

Activity	Description	Run by	Time
	<p>If the group is frustrated, give them the first correct move. Such a gift increases the group's belief that the solution is imminent and, depending upon their outlook, that's either one less move than four or three moves to go. If you forget the solution or neglect to draw the above solution on your palm, don't panic, just appear slightly amused at their attempts. Couple that with an occasional smile or slight affirmative nod of the head until the Scouts eventually hit on the right combination. If two or three hours have gone by and your nod is more weary than reinforcing, you may have to postpone the solution (Escape Route No. 7) by suggesting that they "sleep on it."</p>		
<p>Closing _____ minutes Total 90 minutes of meeting</p>	<ul style="list-style-type: none"> • Scoutmaster's Minute • Retire colors 	SM	
<p>After the Meeting</p>	<p>Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Have you planned a family outing lately?</p>		