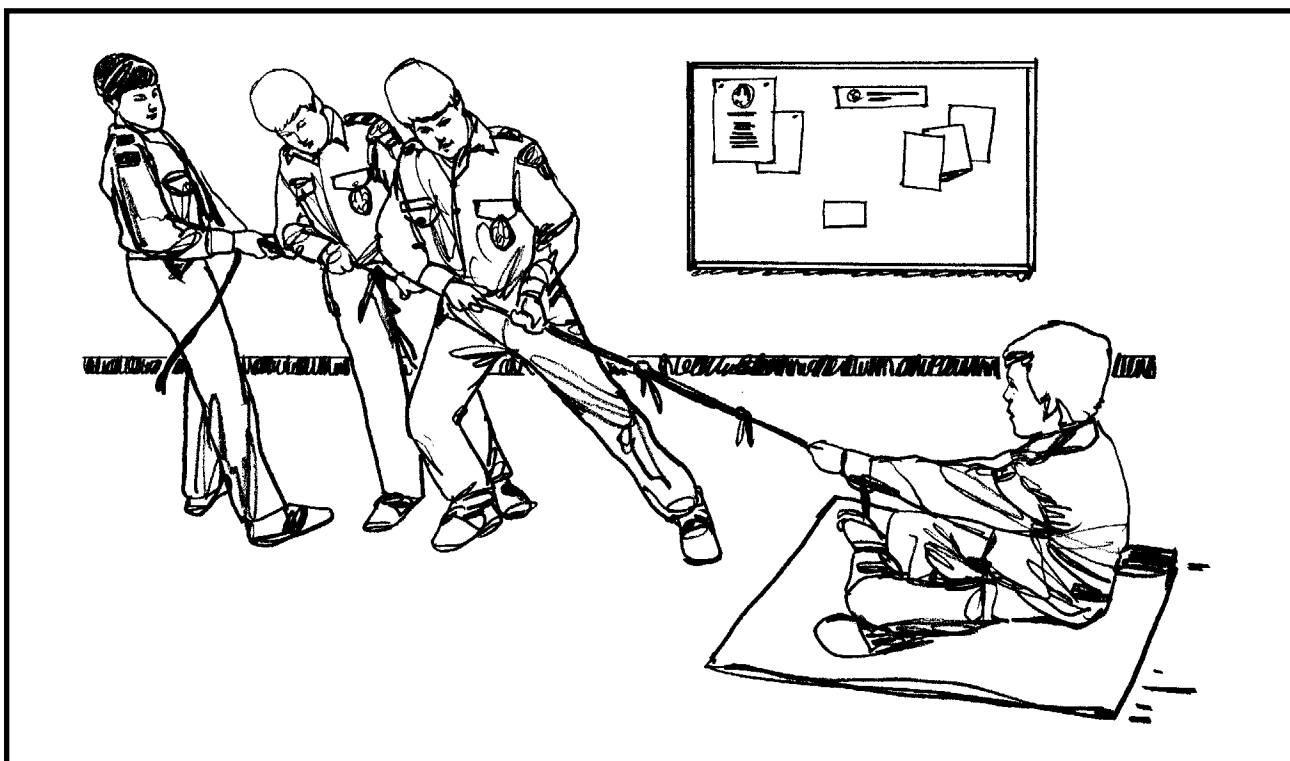


TRACKING



Tracking, trailing, and stalking have been popular with Scouts for many years. The highlight activity and troop meeting practice this month will feature all three skills.

Especially in snow country, it's easy to develop activities related to tracking. Scouts might be asked to follow actual animal tracks for a distance. In the absence of animal tracks, they could follow simulated tracks. In either case, reading the main meaning of the track is required. Where there is no snow or soft earth, the use of tracking irons or a whifflepoof will make tracking fun possible.

Trailing is following simulated trail signs. The signs may be put in position by one patrol and followed by another.

Stalking is perhaps the most fascinating of these three skills since it pits one Scout against another in a duel of training and wits. Stalking is a great imagination developer because it is a skill related to the hunting of wild game and to survival.

In one stalking game, a Scout leaves the general camp area and, when it is safe to do so, one or more other Scouts attempt to follow him without being seen. Since he knows he is being followed, it isn't fair for the Scout to stop to ambush the other fellows; rather, he should walk at a leisurely pace, pausing now and then to admire the scenery, including that behind him. This will give the following Scouts a chance to take cover. However, if he hears one of the trailing Scouts, it's

another story. In this case, he will turn around quickly to see if he can spot who made the noise.

In addition to the tracking, trailing, and stalking aspects of the troop outing this month, feature such outdoor activities as fire building, cooking, and a campfire program.

SCOUTING OUTCOMES

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

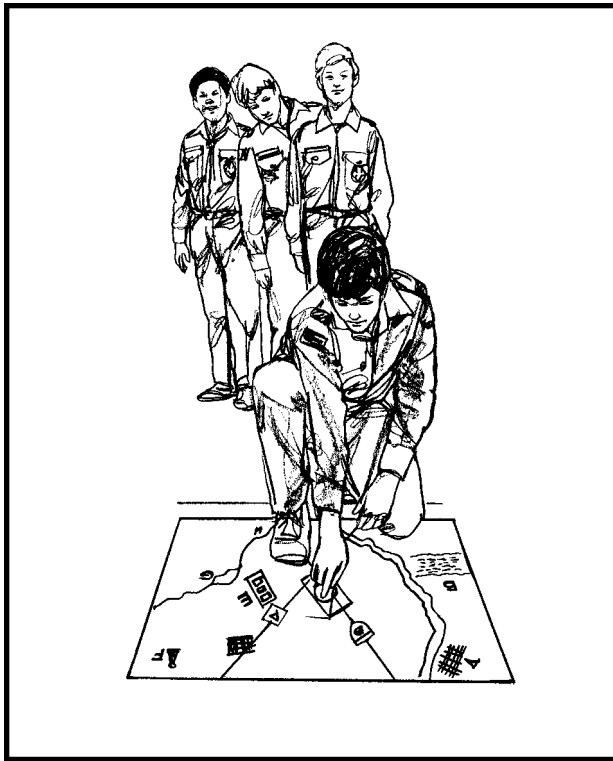
- An appreciation for the wonders of nature and possibly a growing feeling of closeness to God
- A strengthened resolve to do their "duty to country" through good conservation practices
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic nature requirements through First Class rank. Depending on the outing, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping, nature
- Citizenship—flag ceremonies



- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

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

First Class

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

Merit Badges. Older Scouts can concentrate on the Nature and Camping merit badges this month. Depending on activities during the campout, they may also complete requirements for the Cooking, Hiking, Pioneering, Mammal Study, Geology, Fish and Wildlife Management, Insect Study, and Wilderness Survival 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 for camping skills
- 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 campout. If permissions will be needed, assign someone to secure them.
- Plan the special activities for the campout. See the ideas on these pages. If special gear will be needed, assign someone to obtain it. Seek help from the troop committee, if necessary.
- Review camping skills outlined in the *Fieldbook*.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the campout activities.
- Plan activities for the campout. Remember that everything is likely to take longer in a winter camp.

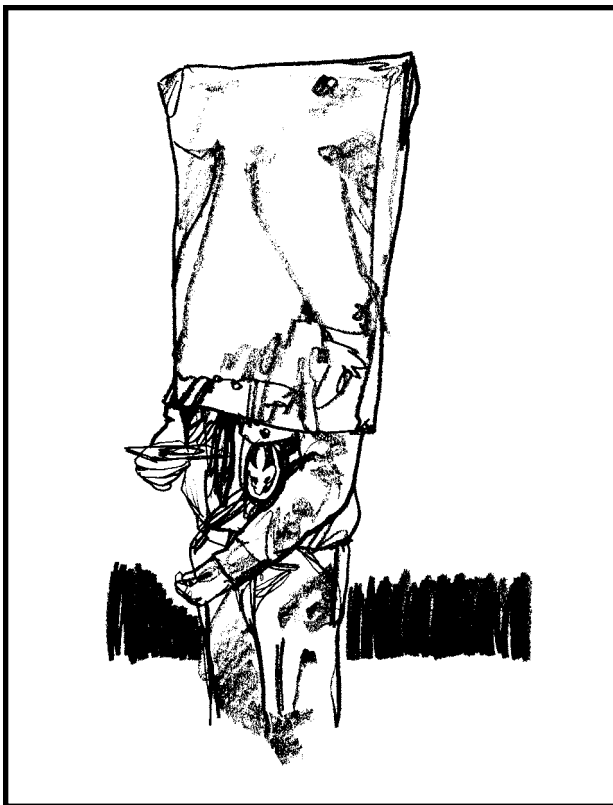
FEATURE EVENT

First-Class Outing

This should be a first-class campout in two ways—first class in quality and first class as an opportunity for helping Scouts complete their requirements for First Class rank. Your Scouts might be seasoned old-timers in this camping game, or they might not be. If yours is a new troop, you have a real treat in store on your first campout. If your council or district is not holding a camporee this month, why not try a camporee of your own in preparation for this larger experience?

What is a camporee? A camporee is a demonstration of the camping skill of patrols and troops. They set up their own camps for one or more days and nights for fun, good fellowship, and the opportunity to learn more about camping from each other. Talk with your senior patrol leader and get him started on this project.

Next, meet with your patrol leaders' council and get the patrol leaders enthusiastic about the troop camporee. Now comes detailed planning for the organization and operation of the camporee. Depending on your and your junior leaders' wishes, you determine whether you want a detailed and complete rating plan or whether you want to adopt a simple, self-rating scheme.



Some troops stress the camporee for fun, good fellowship, and demonstrations. Others go in more for competitive ratings and activities. You may want to make your camporee a demonstration of the camping skills of each of your patrols and not the crowning of just one patrol as the winner.

Keep It Simple

If you do rate your patrols, keep the plan simple and make sure that all individuals get recognition for the things that they do well. Give special recognition to those patrols that demonstrate outstanding performance. If you present some kind of tangible award, make it a simple pennant, wooden plaque, or other homemade recognition. Why not have some of the parents make them?

Base activities, demonstrations, and competitive events on the Tenderfoot, Second Class, and First Class rank requirements. The Games section of *Troop Program Resources for Scout Troops and Varsity Teams*, No. 33588, presents unlimited possibilities for contests, relays, and just plain fun that will fit your troop camporee program in first-class fashion.

Invite parents to visit your camporee and see what good campers their young hopefuls are. Get the parents together for a short session to talk about summer camp.

The camporee is an excellent way to help spruce up the uniforming of your gang. You can use shorts and T-shirts for the rougher activities, but for flag ceremonies, inspections, dinner, and campfire, get the gang in full uniform. It will do wonders for the appearance of the troop, and they'll look and feel like Scouts.

Winding It Up

Wind up your day's activities with an evening campfire that includes songs, campfire games, a good campfire story, recognition of patrols for their performance in the camporee, and some inspiration that will send them home saying, "Boy, haven't we had fun! There's nothing like being a Scout!"

SUGGESTED GAMES

Knot-Tying Relay

Equipment: One 6½-foot rope per patrol; Scout staff or long stick.

Method: Patrols line up in relay formation with the first Scout about 10 feet from the staff, held horizontally 30 inches off the ground. On the signal "Bowline (or other knot)—Go!" the first Scout runs up, rope in hand, ties the rope to the staff with a bowline, has it approved by the judge, unties it, runs back, and gives the rope to the next Scout, who runs up, repeats the performance, and so on until eight knots have been tied.

Scoring: The first patrol to finish wins.

Note: For the square knot, sheet bend, and fisherman's knot, join ends of the rope with a taut knot, with the staff running through the loop. For the clove hitch, two half hitches and timber hitch, tie the rope to a staff and pull taut. For the tautline hitch and bowline, tie knots so that the staff runs through the loop.

Rescue Race

Equipment: For each boy, one 4-foot piece of rope.

Method: Patrols line up in relay fashion, each boy with his piece of rope. Patrol leaders take up position 20 feet in front of the first Scout in each patrol. The patrol leader pretends he is drowning and must be rescued by having a line thrown to him. On signal, all patrol members tie their ropes into one long line. The first boy coils the rope and throws it to the patrol leader, and the whole patrol pulls him to shore. It is best to trade patrol leaders around so that no leader is rescued by his own patrol.

Scoring: The object is to get the patrol leader across the line before any other patrol does. Give 100 points to the first patrol bringing the leader ashore, 80 points to the second, and 60 points to the third. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Direction-Finding Relay

Equipment: For each patrol, one map with magnetic north-south lines drawn on it, one orienteering compass, eight cards naming two towns or clearly identifiable map features.

Method: Patrols line up near their map and compass. On signal, the first Scout runs up, selects a card, and determines the bearing from the first point on the card to the second. The Scout writes the bearing on the card and hands it to the judge. He then runs back to touch off the next Scout. Continue until all have raced.

Scoring: 10 points for each bearing within 5 degrees of being correct; 5 points for bearings within 10 degrees.

String-Burning Race

Equipment: For each team, two 2-foot sticks, two 3-foot lengths of twine, two matches.

Method: Before the race, the two sticks are pushed into the ground, 24 inches apart; one piece of twine is tied between the sticks, 12 inches off the ground; the other, 18 inches above the ground. Each patrol gathers native tinder and firewood. The patrol then selects two representatives. On signal, the two Scouts lay the fire (but not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Scoring: The team whose fire burns through the top string first wins.

Water-Boiling Race

Equipment: For each team, one No. 10 tin can (or other size, same for each team), one teaspoon soap powder or detergent, two matches.

Method: Before the race, each patrol gathers native tinder, firewood, and three rocks for the fireplace. The can is filled with water to within 1 inch of the top, with soap or detergent added. Each patrol then selects its two representatives. On signal, the two Scouts set up their stone fireplace, lay and light a fire, place the can of water over the fire, and keep feeding the fire until the water boils.

Scoring: The first team to get water boiling over wins.

Variation: Have two-man teams start fires by flint and steel or by friction. One log is allowed per team, and wood for fires must be chopped from the log during the race.

Blindfold Compass Walk

Equipment: For each patrol, eight small, numbered stakes, set in the ground 5 feet apart in a north-south line. For each Scout, one orienteering compass and one large paper bag.

Method: One Scout from each patrol stands at each of the eight stakes. Scouts from one patrol set their compasses between 45 degrees and 135 degrees; boys from the opposing patrol, between 225 degrees and 315 degrees. A paper bag is then placed over the head of each Scout, making him just able to see the ground and compass in his hand. Each Scout turns himself around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows back bearing (orienting the arrow point toward him instead of away from him) for 95 steps. Only Scouts within 10 steps of their marker score 100 points.

Scoring: The patrol with the most points wins.

TRACKING

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Meet outside. Set up sample trail signs, and have Scouts identify signs and tell their meaning (<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. • Repeat the Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tying half tautline and clove hitches, square knots, and bowlines. Do Knot-Tying Relay. (See the Games section of <i>Troop Program Resources</i>.) • Experienced Scouts plan trails using trail signs, one for day and one for evening for the campout. • Older Scouts work on the Venture program or use a topographic map of the campout area to plan an orienteering course. 		
Patrol Meetings _____ minutes	Plan for the outing this month. Make sure everyone knows what he will need to bring and what his assignments are for the campout. New Scouts need to know what support they will provide for the campout. Scouts who have never camped will need extra help in planning their roles. All other patrols plan activities to work on advancement. Patrol leaders also review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Play Granny's Footsteps. (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 patrol leaders forward to give patrol yells. • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.		

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TRACKING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts practice tent pitching and making a ground bed. Also practice topographic map reading. • Experienced Scouts finish planning trails with trail signs. Begin designing pioneering projects that could be built on the campout. • Older Scouts work on the Venture program or make plans to construct a lean-to and sleep in it one night at the campout. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning advancement activities for the campout. Practice interpatrol activities for the campout. Plan campout menus.		
Interpatrol Activity _____ minutes	Do Tent-Pitching Contest and Tent-Striking 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	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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TRACKING

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 work on cooking plans for the campout. Check menus and determine what utensils you will need. Review camp sanitation procedures. • Experienced Scouts decide what nature requirements could be worked on at the campout. Also consider merit badges that might be worked on. • Older Scouts work on the Venture program or inventory and repair the troop's camping equipment. 		
Patrol Meetings _____ minutes	Finalize menus for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If the patrol needs a shake-down campout or practice for patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout for the troop scrapbook or plan to shoot slides for the troop's next family event.		
Interpatrol Activity _____ minutes	Play Sleeping Pirate. (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	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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TRACKING

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 should come to the meeting with their pack all packed for campout to see if it has been done properly. • Experienced Scouts review map and compass skills that will be tested on the campout. • Older Scouts work on the Venture program or finish inventory and repair of troop camping equipment. 		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities for the campout.		
Interpatrol Activity _____ minutes	Play Four-Way Tug-of-War. (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	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

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TRACKING

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for campsite. 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.	Patrol competitions. Use the following from the Games section of <i>Troop Program Resources</i> . * <ul style="list-style-type: none"> • Blindfold Compass Walk • Knot-Tying Relay • Rescue Race • 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 on Trail Sign trails and orienteering course.	SPL
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.	Conduct Night Tracking Trail.	
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 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.	

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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.	Worship service	
9:00–11:00 A.M.	Patrol games. Older Scouts run an orienteering course planned for this campout. Younger Scouts play four games from the Games section of <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, clipboards, compasses, and other contest materials, troop camping gear	

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