

TROOP 1000 PLANNING

WHAT IS PLANNING

"TO FORM A SCHEME OR METHOD OF DOING, TO HAVE AN INTENT OR PURPOSE"

PLANNING SIMPLY MEANS TAKING TIME TO GET READY FOR WHATEVER IT IS YOU WANT TO DO.

PART OF "BEING PREPARED"

"ROAD MAP TO SUCCESS" - "ROAD MAP TO FUN"

WHY PLAN

MAKE SURE YOU DO ALL THAT YOU NEED AND GO WHERE YOU WANT TO - "GOAL"

GETS MORE SCOUTS INVOLVED - MORE HELP FOR SUCCESS - LEARNING FOR OTHERS - SHARE RESPONSIBILITY

A WELL PLANNED PROGRAM

HELPS MAKE SURE YOU GET WHERE YOU WANT TO GO - "GOAL"

MAKES MEETINGS, CAMPOUT, AND OTHER EVENTS EASIER AND MUCH MORE ENJOYABLE

INCREASES YOUR CONFIDENCE AS A LEADER

INCREASES THE EXCITEMENT OF MEETINGS, BUILDS ANTICIPATION

WHO

INDIVIDUAL - PATROLS - PATROL LEADER COUNCIL

PROGRAM PATROL – NOT JUST THE PROGRAM PATROL LEADER!

ONE OF THE MOST IMPORTANT RESPONSIBILITIES AS A JUNIOR LEADER

ADULTS (THEIR ACTIVITIES - HOW THEY HELP SCOUT) - PLANNED AND PREPARE FOR THE JLT

ADULTS NOT HERE TO PLAN THE TROOP ACTIVITIES - HERE TO HELP (COACH)

BUSINESS PLANS, MILITARY MAKES EXTENSIVE USE OF PLANS – ALL GOOD THINGS ARE PLANNED

WHAT TO PLAN

YOUR FUTURE - YOUR ADVANCEMENT PATROL MEMBERS ADVANCEMENT -

PATROL & TROOP MEETINGS - MENUS - CAMPFIRES - GAMES - DEMONSTRATIONS- FLAG CEREMONIES

COURTS OF HONOR (PROGRAM PATROL) - SKITS - SONGS

WHEN TO PLAN

BEFORE EVERYTHING THAT IS IMPORTANT

DIFFERENT DEGREES AND DETAIL FOR DIFFERENT THINGS

WHAT - WHEN - WHERE - WHO

EQUIPMENT - MEALS - WHO DOES WHAT - FUEL - LOCATION - TRANSPORTATION - WATER

USE A CHECK LIST - MOST RESOURCES I'LL MENTION HAVE CHECK LIST (USE 'EM)

DELEGATE - PATROL CAN PLAN OPENING, GAMES, ETC - DELEGATE - DELEGATE - DELEGATE

ADULT SUPPORT (TWO DEEP)

SAFETY - IF YOU DON'T PLAN FOR IT YOU PLAN FOR UNSAFE ACTIVITY.

PLANNING RESOURCES

VENTURE BOOKS - SCOUTMASTER HANDBOOK - PATROL LEADERS HANDBOOK - JUNIOR LEADERS HANDBOOK - SCOUT HANDBOOK - WOODS WISDOM

MEMBERS OF YOUR PATROL - SCOUTMASTER & ASM - PARENTS - EXPERTS - CHECK LISTS - LIBRARY

HOW TO PLAN

PLAN TO PLAN

START EARLY - DON'T RUSH (HAVE ANOTHER MEETING)

MAKE SURE YOU UNDERSTAND AND AGREE UPON YOUR GOAL OR OBJECTIVE YOU WISH TO ACCOMPLISH

GET INPUT, DO YOUR HOME WORK, **TALK TO YOUR PATROL**, BEFORE & AFTER THE AP & PLC MEETINGS

START WITH THE EVENT (CAMPOUT, SCOUT SHOW) AND WORK BACKWARD

THINGS TO ALWAYS INCLUDE

SAFETY & BACKUP PLAN

GAMES, ALTERNATIVE LAST MINUTE PROGRAMS, BACKUP INSTRUCTORS

PUBLISH THE PLAN

SCRIBE MAKES SURE EVERY JUNIOR LEADER AND ADULT LEADER (SM & ASM) HAVE PLAN

GOOD IDEA TO PUBLISH TO TROOP - A GOOD PLAN AND PROGRAM WILL ENCOURAGE PARTICIPATION

EXECUTE THE PLAN

A BASIC RULE IN SCUBA IS "PLAN YOUR DIVE AND DIVE YOUR PLAN".

PLAN CAN BE CHANGED - A PLAN IS NOT THE LAW

A GOOD PLAN WITHOUT EXTERNAL SURPRISES SHOULD BE FOLLOWED

GOOD EXECUTION CAN OVERCOME WEAKNESSES (BE PREPARED)

A GOOD PLAN IS A GREAT HELP TO EXECUTION

FOLLOW UP

AFTER THE EVENT - TALK ABOUT IT - HOW COULD THE PLAN HAVE BEEN BETTER - HOW COULD THE EXECUTION HAVE BEEN BETTER - LESSONS LEARNED

JUNIOR LEADERS HAND BOOK - SEE CHAPTER 10 - SUMMARY OF LECTURE

PLANNING STAGES

TROOP ANNUAL PLANNING CONFERENCE - LATE SUMMER/EARLY FALL

PLAN THE YEAR WITH MONTHLY THEMES, MAJOR OUTINGS AND EVENTS

HAVE A CALENDAR WITH HOLIDAYS, SCHOOL VACATIONS, LOCAL EVENTS, SCOUTING EVENTS

IT'S AN OUTLINE OF THE YEAR - YOUR "ROAD MAP" OF THE YEAR - IMPORTANT TOOL

MONTHLY PATROL LEADERS COUNCIL, THE PROGRAM PATROL LEADER

THREE MONTHS BEFORE THE PROGRAM STARTS

PL PRESENTS PROPOSALS **FROM HIS PATROL** FOR THE PROGRAM TO INCLUDE THE CAMPOUT

PLC REVIEW AND GIVE IDEAS AND DIRECTION – IS THERE AN OPPORTUNITY FOR ADVANCEMENT?

RESERVATIONS ARE MADE AS NEEDED, COORDINATE WITH THE COMMITTEE CAMPING COORDINATOR

TWO MONTHS BEFORE THE PROGRAM STARTS

PL PRESENTS A REFINED PLAN FOR ALL MEETINGS AND THE CAMPOUT

FINAL REFINEMENT TO THE PLAN

RESERVATIONS ARE MADE AS NEEDED AND GEAR IS ORDERED

ONE MONTH BEFORE THE NEXT MONTH STARTS

PL PRESENTS (COPY TO ALL) A DETAILED **TROOP MEETING PLAN**

CONFIRM PRIOR PLANS, AND SET DETAILED PLAN

Troop Meeting Plan

Date _____

Activity	Description	Run By	Time
Preopening _____ Minutes			
Opening Ceremony _____ Minutes			
Skills Instruction _____ Minutes	<ul style="list-style-type: none"> • New Scouts • Experienced Scouts • Older Scouts 		
Patrol Meeting _____ Minutes			
Inter-patrol Activity _____ Minutes			
Closing _____ Minutes Total 90 Minutes of Meeting	Scoutmaster's Moment	SM	
After the Meeting			