

Games
(Program Features)

TROOP MEETING PLAN

Date: June 5 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Knock-Out in gym	Jacob	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Wolf Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	All Scouts: Split into two mixed-patrol groups. Play a simple card game like Go Fish, then play a simple physical game like Tag. Discuss ways to combine the games you played into a single game or ways to incorporate rules from one game into the other. Play the hybrid game and then evaluate it.	Jacob, Alex	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Lake Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Capture the Flag (<i>see below</i>)	Brody	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

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TROOP MEETING PLAN

Date: June 12 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Spin the Bottle Tag (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Legit Llama Patrol	6:45 6:55
Skills Instruction <u>35</u> minutes	New Scouts: Play Indian Leg Wrestling. (<i>see below</i>). Compete against each other in tournament format so you end up with one winner. Discuss the keys to the winner's success. Mid & Experienced Scouts: Group's game is Speedball (see below): spend some time playing the game, then develop a three-month plan for improving your ability in the game. Try some of the things in your plan.	Parker Alex	6:55 7:30
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:30 7:40
Patrol Meetings <u>10</u> minutes	Collect dues. Finalize menu plan for Lake Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:40 7:50
Interpatrol Activity <u>15</u> minutes	Play "But I Have" (<i>see below</i>)	Brody	7:50 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Games
(Program Features)

TROOP MEETING PLAN

Date: June 19 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	Brody	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Los Perros Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	All Scouts: Split into two mixed-patrol groups. Each group works on a different kit provided by Brody	Brody, Alex	6:55 7:20
Advancement Session <u>10</u> minutes	Younger scouts work on rank advancement. Older scouts brainstorm and plan some high adventure activities for the troop.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Merge menus for Lake Trip, build shopping list Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:30 7:45
Interpatrol Activity <u>20</u> minutes	Play Wiffleball	Jacob	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next week's meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

SUMMER COURT OF HONOR - STAR WARS THEME
(Program Features)

TROOP MEETING PLAN – Lambert Park (Cawley in case of weather)

Date: June 26 – Summer Court of Honor! Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play “That’s No Moon” Ball (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	SPL, ASPLs	6:45 6:55
Interpatrol Activity <u>20</u> minutes	Play Star Wars Tag (<i>see below</i>)	Brody	6:55 7:15
Food <u>30</u> minutes	FOOD!!. (<i>and the eating thereof</i>). Troop provides burgers, dogs, buns, disposables Patrols bring the following food / drinks: <ul style="list-style-type: none"> • Youngling Patrol (Wolves): Desserts • Padawan Patrol (Llamas): Drinks & ice • Jedi Masters Patrol (Perros): Sides (pasta salad, potato salad, etc.) 	Guests eat first, then by patrol at the SPL’s discretion	7:15 7:45
Awards <u>10</u> minutes	Awards, Ranks, Merit Badges, Stuff & Goodies	SM, SPL	7:45 7:55
Interpatrol Activity <u>10</u> minutes	Play Porg-Over Relay (<i>see below</i>)	Alex	7:55 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Jedi Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Capture the Flag:

Equipment: Pieces of cloth for each team to use as flags.

Procedure: Divide scouts into patrols. Playing area is divided into six zones. Each patrol has a location designated as its goal. Tie one flag loosely to each goal. The object of the game is to capture the opposing patrols' flags and return them to your zone without being captured. A player is captured when he has been tagged by a member of another patrol and is then placed in their "jail" area. Captured players can be rescued from jail by one of their patrol members tagging them without being captured themselves.

Spin the Bottle Tag:

Equipment: Several cones, a bottle

Procedure: Place evenly spaced cones in a large circle. Have 3-4 players sit between each cone. Place a bottle in the center and choose a player to spin the bottle and then go back to their spot. When the bottle stops spinning it will point to the space between two cones. All the players in that space will immediately become the Taggers and try to tag all the other players within the circle. Everyone gets up and runs but players cannot go outside the circle of cones. When a player is tagged they choose a spot to sit between two cones. This continues until all the players have been tagged by the Taggers. The Taggers then sit back down in the remaining spots and a new round begins.

Indian Leg Wrestling:

Equipment: Blanket, if desired

Procedure: Two scouts lie down on a blanket, side by side, flat on their backs with their legs pointing in opposite directions. On the signal, "One," each contestant raises his inside leg to a vertical position. On "Two," the action is repeated, and on "Three," each tries to lock legs with his opponent and twist him over.

Scoring: The first Scout to twist his opponent over two out of three times is the winner. If both players are twisted over simultaneously it is a tie.

But I Have:

Equipment: A foam or tennis ball

Procedure: Players sit or stand in a circle. A player starts with the ball and says: "I have never.." and then they say something ridiculous. They pass the ball to someone who must then say "But I have". That person then passes the ball to someone else who says another "I have never..." sentence. Then the person they pass it to must say "But I have." Continue until everyone has had a turn. (*For example, Jacob: "I have never farted in an elevator." He passes the ball to Alex, who says "But I have."*)

That's No Moon Ball:

Equipment: A well inflated Death Star (*beach ball*).

Object: To hit the station aloft as many times as possible before it hits the ground.

Rules: A player may not hit the station twice in succession. Count 1 point for each hit. Tension and expectation may build as each "galactic record" is approached.

Star Wars Tag

Equipment: Pool noodle light sabers for all players

Procedure: Selecting an area to be the Jail. Split scouts into two equal groups. One group will be the Jedi, their job is to tag the Siths and guard the Jail. The other group is the Siths, their job is to not be caught by the Jedi and to save captured Siths with Jailbreaks. Siths who are tagged are expected to walk to the Jail by themselves, they do not need the Jedi to escort them. If a Jailbreak occurs, only those Siths who are in the Jail area are freed, any Siths who have been caught but are still walking to the Jail are not included in the Jailbreak. A Jailbreak occurs when a Sith (who has not been caught) touches the Jail area and yells "Jailbreak!". There is no head start for the Siths escaping the jail, they may be tagged immediately after the Jailbreak is initiated.

Porg-Over Relay:

Equipment: A Porg (ball, about basketball size); whistle; blindfold

Procedure: Draw lines dividing the game area into a zone for each patrol, and place a patrol in each zone. The players take positions at various points in their zone; they cannot cross the lines. One Scout is blindfolded and has the whistle. When he blows the whistle, the leader puts the Porg into play. The players must try to keep the Porg in the opposing teams' territory so that they don't have possession of it when the blindfolded Scout blows the whistle again. The whistle should be blown fairly often, continuously starting and stopping play for a given time. Scouts must NOT hit the Porg so hard that it leaves the playing area, and may not kick the Porg!

Scoring: Score 1 point for the patrol that has the Porg when the whistle is sounded. If a scout hits the Porg excessively hard, his patrol also earns a penalty point. If a scout steps into another patrol's zone, his patrol earns a penalty point. At the end of the game, the patrol with the lowest score wins.