

Summer 2025
(Program Features)

TROOP MEETING PLAN

Date: July 10, 2025 Summer Meeting: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Cops & Robbers (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Youngest Scout on the Field	6:45 6:55
Interpatrol Activity <u>20</u> minutes	Play Dodge Tag (<i>see below</i>)	Jack	6:55 7:15
Skills Instruction <u>20</u> minutes	New Scouts: Work on rank requirements as needed. Mid Scouts: “ “ “ “ “ “ Older Scouts: Consult on merit badges & help younger scouts	Adults	7:15 7:35
Patrol Meetings <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	Patrol Leaders	7:35 7:40
Interpatrol Activity <u>25</u> minutes	Play Broom Hockey	Alex	7:40 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Summer 2025
(Program Features)

TROOP MEETING PLAN

Date: July 24, 2025 Summer Meeting: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	Rhys	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Oldest Scout on the Field	6:45 6:55
Interpatrol Activity <u>20</u> minutes	Play Knock-Out (<i>basketball court behind school</i>)	Alex	6:55 7:15
Skills Instruction <u>20</u> minutes	New & Mid Scouts: Work on basic knots and lashings as needed. Older Scouts: Instruct & help younger scouts Hidden Valley Scouts: Drop off tubs, adults pack into trailer. HIDDEN VALLEY BRIEFING	Older Scouts ASM's SM	7:15 7:35
Patrol Meetings <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	Patrol Leaders	7:35 7:40
Interpatrol Activity <u>25</u> minutes	Play Wet Potato (<i>see below</i>)	Lucas	7:40 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Summer 2025
(Program Features)

TROOP MEETING PLAN

Date: Aug. 14, 2025 Summer Meeting: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Parker	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	SPL	6:45 6:55
Interpatrol Activity <u>20</u> minutes	Play Wiffleball	Jack	6:55 7:15
Skills Instruction <u>20</u> minutes	New Scouts: Work on rank requirements as needed. Mid Scouts: “ “ “ “ “ “ Older Scouts: Consult on merit badges & help younger scouts	Adults	7:15 7:35
Patrol Meetings <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	Patrol Leaders	7:35 7:40
Interpatrol Activity <u>25</u> minutes	Play Ball-Over Relay (<i>see below</i>)	Alex	7:40 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Summer 2025
(Program Features)

TROOP MEETING PLAN

Date: Aug. 28, 2025 Summer Meeting: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Freeze Tag (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Last scout to earn a rank	6:45 6:55
Interpatrol Activity <u>20</u> minutes	Play Water Balloon Toss (<i>see below</i>)	Adults	6:55 7:15
Skills Instruction <u>20</u> minutes	New & Mid Scouts: Work on first aid for their rank as needed. Older Scouts: Instruct & help younger scouts	Older Scouts	7:15 7:35
Patrol Meetings <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	SM Patrol Leaders	7:35 7:40
Interpatrol Activity <u>25</u> minutes	Play Flag Football (Alex has 4 pairs of flags, bring extra caution tape)	Alex	7:40 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	

Cops & Robbers Tag

Equipment: None

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

Dodge Tag:

Equipment: A deck of playing cards

Procedure: Each scout starts with three playing cards. All scouts are "it", and try to tag other scouts. If a scout is tagged he must give a card to the tagger. If two scouts tag each other at the same time, they play rock-paper-scissors to determine the winner, and the loser gives the winner a card. When a scout runs out of cards, they're out of the round.

Scoring: The last scout with cards is the winner.

Wet Potato:

Equipment: A bucket of water, a large sponge

Procedure: Game is played like Hot Potato, but with a very wet sponge. Participants sit in a circle, and the wet sponge is passed around the circle to this song:

Hot potato, pass it on, pass it on,

Hot potato, pass it on, my fair lady-oh

The scout holding the sponge when the song ends is eliminated. The scouts who are eliminated move back out of the circle. The players in the circle move closer so that players are still right next to each other. The game continues until there is one winner. If you play again you can send the ball in the other direction and use a faster tempo.

Steal The Bacon:

Equipment: An object is chosen to be the bacon.

Procedure: The object of Steal the Bacon is take the "bacon" back to your own side without being caught. In this game, two teams are chosen, and one umpire is selected. The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them. The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field. Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.

Scoring: If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point.

Ball-Over Relay:

Equipment: 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 ball into play. The players must try to keep the ball 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 ball so hard that it leaves the playing area, and may not kick the ball!

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

Freeze Tag:

Equipment: None.

Procedure: One scout is "it"; when they tag someone, that person is "frozen" in place. They cannot move and must stand with their feet apart and arms out to the sides. The only way they can become unfrozen is if a person crawls under their legs. Play continues until all the players are frozen. Then the last person to be frozen is "it" for the next game.

Water Balloon Toss:

Equipment: Water balloons; enough for the number of scouts plus extras for multiple rounds.

Procedure: Scouts pair up. Give each pair a water balloon. Each player faces their partner, standing 3 feet apart. Then have them toss the water balloon back and forth to each other. Each time they do this they take a step away from each other so that the distance between them increases. If they drop the water balloon then both are eliminated. The game ends when only one pair is left.