



# TROOP MEETING PLAN

TROOP \_\_\_\_\_ PATROL \_\_\_\_\_

MEETING LOCATION \_\_\_\_\_

MEETING DATE \_\_\_\_\_ TIME \_\_\_\_\_

PROGRAM FEATURE \_\_\_\_\_

## PREOPENING

### OPENING

- Troop formation
- Ceremony
- Uniform inspection

TIME: \_\_\_\_\_ ( minutes)

LEADER \_\_\_\_\_

### SKILLS

- Skill teaching
- Patrol demonstrations
- Guest experts

TIME: \_\_\_\_\_ ( minutes)

LEADER \_\_\_\_\_

## PATROL MEETINGS

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for interpatrol activity.
- Prepare for coming event.

TIME: \_\_\_\_\_ ( minutes)

## GAME OR CONTEST

TIME: \_\_\_\_\_ ( minutes)

LEADER \_\_\_\_\_

## CLOSING

- Announcements
- Recognition
- Scoutmaster's minute
- Ceremony

TIME: \_\_\_\_\_ ( minutes)

LEADER \_\_\_\_\_

- Service patrol prepares meeting room or location.

Equipment: \_\_\_\_\_

Equipment: \_\_\_\_\_

Equipment: \_\_\_\_\_

Equipment: \_\_\_\_\_

Equipment: \_\_\_\_\_

AFTER THE MEETING