

Summer 2024!  
(Program Features)

**TROOP MEETING PLAN**

Date: July 11, 2024 Summer Meeting: 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play 500 with a chairball ( <i>see below</i> )	Alex	6:30  6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Youngest Scout on the Field	6:45  6:55
<b>Interpatrol Activity</b> <u>20</u> minutes	Play World Cup Soccer ( <i>Jacob knows...</i> )	Jacob	6:55  7:15
<b>Skills Instruction</b> <u>20</u> minutes	<b>New Scouts:</b> Work on rank requirements as needed. <b>Mid Scouts:</b> “ “ “ “ “ “  <b>Older Scouts:</b> Consult on merit badges & help younger scouts	Adults	7:15   7:35
<b>Patrol Meetings</b> <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>Patrol Leaders</b>	7:35  7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Broom Hockey	Adults	7:40  8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	<b>SPL / SM</b>	8:05  8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

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**TROOP MEETING PLAN**

Date: July 25, 2024 Summer Meeting: 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Blob Tag ( <i>see below</i> )	Liam	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Oldest Scout on the Field	6:45 6:55
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Cops & Robbers ( <i>see below</i> )	Jack	6:55 7:15
<b>Skills Instruction</b> <u>20</u> minutes	<b>New &amp; Mid Scouts:</b> Work on basic knots and lashings as needed.  <b>Older Scouts:</b> Instruct & help younger scouts  <b>Hidden Valley Scouts:</b> Drop off tubs, adults pack into trailer. <b>HIDDEN VALLEY BRIEFING</b>	Older Scouts  ASM's  SM	7:15  7:35
<b>Patrol Meetings</b> <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>Patrol Leaders</b>	7:35 7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Manhunt	<b>none</b>	7:40 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

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**TROOP MEETING PLAN**

Date: Aug. 8, 2024 Summer Meeting: 3

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

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**TROOP MEETING PLAN**

Date: Aug. 22, 2024 Summer Meeting: 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
<b>Preopening</b> <u>15</u> minutes	Play Jackpot with a tennis ball ( <i>see below</i> )	Alex	6:30 6:45
<b>Opening Ceremony</b> <u>10</u> minutes	Pledge, Oath, Law, Outdoor Code. Announcements	Last scout to earn a rank	6:45 6:55
<b>Interpatrol Activity</b> <u>20</u> minutes	Play Capture the Flag ( <i>see below</i> )	Rhys	6:55 7:15
<b>Skills Instruction</b> <u>20</u> minutes	<b>New &amp; Mid Scouts:</b> Work on first aid for their rank as needed.  <b>Older Scouts:</b> Instruct & help younger scouts	Older Scouts	7:15 7:35
<b>Patrol Meetings</b> <u>5</u> minutes	Take attendance Plan patrol meetings outside troop meetings. Plan for patrol member advancement.	<b>SM</b>  <b>Patrol Leaders</b>	7:35 7:40
<b>Interpatrol Activity</b> <u>25</u> minutes	Play Rescue Carry Relay ( <i>see below</i> )	<b>Adults</b>	7:40 8:05
<b>Closing</b> <u>10</u> minutes  Total 90 minutes of meeting	Closing Announcements. Scout Vespers.	<b>SPL / SM</b>	8:05 8:15
<b>After the Meeting</b>	Questions for the Scoutmaster or SPL (All other dismissed)	<b>SPL / SM</b>	

### **500 (Jackpot):**

*Equipment:* A 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.

### **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.

### **Cops & Robbers:**

*Procedure:* Start by selecting a Jail. Next split the 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 touching the Jail 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 and yells "Jailbreak!". There is no head start for the Robbers, they may be tagged immediately after the Jailbreak is initiated.

### **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.

### **Hoop Ball:**

*Equipment:* A hula hoop, a rope to mark out a circle around the hoop, 5-8 tennis balls

*Procedure:* Place the hula hoop in the center of a circle. Use tape to keep it in place. Choose one player to start as the King in the hoop. All other players start outside the circle. When the game starts, toss out 5-8 tennis balls around the gym. Players grab a ball and try to throw it so that the ball hits the floor inside the hula hoop. The King (the player in the hoop) tries to stop the balls. If a player tosses a ball into the hoop, they become the new King and the old King goes outside the circle with everyone else. The leader should be watching carefully to judge when a ball has scored. Players can grab balls from anywhere, but must throw them from outside the circle.

### **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.

### **Rescue-Carry Relay:**

*Equipment:* Two staves and a blanket per patrol.

*Procedure:* The patrols line up in relay formation. On signal, the first two Scouts from each patrol make a stretcher with the poles and blanket, and transport a third Scout to the far side of the field. They disassemble the stretcher and run the supplies back to the starting line, where the next three scouts do the same thing. If at some point less than three scouts are left in the patrol, extras may return from the finish line to make three. Now the entire patrol transports its scouts across the field using a two-handed carry, then again using a four-handed carry, and finally the scouts pair up for a pack-strap carry.

*Scoring:* The first patrol to finish wins.

**Note:** If carries are done roughly or improperly, Scouts must start over.