



ANNUAL TROOP PROGRAM PLANNING CONFERENCE AGENDA

(Note: No time limits have been placed on the agenda, but working sessions should last no longer than forty-five minutes without a break.)

- I. OPENING ACTIVITY SCOUTMASTER
Conduct "all-aboard" activity. This helps foster a spirit of working together to solve a common problem.
- II. REVIEW CONFERENCE GROUND RULES SENIOR PATROL LEADER
 - A. Write down the conference objectives:
 1. To decide on troop goals for the coming year
 2. To develop a program that represents ideas from the entire troop
 - B. Review ground rules:
 1. The senior patrol leader presides.
 2. Each event and program will be voted on.
 3. The majority rules.
- III. DEVELOP TROOP GOALS SCOUTMASTER
 - A. The Scoutmaster leads a discussion on goals for the coming year. These could deal with such topics as advancement, service, or troop money earning. (These are the same goals discussed earlier with the troop committee and senior patrol leader.)
 - B. The patrol leaders' council votes to approve the goals.
- IV. CONSIDER MAJOR EVENTS SENIOR PATROL LEADER
 - A. Review dates for items such as these:
 1. Scout show
 2. Camporees
 3. Summer camp
 4. Special troop events
 5. Good Turn
 6. Patrol suggestions for special activities
 - B. Vote on events. (Delete from the calendar any activities the troop will *not* participate in.)
 - C. Insert events on the troop planning worksheet.
 - D. Backdate necessary preparation time for each event.
- V. GAME BREAK
- VI. DISCUSS PATROL SUGGESTIONS FOR PROGRAM FEATURES
 - A. Discuss the program features suggested for the coming year.

- B. Will they meet the goals of the troop?
- C. What are the advancement opportunities?
- D. Decide where they best fit into the calendar.
- E. Vote on the final list of program features.
- F. Insert the approved features into the troop planning worksheet.

- VII. LUNCH OR GAME BREAK
- VIII. SCHEDULE SPECIAL TROOP ACTIVITIES
 - A. Decide on a schedule for the following:
 1. Board of review
 2. Courts of honor
 3. Recruitment night(s)
 4. Webelos Scout graduation
 - B. Add these dates to the planning worksheet.
- IX. FINALIZE THE PLANNING WORKSHEET
Put the troop program planning worksheet into final form for presentation to the troop committee.
- X. GAME BREAK
- XI. MONTHLY PROGRAM PLANNING
 - A. Show Part III of the video from the Troop Program Planning Kit.
 - B. Plan next month's program.
- XII. SCOUTMASTER'S MINUTE

ANNUAL TROOP PROGRAM PLANNING CONFERENCE CHECKLIST

LITERATURE

- Woods Wisdom, Troop Program Features*, No. 34251
- The Scoutmaster Handbook*, No. 33002
- The Boy Scout Handbook*, No. 33229
- Junior Leader Handbook*, No. 33500
- Venture/Varsity Activity Pamphlets (Choose.)
 - ___ *Venture Orienteering*, No. 3439
 - ___ *Venture Snow Camping*, No. 3440
 - ___ *Venture Rock Climbing and Rappelling*, No. 33480
 - ___ *Venture Whitewater*, No. 3465
 - ___ *Venture Canoe Camping*, No. 33479
 - ___ *Venture Freestyle Biking*, No. 3447
 - ___ *Venture Mechanics*, No. 3449
 - ___ *Venture Fishing*, No. 3438
 - ___ *Venture Frontiersman*, No. 3454
 - ___ *Venture Wilderness Survival*, No. 3441
 - ___ *Venture Discovering Adventure*, No. 33472
 - ___ *Venture Backpacking*, No. 33442
 - ___ *Venture Caving*, No. 3458
 - ___ *Venture Cycling*, No. 3437
 - ___ *Venture Swimming*, No. 3473