

Summer 2026
(Program Features)

TROOP MEETING PLAN

Date: July 8, 2026 Summer Meeting: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Jackpot (with a light-up football) (<i>see below</i>)	Lucas	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 Wiffleball	Alex	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 Ultimate Frisbee (<i>see below</i>)	Rhys	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 2026
(Program Features)

TROOP MEETING PLAN

Date: July 22, 2026 Summer Meeting: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Plain Old Tag	Collin	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 Water Balloon Toss (<i>see below</i>)	Adults	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 Kickball	Dom	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 2026
(Program Features)

TROOP MEETING PLAN

Date: Aug. 5, 2026 Summer Meeting: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Revenge Tag (<i>see below</i>)	Camden	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 Talk or Get Squirted (<i>see below</i>)	Rowan	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>)	Collin	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 2026
(Program Features)

TROOP MEETING PLAN

Date: Aug. 19, 2026 Summer Meeting: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Dodge Tag (<i>see below</i>)	Dom	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 Capture the Flag (<i>see below</i>)	Rhys	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 Soccer	Dom	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	

500 (Jackpot):

Equipment: A tennis ball

Procedure: One scout calls out a number and throws the ball to the group. The scout who catches the ball earns that number of points. When one of the scouts reaches 500 (the "jackpot"), he wins the round and becomes the thrower for the next round.

Ultimate:

Equipment: A Frisbee, a rectangular shape field with end zones at each end.; optional, markers for each team (armbands, whatever).

Procedure: Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count. When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense. No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

Scoring: Each time the offense completes a pass in the defense's end zone, the offense scores a point.

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.

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 games works, wins.

Talk or Get Squirted

Equipment: Cards with various topics to speak about

Procedure: Participants sit facing the player chosen to start. That player draws a topic from a hat and must speak about that topic for thirty seconds without pauses or stammering. Anytime they hesitate or say "um" or "uh" the leader who is standing near the front will spray them with a spray bottle.

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.

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.

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.