

Games
(Program Features)

TROOP MEETING PLAN

Date: Feb. 2 Week: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Blob Tag (<i>see below</i>)	Tyler	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Atomic Hamster Patrol	6:45 6:55
Skills Instruction <u>25</u> minutes	New Scouts: Play a simple card game like Go Fish or Uno. Use the EDGE method to teach the game to anyone who hasn't played it before. Make a list of the game rules. Evaluate the game. Mid & Experienced Scouts (2 groups): Play a simple card game like Go Fish or Uno. Make a list of the game rules. Evaluate possible changes to the rules. Playoff game between winners of New Scouts vs. Older Scouts	Aidan Graham, Tyler	6:55 7:20
Advancement Session <u>10</u> minutes	Individual Scout advancement. Scouts should have an advancement plan, ideally will get at least one requirement per week signed off. Scouts above 1 st Class can help younger scouts or consult with adults.	Patrol Leaders/ Adults	7:20 7:30
Patrol Meetings <u>15</u> minutes	Collect dues. Finalize menus for Klondike 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	Collin	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	

Games
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TROOP MEETING PLAN

Date: Feb. 9 Week: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play Cornhole	Collin	6:30 6:45
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Flaming Monkey Patrol	6:45 6:55
Skills Instruction <u>30</u> minutes	All Scouts: Form three groups of mixed New & Experienced scouts. Each group invents a new game (cards, board or physical game). Determine the game type, objectives, and number of players. Make a preliminary list of rules. Sketch the key game elements. Test-play the game and adjust the rules/strategy as needed.	Rhys Jacob Owen	6:55 7:25
Advancement Session <u>10</u> minutes	Individual Scout advancement. Scouts should have an advancement plan, ideally will get at least one requirement per week signed off. Scouts above 1 st Class can help younger scouts or consult with adults.	Patrol Leaders/ Adults	7:25 7:35
Patrol Meetings <u>10</u> minutes	Collect dues. Plan patrol meetings outside troop meetings. Plan for patrol member advancement. Complete & submit Interpatrol Challenge sheet.	Patrol Leaders	7:35 7:45
Interpatrol Activity <u>20</u> minutes	Play Jackpot with a foam ball (<i>see below</i>)	Collin	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	

Winter Court of Honor
(Program Features)

TROOP MEETING PLAN

Date: Feb. 16 Week: 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening <u>15</u> minutes	Play T-Pose Tag (<i>see below</i>)	Collin	6:45
	Set up room for Court of Honor		7:00
Opening Ceremony <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	No Patrol	7:00
			7:10
Refreshments <u>25</u> minutes	Hamsters: Drinks & Ice Monkeys: Desserts No: Sides (salad, fruits, veggies) Troop: Mac & Cheese, disposables		7:10
			7:35
Awards <u>20</u> minutes	Awards, Ranks, Merit Badges, Stuff & Goodies	SM, SPL	7:35
			7:55
Interpatrol Activity <u>25</u> minutes	Play Capture the Flag (<i>see below</i>)	Graham	7:55
	ADULTS: Friends of Scouting Presentation	District Presenter	8:20
Closing <u>10</u> minutes Total 90 minutes of meeting	Closing Announcements. Announce instructor assignments for next meeting. Scout Vespers.	SPL / SM	8:20
			8:30
After the Meeting <u>10</u> minutes	Questions for the Scoutmaster or SPL (All other dismissed)	SPL / SM	8:30
			8:40

***** WEEK 4 – FUN NIGHT!! ****
TUBING AT McINTYRE

Blob Tag

Procedure: Begin with two scouts with linked arms (i.e., the Blob) who try to tag other scouts. If a scout is tagged, he must attach to the Blob by linking arms with the person who tagged him. The only two people who can tag are the two people on each end of the Blob. The Blob continues to grow as more scouts are tagged. Rules include: a) no diving over the Blob; b) no sliding under the Blob; and c) watch out for others. The Blob must stay connected at all times and work together.

500 (Jackpot):

Equipment: A foam 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.

T-Pose Tag

Equipment: None.

Procedure: One player is chosen to be “it” and attempts to tag other players. Tagged players must stand with their arms extended to the sides in a “T” pose. They can be released when two other players grab their arms, one on each arm, and push them down. If only one other player grabs an arm, he must hang on until a second player grabs the other arm and he may be tagged by “it” while waiting.

Capture the Flag:

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

Procedure: Divide scouts into patrols. Playing area is divided into 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.