SPACE EXPLORATION

TROOP MEETING PLAN

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Activity	Description	Run by	Time
Preopening			
minutes			
Opening Ceremony			
minutes			
Skills Instruction minutes	 New Scouts practice tent pitching and making a ground bed. Also learn campsite selection. Experienced Scouts continue building rockets and planning a rocket derby for the campout. Older Scouts work on the Venture/Varsity program or continue planning their canoe trip. 		
Patrol Meetings minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity minutes	The Maze Challenge: The patrol forms a circle. Next, each member of the patrol reaches across with his right hand and takes someone else's right hand. Then each group member does the same with his left hand, but it must be a different person. Once this is done, a leader says "go" and two people will let go of their right hands (predetermine who that will be). No one else can let go. Those two "loose ends" will attempt to straighten out the maze of hands into a straight line.		
Closing minutes Total 90 minutes of meeting	Scoutmaster's Minute Retire colors	SM	
After the Meeting	Patrol leaders' council reviews next meeting and plans for the outing. Continue work on next month's program feature. Troop committee holds board of review. Plan a court of honor if one is needed.		