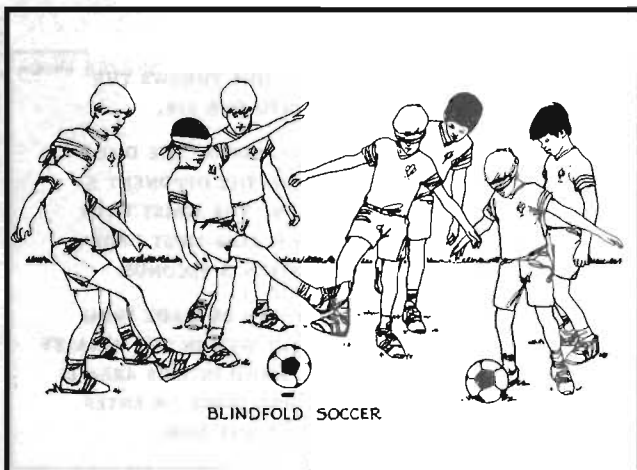


HIGH ADVENTURE



High adventure can mean a lot of different things to Scouts. It might mean backpacking on rugged mountain trails, canoeing in the Boundary Waters of the United States and Canada, sailing a large vessel off the coast of Florida, visiting a major city and seeing the sights, or trekking to a remote outpost at your council summer camp.

Planning a high-adventure activity takes time to make sure all the logistical points are covered. This program feature is designed to give you a sampling of high-adventure activities, but your troop will need to spend several months planning a specific high adventure.

Get more information on BSA national high-adventure activities in *Passport to High Adventure*, No. 34245, available from your local council service center.

SCOUTING OUTCOMES

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

- The knowledge and skill to be comfortable while camping
- A sense of communion with nature and God
- Greater respect for the outdoors and a determination to follow the Outdoor Code
- Increased self-confidence

ADVANCEMENT OPPORTUNITIES

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

Tenderfoot

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

Second Class

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

First Class

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

Merit Badges. Older Scouts can concentrate on the Cooking and Camping merit badges this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Hiking, Wilderness Survival, Pioneering, and other nature-related 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 in camping skills
- Inviting them to attend the outing
- Asking them to provide transportation to the starting point for the backpacking trek into camp, if necessary

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 or tools will be needed, assign someone to obtain them; seek help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if this 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. For example, assignments might be

Patrol A—Show how to find five major constellations.

Patrol B—Demonstrate trail signs.

Patrol C—Show how to set up a nature trail.

FEATURE EVENT

High-Adventure Campout

The primary purpose of this campout is to have a positive camping experience for the Scouts. Make sure the new Scouts have a model campsite to observe.

Camp in an unfamiliar spot this month. Using the same campsite for all of your outings is not challenging. A new campsite will challenge everyone to use Scouting skills and keep them sharpened.

There are several new games listed below that you may want to try while you are on your campout. They are fun and promote teamwork.

Blindfold Soccer

Equipment: Blindfolds for half the Scouts, two soccer balls.

Object: Each team tries to kick the ball past the opponent's end zone as many times as possible. Each successful kick earns a point for that team.

Procedure: Divide the Scouts into two teams or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of a soccer field or the playing area.

Rules:

1. ONLY THE BLINDFOLDED SCOUT MAY KICK THE BALL; THE SIGHTED SCOUT CAN ONLY OFFER VERBAL DIRECTIONS TO HIS PARTNER.
2. TEAM MEMBERS MAY NOT PURPOSELY TOUCH ONE ANOTHER. NORMAL GAME CONTACT IS OK AS LONG AS THE TOUCHING IS NOT USED TO DIRECT A BLINDFOLDED PARTICIPANT.
3. THERE ARE NO GOALIES.
4. IF A BALL IS KICKED OUT OF BOUNDS, THE REFEREE WILL THROW THE BALL INTO THE MIDDLE OF THE FIELD. PLAY THEN RESUMES.
5. ANY NEEDED ADDITIONAL RULES ARE UP TO THE REFEREE.

Soccer Frisbee

Equipment: A flying disc and a field marked for soccer with a semicircular penalty area surrounding the goal.

Object: To send the flying disc across the opponent's goal line (sliding on the ground or sailing through the air) as many times as possible. Each goal scores a point for the team.

Procedure: Divide the troop into two teams or use patrols. Position a team on each half of a soccer field. Have each team choose a goalie, who stands in the penalty area.

Rules:

1. PLAY BEGINS WHEN ANYONE THROWS THE FLYING DISC HIGH INTO THE AIR.
2. AFTER CATCHING OR PICKING UP THE DISC, A PLAYER MAY RUN TOWARD THE OPPONENT'S GOAL. IF HE IS TAGGED ABOVE THE WAIST WITH TWO HANDS, THE TAGGED PLAYER MUST DROP OR THROW THE DISC WITHIN 3 SECONDS.
3. A THROW AT THE GOAL CAN BE MADE FROM ANYWHERE ON THE FIELD EXCEPT WITHIN THE PENALTY AREA. THE ONLY PERSON ALLOWED IN THIS AREA IS THE GOALIE. THE GOALIE MAY LEAVE OR ENTER THE PENALTY AREA AT ANY TIME.
4. IF TWO OR MORE PLAYERS GRAB THE FLYING DISC SIMULTANEOUSLY, A "JUMP" BALL IS CALLED. A LEADER STOPS THE PLAY AND THROWS THE DISC INTO THE AIR AT THE POINT PLAY WAS STOPPED.
5. THE ONLY PENALTY IS FOR EXCESSIVE ROUGHNESS. FIRST INFRACTION RESULTS IN A 2-MINUTE PENALTY: ONE PLAYER IS REMOVED FROM THE FIELD. THE SECOND INFRACTION MEANS REMOVAL FROM THE GAME. BODY CONTACT IS INEVITABLE, BUT PURPOSEFUL ROUGHNESS IS UNNECESSARY.

Aerobic Tag

This is an active game that requires constant movement and little explanation. It's good for any size group.

Equipment: Flying disc, plastic hoop, beanbag, or similar object; watch with a second hand.

Object: For a team (any size) to maintain possession of the object of play (flying disc, plastic hoop, beanbag, etc.) for 30, 45, or 60 seconds (depending on the size of the playing area and the age and ability of the group).

Procedure: The object of play is thrown randomly into the air and onto the field by the timekeeper. A player grabs it and, by using speed, guile, and teammates, attempts to keep the object from the opposing team.

If the person who has possession is tagged with two hands by an opponent, he must stop running and get rid of the object immediately. If a team member catches or picks up the object, time continues for that team. If an opposing team member takes possession, the timekeeper yells "change" and begins timing once again from zero.

Considerations: Make up penalties, if necessary, for infractions such as unnecessary roughness or holding onto the object too long after having been tagged.

Limit the playing area or the game may end up in the next town.

This is a fine game for cold weather since it doesn't take long for the players to warm up if the action is spirited. Some kinds of flying discs become brittle and crack or shatter if the temperature falls much below 30 degrees. If the temperature is low, have several discs or an alternative object on hand.

The Amazon

Equipment: Rope, ½ inch in diameter; pole or tree limb at least 1½ inches in diameter; plank at least 6 inches wide, 2 inches thick; stick of any diameter; container with a handle.

Object: Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the “riverbank.”

Rules:

1. THE SCOUTS MAY USE ONLY THE ASSIGNED MATERIALS AND THEIR BODIES.
2. IF A SCOUT STEPS INTO THE “RIVER,” HE MUST GO BACK AND TRY AGAIN.
3. TIME PENALTIES MAY BE GIVEN WHEN A PLAYER OR ANY OF THE EQUIPMENT TOUCHES THE GROUND.

Scoring: The patrol with the fastest time wins.

Nitro Crossing

Object: To transport a patrol and a container, almost full of “nitro” (water), across an open area using a swing rope.

Rules:

1. PARTICIPANTS MUST SWING WITH A HANGING ROPE OVER A “TRIP WIRE” AT THE BEGINNING AND END OF AN OPEN AREA WITHOUT TOUCHING EITHER WIRE. IF A TRIP WIRE IS TOUCHED, THE ENTIRE GROUP MUST GO BACK AND START AGAIN.
2. NO KNOTS MAY BE TIED IN THE SWING ROPE, ALTHOUGH A LOOP OR A LARGE KNOT MAY BE TIED IN THE BOTTOM OF THE ROPE IF LESS ADEPT CAMPERS NEED HELP. THIS KNOT MAY BE HELD TIGHTLY BETWEEN THE LEGS TO HELP SUPPORT THE CAMPER.
3. THE NITRO MUST BE TRANSPORTED IN SUCH A WAY THAT NO WATER IS SPILLED. IF ANY SPILLING TAKES PLACE, THE ENTIRE PATROL MUST START OVER. THE CONTAINER MUST BE REFILLED AFTER EACH SPILL.
4. THE SWING ROPE MUST BE OBTAINED INITIALLY WITHOUT STEPPING INTO THE OPEN AREA BETWEEN THE TWO TRIP WIRES.
5. PARTICIPANTS MAY USE ONLY THEMSELVES AND THEIR CLOTHING TO REACH THE SWING ROPE.
6. PARTICIPANTS MAY NOT TOUCH THE GROUND WHILE SWINGING BETWEEN TRIP WIRES, AND MUST ATTEMPT THE CROSSING AGAIN IF THEY DO SO.

Variation: The nitro scenario can be accomplished indoors by utilizing a gymnasium climbing rope as the swing rope. Set up the trip wires using empty tennis ball cans as supports and a section of bamboo as the

top crosspiece. Fill the No. 10 nitro can with confetti to avoid a wet gym floor.

See the Games section of *Troop Program Resources*, No. 33588, for more initiative games.

HIGH ADVENTURE

TROOP OUTDOOR PROGRAM PLAN

Time	Activity	Run By	
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal en route.	SPL	
	Arrive at the campsite, off-load equipment. Set up patrol sites. Stow gear and set up camp.	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. Play Aerobic Tag, The Amazon, Nitro Crossing.	SPL	
	11:30 A.M. Cooks prepare lunch.	Cooks	
	Noon Lunch		
	12:30 P.M. Clean up.	Cooks	
	1:30 P.M. Play Blindfold Soccer, Soccer Frisbee		
	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			
Sunday	6:30 A.M. Cooks and assistants up. Prepare breakfast. (Cooks should be working on 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. Scouts run an orienteering course planned for this campout. Younger Scouts play four games from the Games section of the <i>Troop Program Resources</i> .*		
	11:00 A.M. Break camp.		
	Special equipment	Topographic maps, clipboards, compasses, troop camping equipment, game equipment	

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

HIGH ADVENTURE

(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	Have a display of high-adventure base materials. Include both BSA national high-adventure bases and the local council's high-adventure area.			
Opening Ceremony _____ minutes	Bowline—Scout Law Opening Ceremony.*			
Skills Instruction _____ minutes				
New Scouts	Work on tying the half hitch, tautline, and clove hitches, and learn the square knot and bowline. Do the Knot-Tying Relay.*	Practice pitching a tent and making a ground bed (<i>Boy Scout Handbook</i> and <i>Fieldbook</i>). Do Tent-Pitching Contest.*	Learn about clothing and equipment for a campout and become familiar with the troop's gear. If possible, set up a dining fly and pitch a tent outside. Also, Scouts learn what to do if they get lost (<i>Boy Scout Handbook</i>).	Work on basic map and compass skills.
Experienced Scouts	Work on shear, diagonal, and square lashings, and make a catapult. Have a contest to see how far the catapult can throw, or begin planning a high-adventure trip.	Continue work on low-impact camping techniques to be used on the campout. Use a topographic map of the campout site to choose tentative campsites. Do Remote Clove-Hitch Tying.*	Practice identifying edible wild plants and edible fruits of trees. Design a lean-to that can be made of simple materials and could be used as a shelter, or continue planning a high-adventure trip.	Work on map and compass skills and plan an orienteering course for the campout. Practice estimating distances by pace.
Older Scouts	Work on the Venture program or use a topographic map of the area where the troop will camp this month to plan an orienteering course.	Work on the Venture program or help with instruction of younger Scouts. Prepare necessary items for merit badge work during the campout. Review assignments for the campout. First-time campers continue working on basic camping techniques. Other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.	Work on the Venture program or continue planning an orienteering course for the campout.	Work on the Venture program or assist in map and compass instruction.
Patrol Meetings _____ minutes	Discuss plans for the campout this month. Make sure everyone knows what their assignments are and what to bring for the campout. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan advancement activities. Patrol leaders review the interpatrol activities that will take place and skills needed for them.	Play Sloppy Camp.*	Finalize menus for the campout and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shake-down campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook or plan to shoot slides to show at the troop's next family gathering.	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 that will take place on the campout.
Interpatrol Activity _____ minutes	Play British Bulldog.*		Play Blindfold Compass Walk.*	Play Silver Dollar Hunt.*
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. 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 troop outing. Continue work on next month's program feature.	Patrol leaders' council reviews the next meeting and plans for the troop 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 next month's program feature.

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