

# SPORTS

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 4

Activity	Description	Run by	Time
<b>Preopening</b> _____ minutes			
<b>Opening Ceremony</b> _____ minutes			
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"> <li>• New Scouts are tested for pushups, pullups, situps, standing long jump, and 500-yard run/walk. Post scores and check improvement from the first week.</li> <li>• Experienced Scouts finish plans for a bike competition or continue practicing their sport.</li> <li>• Older Scouts work on the Venture/Varsity program or assist with testing new Scouts.</li> </ul>		
<b>Patrol Meetings</b> _____ minutes	Review final plans for the outing. If the outing is going to be a campout, make sure that everyone has the necessary camping gear. Also review all the events and make sure everyone is prepared.		
<b>Interpatrol Activity</b> _____ minutes	<b>Corner Ball</b> Four patrols play at a time. Use a volleyball. Mark four 8-foot squares on the floor. Each patrol lines up with the first player in their square. The player in square 1 serves the ball in volleyball fashion so that it bounces in square 3; he then runs to the rear of his patrol's line. The player in square 3 hits the ball on the first bounce to either square 2 or 4. The game continues with each player hitting the ball so that it bounces into either of the two opposite squares. He cannot return it to the square it came from. After each hit, the player goes to the end of his patrol line, and the new front man becomes the player for his patrol. Score one point against a patrol that fails to return a shot properly. The patrol with the fewest points wins.		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"> <li>• Scoutmaster's Minute</li> <li>• Retire colors</li> </ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		