

Troop 477 Weekly Meeting Breakout for Patrols Guideline

The Patrol breakout time is approximately 15-20 minutes at each meeting. This time should be used wisely to ensure all business is attended to. The PL is ultimately responsible for all items if the assigned officer is not present.

Pre-Meeting Agenda

- PL Call to order
- PL Scoutmaster requests (any extra pre-meeting items from SM)
- Scribe Attendance
- Scribe Collect Dues

If your patrol is responsible for Patrol Time at the next meeting:

- PL Present theme for next meeting
- ALL Brainstorm for ideas (demonstrations, skill activities, skit, song, inter-patrol games, etc...) must be approved by SPL and ASM.
- PL Assign tasks to patrol members as needed.
- APL Present Patrol Time agenda to SPL and ASM.

If the patrol will be attending a troop campout in two weeks:

- PL Present theme of campout to patrol members.
- ALL Brainstorm menu for campout (if not using pre-approved menu selections, final menu must be approved by ASM).
- APL Take note of menu selections.
- ALL Brainstorm skits, song ideas for campfire.
- APL Take note of skit suggestions.
- Scribe Create roster of attending scouts (turn in to ASPL after breakout).

If the patrol will be attending a troop campout in one week:

- PL Review duty roster with patrol members.
- PL Assign grub-master (responsible for food purchase).
- QM Make notation of any special equipment needs for campout (if something extra needs acquired, notify ASM at end of breakout).

If no other business:

- PL Present any PLC information to patrol.
- ALL Discuss possible patrol events (hike, campout, pizza outing, etc...)
- Scribe Member dues issues (if any).
- QM Equipment issues (if any).
- PL Present new items to SPL / ASM

At conclusion of breakout:

- Scribe – turn in dues to Troop Scribe / Committee treasurer or ASM.
- Quartermaster – turn in equipment issues to adult QM, ASPL or ASM.
- APL – Copy of attendance, dues tally, duty roster, patrol time plan to SPL.
- PL – Report new items to SPL