

ELECTIONS/OUTDOOR ACTIVITIES

(Program Features)

TROOP MEETING PLAN

Date: Sept. 3 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	LIVE: Play trick cycling videos REMOTE: Get connected, then follow link to watch videos	Adults	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law. Announcements	Atomic Hamster Patrol	6:45 6:55
Elections <u>30</u> minutes	TROOP & PATROL ELECTIONS Elect new SPL Patrols elect new PLs SPL chooses ASPL PLs choose new APLs, etc.	SM/ ASMs	6:55 7:25
Patrol Meetings <u>15</u> minutes	Dues. Start menu plan for Bike Trip. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	New Patrol Leaders	7:25 7:40
Interpatrol Activity <u>25</u> minutes	LIVE: Play Ultimate Soccer (<i>see below</i>) REMOTE: Play Soccer Kahoot	Mr. Croteau Remote Adult	7:40 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. SPL announces next week's instructors. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting <u>10</u> minutes	Mini-PLC. Hamsters have cleanup.	SPL / SM	8:15 8:25

CYCLING SAFETY

(Program Features)

TROOP MEETING PLAN

Date: Sept. 10 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Ask arriving scouts about their bike experience – what trips have you gone on, what’s your longest ride, how much do you know about bike maintenance?	Caleb T	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Gamer Patrol	6:45 6:55
Group Instruction <u>10</u> minutes	Guest speaker talks about their biking experiences, what skills they find most important, what safety precautions they take for different types of rides (road, trail, etc.)	Mr. Record / Dr. Stein	6:55 7:05
Skills Instruction <u>15</u> minutes	All Scouts: Review biking safety rules and procedures, with an emphasis on use of hand signals. Include both on-road safety and trail etiquette.	LIVE: Jake C. REMOTE: Owen	7:05 7:20
Patrol Meetings <u>15</u> minutes	Dues. Finalize menus for Bike Trip. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:20 7:35
Interpatrol Activity <u>30</u> minutes	ALL: Play Biking Kahoot	SM	7:35 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 <u>10</u> minutes	Mini-PLC. Gamers have cleanup.	SPL / SM	8:15 8:25

BIKE INSPECTIONS – BRING YOUR BIKES!

(Program Features)

TROOP MEETING PLAN

Date: Sept. 17 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Scouts CAREFULLY ride out and back on trail next to train tracks (<i>avoid incoming traffic in parking lot. And trains. Avoid trains.</i>)	ASMs	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flapjack Patrol	6:45 6:55
Group Instruction <u>10</u> minutes	Guest speaker talks about bike inspections – what parts need to be checked, what to look for, how to fix problems. <i>(Mr. Croteau as backup)</i>	Dr. Stein <i>or</i> Mr. Record <i>(different from last week)</i>	6:55 7:05
Skills Instruction <u>25</u> minutes	“LIVE” Scouts: Visit an inspection station with their bike; stay during the inspection to learn about bike mechanical systems. (<i>Scouts without bikes should buddy with a scout who brought one.</i>). “REMOTE” Scouts: Review how a bike is inspected. (<i>Maybe a bike inspection video?</i>)	ASMs Mr. Perrotta	7:05 7:30
Patrol Meetings <u>15</u> minutes	Dues. All final preparations for Bike 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	LIVE: Ride a bike obstacle course REMOTE: Play outdoor virtual scavenger hunt.	ASMs Volunteer	7:45 8:05
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce info for next week’s Court of Honor. Scout Vespers.	SPL / SM	8:05 8:15
After the Meeting <u>10</u> minutes	Mini-PLC. Flapjacks have cleanup.	SPL / SM	8:15 8:25

COURT OF HONOR

(Program Features)

TROOP MEETING PLAN

Date: Sept. 24 Week: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Set up for awards and games.	All	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	SPL	6:45 6:55
Food and Awards <u>30</u> minutes	FOOD: Families enjoy their own food items they brought while socially distancing (<i>the ultimate pot luck</i>). Families are asked to allow adequate space between groups for protection. (<i>Remote: families eat at home.</i>) AWARDS: Once the dining is well underway, the SM and SPL will call scouts to the gazebo to be recognized for awards earned since the summer virtual court of honor. (<i>Remote: We will try to broadcast the awards.</i>)	SM & SPL	6:55 7:25
Interpatrol Activity <u>30</u> minutes	LIVE: Play Patrol Cornhole (<i>see below</i>) REMOTE: TBD.	SPL Volunteer	7:25 7:55
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructors for next week's meeting. Scout Vespers.	SPL / SM	7:55 8:05
After the Meeting <u>10</u> minutes	Mini-PLC. All have cleanup.	SPL / SM	8:05 8:15

Ultimate Soccer:

(Like Ultimate Frisbee, but... you know, soccer!)

Equipment: A soccer ball, a rectangular shape field with goals 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 kicks the ball to the offense. The ball may be advanced in any direction by completing a pass to a teammate. Players may not touch the ball with their hands. The person with the ball has ten seconds to pass the ball. The defender guarding him counts out the stall count. When a pass is not completed (e.g. out of bounds, block, interception), the defense immediately takes possession of the ball and becomes the offense. No physical contact is allowed between players, and players must do their best to maintain distance from other players. Picks and screens are also prohibited. A foul occurs when contact is made.

Scoring: Each time the offense completes a pass into the defense's goal, the offense scores a point.

Patrol Cornhole:

Equipment: Multiple sets of cornhole boards and bean bags.

Procedure: Patrols choose two members to compete in each round of game play. The players from two patrols will be paired up at each cornhole set-up. Patrol members must stay on opposite sides of the game board to maintain social distancing. The first patrol's players will alternate throwing beanbags until all are thrown, then the other patrol will do the same. Play continues until one patrol reaches a score of 21 points. After one patrol wins a round, switch patrol matches and repeat. Patrol members must be rotated between rounds so all members have a chance to play.

Scoring: A beanbag in the opposite cornhole is worth 3 points, a bag on top of the board is worth 1 point, a bag on the ground earns no points. A bag that hits the ground then bounces onto the board does not score points.

Tournament Scoring: The patrol with the most wins against other patrols is the overall winner.