

Troop 477 Weekly Meeting Guideline

The weekly meeting is 90 minutes long. A well planned agenda will ensure a smooth running meeting. If assistance is needed, utilize the ASM or SM for guidance. The SPL is ultimately responsible for all items if the assigned officer is not present.

Pre-Meeting Agenda

- QM, ASM Retrieve flags from troop trailer (5 – 10 minutes before meeting).
- SPL Go over meeting agenda and discuss last minute agenda items with SM.
- ASPL Work with PLs to coordinate pre-meeting activity (10 – 15 minutes).
- SPL Call scouts to attention and follow meeting agenda plan.

Skills Instruction

- Depending on the skill selected, the training will be conducted by
 - Scoutmaster / Assistant Scoutmaster
 - Senior Patrol Leader / Troop Guide / Trainer / Assistant Senior Patrol Leader
 - Committee Member
 - Guest presenter (district trainer, merit badge counselor).
 - As a patrol presentation.
- Sufficient time should be allocated for the skill training. Consult SM / ASM for assistance.

Before patrol breakout:

If the troop will be camping in two weeks:

- SPL Go over theme of campout with PL's.
- ASM Ensure patrol meetings are flowing smoothly (assist PL's as needed).

If the troop will be camping in one week:

- SPL Assign patrol duties from master duty roster.
- QM Review troop equipment with patrol QM's (report issues to ASM).
- ASM Go over estimated cost per scout with patrol Scribe.

After patrol breakout:

If the troop will be camping in two weeks:

- ASPL Copies of patrol campout rosters and menu selections to ASM(s).
- SPL Review skit / song plans with PL's.

If the troop will be camping in one week:

- QM Review special equipment needs with patrol QM's.
- ASM Recruit adult helper for patrol grub-master (if needed).

- SPL Review and approve patrol time plan for next meeting. Review with SM.
- Scribe Retrieve copy of patrol attendance to troop attendance.
- Scribe Retrieve troop dues to committee treasurer or ASM.
- ASPL Assist SPL and Scribe with completion of tasks as needed to continue meeting.

Inter-Patrol Time:

- SPL, ASPL Oversee patrol activity. Assist as needed.
- If time allows, patrol activity should move into troop game (capture the flag, ultimate Frisbee, etc...)