## SPACE EXPLORATION

## TROOP MEETING PLAN

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Activity	Description	Run by	Time
Preopening minutes	Nitro Challenge: Three members of the patrol join hands. They are "nitro" and must be transported as carefully as possible to a designated spot without touching the ground. The rest of the patrol must move them without breaking the grip or changing the position of the three people's hands.		
Opening Ceremony minutes	Scouts salute the troop flag and repeat after the senior patrol leader the troop's special pledge, along this line: "As a member of Troop, I pledge that I shall always strive to be a good member of my patrol, to take part in all troop activities, to advance in Scouting, and to conduct myself properly at all times."		
Skills Instruction minutes	<ul> <li>New Scouts are tested for pushups, standing long jump, 500-yard run/walk. Record their results.</li> <li>Experienced Scouts begin building a model rocket and plan a rocket derby for the campout. (Make sure you can launch a rocket legally at the campsite.)</li> <li>Older Scouts work on the Venture/Varsity program or begin planning a canoe trip.</li> </ul>		
Patrol Meetings minutes	Discuss plans for this month and make sure everyone knows what their assignments are and what to bring for the campout. New Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan advancement activities. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on for them.		·
Interpatrol Activity minutes	Foggy Harbor Challenge: The group must maneuver an "oil tanker" (one member of the patrol) without bumping into the other "ships" (the remaining patrol members). The "oil tanker" must be blindfolded. He is not to touch any of the other "ships." These ships are distributed throughout the area. They remain stationary. As the oil tanker approaches on hands and knees, the nearest ship starts giving a warning signal, like a foghorn. The oil tanker then approaches slowly and attempts to maneuver through the harbor without colliding.		
Closing minutes Total 90 minutes of meeting	Scoutmaster's Minute     Retire colors     Repeat Scout benediction	SM	