

Scout Meeting Format, Example Backpacking Outing

Time	Week 1	Week 2	Week 3	Week 4
7:00 -7:20	Opening Announcements Patrol Corners	Opening Announcements Patrol Corners	Opening Announcements Patrol Corners	Opening Announcements Patrol Corners
7:25 -7:55	Younger scouts- skills room (Dr. Hoffman and Troop Guides) Older Scouts- Planning next outing/permission slip (with adult leaders) Older Scouts-Set up demo	Younger scouts- skills room (Dr. Hoffman and Troop Guides) Older Scouts- work on patrol competition setup (with adult leaders) Pass out permission slips	Younger scouts- skills room (Dr. Hoffman and Troop Guides) Older Scouts- setup demo for Backpacking and First Aid (with adult leaders)	Younger scouts- skills room (Dr. Hoffman and Troop Guides) or Gear Check by Older Scouts (with adult leaders)
8:00 -8:25	Demonstration (all attend)	Patrol Competition – backpacking (all attend)	Backpacking Demo and First Aid Question/Answer Session (all attend)	Patrol Competition (all attend)
8:25 -8:30	Closing	Closing Pass out permission slips	Closing	Closing Collect Permission Slips and Money

New Scout Meeting Format

Focus on Scouting skills learning and retention

The purpose of the repetitive and scheduled format of the meetings is to learn new skills for the young scouts, and to reinforce skills through teaching by the older scouts or adults. Incorporating boys to lead activities will be encouraged, but the idea of "boy-led" does not require that the boy do all the work. Involvement should build on knowledge and comfort.

Games and activities will follow the skills and use the ideas to show a practical use of the skills. An increase in physical activity through the evening is planned to focus boys on the tasks.

Games followed by sitting will not be successful and should be avoided. Activities also change every 15-20 minutes to address attention issues.

7:00-7:05

Opening ceremony - includes Pledge, Oath, and Law. Scouts needing this will be assigned or recruited to lead.

7:05-7:15

Announcements and attendance. Once a month, a detailed and updated handout with the following 3 months of activities scheduled to be distributed that includes the monthly theme and meeting activities, campouts, and due dates (including costs)

7:15-7:35

Demonstration: Demonstration of skill or information about upcoming event or activities. Taught by older scout or adult. This is less hands on and gives the group an idea of what skills are needed on an event and the practical use of the knowledge. Ex: orienteering; what is it and why it is important. Links to skill sign off or merit badge

7:30-7:55

Skill Session: A hands on lesson in a scouting skill based on the upcoming event. This skill would be led by an adult or one of the older scouts or could be an extension of the demonstration. The idea is that all scouts attend, which will either allow for a new skill to be learned, or reinforced. Scouts are given materials and time to practice and learn extensions. Scouts who claim to know a skill will be asked to demonstrate, after which they are to help others, or extend learning. Ex: setting a compass for declination, orienting a map), calculating pace.

Select scouts may be pulled to help with upcoming event planning or demonstration prep

7:55-8:25

Game: A skills based game or competition. Using knowledge from the current meeting or past meetings where a cumulative skill was acquired. Patrols are challenged with scout based activities where they are active and using the knowledge. Ex: knot relay, first aid relay, memory games, etc.

8:25-8:30

Closing: Final announcement and reminder for upcoming campout or event

Sample 3 Month Program (Feb. March. Apr) Camp-outs: Camping. Caving. Backpacking

February Week 1 Upcoming camp-out for this month reminder, focus on scout skills.

SKILL: hiking and cold weather camping (tents and/or cabin); proper clothing, sleeping bag, hiking shoes, setting up tent for snow or rain.

GAME: memory game - gear and equipment; tent setup timing – split group into two, half at

each station, then switch

February Week 2 Upcoming camp-out for this month reminder, focus on scout skills - all participate, older scouts relearn or teach.

SKILL: knots (6 basic)

GAME: relay knot race (patrols compete to finish list of 6 knots twice)

February Week 3 Upcoming camp-out for this month reminder, focus on scout skills - all participate, older scouts relearn or teach.

SKILL: menu planning- each patrol contributes and final menu is combination - common menu for outing.

GAME: crab soccer - on hands & feet, belly up, soccer

February Week 4 Week of camp-out; sign ups due, money paid at meeting, gear check for new scouts, this allows for scouts to see what gear they are missing, or can get skills checked off for advancement, camp-out on weekend, final details announced (time of departure)

SKILL: lashing diagonal and square.

GAME: Travois race - patrol lashes a travois and races around a course with one scout on travois

March Week 1 Upcoming camp-out for this month reminder, focus on scout skills.

SKILL: caving gear & proper clothing.

GAME: Blind Gear ID - Bag of gear, scouts take turns pulling items requested from bag - by feel

March Week 2 Upcoming camp-out for this month reminder, focus on scout skills - all participate, older scouts relearn or teach.

SKILL: First aid (basic)

GAME: bandage injured - draw card and treat wound

March Week 3 Upcoming camp-out for this month reminder, focus on scout skills - all participate, older scouts relearn or teach.

SKILL: GAME:

March Week 4 Week of camp-out; sign ups due, money paid at meeting, gear check for new scouts, this allows for scouts to see what gear they are missing, or can get skills checked off for advancement, camp-out on weekend, final details announced (time of departure)

SKILL: GAME:

April Week 1 SKILL: Backpacking, lightweight gear GAME: packing pack relay

April Week 2 SKILL: Orienteering GAME: Compass course

April Week 3 SKILL: Remote rescue and transport GAME: Rescue Relay

April Week 4 SKILL: GAME:

