experiences to avoid damaging the environment. Keep in mind that the troop's aim is not to become survival experts but to gain some basic skills that would be useful in an emergency. As the patrol leaders' council plans activities, remember to consider the skill levels of your Scouts.

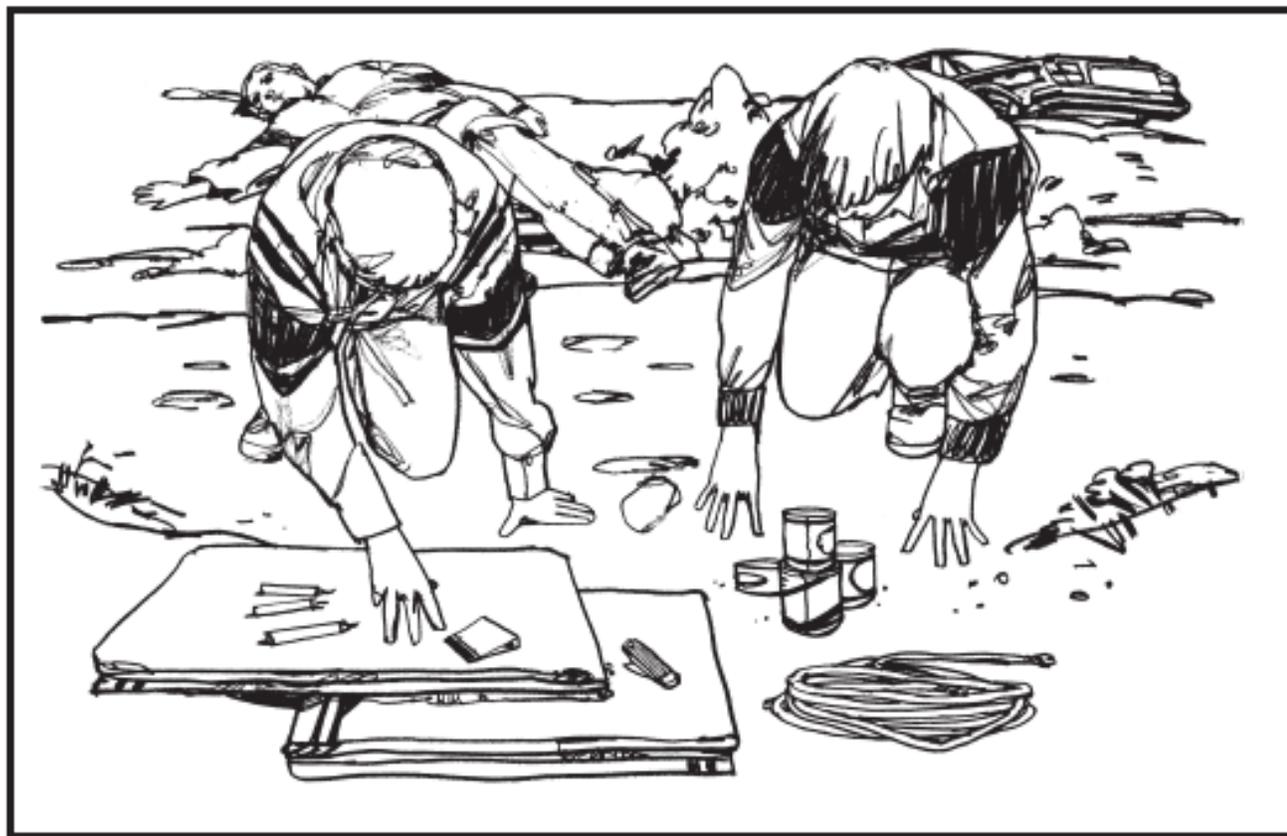
### SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Basic outdoor skills
- Enhanced skills in using natural resources to survive
- A greater understanding of the importance of conservation
- Improved ability in making decisions
- Increased self-confidence

### ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met many of their basic camping and cooking requirements for First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:



#### *Tenderfoot*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *Second Class*

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

#### *First Class*

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

**Merit Badges.** Older Scouts can concentrate on the Wilderness Survival merit badge this month; they should be able to complete most of the requirements. They may also complete requirements for Cooking, Camping, Hiking, Orienteering, and other nature-related merit badges.

### **PARENT/GUARDIAN PARTICIPATION**

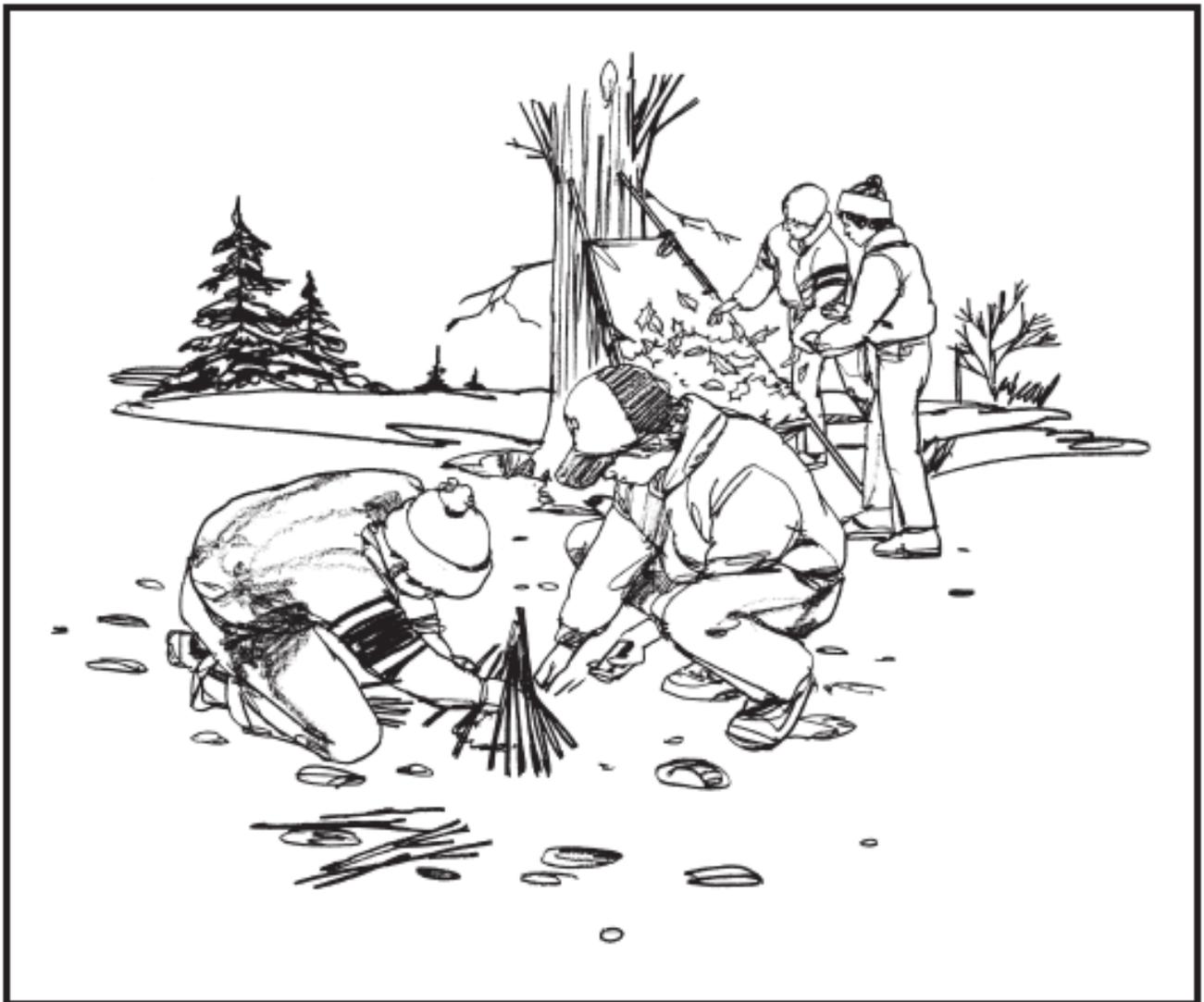
The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction
- Inviting parents on the campout
- Asking parents to provide transportation to the campsite

### **PATROL LEADERS' COUNCIL**

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on the campsite for the survival weekend. If your council's camp does not have raw materials for shelters and other projects, try other sources. Do not plan to disturb the environment or use materials at a campsite without the owner's permission.
- Inventory the troop's camping equipment, if that has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.



- Practice knots and lashings, if equipment is available.
- Study and practice survival techniques for your particular locale, including how to find edible wild plants, etc.

## FEATURE EVENT

### Survival Weekend

Basic camping skills are used regardless of how many times you go camping or the types of challenges you face in a survival circumstance. No matter what your skill level is, this weekend will test your ability to deal with living in the out-of-doors.

As you make plans for this weekend, be sure your program meets the skill levels of your Scouts. New Scouts will need some extra attention in preparing for their first campout. The older Scouts may also experience some new outdoor challenges.

### Campout Activities

Activities will obviously depend in part on the time of year you have chosen. You may want to consider a similar program at different times of the year, and in different locations.

Several activities are summarized in the following section. Select one or more of these, or make up your own. The younger Scouts may need to spend most of their time working on basic camping skills.

**DOWNED PLANE.** You are in a small plane flying over a heavily wooded area. You develop engine trouble and must land. The pilot spots a clearing and starts his approach. A wheel on the aircraft hits a treetop and breaks off. You belly-land, slide into a clump of trees, and a fire breaks out. The pilot has been knocked unconscious. You are on the side of a mountain at an elevation of 8,000 feet, 60 miles from the nearest

civilization. The pilot did radio for help, but you aren't sure if the message was received. A thunderstorm is approaching; you have a bag of clothes and no food except two candy bars. There is a small first-aid kit in the plane, a gallon of water, a blanket, and a pocket-knife. It may take several days before a rescue party can find you. Demonstrate how you would survive.

**AUTO ACCIDENT.** You are driving through the mountains. A freak snowstorm hits; the car you are in slides off the side of a steep embankment into a ravine. The driver is knocked unconscious and breaks his leg. The snowstorm closes the road for 24 hours. In the car you have 50 feet of  $\frac{1}{4}$ -inch rope, two blankets, three candles, some canned goods, a penknife, and a book of matches. No one knows you were on the road. How would you survive?

**THE FLOOD.** Your patrol is on a campout. A flash flood washes away your campsite. You climb some tall trees to avoid the water. You manage to save one canteen of water, a flint and steel set, two blankets, a poncho, 100 feet of  $\frac{1}{4}$ -inch rope, and a personal first-aid kit. You are 10 miles from a ranger station, and your leaders were fishing upstream when the flood happened. How would you survive for two days?

**LOST SCOUTS.** You and your patrol buddy are on a nature hike and lose the directions to your campsite. You forgot to tell someone you were leaving, so it is several hours before you are missed. You had hiked 5 miles from camp with only your canteen, a candy bar, and your notepad. One of you had a Scout pocketknife and a book of three matches. A storm is moving in and you must seek shelter. How will you survive?

# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Have Scouts work on finding directions without a compass or telling time without a watch.		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Each patrol gives its patrol yell.</li> <li>• Present colors.</li> <li>• Repeat the Pledge of Allegiance.</li> <li>• Recite the Outdoor Code.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on the half hitch and tautline hitch, and knife and ax skills.</li> <li>• Experienced Scouts work on starting a fire without using matches and on reviewing survival situation priorities.</li> <li>• Older Scouts work on the Venture program or make plans to live on wild edible plants in the area during survival weekend.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be an overnigher, begin meal planning and patrol duty roster. Plan for equipment distribution and tent needs. Scouts who have not been camping will need some extra help. All other patrols work on plans for activities toward the next rank advancement.		
<b>Interpatrol Activity</b> _____ minutes	Play Shipwreck. (See the Games section of <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Form a circle, cross arms, grasp your neighbors' hands, and repeat the Scout benediction.</li> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Begin work on next month's program feature.		

\*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on building a fire and on first aid for simple blisters, scratches, and minor burns or scalds. Do Fuzz-Stick Relay. (See the Games section of <i>Troop Program Resources</i>. *)</li> <li>• Experienced Scouts work on designing or building survival shelters.</li> <li>• Older Scouts work on the Venture program or continue work with edible plants and prepare some meals with them.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement for the outing. Practice interpatrol activities. New Scouts plan a menu to be used on the campout and determine who will get the food.		
<b>Interpatrol Activity</b> _____ minutes	Play Moonball. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

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## WILDERNESS SURVIVAL TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts learn what to do if they get lost in the wilderness. Also review first aid for puncture wounds, heat exhaustion, and shock. Do Two-Man-Carry Relay. (See the Games section of <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts work on signaling techniques for ground-to-air and on purifying water techniques.</li> <li>• Older Scouts work on the Venture program or make a survival kit to fit into a 35mm film canister.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	New Scouts finalize the menu for the outing this month and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
<b>Interpatrol Activity</b> _____ minutes	Play Inchworm. (See the Games section of <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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# WILDERNESS SURVIVAL

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on camp sanitation, tent pitching, and campsite selection.</li> <li>• Experienced Scouts review map and compass techniques.</li> <li>• Older Scouts work on the Venture program or review materials needed for the campout.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice any interpatrol activities that will take place.		
<b>Interpatrol Activity</b> _____ minutes	Play Frantic Object. (See the Games section of <i>Troop Program Resources</i> . *)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and checks last-minute details for the survival weekend. Finalize work on next month's program feature.		

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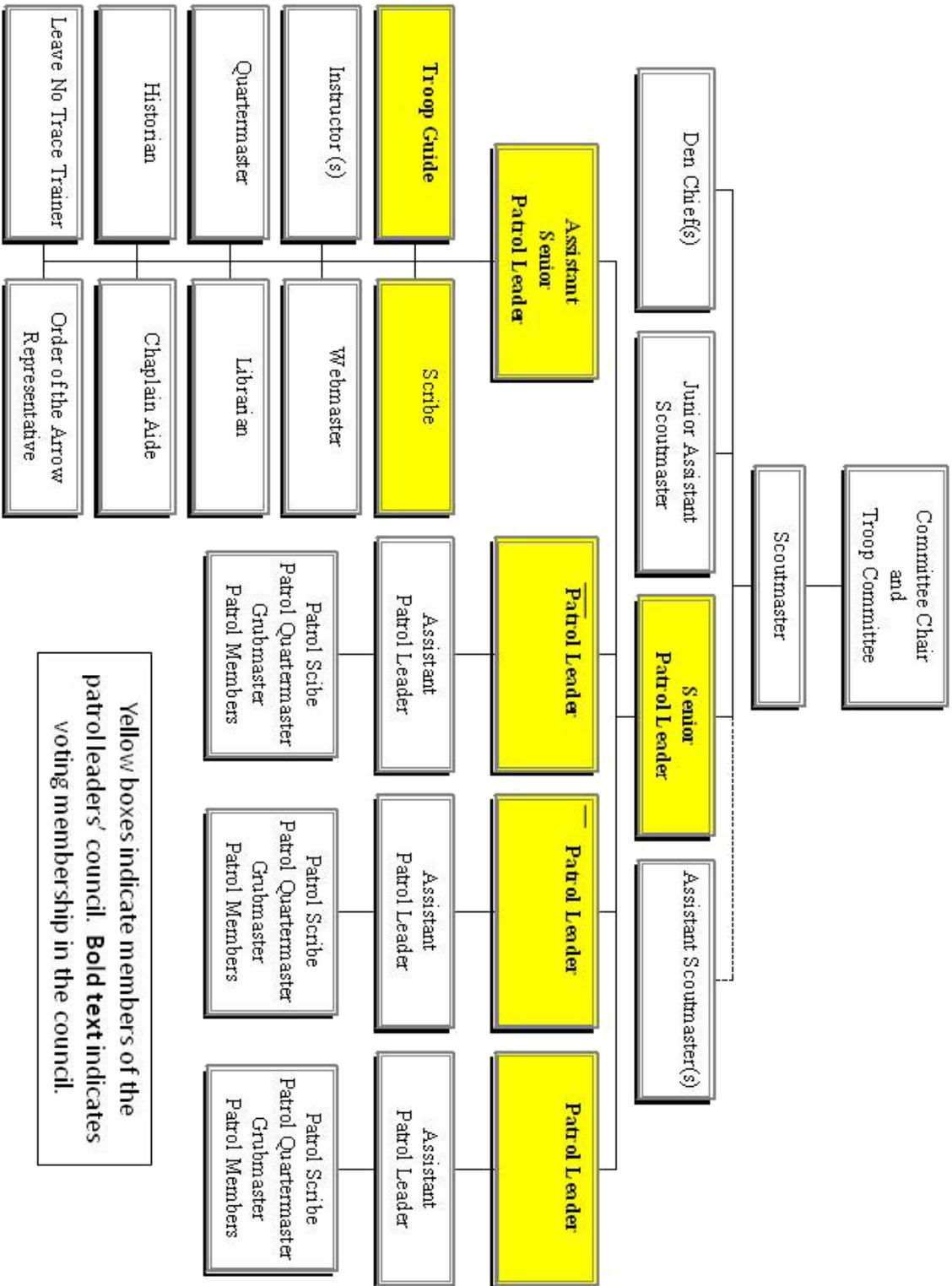
## WILDERNESS SURVIVAL TROOP OUTDOOR PROGRAM PLAN

Date \_\_\_\_\_

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	At the campsite, off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Young Scouts take a nature hike and work on nature requirements for Tenderfoot through First Class ranks. Experienced Scouts begin survival problems.	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Younger Scouts practice simple survival problems; other Scouts continue solving survival problems.	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	SPL
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
Sunday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	

<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . *	SPL
11:00 A.M.	Break camp. Older Scouts return from survival problem.	
<b>Special equipment needed</b>	Troop camping equipment, materials for survival problems	

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Yellow boxes indicate members of the patrol leaders' council. Bold text indicates voting membership in the council.