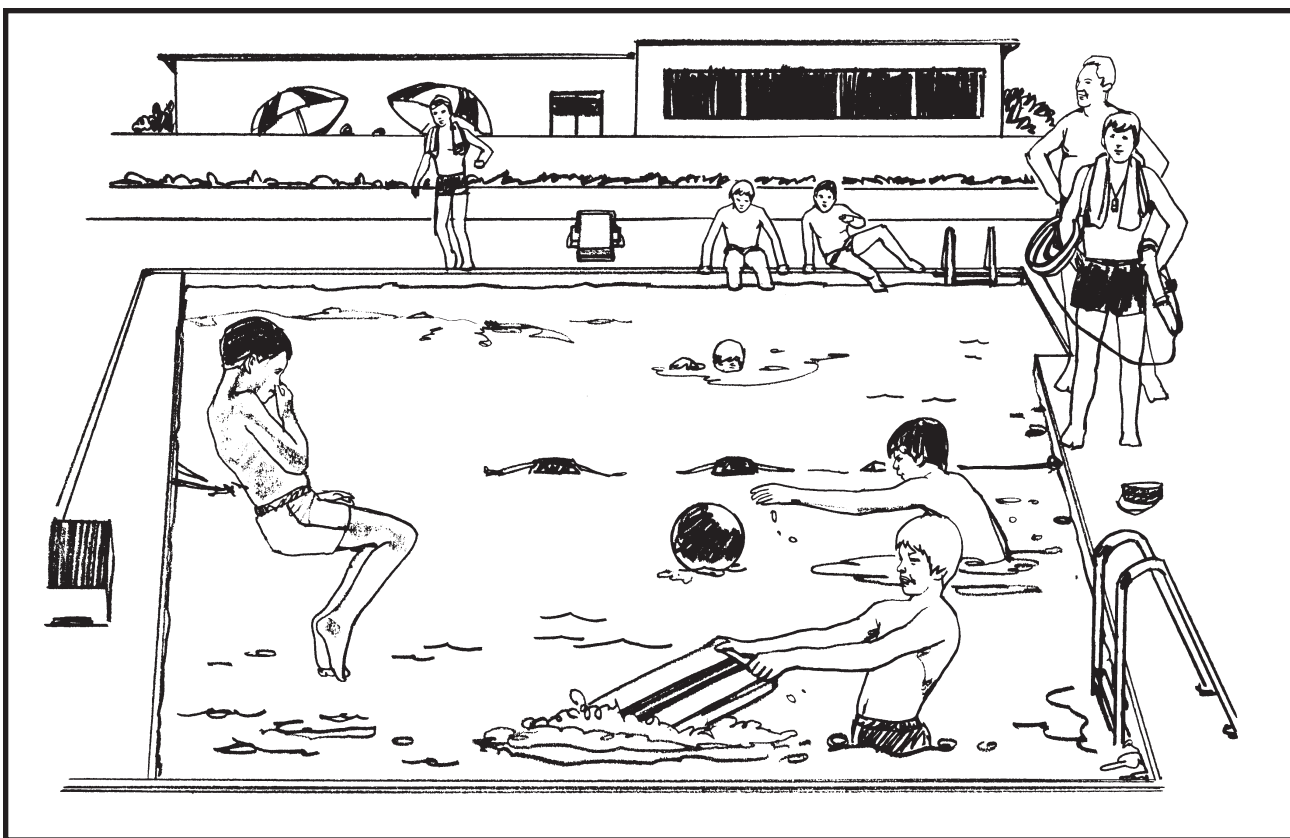


# SAFETY



Having a good experience on a troop campout requires safety practices that prevent accidents. Safety is actually a prevention tool. Performing a project correctly, using the proper tools and procedures, could protect you from serious injury.

If an accident occurs, a Scout should be prepared to deal with the situation and make decisions that will prevent further harm. “Safety first” is a motto that has been used by companies and organizations for years. Make it yours. As you plan your outing this month, take extra care that all safety precautions are covered. While this is a routine part of campout planning, it never hurts to take a good look at each task or project to make sure you *really* are taking the proper precautions.

## SCOUTING OUTCOMES

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

- An understanding that the pledge “to help other people at all times” requires skill as well as goodwill toward others
- A good grasp of the fundamentals of first aid for life-threatening injuries and for many other less serious injuries

- Increased self-confidence that they will be able to act rationally in an emergency
- The ability to evaluate a situation for safety

## ADVANCEMENT OPPORTUNITIES

By month’s end, all Scouts should meet many of their basic camping and cooking 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, camping, hiking
- Citizenship—flag ceremonies, first aid
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law



*First Class*

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

*Merit Badges.* Older Scouts can concentrate on the Safety and Fire Safety merit badges this month; they should be able to complete many of the requirements. Depending on activities during the outing, they may also cover requirements in Cooking, Hiking, and Camping.

**PARENT/GUARDIAN PARTICIPATION**

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

- Asking qualified people to assist with instruction in camping and safety skills
- Inviting parents on the campout

- Asking parents to provide transportation to the campsite
- Assisting in organizing a neighborhood watch

**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.

- If a campout is planned, decide on the campsite. Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- If you plan to go to a hotel or motel, make reservations. If you are going to a mall or shopping center, make arrangements for a space.
- Inventory the troop's camping equipment, if that has not been done recently.

- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for campout activities.

## **FEATURE EVENT**

### **Safety Outing**

This event might be a:

- Highlight campout where you deal with several emergency situations.
- Visit to a hotel or motel where you could use a meeting room to practice first aid and use a swimming pool for aquatic activities, etc.
- Public safety demonstration in a mall or shopping center.

The patrol leaders' council will choose the type of outing to have. Schedule a variety of safety-related activities.

### **Hotel/Motel Outing**

Well, it's not the woods, but this outing could be useful to let Scouts see how a large number of people are dealt with safely. If possible, stay in a hotel or motel that has meeting room facilities and a pool. Make arrangements

for a behind-the-scenes tour to see safety procedures such as

- Fire escape plan for the building
- Kitchen safety
- Hotel mobilization plan
- Safety duties of hotel staff members
- Hotel security—what do they do?

Have aquatic-related activities in the pool. Many hotels and motels have physical fitness facilities. If the one you choose does, try fitness activities, too. A meeting room could be used to practice first aid. Or you might visit a nearby museum or local historical landmark.

### **Mall/Shopping Center**

Have a display or activity that promotes safety in the home. Show a floor plan of the building you're in to point out exits and an emergency evacuation plan. Distribute "McGruff" crime prevention materials, which are available from most local law enforcement agencies, to promote a safe neighborhood and home environment.



# SAFETY

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes	Arrange for a fire truck or patrol car to come to the meeting place. Ask a firefighter or police officer to explain safety procedures for home or automobile. Practice the bowline and have a relay race using it.		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"> <li>• Form the troop into a horseshoe.</li> <li>• Hold a uniform inspection.</li> <li>• Repeat the Scout Oath.</li> <li>• Present colors.</li> </ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on first aid for choking, snakebite, and nosebleeds.</li> <li>• Experienced Scouts plan to organize a neighborhood watch for your neighborhood. Work with the local police department.</li> <li>• Older Scouts work on the Venture program or plan a special activity for the outing. This could be a tour, special guest visit, etc.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for the outing this month and make sure everyone knows his assignments. If it will be a trip to a motel or hotel, set up some rules to be followed. If it will be a campout, plan meals and the patrol duty roster, and plan equipment distribution. Any Scouts who are going on their first campout will need extra support. If you will be having a safety display in a mall or shopping center, organize activities and make assignments.		
<b>Interpatrol Activity</b> _____ minutes	Do Ball Relay. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Sing "Scout Vespers." (<i>Boy Scout Songbook</i>)</li> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the safety outing. Begin work on next month's program feature.		

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

# SAFETY

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on CPR techniques and review signs of a heart attack. Play First-Aid Baseball. (See the Games section of <i>Troop Program Resources</i>.)</li> <li>• Experienced Scouts visit a local fire station or firefighter training facility to see how firefighters train for various types of fires.</li> <li>• Older Scouts work on the Venture program or conduct a safety inspection of your meeting facility. Continue work on a special activity for the outing.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review assignments for your outing. Continue working with first-time campers if you are going camping. Practice for any activities you might have on your outing. Plan a 5-mile patrol hike.		
<b>Interpatrol Activity</b> _____ minutes	Play Submarines and Minefields. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	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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# SAFETY

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on first aid for burns, puncture wounds, and animal bites. If the outing will be a campout, review safety procedures for knife and ax handling.</li> <li>• Experienced Scouts finalize plans for a neighborhood watch meeting. Develop a safety checklist for your home and a fire evacuation route.</li> <li>• Older Scouts work on the Venture program or plan a community service project for the troop that will involve helping the homeless people in your community. Work with local agencies in coordinating this project.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Finalize plans for the outing. If it will be a campout, make sure your menus are planned, food purchase assignments are made, and fees are collected.		
<b>Interpatrol Activity</b> _____ minutes	Play Train Chase. (See the Games section of <i>Troop Program Resources</i> .)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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# SAFETY

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts work on fire-building techniques and safety, or on the use of liquid fuels if your troop uses stoves to cook with. Do String-Burning Race. (See the Games section of <i>Troop Program Resources</i>.*)</li> <li>• Experienced Scouts plan an accident prevention program for areas outside the home where a family might go (church, beach, theater, etc.).</li> <li>• Older Scouts work on the Venture program or help new Scouts on fire building; or if you will have access to a pool on the outing, plan some aquatic games.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes			
<b>Interpatrol Activity</b> _____ minutes	Play Crack the DEW Line. (See the Games section of <i>Troop Program Resources</i> .*)		
<b>Closing</b> _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute.</li> <li>• Retire colors.</li> </ul>	SM	
<b>After the Meeting</b>	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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# SAFETY

## 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
	Arrive at campsite. Off-load equipment and set up patrol sites.	SPL/PL
<b>Saturday</b> 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.	Conduct interpatrol competitions using the Games section of <i>Troop Program Resources</i> . * <ul style="list-style-type: none"> <li>• Ice Accident</li> <li>• Deer Stalking</li> <li>• Nature Art Gallery</li> </ul>	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Conduct interpatrol competitions using the Games section of <i>Troop Program Resources</i> . * <ul style="list-style-type: none"> <li>• Ante Over</li> <li>• Flapjack-Flipping Relay</li> <li>• Tent-Pitching Contest (try it blindfolded)</li> </ul>	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.	Campfire	SPL
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	

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<b>TIME</b>	<b>ACTIVITY</b>	<b>RUN BY</b>
<b>Sunday</b> 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 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
<b>Special equipment needed</b>	Troop camping equipment	

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