

**BOY SCOUTS OF  
AMERICA  
TROOP 42**



**NEW FAIRFIELD, CT  
NEW SCOUT  
ORIENTATION PROGRAM**

# PROGRAM CALENDAR

WEEK	DATE
1	FEBRUARY 3, 2015
2	FEBRUARY 10, 2015
3	FEBRUARY 17, 2015
4 MBC	FEBRUARY 24, 2015
5	MARCH 3, 2015
6	MARCH 10, 2015
7	MARCH 17, 2015
8 MBC	MARCH 24, 2015
9	MARCH 31, 2015
10	APRIL 7, 2015
11	APRIL 14, 2015
12	APRIL 21, 2015
OVERNIGHT EXPERIENCE	APRIL 17-19, 2015
13 MBC	APRIL 28, 2015
14	MAY 5, 2015
REVIEW 15 AND 16	MAY 12, MAY 19 2015
CONNJAM	MAY 15-17, 2015
SUMMER CAMP	JULY 26 – AUG 1 2015

## PROGRAM OUTLINE FOR TROOP GUIDES

### WEEK 1 30 MINUTES

#### GAME: MEMORY GAME ICEBREAKER

#### 1. READ PGS. 12-13 IN BOY SCOUT HANDBOOK WITH NEW SCOUTS.

- QUESTION AND ANSWER
- FILL OUT CONTACT SHEET
- WORK ON NAME AND CHEER

#### 2. READ PGS. 16-17 IN BOY SCOUT HANDBOOK

- REVIEW *REQUIREMENTS FOR NEW SCOUTS*

#### 3. READ PG. 19 IN BOY SCOUT HANDBOOK

- PLEDGE OF ALLEGIANCE: WHO, WHY, WHEN*

#### 4. DEMONSTRATE PG. 20 IN BOY SCOUT HANDBOOK *SCOUT SIGN*

- SCOUT SALUTE*
- SCOUT HANDSHAKE*

#### 5. ACTIVITY: PG. 21

- DEMONSTRATE AND PRACTICE *SQUARE KNOT*  
*ENGAGE YOUTH THAT KNOW SKILL IN A GAME/ACTIVITY ABOUT SQUARE KNOT*

#### ASSIGNMENT FOR WEEK 2 (TO BE DONE BY SCOUT BEFORE THE MEETING)

- READ PP. 4-7 IN BOY SCOUT HANDBOOK
  - PRACTICE SQUARE KNOT
  - READ PARENTS GUIDE PP. 1-23 IN BOY SCOUT HANDBOOK WITH PARENTS AND HAVE PARENTS REMOVE FROM BOY SCOUT BOOK. IF NOT BROUGHT TO MEETING, TROOP GUIDE WILL CALL PARENT.

## **WEEK 2      30 MINUTES**

### **1. REVIEW PG. 20 IN BOY SCOUT HANDBOOK**

- REVIEW SCOUT SALUTE
- SCOUT SIGN,
- SCOUT HANDSHAKE

### **2. REVIEW PG. 22 IN BOY SCOUT HANDBOOK**

- SCOUT OATH
- SCOUT LAW
- ACTIVITY: TELEPHONE TAG

### **3. DISCUSS PG. 31 IN BOY SCOUT HANDBOOK**

- DESCRIBE THE SCOUT BADGE

### **4. DISCUSS PP. 32-33 IN BOY SCOUT HANDBOOK**

- SCOUT UNIFORM PROPER WEARING, BADGE PLACEMENT

### **5. ACTIVITY: PRACTICE SQUARE KNOT PG. 21 GAME**

- INSTRUCTION: TWO HALF HITCH PG. 384

### **6. GAME: KIM'S GAME**

ITEMS ARE PLACED ON A TABLE AND COVERED WITH A CLOTH. THE PLAYER STEPS UP TO THE TABLE, THE CLOTH IS REMOVED FOR EXACTLY ONE MINUTE; THE PLAYER LOOKS, ENDEAVORING TO REMEMBER AS MANY AS POSSIBLE, AND THE PLAYER WRITES DOWN AS MANY AS THEY CAN REMEMBER.

### **7. HAVE NAME AND CHEER READY FOR WEEK 3**

#### **ASSIGNMENT FOR NEXT WEEK**

- READ PP. 36-39 IN BOY SCOUT HANDBOOK
- WEAR FULL BOY SCOUT UNIFORM
- BRING BOY SCOUT HANDBOOK
- PRACTICE SQUARE AND TWO HALF HITCH KNOTS
- PRACTICE SCOUT OATH AND LAW EACH DAY!

## **WEEK 3      30 MINUTES**

### **1. TEST SCOUTS ON SCOUT SALUTE, SCOUT HANDSHAKE**

- SCOUTS WITH SENIOR/ADULT SCOUTS TO PRACTICE ABOVE**

### **2. PATROL NAME YELL AND CHEER**

### **3. INTRO ON LEADERSHIP**

- ALL PATROLS WORK TOGETHER FOR TG AND ATG PRESENTATION (PREP FOR READING ASSIGNMENT)**

### **4. SQUARE KNOT – REVERSE EDGE-PATROL**

- NEW SCOUTS TEACH TROOP GUIDES**

### **5. READ PG. 28**

- OUTDOOR CODE TOGETHER**
- PRACTICE MOTTO AND SLOGAN—UNDERSTAND MEANING**

### **6. ACTIVITY**

- DEMONSTRATE AND PRACTICE TWO HALF HITCH**

### **ASSIGNMENT FOR NEXT WEEK**

- READ PP. 46-65 IN BOY SCOUT HANDBOOK**
- THINK OF FLAG DESIGN AND LOGO.**

## WEEK 4

!. MERIT BADGE COLLEGE SCOUTS WILL WORK ON SAFETY MERIT BADGE

## WEEK 5

1. INTRODUCTION TO THE DUTIES OF THE PATROL LEADER

DESCRIPTION AND OTHER JOBS WITHIN THE PATROL (PG. 22).

RELATE THIS TO CUB SCOUT POSITIONS AND YOUTH VS. ADULT FILLING

ROLES:

ASSISTANT PATROL LEADER

GRUBMASTER

SKITMASTER

QUARTERMASTER

SCRIBE

CHEERMASTER

FLAG BEARER

APPOINT A CHEERMASTER, SKITMASTER, AND QUATERMASTER.

2. PRESENT SCOUTS WITH PACK LIST TO BE DISCUSSED AT NEXT MEETING.

HAND SCOUTS PACKING LIST.

3. ACTIVITY 1:

SQUARE KNOT AND 2 HALF HITCH TIE OFF. INTER-PATROL COMPETITION.

ACTIVITY 2:

FILL IN THE BLANKS OF THE SCOUT OATH, LAW, AND OUTDOOR CODE

4.  REVIEW AND FINALIZE FLAG MAKING AND COMPLETION BY WEEK FIVE. NOT COMPLETED DURING MEETING OF WEEK 5, MEET AS PATROL OUTSIDE OF TROOP MEETING

REVIEW AT HOME:

SQUARE KNOT AND 2 HALF HITCH

BRING PACKING LIST TO NEXT MEETING

**WEEK 6      30 MINUTES**

**YELL PATROL NAME, GIVE PATROL CHEER**

**1. INTRODUCTION OF BACKPACK PACKING AND GEAR**

- REVIEW PACKING LIST
- QUESTION AND ANSWER OF WHY AND HOW COME
- DISCUSS CLOTHING
- DISCUSS SLEEPING
- DISCUSS TR 42 ESSENTIALS
- BACKPACK VS. DAYPACK-WHY BOTH?

**2.  DISCUSS PATROL CAMPING PLAN.**

- HAND SCOUTS PATROL CAMPING PLAN. DESCRIBE ITS IMPORTANCE IN PATROL PACKING. THIS DOCUMENT WILL BE REVIEWED IN MORE DETAIL WEEK 6.

**3.  PRACTICE OUTDOOR CODE**

**FOR NEXT MEETING/REVIEW AT HOME:**

- SQUARE KNOT AND TWO HALF HITCHES
- OATH, LAW, AND OUTDOOR CODE
- BRING MESS KIT OR TUPPERWARE/PLASTIC BOWL, CUP, SPOON, FORK
- BRING COPY OF PATROL CAMPING PLAN

**WEEK 7      30 MINUTES**

**YELL PATROL NAME, GIVE PATROL CHEER**

1.  **TRAINING: EDGE METHOD -- TAUNT LINE HITCH**
  
2. **WAMPUS BOX**
  - DESCRIPTION**
  - WHAT IS INSIDE AND WHY**
  - HOW IS IT STOCKED AND REFILLED**
  
3. **THREE POT WASHING METHOD**
  - PRACTICE WITH SCOUTS AND EXPLAIN EACH STEP. HAVE BINS FILLED WITH WATER AND BLEACH**
  
4.  **REVIEW PATROL CAMPING PLAN AND DETERMINE WHO WILL ASSIST AS GRUBMASTER AND CREATE A DUTY ROSTER.**
  
5.  **DISCUSS PERMISSION SLIPS AND WHERE THEY CAN BE FOUND AND WHEN THEY NEED TO BE TURNED IN.**
  - INFORM THEM THEY WILL BE SPENDING THE DAY WITH YOU IN MARCH AND TO HAVE PERMISSION SLIP FILLED OUT.**

**FOR NEXT MEETING:**

- MAKE SURE TO REMIND PATROL MEMBERS THAT NEXT WEEK IS MERIT BADGE COLLEGE AND TO BRING A PENCIL.**
  
- MAKE SURE PATROL MEMBERS BRING PERMISSION SLIP AND HAVE IT SIGNED ALONG WITH MONEY NEEDED TO BUY FOOD.**
  
- PRACTICE TAUNT LINE HITCH AND SQUARE/TWO HALF HITCHES.**



**WEEK 8**

**30 MINUTES**

1.  **REMIND SCOUTS TO PRINT PERMISSION SLIPS AND MONIES FOR CAMPOUT**
  
2. **MERIT BADGE COLLEGE**
  - SCOUTS WILL WORK ON SAFETY MERIT BADGE**
  
3.  **DISCUSS CAMPOUT WITH PATROL IF REQUIRED. REMIND THEM NO COTTONS OR SNEAKERS ALLOWED ON THE CAMPOUT.**
  - HAVE SCOUTS MAKE A FITNESS CHART AND REVIEW REQUIREMENTS IN TENDERFOOT FOR PHYSICAL FITNESS.**
  - MAKE SURE TO HAVE SCOUTS REVIEW FLAG RAISING AND LOWERING IN THE SCOUT BOOK.**

**AT HOME:**

- PACK A DAY BAG WITH MESS KIT FOR CAMPING DAY.**
- MAKE SURE TO PACK RAIN COAT AND RAIN PANTS**
- MAKE A PHYSICAL FITNESS CHART AND BRING WITH YOU ON CAMPOUT.**
- MAKE SURE YOU HAVE YOUR BOY SCOUT HANDBOOK ON CAMPOUT.**

**WEEK 9            30 MINUTES**

**SCOUT PATROL NAME YELL AND PATROL CHEER**

1.  **COLLECT ALL PAPERWORK AND MONIES FOR CAMPOUT.**
2.  **REVIEW PACKING AND NEEDED GEAR FOR CAMPOUT. DISCUSS REQUIRED ITEMS AND OPTIONAL ITEMS.**
3.  **EXPLAIN WHAT PACK INSPECTION IS AND REMIND THEM TO BRING PACKS TO NEXT MEETING.**
4.  **WORK ON PATROL CAMPING PLAN AND MEALS/GEAR.**
  - MAKE SURE GRUBMASTER AND QUTERMASTER UNDERSTAND HOW (TO) AND WHY MENUS GET APPROVED AND GEAR GETS ISSUED.**
  - BEGIN FILLING OUT THESE FORMS AND SEEKING MENU APPROVAL**

**AT HOME:**

- PACK YOUR PACK AND DAYPACK FOR NEXT MEETING.**
- WORK ON PHYSICAL FITNESS**

**WEEK 10**

**30 MINUTES**

**PATROL NAME YELL AND PATROL CHEER**

1.  **PACK INSPECTION**
2.  **FINISH MENU AND EQUIPMENT LISTS**
3.  **REVIEW TENT SETUP—PRACTICE IF TIME ALLOWS.**

**MAKE SURE YOU HAVE PERMISSION SLIPS AND MONIES!**

**AT HOME:**

- MAKE SURE PACKED AND READY FOR TRIP.**
- BRING PHYSICAL FITNESS CHART AND COMPLETE AT CAMPOUT**

**WEEK 11**

**30 MINUTES**

1.  **YOUTH PROTECTION PRESENTATION -- TROOP PRESENTATION**
2.  **REVIEW ALL 3 KNOTS IF TIME PERMITS**

**AT HOME:**

- PRINT OUT PERMISSION SLIP AND HAVE PARENTS GIVE MONEY FOR CAMPOUT. BOTH THESE DUE AT NEXT MEETING OR SCOUT CANNOT CAMP.**
- WORK ON PHYSICAL FITNESS**

**WEEK 12                      30 MINUTES**  
**PATROL NAME YELL AND PATROL CHEER**

1.  **CAMPOUT REVIEW ROSES AND THORNS**

2. **KNOTS:**

- SQUARE KNOT**
- TWO HALF HITCHES**
- TAUNT LINE HITCH**

3.  **BUDDY SYSTEM REVIEW AND DISCUSSION**

4. **FIRST AID**

- DEMONSTRATE HOW TO CARE FOR SOMEONE WHO IS CHOKING.**
- SIMPLE CUTS AND SCRAPES**
- BLISTERS ON THE HAND AND FOOT**
- MINOR (THERMAL/HEAT) BURNS OR SCALDS (SUPERFICIAL, OR FIRST-DEGREE)**
- BITES OR STINGS OF INSECTS AND TICKS**
- VENOMOUS SNAKEBITE**
- NOSEBLEED**
- FROSTBITE AND SUNBURN**

5. **POISONOUS PLANTS ID AND TREATMENT**

**AT HOME:**

- REVIEW FIRST AID FOR TEST AT NEXT MEETING.**
- BRING FIRST AID KIT TO NEXT MEETING**

## WEEK 13

- 1. MERIT BADGE COLLEGE

### AT HOME:

- REVIEW TROOP GUIDE MATERIALS

## WEEK 14-16      30 MINUTES PATROL NAME YELL AND PATROL CHEER

1.  FIRST AID PRACTICAL AND POISONOUS PLANT ID
2.  CHOKING PRACTICAL
3.  KNOT EDGE
4.  BOOK SIGNOFF AND REVIEW.
5.  HOW TO SCHEDULE A SCOUTMASTER CONFERENCE AND BOARD OF REVIEW.

**CONGRATULATIONS! IF YOU ATTENDED THE CAMPING TRIPS AND COMPLETED YOUR FITNESS CHART, AND PASSED THE ABOVE PRACTICALS, YOU SHOULD HAVE ALL YOUR TENDERFOOT RANK REQUIREMENTS COMPLETED. YOU SHOULD NOW SCHEDULE A SCOUTMASTER CONFERENCE!!!!!!**