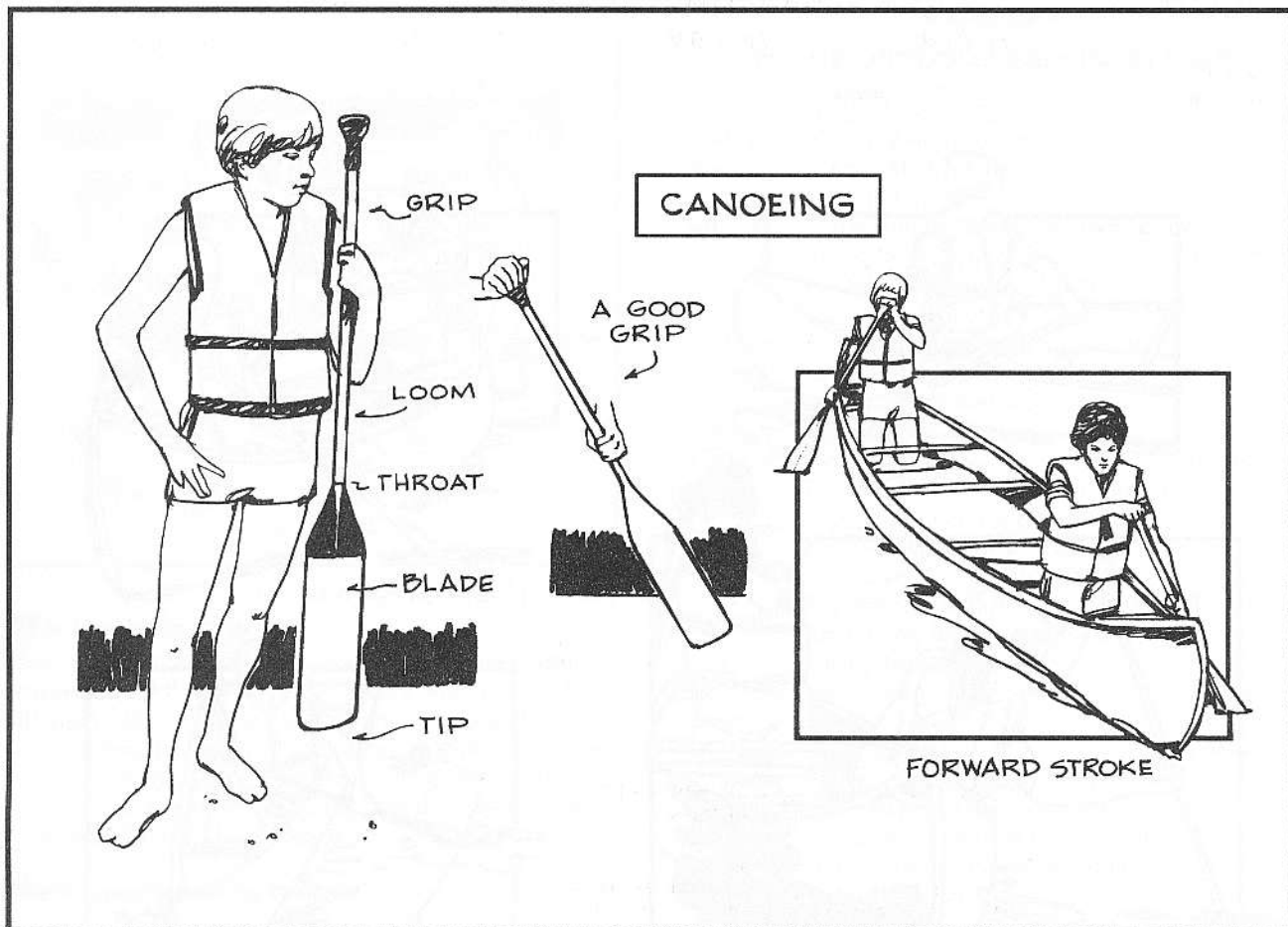


BOATING / CANOEING



Activities on the water have been popular in Scouting since the founding of our organization. In this program feature, your Scouts will have an opportunity to pursue several forms of aquatic activities.

New Scouts can work on the swimming requirements for First and Second Class ranks. If possible, conduct all troop activities at a waterfront or swimming pool. If your troop does not have access to a waterfront or pool, ask your commissioner or district executive for help in finding one. Always enforce the Safe Swim Defense and Safety Afloat guidelines.

Prior planning is needed for any swimming or boating activity. It is required that at least one adult be trained in Safe Swim Defense and/or Safety Afloat, which also requires CPR from a community agency.

SCOUTING OUTCOMES

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

- A greater understanding of physical fitness
- Improved swimming skills
- Stronger boating and canoeing skills
- Enhanced self-confidence

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should have met the majority of their physical fitness requirements through First Class rank. Depending on the activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, swimming

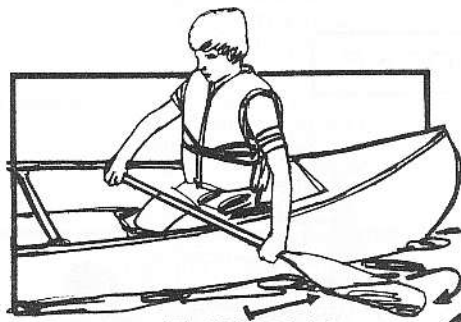
Second Class

- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, swimming

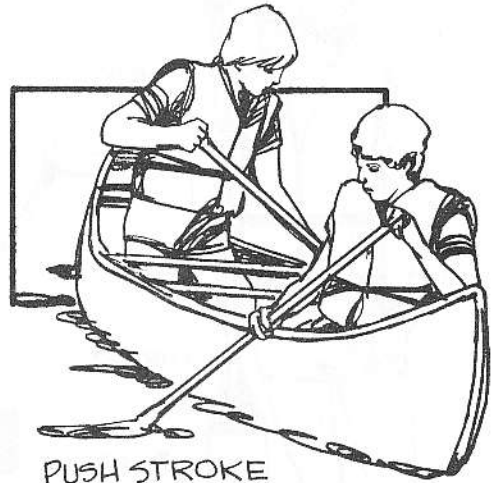
First Class

- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law
- Physical fitness—health, conditioning, swimming

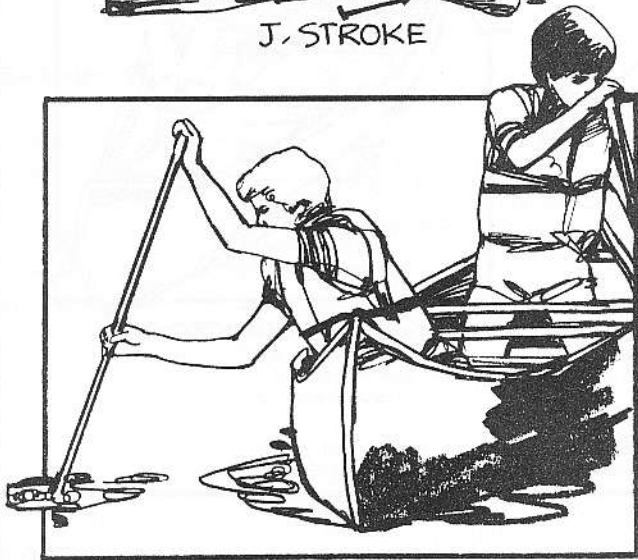
Merit Badges. Older Scouts can concentrate on the Canoeing and Rowing merit badges this month; they should be able to complete many of the requirements. Depending on activities planned for the campout, they



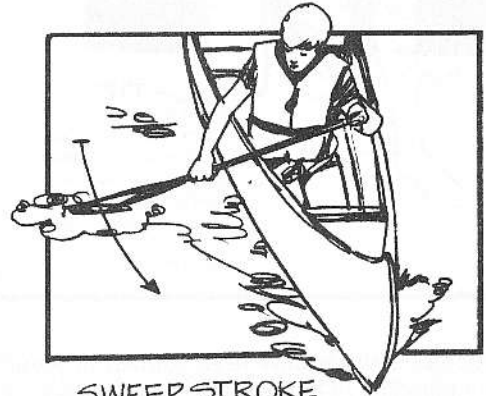
J-STROKE



PUSH STROKE



DRAW STROKE



SWEEP STROKE

may also cover requirements in Athletics, Small-Boat Sailing, and Swimming.

PARENT/GUARDIAN PARTICIPATION

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

- Asking those qualified to assist in aquatics instruction
- Inviting them on a canoe trip
- Asking them to provide transportation

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.

- Make plans for the canoe trip.
- Decide whether or not to make it an overnighiter.
- Inventory the troop's camping equipment, if this has not been done recently.
- Plan details of troop meetings for the month.

FEATURE EVENT

Canoeing/Rowing Outing

This outing could be planned for a weekend or as a daylong activity. Several other activities could be combined with it as well. Older Scouts could take a canoe trip and join the rest of the troop on Saturday evening. Experienced Scouts could plan a canoe trip and the new

Scouts could go along for the ride, provided they are classified as swimmers.

Boating activities could take place on a lake. If you have access to sailboats, a miniregatta could be run, with parents included as crew members. Or, you could have a fishing tournament using boats to get you to your favorite fishing spot. If you have access to power boats that can pull water-skiers, you might conduct some water show activities on skis.

PATROL RELAYS. Run a swim relay in chest-deep water so that nonswimmers can walk their laps.

UP AND UNDER. (For Scouts and brothers and sisters.) Use a volleyball or beach ball for each team. All teams line up, relay fashion, in waist-deep water. The first player in each line is given the ball. On signal, he passes the ball back over his head to the next player in line, who passes it between his legs to the next player in line, who passes it between his legs to the next player, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first team back in its original order wins.

GREASED WATERMELON. Equipment: One medium-size watermelon, greased with shortening.

Method: Divide Scouts into two teams and station them in the water 25 feet apart. Float the watermelon halfway between the teams. On signal, each team tries to bring the watermelon back to its own line.

Scoring: The team that brings the watermelon back to its own line wins.

BIG BLOW. (For Scouts and brothers and sisters.) Play in water that is chest-deep for the shortest member. Each team lines up, relay fashion, and is given a table tennis ball or toy boat. On signal, the first player on each team swims or walks to a turning line and back while blowing the ball or boat ahead of him. The following players repeat the action until all have run.

BOATING / CANOEING

TROOP OUTDOOR PROGRAM PLAN

Time	Activity	Run By
Friday evening	Load gear at meeting location and leave for campsite. Plan only a light meal en route. Arrive at the campsite; off-load equipment. Set up patrol sites. Stow gear and set up camp. Unload canoes for Scouts going on trip.	SPL SPL/PL
Saturday	Cooks and assistants up.	Cooks, assistants
6:30 A.M.	Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	
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. Patrols set up the gear for morning activities, clean up patrol site.	Cooks
8:30–	Launch for canoe trip.	
11:30 A.M.	Begin regatta, if you have planned one, or a fishing tournament. If the younger Scouts are not doing aquatic activities, have them take a nature hike.	SPL
11:30 A.M.	Sack lunch	
Noon	Continue activities	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	
8:00 P.M.	Campfire. Share experiences on canoe trip.	
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	
Sunday	Cooks and assistants up.	Cooks, assistants
6:30 A.M.	Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	
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. Patrols clean up patrol site.	Cooks
8:30 A.M.	Worship service	
9:00–	Play four games from the Games section of <i>Troop Program Resources</i> ,*	
11:00 A.M.	or have a runoff in the regatta or fishing tournament.	
11:00 A.M.	Break camp.	
Special equipment	Topographic maps, clipboards, compasses, troop camping equipment, canoes, sailboats, rowboats, fishing gear	

*See the Games section of *Troop Program Resources*, No. 33588.

BOATING / CANOEING

(Use Troop Meeting Plan sheet found in the Forms section, Troop Program Resources, No. 33588, in adapting the suggested program for your troop.)

	First Week	Second Week	Third Week	Fourth Week
Preopening _____ minutes	Meet at the waterfront or pool, if possible. Use Safe Swim Defense (<i>Boy Scout Handbook</i>). If the meeting is held at your meeting place, make buddy tags (<i>Swimming</i> merit badge pamphlet).			
Opening Ceremony _____ minutes				
Skills Instruction _____ minutes	Test the swimming ability of all Scouts and classify each as nonswimmer, beginner, or swimmer. Pair up buddies. Have instruction for nonswimmers.			
New Scouts	Begin working on swimming strokes needed for Tenderfoot through First Class.	Continue working on swimming strokes that are needed for First and Second Class.	Continue working on swimming strokes needed for First and Second Class.	Scouts are tested on swimming strokes needed for First and Second Class.
Experienced Scouts	Scouts (if they are classified as swimmers) begin planning a canoe trip that could be held on a weekend. (You may want to include new Scouts on the trip.)	Practice paddling and righting a swamped canoe.	Practice packing and portaging a canoe.	Finalize plans for canoe trip and assign all duties.
Older Scouts	Work on the Venture program, or, if you will have access to sailboats on the troop outing, plan a regatta.	Work on the Venture program, help with the instruction of younger Scouts, or continue planning the regatta.	Work on the Venture program, help with the instruction of younger Scouts, or have sailing practice.	Work on the Venture program, or finalize plans for the regatta and assist with instruction of younger Scouts.
Patrol Meetings _____ minutes	If you are planning a canoe trip, review Safety Afloat rules (<i>Scoutmaster Handbook</i>). Note that only swimmers may be in canoes. Plan to follow these rules for all boating activities.	Continue work on aquatics skills.	Continue work on swimming skills.	Continue work on swimming skills.
Interpatrol Activity _____ minutes	Play Spoon Race.*	Continue aquatics activities.	Continue aquatics activities.	
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> Scoutmaster's Minute. Retire colors. 	<ul style="list-style-type: none"> Scoutmaster's Minute. Retire colors. 	<ul style="list-style-type: none"> Scoutmaster's Minute. Retire colors. 	<ul style="list-style-type: none"> Scoutmaster's Minute—reflection on the experiences of the month. Retire colors.
After the Meeting _____ minutes	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.

*See the Games section of *Troop Program Resources*, No. 33588.