

CAMPING



Nowhere is the romance of the BSA more evident than in camp. Whether it's an overnight campout or a week at summer camp, an outdoor setting promises fun and adventure—two of Scouting's great attractions.

A troop that camps out almost every month of the year will have a strong appeal to Scouts. On the other hand, a troop that rarely gets outdoors might have trouble holding the interest of boys.

This month's program focuses on camping skills. Young Scouts learn the basics of living comfortably and safely in the outdoors. Older Scouts can hone their knowledge of essential skills and tackle more advanced campcraft. Everyone in the troop will master Leave No Trace camping methods so that they can live in the outdoors in ways that are kind to the environment.

The big event of the month will be a campout that encourages Scouts to improve their camping skills. The campout might have another emphasis, too—perhaps nature study, astronomy, conservation, fishing, or wilderness survival.

Consider hiking at least a few miles to and from the campsite. That will increase the sense of remoteness for Scouts and allow them to practice backpacking as well as camping. The patrol leaders' council should plan the campout to emphasize Leave No Trace camping methods outlined in the *Boy Scout Handbook*. The

patrol leaders' council can also plan activities that will be enjoyable and enhance the troop's Scoutcraft skills. Add an evening program full of fun and inspiration to cap off this great outdoor adventure.

SCOUTING OUTCOMES

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

- The knowledge and skill to be comfortable in camp
- The ability to use Leave No Trace camping methods and the Outdoor Code to protect the environment
- A sense of communion with nature and God
- Growth in self-confidence
- The ability to work cooperatively with other members of the patrol and troop in an outdoor setting

ADVANCEMENT OPPORTUNITIES

By the end of the month all Scouts should have met the majority of their basic camping requirements through First Class rank. Depending on the campout activities, they might also complete all or part of the following rank requirements:



Tenderfoot

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

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies, Good Turn
- Patrol/troop participation—leadership
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Camping merit badge this month, completing most of the requirements. Depending on activities planned for the campout, they might also fulfill various

requirements for Cooking, Hiking, Orienteering, Pioneering, Wilderness Survival, and other outdoor- and nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents and guardians in the camping program feature by

- Asking qualified parents and guardians to assist with instruction for camping skills and Leave No Trace techniques
- Inviting parents and guardians to participate in the troop campout
- Asking them to provide transportation to and from the campsite or the starting point of the hike to camp

PATROL LEADERS' COUNCIL

The patrol leaders' council should have met in the middle of the previous month to plan troop activities for this program feature. If they didn't complete all of the items on the following agenda, they can continue planning at brief patrol leaders' council meetings after each troop meeting.



- Decide on a campsite. If permission will be needed from private landowners or public land managers, they should be secured by the Scoutmaster, a member of the troop committee, or other responsible adult.
- Plan any special activities for the campout.
- If special gear or tools will be needed, assign someone to obtain them. Seek help from the troop quartermaster and, if necessary, the troop committee.
- Inventory the troop's camping equipment if this has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for campout activities and Leave No Trace camping methods.

BIG EVENT

The Troop Campout

The primary purpose of this campout will be to make all Scouts feel at home spending the night outdoors. The patrol leaders' council should take special care to see that younger Scouts will have a good time, be

comfortable in camp, and be enthusiastic about going camping again.

The event can take place at one of the troop's usual campsites, at the local council's Scout camp, or at a public park or forest. Plan for the patrol leaders' council or the troop's leaders to inspect each patrol's site to ensure that all Scouts are following Leave No Trace camping methods. Use the campout as an opportunity to recognize and praise good technique and to help all Scouts become responsible campers.

CAMPOUT ACTIVITIES

The activity schedule of a campout will depend on weather, what the site has to offer, whether or not the Scouts are hiking to the campground, and the interests and needs of the troop members. Orienteering, nature study, fishing, pioneering—there are plenty of possibilities. A troop with many younger Scouts might plan instruction and practice in outdoor skills including campcraft, cooking, estimating heights and distances, safely handling woods tools, using maps and compasses, and so on.

To add spice to the practice, the patrol leaders' council could plan interpatrol competition in these skills. Try some of these contests from the "Games" section of *Troop Program Resources for Scout Troops and Varsity Teams*:

- Blindfold Compass Walk
- Knot-Tying Relay
- Nature Scavenger Hunt
- Bow-Saw Relay
- Wet-Weather Fire Building
- String-Burning Race
- Remote Clove-Hitch Tying
- Flagpole Raising

Wide Games for Camp

If your campsite has a large wooded area, the patrol leaders' council might want to plan a wide game for the troop. Most wide games require up to a half-mile-square territory, and they last about 30 minutes. Several wide games, including Capture the Flag, Deliver the Message, and Infiltration are explained in the Games section of *Troop Program Resources for Scout Troops and Varsity Teams*.

The Campout's Evening Program

A highlight of campouts is an evening program for sharing stories, songs, skits, and ideas. In areas where open fires are appropriate, a campfire can serve as the centerpiece of the program.

A troop's evening program during a campout should have elements of fun, inspiration, and good fellowship. It should leave each Scout with pleasant memories. The program need not be an elaborate production, but it does require planning. Evening programs usually last about an hour; it's better to end a program while Scouts are enjoying it rather than letting it drag on until they become restless.

The patrol leaders' council should take the lead in planning an evening program and assigning its various parts to the patrols. Scouts who have been to campouts and summer camp might have ideas for skits, stunts, and songs. The patrol leaders' council might also find it helpful to use the Campfire Program Planner and the *Patrol Leader Handbook*, which contain information on planning effective evening programs.

As with all BSA events, an evening campout program must be in good taste. Adult leaders should reinforce the fact that there is no place in Scouting for poor manners; racial, ethnic, or gender slurs; or vulgarity.

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TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Meet outdoors. Have new Scouts practice whipping rope. Other Scouts can work on splicing rope and lashings with Scout staves (<i>Boy Scout Handbook</i>).		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> Form the troop into open columns of patrols. Hold a uniform inspection. Repeat the Outdoor Code. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> New Scouts work on tying the half hitch, taut-line and clove hitches, square knot, and bowline. Play Knot-Tying Relay (under Games in <i>Troop Program Resources</i>*). Experienced Scouts work on shear, diagonal, and square lashings. Disassemble when done. Older Scouts work on a Venture patrol activity or study a topographic map of the troop campout area in order to lay out an orienteering course. 		
Patrol Meetings _____ minutes	Discuss plans for the campout this month and make sure everyone knows what their assignments are and what to bring for the campout. Scouts in the new-Scout patrol need to know what support they will provide for the campout. Any Scouts who have not been camping yet will need some extra help. All other patrols plan activities to work on advancement. Patrol leaders should review the interpatrol activities that will take place and decide what skills need to be worked on.		
Interpatrol Activity _____ minutes	Play Tangle Knot. (See the Games section of <i>Troop Program Resources</i> .*)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> Form the troop into patrols. Call the patrol leaders forward to give patrol yells. Scoutmaster's Minute. Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and plans for the troop campout. Begin work on next month's program feature.		

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

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TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Meet outdoors. Have the Scouts practice pitching tents.		
Opening Ceremony _____ minutes	Recite the Outdoor Code.		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue practicing tent-pitching skills (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). • Experienced Scouts work on Leave No Trace camping methods and select some campsites based on a topographic map of the troop camping area. Play Remote Clove-Hitch Tying (under Games in <i>Troop Program Resources</i>*). • Older Scouts work on a Venture patrol activity, serve as instructors for other Scouts, or prepare necessary items for merit badge work that can be done during the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on troop procedures for camping. All other patrols continue to work on activities for advancement on the campout. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Tent-Pitching Contest. (See the Games section of <i>Troop Program Resources</i> .*)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and plans for the troop campout. Work on next month's program feature.		

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TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice reading topographic maps and review what to do if lost (<i>Boy Scout Handbook</i>). • Experienced Scouts work on first-aid treatment for blisters, sprains, and other minor injuries possible during a campout. • Older Scouts work on a Venture patrol activity or plan an orienteering course for the campout, using a topographic map of the camping area. 		
Patrol Meetings _____ minutes	Finalize the menu for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shake-down campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts might want to shoot photos or slides at the campout to add to your troop's scrapbook or to show at your next family gathering.		
Interpatrol Activity _____ minutes	Play Blindfold Compass Walk. (See the Games section of <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and plans for the troop campout. Continue work on next month's program feature.		

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TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on the safe transport, fueling, and use of camp stoves. Review Leave No Trace camping guidelines. • Experienced Scouts work on map-and-compass skills in preparation for the orienteering course laid out for the camping trip. Review Leave No Trace camping guidelines. • Older Scouts work on a Venture patrol activity or assist in map-and-compass activities. They might lead the review of Leave No Trace camping guidelines. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duties roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Play Swat 'Em (See the Games section of <i>Troop Program Resources</i> . *)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	The patrol leaders' council reviews the next meeting and any last-minute details for the troop campout. Finalize work on next month's program feature.		

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TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Hike to campsite. Set up camp, stow gear, have an easily prepared meal.	SPL
Saturday 6:30 A.M.	Cooks and assistants prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else gets up. Take care of personal hygiene, air tents, and 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.	Patrol competitions (from the Games section of <i>Troop Program Resources</i> *) <ul style="list-style-type: none"> • Blindfold Compass Walk • Knot-Tying Relay • Flagpole Raising • String-Burning Race 	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch.	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Patrol competitions (from the Games section of <i>Troop Program Resources</i> *) <ul style="list-style-type: none"> • Remote Clove-Hitch Tying • Nature Scavenger Hunt • Roman Chariot Race • Capture the Flag 	
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.	Begin evening program.	SPL
9:00 P.M.	Bedtime snack.	
10:00 P.M.	Lights out.	
Sunday 6:30 A.M.	Cooks and assistants prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else gets up. Take care of personal hygiene, air tents, and hang out sleeping bags.	

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TIME	ACTIVITY	RUN BY
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 A.M.	Religious service.	
9:00–11:00 A.M.	Patrol games—use four from the Games section of <i>Troop Program Resources</i> *)	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, troop camping equipment.	

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