

# ENGINEERING

## TROOP MEETING PLAN

Date \_\_\_\_\_ Week 1

Activity	Description	Run by	Time
<b>Preopening</b> _____ minutes	Have some professional engineers in different fields bring in the "tools" of their trade to show what they do. These may be blueprints that show what kind of designing they do.		
<b>Opening Ceremony</b> _____ minutes	<ul style="list-style-type: none"><li>• Form troop into horseshoe.</li><li>• Hold uniform inspection.</li><li>• Repeat Scout Oath.</li><li>• Repeat the American's Creed (<i>Boy Scout Handbook</i>).</li></ul>		
<b>Skills Instruction</b> _____ minutes	<ul style="list-style-type: none"><li>• New Scouts practice tying clove hitch, square knot, and bowline. Do Rescue Race ("Program Specialties" section of this book).</li><li>• Experienced Scouts arrange to visit an engineering firm or engineering department in industry. Or, design several pioneering projects that could be built with Scout staves.</li><li>• Older Scouts work on the Venture/Varsity program or study ropes and knots needed for rappelling (<i>Fieldbook</i>).</li></ul>		
<b>Patrol Meetings</b> _____ minutes	Discuss plans for the outing this month and make sure everyone knows their assignments. If the outing will be an overnight, begin meal planning and patrol duties roster, and plan for equipment distribution and tentage needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities towards the next rank advancement.		
<b>Interpatrol Activity</b> _____ minutes	Reactor Transporter ("Program Specialties" section of this book)		
<b>Closing</b> _____ minutes  Total 90 minutes of meeting	<ul style="list-style-type: none"><li>• Sing "Scout Vespers"</li><li>• Scoutmaster's Minute</li><li>• Retire colors</li></ul>	SM	
<b>After the Meeting</b>	Patrol leaders' council reviews next meeting and plans for the outing. Begin work on next month's program feature.		