

Big Trip Planning





DREAM BIG!!!



DREAM BIG

Where do we go?

Things to consider:

Budget, Travel, and
Scout Interest

When will we go?

Who will attend?





Scouts brainstorm ideas

- throw out ideas
- lead scouts to think about cost/travel
- list places, activities, camps
- try to get scouts to do their own research

Adults adjust what is possible

- adults consider scouting rules
- adults consider availability
- adults consider cost/diversity

Scouts Vote !!!

- democratically decide (dot voting)
 - Make sure all scouts get a chance to vote
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PLAN

Start! (there are a million things to do; just figure out something!) Ask Questions? (Cost?, Travel? Where do we stay? Who is going? What will we eat?)

1. We focus on cost and travel first. If families know how much it costs and how we will get there and back, they can start to plan accordingly.

2. What will we do? Hiking, cycling, backpacking, climbing, swimming, kayaking and canoeing, all of these take trained adults to accomplish.

3. Subcommittee: Put together and adult planning group. Keep decisions small and if someone has ideas or opinions include them in the planning.

4. Always refer to the Guide to Safe Scouting!
- remember the 10 Hour rule for travel.
-adult supervision, SGY and activity specific guidelines.

5. Keep in mind merit badges and rank requirements that can be completed along the way.

6. As much as possible include the scout leadership in all aspects of planning. Scouts should lead the way Adults help execute.





BUDGET

Cost per scout

Travel costs and who will cover those?

ACTIVITIES

What will the scouts do on this trip

What is the daily plan and travel itinerary

TRAVEL

How will we get there?

How many travel days?

Downtime?

MEALS

Who oversees cooking and cleaning?

Who will plan the meals?

Who will purchase/transport food



A photograph of a forest with two massive, ancient-looking trees in the foreground. The trees have thick, reddish-brown bark and are surrounded by smaller evergreen trees. A person wearing a blue jacket and brown pants is walking on a path between the two large trees, providing a sense of scale. The text "EXECUTE AND ADAPT" is overlaid in white, bold, sans-serif font across the center of the image.

EXECUTE AND ADAPT

GO!!!!!!!

Enjoy the trip.

As much as possible delegate responsibilities so everyone has shared responsibilities, and everyone has a great trip.

Make sure those on the planning committee have clear communication. Create checklists and daily plans and post them when possible.

Make sure there is a clear chain of command for adults and the adults on the trip as a group make the ultimate decision on what is best for the group ultimately the planning coordinator or Scout Master has the final say when plans are forced to change or a new plan must be adapted.

Expect changes to happen build a schedule so that you have time to get your group to the planned activities safely. Have multiple plans and be flexible and able to adjust on the fly. (Semper Gumby)



Adapt!

Something is going to happen on the trip that was not planned for either for good or for worse.

Do your best as a group to handle challenges when they arise. Leader communication is key.

Do a morning briefing each day. Discuss the plan for that day, make sure scouts have what they need for the activities that day, make sure everyone knows the safety precautions for the day and any travel plans.

Use text chats or radios, when possible, to keep communication open if your group splits up for activities.

Account for everyone in the group before you leave and arrive at all the stops for the day.

Make sure everyone knows who oversees the activities for that day.

Discussion is great and group decisions are preferred but on occasion executive decisions need to be made (When possible, by the SPL(s)) once a leader has decided the group needs to get on board and go with that decision.



CELEBRATE!

Recap each day and at the end of the trip.

Take pictures and share the trip

Start Stop Continue

Display the trip, merit badges and advancements completed at the next Court of Honor.

Build from this experience and have the scouts plan and execute the next trip.

Finish with asking the scouts:

OK WHAT'S NEXT???????

