

Troop / Patrol Elections
(Program Features)

TROOP MEETING PLAN

Date: Sept. 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Steal the Bacon (<i>see below</i>)	Collin	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Imperial Panda Patrol	6:45 6:55
Elections <u>25</u> minutes	TROOP & PATROL ELECTIONS Elect new SPL Patrols elect new PLs SPL chooses ASPL, etc. PLs choose new APLs, etc.	SM	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 Canoe 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 Broom Hockey	Dom	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	

Soccer
(Program Features)

TROOP MEETING PLAN

Date: Sept. 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Revenge Tag (<i>see below</i>)	Rhys	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>30</u> minutes	New Scouts: Review soccer equipment and terminology, and basic rules of the game. Work on basic skills such as dribbling, passing & receiving. Mid & Experienced Scouts: Review above; practice passing, receiving, throw-ins. Learn proper technique for receiving a ball in flight (trapping with chest, thigh, and foot).	Dom, Parker Jacob C. (<i>backup Alex</i>)	6:55 7:25
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	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize all plans for Canoe Trip Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:50
Interpatrol Activity <u>15</u> minutes	Play Dodge Tag (<i>see below</i>)	Ben	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	

FALL COURT OF HONOR

(Program Features)

TROOP MEETING PLAN

Date: Sept. 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Red Light, Green Light (<i>see below</i>)	Ben	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Phat Gus Patrol	6:45 6:55
Food <u>25</u> minutes	Imperial Pandas: Chips & Snacks Los Perros: Drinks & Ice Phat Gus: Desserts Troop: Chicken Tenders, disposables	SPL, SM	7:20 7:45
Awards <u>20</u> minutes	Scouts will be presented merit badges, ranks, and all other recognitions since our Summer Court of Honor.	SM, SPL	7:45 8:05
Interpatrol Activity <u>25</u> minutes	Play Soccer	Dom	6:55 7:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructors for next meeting. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting <u>10</u> minutes	Questions for the Scoutmaster or SPL Service patrol cleans up. (All other dismissed)	SPL / SM	8:15 8:25

Soccer
(Program Features)

TROOP MEETING PLAN

Date: Sept. 23 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Extreme Four Corners (<i>see below</i>)	Alex	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Imperial Panda Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	New Scouts: Review skills from two weeks ago. Work on basic goalkeeper techniques, focusing on the use of the hands. Learn how to kick the ball in. Mid & Experienced Scouts: Learn how to dive safely and make saves. Learn about goal kicks and corner kicks.	Collin, Liam Rhys	6:55 7:25
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	7:25 7:35
Patrol Meetings <u>15</u> minutes	Collect dues. Plan menus for Into the Woods Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:50
Interpatrol Activity <u>15</u> minutes	Play Fruit Salad (<i>see below</i>)	Ian	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	

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.

Revenge Tag:

Equipment: None.

Procedure: Everybody is "it"; everybody can also get tagged. If a player gets tagged, he must sit where he was tagged. He is stuck down until the player who tagged him gets tagged, and then he's back up. If players tag each other at the same time then they play a round of 'Rock, Paper, Scissors' to see who sits.

Scoring: Anyone who can figure out how this game works, wins.

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.

Red Light, Green Light:

Equipment: none.

Procedure: Start with all scouts along the starting line. When the leader says 'Green Light' everyone will move towards the finish line. When the leader says 'Red Light' everyone must immediately stop. If players are still moving when you call 'Red Light', they must go back to the starting line.

Scoring: First player across the finish line wins.

Variations: Green Light=Walk, Yellow Light = Slow Motion, Red Light =Stop. Or, The leader can designate himself as the finish line, when players get close to the finish line (the leader), the finish line moves farther away.

Extreme Four Corners

Equipment: None

Procedure: Select one scout to be in the middle. That Scout counts down with his eyes closed (from 30 the first round, 25 on the second round, 20 on the third, etc. Once he gets to 10 he counts from 9, then from 8, etc.). Everyone else must run to a corner of the room. When he is finished counting, the middle scout (while his eyes are still closed) points to a corner, then opens his eyes. Anyone who was in that corner must run to the opposite corner. The Counter tries to tag them before they get there. Anyone tagged before they reach the opposite corner joins the Counter in the middle for the following rounds. These players don't have to close their eyes or count (but they are not allowed to give hints to the scout who is counting). In the next round, anyone who is in the middle can also try to tag the scouts running to the opposite corner. Make sure the taggers start off in the middle circle each round, but after the Counter has chosen a corner they can leave the circle to tag the runners.

Fruit Salad:

Equipment: A circle of chairs, one less than the number of Scouts playing.

Procedure: Each Scout chooses a fruit and announces their choice. They all sit in the circle, with one Scout in the middle. One of the Scouts in the circle starts the game by saying their fruit likes another fruit (i.e., "strawberry likes banana"). The person in the center tries to tag the Scout whose fruit was called before he can announce that his fruit likes another fruit. If the Scout in the center successfully tags that Scout, they switch places. Any Scout can announce their fruit likes "fruit salad", at which point all the Scouts get up and change seats; the center Scout can also claim a seat, and whichever Scout is left without a chair is the new center Scout.