

SPORTS

TROOP MEETING PLAN

Date _____ Week 1

Activity	Description	Run by	Time
Preopening _____ minutes	Post a fitness chart with basic requirements needed for the Tenderfoot rank. Begin testing. Post everyone's scores; have them practice all month and check for improvement.		
Opening Ceremony _____ minutes	<ul style="list-style-type: none"> • Assemble the troop. • Hold uniform inspection. • Have new Scout lead the Oath and Law. • Present colors. • Recite Pledge of Allegiance. 		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue fitness tests. Post scores for comparison at the end of the month. Practice tautline hitch, two half-hitches, and bowline. • Experienced Scouts choose a sport and begin practice. Or invite parents who are golfers to explain the game and give instruction in basic golf swings. • Older Scouts work on the Venture/Varsity program or begin instruction in one of three types of skiing-water, downhill, or cross-country. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month. Determine any special patrol needs. If the troop is having some sort of competitive activity, practice for the event.		
Interpatrol Activity _____ minutes	Catch 10 Use a football, basketball, or volleyball. Divide the troop into two teams. Have one team tie neckerchiefs on their arms to identify themselves. The object of the game is to pass the ball 10 consecutive times between teammates without being intercepted. Each time a pass is completed, the player who made the catch calls "one," then "two," then "three," etc. When the ball is intercepted, the count starts anew. The first team to reach 10 wins.		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Assemble troop • Sing "Scout Vespers" • Scoutmaster's Minute • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		