FISHING

Give a boy some line and a hook and let him go fishing and he can have endless fun. The sport of fishing can be done with a simple cane pole or a fancy graphite pole and specialty reel.

What a great way to spend a weekend outing! You can catch your supper and prepare it (but take along some hot dogs, just in case). You can have fun, learn about nature, and have the thrill of preparing something you caught.

This program is an excellent way to have a family weekend outing. Everyone can participate, or it might be a chance for a Scout and one parent to get to know each other better. Your Fishing Frolic weekend can be a super event, regardless of how you plan it.

SCOUTING OUTCOMES

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

- The knowledge and skills to be comfortable in camp
- A sense of communion with nature and God
- A 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. Depending on whether the outing includes a campout, they may also complete all or part of the following rank requirements:

Tenderfoot

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

Second Class

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

First Class

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

Merit Badges. Older Scouts can concentrate on the Camping and Fishing 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, Pioneering, Wilderness Survival, 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 for fishing skills
- Inviting parents and family members on the outing
- Asking parents 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 site for the Fishing Frolic. If permission will be needed, assign someone to secure it.
- Plan the special activities. See the ideas on these pages. If 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 that has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations, covering skills that will be needed for the Fishing Frolic. For example, assignments might be

  Patrol A—Fly-fishing

  Patrol B—Casting

  Patrol C—Lures

  Patrol D—Cleaning your fish

FEATURE EVENT

Fishing Frolic

The first thing to remember in planning the highlight event is that the fun of fishing is a relative thing. For the 11-year-old who has never caught a fish, a perch or even a small flounder or snapper can be a thrill. For the veteran of battles with 2-pound trout, 5-pound smallmouths, and 6-pound blues or stripers, a 7-inch bluegill can still be fun on a light fly rod with a hair-fine leader and mosquito-sized dry fly. The thrill will be even greater if the Scout is with his parent.

Planning Fishing Activities

You don't have to catch a big fish to have fun fishing. You don't even have to catch fish at all to work up a

good month's program. In fact, you don't have to get out of the school gym or church basement to teach Scouts some of the elements of how to fish. But, naturally, you will want to go outside if it is at all possible to do so.

The purpose of this program feature is threefold. First, the purpose is to introduce fishing to the Scouts so they will learn enough fundamentals to have fun and perhaps develop a lifelong hobby. Fishing is one of the most relaxing sports there is, and in this day of high-pressure living, when we run to catch an elevator, more fishermen would probably result in fewer ulcers and coronaries.

Another purpose is to emphasize the idea that fishing is a sport and not necessarily a source of meat in the pot. The fisherman who goes out to catch the limit or stock his freezer rarely has fun. But, if his objective is to have fun in the outdoors on stream, lake, or bay, enjoying the world of nature to the fullest, catching fish is an extra dividend to a healthful day.

The third purpose is to teach good sportsmanship and outdoor manners. The use of the American outdoors is increasing at a tremendous rate. Millions upon millions flock each year to America's waterways to fish, swim, water ski, or go boating. Good sportsmanship and outdoor manners are essential if all of these waterways are to remain open for public use and support such a variety of recreation.

Projects for Patrols

The following projects are designed for use at patrol meetings and for demonstration by patrols at troop meetings.

FISH IDENTIFICATION. The best way to learn one fish from another is to use some real, honest-to-goodness, recently caught fish. The second best way is to use good color pictures such as those found in fishing tackle catalogs and in state conservation department pamphlets. Catalogs may be obtained at fishing tackle shops or by writing to manufacturers. You might find help from a local conservation agent or game protector, or by writing to the state conservation department.

After the Scouts learn to identify most local fish, organize an identification contest.

FISHERMAN'S KNOTS. Usually, the weakest link between fish and fishermen is the knot used to tie leader to hook, leader to line, or to connect two pieces of leader. Some knots won't slip, but they break faster than others. The blood knot for tying two pieces of monofilament together; the clinch knot for tying monofilament or nylon leader to a hook or snap-swivel; the perfection loop; and the line-to-leader knot are easy to tie and have been developed for present-day synthetic lines. (See the *Fishing* merit badge pamphlet for how to tie these knots.) In learning to tie them, use two strands of deck lines of different colors, then apply the knowledge to actually tying the fishing line appropriately.

There is a wealth of computer programs that are both educational and fun. Rather than endorsing a product, suggest visiting a local video or computer store.

LIVE AND ARTIFICIAL BAITS. Live bait can be a couple kinds of worms, grasshoppers, crickets, grubs, hellgrammites, crayfish, minnows, clams, crabs, or other animals. Artificial baits include dry or wet flies, streamers, bucktails, and nymphs aimed more at attracting fishermen than fish. Each has its use and place. In this

project, make up an exhibit of different kinds of live and artificial baits with notes on how to use them and the fish they are intended for. Get the help of a fishing tackle dealer, local bass club, or an accomplished fisherman.

FISHING REGULATIONS. While the trend is toward fewer regulations—open seasons, size limits, creel limits, time of day—there are still regulations everyone must know. Write to your state conservation department or ask a fishing tackle dealer, license issuing agent, or game protector for a folder about regulations. Learn the regulations and then explain them to the troop.

HOW FISH LIVE. Get help from a fishing expert or conservation agent, or refer to the *Fishing* merit badge pamphlet. Make a chart of a local lake, river, stream, or bay showing where fish are likely to be found in spring or summer; morning, afternoon, or evening; and on hot or cool days. Different fish have different preferences, and unless you fish in the right place at the right time, you will quickly learn why 10 percent of the fishermen catch 90 percent of the fish.

CARE OF TACKLE. Refer to the *Fishing* merit badge pamphlet and get help from your tackle dealer in order to demonstrate oiling and cleaning a reel, sharpening hooks, rejuvenating feather lures with steam, repairing or replacing windings on a rod, varnishing a rod, tightening ferrules, replacing guides, checking line for weak spots, and replacing hooks on lures.

SURVIVAL SKILLS IN FISHING. Use milkweed fibers, the inner bark of elm, hickory, and basswood, or other natural fibers (or even an unraveled handkerchief, neckerchief, or shirttail) to twist 10 feet or more of line. Make a gorge hook, safety-pin hook, or thorn hook and tie it to the line.

TROOP DEMONSTRATIONS. For each demonstration, try to have enough tackle on hand for each Scout to have a chance to practice. You will also need enough tackle for contests and games.

During each demonstration, have the expert explain the tackle and how it works, show how to rig it up, and discuss the advantages and disadvantages of the type of casting being shown. Have the expert emphasize the importance of safety when casting overhand from a boat or pier.

GAMES AND CONTESTS. This fishing program feature lends itself to numerous games and contests. Here are some ideas:

1. Cast at a bike tire, trash can top, hoop, or other target.
Bull's-eye counts 10. Subtract 1 point for each foot the lure lands away from the target. Each patrol member casts once. The patrol with the highest score wins.

2. Mount specimens of live and artificial baits, and number each one.
The purpose is to identify the baits and name the fish for which they are intended.

3. Mount pictures of fish found locally.
The purpose of the game is to identify each fish, tell which bait to use, and where you could expect to find the fish.

4. Provide each patrol with a spool of thread.
The first patrol to make 10 feet of 4-strand twisted line wins the game.

5. Provide each patrol with four hooks, four pieces of monofilament line, and four pieces of bait-casting line.
The first patrol to connect four sets of line to leader to hook with correct knots wins the game.

FISHING

TROOP MEETING PLAN

Date _____ **Week 1**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite an expert fisherman to demonstrate fly-casting methods. Let Scouts practice.		
Opening Ceremony _____ minutes	• Assemble the troop. • Have a Scout tell in his own words what trustworthy means. • Present colors. • Recite the Pledge of Allegiance. • Repeat the Outdoor Code.		
Skills Instruction _____ minutes	• New Scouts work on basic fishing techniques. • Experienced Scouts become familiar with various kinds of poles, rods, and reels for fishing. • Older Scouts work on the Venture program or plan a 50-mile canoe trip that could begin or end where the troop plans its outing this month.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what to bring and their assignments for the campout. The 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 activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on.		
Interpatrol Activity _____ minutes	Play The Tangle Knot. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Assemble the troop. • Recite the Scout benediction. • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the Fishing Frolic. Begin work on next month's program feature.		

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FISHING

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite an expert fisherman to demonstrate fly tying. Let Scouts practice.		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice tent pitching and making a ground bed (*Boy Scout Handbook* and *Fieldbook*). Do Tent Pitching Contest. (See the Games section of the *Troop Program Resources.**) • Experienced Scouts become familiar with types of lures and baits you will be using on the outing. Also learn how to clean fish. • Older Scouts work on the Venture program or assist as instructors for younger Scouts, or continue work on canoe trip planning.		
Patrol Meetings _____ minutes	Review assignments for the outing. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play Sloppy Camp. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	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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FISHING

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite a fisherman to demonstrate the electronic equipment used on a bass boat.		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on clothing and equipment needed for a troop campout and become familiar with troop camping gear. If possible, set up a dining fly and pitch a troop tent outside your meeting area. Also learn what to do if you get lost *(Boy Scout Handbook)*. • Experienced Scouts make arrangements for boats and bait. • Older Scouts work on the Venture program or assist in planning for the outing.		
Patrol Meetings _____ minutes	Finalize the menu for the outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for the patrol activities, schedule it now. Older Scouts might plan to take pictures at the campout to add to your troop's scrapbook, or plan to shoot slides to show at your next family gathering.		
Interpatrol Activity _____ minutes	Do one or more of the games in the Games section of the *Troop Program Resources.**		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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FISHING

TROOP MEETING PLAN

Date _____ **Week 4**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts learn the basic fishing knots used in tying lures. • Experienced Scouts get maps of waters you will be fishing on. Determine the best locations for the type of fish you are going out for. Check to make sure no one needs a fishing license. Check on proper safety equipment for the boats. • Older Scouts work on the Venture program or show a lake topographical map. Relate similarities and differences in the lake map and above-water maps. Explain how maps can be useful in locating fish.		
Patrol Meetings _____ minutes	Review plans and assignments for the outing. Make sure everyone knows the travel plans and equipment needs. Review the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Do Remote Clove-Hitch Tying. (See the Games section of the *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	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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FISHING

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location, leave for campsite. 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.	Leave for fishing area.	SPL
Noon	Sack lunch	
1:30 P.M.	Continue fishing.	
5:30 P.M.	Start dinner preparation—clean fish.	Cooks
6:30 P.M.	Dinner	SPL
7:00 P.M.	Clean up.	Cooks
8:30 P.M.	Campfire	
9:30 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 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	

TIME	ACTIVITY	RUN BY
9:00–11:00 A.M.	Patrol games—Play four games from the Games section of *Troop Program Resources** or go fishing.	
11:00 A.M.	Break camp.	
Special equipment needed	Topographic maps, fishing equipment, troop camping equipment	

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