

# Patrol Leaders' Council Agenda

Date: 15-Aug-07

## Opening

SPL will call the meeting to order and take roll call (the Scribe/Historian will record). The Scribe/Historian reads the minutes of the last meeting. Give everyone a chance to comment or make changes if necessary. When correct, have someone "move" and someone else "second" a motion to approve the minutes. The members show their approval by saying "Aye".

NOTES:

1. Invocation by Chaplain Aid
2. Human knot game (we could not finish)

## Patrol Leader Reports

Ask each patrol leader for his "patrol report." Each patrol leader reports on progress his patrol has made since last meeting. The patrol leader will also report on advancements or problems needing attention.

NOTES:

1. Problems
  - a. Scouts not helping out with loading of trailers.
    - i. We could have patrols load their gear by patrol with the Troop QM as a guide.
    - ii. Each patrol leader would be responsible for their own gear
  - b. Scouts not following directions of patrol leaders
    - i. Continue promoting scout leadership delegation and follow-up with Scoutmasters.
2. Advancements
  - a. No new scout advancement issues

## Old Business

Discuss items that were to be worked on between meetings. Discuss anything left undone after the last meeting. Get progress reports on tasks assigned to troop leaders, patrols, etc.

NOTES:

1. Thorns/Roses from last campout.
  - a. Thorns:
    - i. See problems listing in Patrol Leader section
  - b. Roses:
    - i. Once again great outing. We could have used PFD's instead of renting tubes and accomplished same outcome.
    - ii. Iron Chef was fun and we were able to have all scouts participate.
2. Last months meeting agenda's
  - a. We didn't accomplish all that we had planned. Poor leadership and follow-up was to blame. Our SPL was not present for the entire month and very little organization was left.

## **Program/Meeting Planning**

*Take this time to plan the next troop meeting or work on planning several troop meetings. Patrol leaders should be able to give their patrol's suggestions. Use the Troop Meeting Plan Sheets from Troop Program Features. Complete one sheet for each Troop Meeting and Outing Program Plan.*

### **NOTES:**

1. This month's meeting agenda (Aug-Sept outing)
  - a. Mountain Biking, First Aid (advancement), Fishing (Merit Badge)
2. This month's Outing (Huntsville SP) Sept 28-30
  - a. What do we want to do?
    - i. We could Mountain bike in the AM, followed by Hike, and conclude with Fishing Merit badge requirements.
  - b. What skills can we do?
    - i. First Aid for Outing, Pioneering for WEBELOS weekend during Brisket Smoke

## **New Business**

*New ideas, items held over from last month for a decision, assign jobs to be worked on until the next meeting. Get ideas from everyone.*

### **NOTES:**

1. Service patrol (moved from Pedro's to Jr. Leadership)
2. Program patrol (moved from Scorpions to Ducky's)

## **OA Representative**

### **NOTES:**

1. Anything coming up?
  - a. New OA fellowship meeting within the Troop on Monday following District Roundtable from 6:00pm – 7:00pm.

## **Scoutmaster's time**

*Offer a moment for the Scoutmaster to make comments.*

### **NOTES:**

2. Mr. Tom talked about leadership and how to delegate jobs within the patrols.

## **Closing**

*SPL will call the meeting to closed. The scribe/Historian prepares the minutes for posting to webpage via email to webmaster (Mrs Schelle)*

### **NOTES:**

## **Last month's meeting agenda remarks:**

- Did we accomplish a purpose?
- Was the meeting fast paced and fun?
- Was the meeting well attended?
- Did we do something new and different?
- What worked well that we could do again?

Use this information to help make the next  
Troop meeting even better!

**\*\*\*IMPORTANT\*\*\***

Troop meeting planning should also include listing any materials needed.

# **Troop 382 Meeting Planning**

## **7:00 – 8:30 (90 minutes)**

### **Pre-Opening (6:30 – 7:00)**

A "Service Patrol" is assigned to each Troop meeting. This patrol is in charge of setting up the meeting (getting flags, arranging chairs, etc.) and cleaning up after the meeting.

A pre-opening game should be planned to keep Scouts occupied until the meeting starts. This will also encourage Scouts to arrive early (instead of late).

### **Opening (7:00 – 7:05)**

- SPL calls meeting to order (on time) instructing Scouts to gather by patrol
- Service Patrol also performs opening ceremony – opening should vary each week (pre-determined list of openings will help)
- Announcements (SPL and/or Patrol Leaders)

### **Skills Instruction (15-30 Minutes)**

This part of the meeting might focus on skills Scouts will need in order to fully participate in an upcoming activity, or upon skills they must have to complete requirements for advancement. Instruction should be varied by experience level:

Junior Scouts

Experienced Scouts

Older Scouts

Instruction should be hands-on learning rather than lecturing. Those leading the sessions can be troop instructors with expertise in a particular area, adult scout leaders or outside experts.

### **Patrol Meetings (5-15 Minutes)**

SPL will announce that it is time for patrol meetings. Each patrol will gather in a predetermined area. Each patrol leader takes charge of his patrol's meeting.

Attendance

Collecting dues or fees

Planning patrol's involvement in upcoming event

Selecting menus (Notice this is selecting not making)

Assigning patrol members to specific tasks

Working out any other details for upcoming outings or responsibilities.

### **Interpatrol Activity (15-20 Minutes)**

Lead by SPL, allows all patrols to interact in a competition or cooperative effort.

The activity might be a game that tests the skills Scouts are learning for an upcoming activity (race to set up a tent properly or to tie a set of knots correctly)

### **Closing**

- Scoutmaster announcements (including reminder of who is next week's Service Patrol)
- Advancement Recognition
- Troop Recognition
- Scoutmaster Minute
- Vespers

### **After the Meeting**

Service Patrol puts away flags, restores room to original condition SPL meets with PLC members and Scoutmaster to review the meeting, review plans made at PLC.