

Boy Scout Roundtable Planning Guide

2009–2010

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The Trail to Better Boy Scout Roundtables

Do You Know Your Roundtable's Destination?

The mission of the Boy Scout roundtable is to provide quality resources, knowledge, and skills to unit leaders to enable and motivate them to deliver an outstanding program to their Scout troops. Roundtables focus on program highlights for upcoming months, not on the current month.

As you develop a vision for your district roundtables, keep it focused on generating fun, excitement, and practical Scouting skills. Learning by doing and watching, not just listening, is essential. Scouters want to be active participants. When these ingredients are present, roundtable attendance will grow.

Roundtables are conducted monthly in every district. Because of their geographic size or to avoid conflicts with participants' employment hours, some districts conduct multiple roundtables throughout the month.

Your Role as the Roundtable Commissioner: The "Trail Master"

You must be adept at putting on a good show and getting people to help. You don't do it alone! You recruit and guide a staff committed to assisting leaders with their upcoming programs. Involving unit leaders in the presentations builds enthusiasm.

Planning is an important ingredient in offering a quality program. You make an annual plan, adjust it quarterly, and develop more detailed plans a month before each roundtable.

Enthusiasm is contagious! Successful roundtables draw leaders who know that when they come, they will get help in operating their troops. You are successful when you help every unit succeed in delivering a quality program to Scouts.

Who Attends Roundtables?

Roundtables are for all troop leaders—Scoutmasters, assistant Scoutmasters, and troop committee members. Unit commissioners attend the roundtables in which their leaders are involved. This may mean dividing their time between Boy Scout and Cub Scout leader roundtables.

How to Arrive at Your Destination: A Successful Roundtable

An important part of any successful program is to follow an outline that standardizes key elements. Varying these elements allows for new and unique programs. Like baking a cake, varying the "flavors" in program content creates exciting results. The recipe is followed the same way, but the variations can produce a chocolate cake, a lemon cake, or any of a wide range of flavors to excite the palate.

All roundtables follow the core recipe found in the Roundtable Planning Work Sheet. It is similar to the steps in conducting a successful troop meeting. The formula is easy to follow.

Preopening. Registration, exhibits, hands-on demonstrations, and getting-acquainted interaction make people feel welcome as they arrive. The preopening activities should be boy-level and fun for participants. Scoutmasters will expect activities that they can suggest to their patrol leaders' council. The preopening is critical to the success of the roundtable. It is not a throwaway item. It's like preheating the oven to bake that cake: You are setting the tone for the whole evening's program.

Opening. The welcome, flag ceremony, introductions, and recognitions always start on time, with a brief ceremony that a leader can use at a troop meeting.

Program Features. The core of the roundtable covers program ideas and skills for working with new-Scout patrols, regular Scout patrols, and Venture patrols. This section is based on the monthly themes supported by *Scouting* and *Boys' Life* magazines. Detailed outlines of the program themes are found in *Troop Program Features, Volume I* (No. 33110), *Volume II* (No. 33111), and *Volume III* (No. 33112).

The person assigned to do the skill demonstration should teach the skill to the roundtable staff at its monthly meeting. This will ensure that others in attendance will be able to assist in teaching the skill to everyone present. If outside experts are used, be sure they understand the purpose of the roundtable and the kind of presentation expected from them.

Tips for Strengthening Your Program Features

Preparing for a Demonstration

- The demonstration should appear as natural as possible, even if you can't perform the skill exactly as you would when it is really used.
- Collect and prepare the needed equipment. Have enough supplies available for others to do or learn the skill.
- Know your audience to determine their present knowledge of the skill and how much detail you should give them.
- Think through and make notes on the comments needed to explain the demonstration.
- Practice the demonstration. Write down an outline of the steps.

Giving the Demonstration

- Briefly tell your audience the major points.
- Adjust your speed to the difficulty of learning various steps. Go slowly enough for the audience to follow.
- Watch for the audience's reactions. Adjust the amount of detail and pace the action to retain their interest.
- Repeat the difficult or important steps to ensure learning.
- Do not give negative examples. Your audience may end up confused and take home the wrong points or learn how to do the skill improperly.

Summarizing the Demonstration

- Review the important steps or points. Use a flip chart.
- Let the audience try the skill and ask questions.

Games. Scouting is fun! Games should reinforce learning and help in physical development. It is not necessary for everyone to play the game; just be sure all participants understand the game and have it as a resource to use with their troops. Provide a game card with the game on it. *Troop Program Resources*, No. 33588A, is an excellent source for games.

Special Feature. This is a chance to provide short, to-the-point training programs. The programs should focus on troop operation and on specific aspects of

the Scouting program. This part of the roundtable provides Scouting know-how. It might feature training awards, a special ceremony such as a new-Scout or patrol leader induction, or how to conduct a board of review. The potential topics are endless. To develop the Special Feature section, poll the unit leaders about what Scouting topics they would like to learn.

Song/Skit/Run-On. This is a fast break in programming that a leader can use around the campfire or on a troop outing. These meeting sparklers add zip to the trail and lift everyone's morale.

Special Information. Roundtables provide a chance to share upcoming district, council, and national events and program opportunities. These highlights are a chance to communicate with and inform Scouting leaders. Items covered might include camporees, Scouting shows, summer camps, Good Turn projects, or money-earning opportunities. All of these items are important, but they need to be kept in perspective relative to the true role of the roundtable, which is to assist leaders in delivering a monthly program to the Scouts in their troops. The roundtable staff needs to announce upcoming programs.

Closing. The roundtable agenda should provide the district executive with a closing minute for motivational comments just as a Scoutmaster uses the Scoutmaster's Minute. Formally close the meeting with the retiring of the colors.

After the Meeting. Fellowship and the free exchange of ideas often happen best after the meeting. Offering a simple cracker barrel can best facilitate this. It is also a time for the roundtable staff to conduct a short meeting on the next month's program and to start examining plans for roundtables two months out.

Facilities

Fellowship is one of the most important outcomes of the roundtable. Therefore, the setting should provide an atmosphere of warmth and convenience. Chairs should be comfortable and plentiful. Tables should be organized for six to eight "patrol members" in a group. Display tables are usually needed.

Ideally, the same facility or roundtable location is used throughout the year. This eliminates confusion about where a leader needs to go each month. This location ideally has facilities large enough to accommodate the Cub Scout, Boy Scout, Varsity Scout, and Venturing roundtables simultaneously.

Are We at Our Trail Destination?

It isn't always easy to determine when you have successfully arrived at your trail destination. Roundtables are a journey in and of themselves. But progress can be judged by honestly evaluating the roundtables using the following questions.

- How many troops out of the total in the district were represented?
- Did the Scoutmasters get ideas to use at next month's meetings?
- Did the Scouters have a good time?
- Did the Scouters do lots of things themselves instead of sitting and listening most of the time?
- Did the Scouters get satisfactory answers to their questions?
- Was there genuine fellowship?
- Will these Scouters come back next month? Would you, if you were in their place?
- Did you use the annual planning guide?
- Do you conduct monthly planning sessions to prepare for the next month's program?
- Do you provide monthly roundtables?

Planning Your Annual Trails

As for any troop outing, planning makes all the difference in delivering a quality program experience to Scouts and Scouters. There are three key steps in roundtable planning.

- Annual planning
- Monthly planning
- Just-before-the-roundtable planning

The Annual Plan

This *Boy Scout Roundtable Planning Guide* is designed to support the monthly themes offered in *Scouting* and *Boys' Life* magazines. It is important that these themes be merged with district and council programs and calendars. Involve the district commissioner and professional staff member in developing the annual planning conference.

The planning conference gives you a chance to

- Review roundtables from last year.
- Use feedback from troop leaders for ideas and suggestions related to roundtable programs.
- Ask unit commissioners for general needs identified by their commissioners' work sheet.
- Review national Quality Unit objectives for program emphasis ideas.
- Review the *Boy Scout Roundtable Planning Guide*.
- Study the council/district calendar of activities and special events such as summer camp, camporees, Scouting shows, and other activities that help strengthen and support troop programs.
- Establish a meeting location for every roundtable during the year.

Monthly Planning

Monthly planning should take place 45 days before the roundtable. Using the annual plan, the roundtable commissioner meets with the roundtable staff and the district executive to complete the detailed roundtable planning sheet. Assignments are agreed to by staff members, outside experts are recruited, and unit leaders are asked to assist with appropriate parts of the agenda. Needs for equipment, visual aids, literature, and refreshments are determined, and a person is assigned to handle each item.

Just-Before-the-Roundtable Planning

At the end of the monthly meeting, a quick recheck is conducted for the roundtable immediately upcoming. This recheck should focus on the following items.

- Is everyone prepared for his assignment?
- Are the demonstrations ready and rehearsed?
- Is every unit promoting participation in the roundtable?

The Roundtable Program

The following is a recommended roundtable program guide. It identifies the themes for which *Boys' Life* and *Scouting* magazines will provide program support to leaders and Scouts. The material covered in a roundtable is used by the troop in the following month. For example, the Safety theme would be covered in the August roundtable for use by troops in September.

2009

August	Safety
September	Nature
October	Business
November	First Aid
December	Winter Camping

2010

January	Citizenship
February	Physical Fitness
March	Forestry
April	Leadership
May	Special Cooking
June	Backpacking
July	Aquatics
August	Fishing

Troops are encouraged to establish their own programs using *Troop Program Features, Volume I* (No. 33110), *Volume II* (No. 33111), and *Volume III* (No. 33112) and *Troop Program Resources*, No. 33588A. Therefore, they might not follow the suggested monthly program themes. You may decide to poll your units and adjust your annual program themes.

This *Boy Scout Roundtable Planning Guide* is designed to focus on serving new and weaker units, which need more direction and support. The above-named resource books are critical to your roundtable planning to support unit programming. Constantly use these materials and refer to them throughout the roundtables.

Boy Scout Monthly Program Themes

The program themes below fall one month after they are used as the monthly roundtable theme.
The program themes will be supported by current issues of *Scouting* and *Boys' Life* magazines.

2009

August	Boating/Canoeing
September	Safety
October	Nature
November	Business
December	First Aid

2010

January	Winter Camping
February	Citizenship
March	Physical Fitness
April	Forestry
May	Leadership
June	Special Cooking
July	Backpacking
August	Aquatics
September	Fishing
October	Athletics
November	Science
December	Cooking

2011

January	Wilderness Survival
February	Communications
March	Pioneering
April	Environment
May	Orienteering
June	Mechanics
July	Hiking
August	Shooting
September	Sports
October	Engineering
November	High Adventure
December	Tracking

2012

January	Hobbies
February	Public Service
March	Cultural Diversity
April	Wildlife Management
May	Camping
June	Emergency Preparedness
July	Health Care

Boy Scout Roundtable Planning Work Sheet

Program Theme _____ Month _____

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Material for exhibits can be borrowed from the local council service center. Each program division has a display.
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	Open with a simple, quick ceremony suitable for a troop meeting. Recognize first-time attendees. Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min. Program features—40 min. Note: These resource features are divided into three levels based on the experience level of the Scout in the troop. <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels.	Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend. Show or list various resources that support the program features and identify the Scouting and community resources available. Show how the program features can be developed with several different program ideas that are subtopics of the main feature. These activities should permit a Scoutmaster to choose resource ideas for four troop meetings (an outdoor activity, hike, etc.) for a new Scout, regular Scout, and Venturer. <ol style="list-style-type: none"> Demonstrate one or more of these program feature ideas, giving participants hands-on opportunities. Ask for additional program ideas. Use handouts so units can take back resource information.

Activity	Description
Run all levels simultaneously and have four program resource items (10 minutes each) for each level.	
Games—5 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Identify several games that enhance or use the program feature and identify where they can be found. These can be active/inactive, initiative, or indoor/outdoor games. Explain briefly or play one game. Include handouts with game rules or references.
Special Feature—15 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Training presentation or theme highlight	Highlight a program feature item. Use resources in your district to staff this presentation.
Song/Skit/Run-On—2 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Provide material appropriate for troop use.
Special Information—10 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Details (or highlights) for district, council, or national events or programs	This can be information on jamborees, training opportunities, dinner/recognition events, or expansion on this month's program feature such as additional information or resources not included in other parts of the roundtable.
Closing—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Next meeting: (Date _____) Announcements—3 min. District executive's comments—2 min. Scoutmaster's Minute—1 min. Retire flag(s)—1 min.	Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain. Include sample comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.
After the Meeting <i>Led by:</i> _____ <i>Start time:</i> _____ Cracker barrel Roundtable staff meeting Follow-up items	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

For use at _____ Roundtable

DATE

Boy Scout Roundtable Planning Work Sheet

Program Theme _____ Month _____

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min. Program features—40 min. Note: These resource features are divided into three levels based on the experience level of the Scout in the troop. <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.	

Activity	Description
Games—5 min. <i>Led by:</i> _____ <i>Start time:</i> _____	
Special Feature—15 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Training presentation or theme highlight	
Song/Skit/Run-On—2 min. <i>Led by:</i> _____ <i>Start time:</i> _____	
Special Information—10 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Details (or highlights) for district, council, or national events or programs	
Closing—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Next meeting: (Date _____) Announcements—3 min. District executive's comments—2 min. Scoutmaster's Minute—1 min. Retire flag(s)—1 min.	
After the Meeting <i>Led by:</i> _____ <i>Start time:</i> _____ Cracker barrel Roundtable staff meeting Follow-up items	

ROUNDTABLE FEATURES

Boy Scout Roundtable Planning Work Sheet

For Use at August Roundtable

Safety

September

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Crime prevention/safety provided by a local law enforcement officer or agency
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	Post colors and lead the Pledge of Allegiance. Sing “God Bless America.” Recognize first-time attendees. Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min.	Provide handout with the four items being covered for each of the three Scout experience levels so participants can identify which level to attend. Identify appropriate resources: <ul style="list-style-type: none">• Merit badge pamphlets• <i>Guide to Safe Scouting</i>, No. 34416• <i>Troop Program Resources</i>, No. 33588A

Activity	Description
<p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Fire Safety merit badge requirements • Stove, fire building, and wood tools safety • Home safety checklist • Safe food-handling and preparation • Safety merit badge requirements • Automobile safety checklist • Key elements of traffic safety • Key elements to pedestrian safety • Crime Prevention merit badge requirements • Safety measures to follow in cases of theft, assault, and robbery • Dealing with panic—personal and in a group • Key safety items to follow during a fire
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Any game from <i>Troop Program Resources</i>, No. 33588A</p>
<p>Special Feature—15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or theme highlight</p>	<ul style="list-style-type: none"> • Review <i>Guide to Safe Scouting</i>, No. 34416. • Review local and national tour permits.
<p>Song/Skit/Run-On—2 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Provide material appropriate for troop use.</p>

Activity	Description
<p>Special Information—10 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • Review the steps to take in a medical emergency for a stroke or heart attack. • Review the steps to take at the scene of an automobile accident.
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p> <p>Ask Scouters to cross arms, grasp their neighbors' hands, and join in saying the Scout benediction.</p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at September Roundtable

Nature

October

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Displays by the Sierra Club, National Audubon Society, and other conservation groups about membership in their organizations
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min.	<p>Simple and quick ceremony used for a troop meeting. Form the group into a circle, repeat the Pledge of Allegiance, and then read the following thought by Douglas MacArthur.</p> <p>Build Me a Son</p> <p>Build me a son, O Lord, who will be strong enough to know when he is weak, and brave enough to face himself when he is afraid; one who will be proud and unbending in honest defeat, and humble and gentle in victory.</p> <p>Build me a son whose wishes will not take the place of deeds; a son who will know Thee—and that to himself is the foundation stone of knowledge.</p> <p>Lead him, I pray, not in the path of ease and comfort, but under the stress and spur of difficulties and challenge. Here let him learn to stand up in the storm; here let him learn compassion for those who fail.</p> <p>Build me a son whose heart will be clear, whose goal will be high; a son who will master himself before he seeks to master other men, one who will reach into the future, yet never forget the past.</p> <p>And after all these things are his, add, I pray, enough of a sense of humor, so that he may always be serious, yet never take himself too seriously. Give him humility, so that he may always remember the simplicity of true greatness, the open mind of true wisdom, and the meekness of true strength.</p> <p>Then I, his father, will dare to whisper, "I have not lived in vain."</p>

Activity	Description
<p>Introductions—2 min.</p> <p>Recognitions—2 min.</p>	<p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
<p>Program Features—44 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Introduction—1 min.</p> <p>Resources—3 min.</p> <p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p>Merit badge pamphlets</p> <ul style="list-style-type: none"> • <i>Bird Study</i>, No. 35865 • <i>Environmental Science</i>, No. 35892 • <i>Fish and Wildlife Management</i>, No. 35898 • <i>Forestry</i>, No. 35901 • <i>Geology</i>, No. 35904 • <i>Nature</i>, No. 35922 • <i>Oceanography</i>, No. 35924 • <i>Soil and Water Conservation</i>, No. 35952 • <i>Weather</i>, No. 35964 <p><i>Troop Program Features, Volume II</i>, No. 33111</p> <ul style="list-style-type: none"> • Setting up a nature-study area • Identifying insects • Identifying edible plants in your area • First Class nature requirements • Requirements for Nature merit badge • Identifying reptiles and amphibians • Identifying poisonous plants • Requirements for Geology merit badge • Requirements for Oceanography merit badge • Identifying snakes in your area • Setting up a night nature-study area at a campout • Requirements for Soil and Water Conservation merit badge

Activity	Description
Games—5 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Use any games from the Nature section of <i>Troop Program Features, Volume II</i> .
Special Feature—15 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Training presentation or theme highlight	<ul style="list-style-type: none"> • Properly setting up and labeling a nature trail • Local weather expert explaining how to use your area's prevailing weather patterns to plan a campout
Song/Skit/Run-On—2 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Provide material appropriate for troop use.
Special Information—10 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Details (or highlights) for district, council, or national events or programs	<ul style="list-style-type: none"> • Guidelines for a Scout's worship service with special emphasis on nature • Local conservation group provides a list of service projects
Closing—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Next meeting: (Date _____) Announcements—3 min. District executive's comments—2 min. Scoutmaster's Minute—1 min. Retire flag(s)—1 min.	Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain. Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.
After the Meeting <i>Led by:</i> _____ <i>Start time:</i> _____ Cracker barrel Roundtable staff meeting Follow-up items	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at October Roundtable

Business

November

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Displays by various local companies of their products and how their companies are run
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min.	<p>Simple and quick ceremony used for a troop meeting.</p> <p>Why does Scouting encourage a boy to do Good Turns? Here is what Lord Baden-Powell, Scouting's founder, had to say about it:</p> <p>"The Scouting practices tend in a practical way to educate the boy out of the groove of selfishness. Once he becomes charitable he is well on the way to overcome or to eradicate the danger of this habit. The Promise that a Scout makes on joining has as its first point: 'To do my duty to God.' Note that it does not say 'To be loyal to God,' since this would merely be a state of mind, but to do something, which is the positive, active attitude.</p> <p>"The main method in the Boy Scout movement is to give some form of positive training rather than merely to inculcate negative precepts, since the boy is always ready to do rather than to digest. Therefore, we put into his activities the practice of Good Turns in his daily life as a foundation of future goodwill and helpfulness to others. The religious basis underlying this is common to all denominations, and we, therefore, interface with the form of none."</p> <p>Baden-Powell went on to say, "Thus we teach him that to do his duty to God means, not merely to lean on His kindness, but to do His will by practicing love towards one's neighbor."</p>

Activity	Description
<p>Introductions—2 min.</p> <p>Recognitions—2 min.</p>	<p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
<p>Program Features—44 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Introduction—1 min.</p> <p>Resources—3 min.</p> <p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p>Merit badge pamphlets</p> <ul style="list-style-type: none"> • <i>American Business</i>, No. 35850 • <i>American Labor</i>, No. 35853 • <i>Communications</i>, No. 35876 • <i>Entrepreneurship</i>, No. 35891 • <i>Personal Management</i>, No. 35928 • <i>Salesmanship</i>, No. 35945 <ul style="list-style-type: none"> • Requirements for Salesmanship merit badge • Requirements for Communication merit badge • Elected public official speaking on business growth in the community • Making a model of how a company runs • Requirements for American Business merit badge • Requirements for American Labor merit badge • Labor union official speaking on how a union works • Stock broker speaking on how the stock market works • Requirements for Entrepreneurship merit badge • Local bank or loan official speaking on the use of credit cards • Local bank or loan official speaking on what is involved in a business loan • Requirements for Personal Management merit badge

Activity	Description
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at November Roundtable

First Aid

December

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Stage a realistic emergency scene and demonstrate first-aid treatments for victims of: <ul style="list-style-type: none">• Automobile or car/bicycle accident• Wilderness emergency
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min.	Simple and quick ceremony used for a troop meeting. Form a semicircle and read the following: Children Learn What They Live With by Dorothy Low Nolte If a child lives with criticism, he learns to condemn. If a child lives with hostility, he learns to fight. If a child lives with fear, he learns to be apprehensive. If a child lives with pity, he learns to feel sorry for himself. If a child lives with ridicule, he learns to be shy. If a child lives with jealousy, he learns to feel guilt. If a child lives with tolerance, he learns to be patient. If a child lives with encouragement, he learns to be confident. If a child lives with praise, he learns to be appreciative. If a child lives with acceptance, he learns to love. If a child lives with approval, he learns to like himself. If a child lives with recognition, he learns it is good to have a goal. If a child lives with honesty, he learns what truth is.

Activity	Description
<p>Introductions—2 min.</p> <p>Recognitions—2 min.</p>	<p>If a child lives with fairness, he learns justice. If a child lives with security, he learns to have faith in himself and those about him. If a child lives with friendliness, he learns that the world is a nice place in which to live. What is your child living?</p> <p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
<p>Program Features—44 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Introduction—1 min.</p> <p>Resources—3 min.</p> <p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol 	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p><i>First Aid</i> merit badge pamphlet, No. 35897</p> <p>American Red Cross resources</p> <ul style="list-style-type: none"> • Basic Aid Training: Participant's Book • <i>Basic Aid Training: Rescue Kids</i> video • First Aid/CPR/AED Program booklet • <i>Infant and Child CPR</i> video • Babysitter's Training Handbook <p><i>Troop Program Features, Volume I</i>, No. 33110</p> <ul style="list-style-type: none"> • First-aid requirements for First Class • Review Heimlich maneuver • Full checklist for a troop first-aid kit • Bandaging demonstration • Requirements for First Aid merit badge • Treatment for the most common sports injuries • Treatment for the most common home injuries • Review CPR

Activity	Description
<ul style="list-style-type: none"> • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Steps to take in a boating or water first-aid emergency • Treatment for severe allergies like a bee sting • Steps to take in a lightning storm or electrical emergency • Treatment for heat stroke and heat exhaustion
<p>Games—5 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p>	<p>Identify several games that enhance or use the program feature and identify where they can be found. These can be active/inactive, initiative, or indoor/outdoor. Explain briefly or play one game. Include handouts with game rules or references.</p>
<p>Special Feature—15 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Training presentation or Theme highlight</p>	<p>How to set up a disaster day drill or run a first-aid fair. (See <i>Troop Program Features, Volume I.</i>)</p> <p>Review of treatment for hurry-up first-aid cases.</p>
<p>Song/Skit/Run-On—2 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p>	<p>Provide material appropriate for troop use.</p>
<p>Special Information—10 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<p>Red Cross official teaching how to handle an urban disaster like a building collapse, earthquake, train wreck, or large traffic accident</p> <p>Instilling confidence in Scouts when faced with treating emergencies, i.e., remain calm, remember first-aid skills, etc.</p>

Activity	Description
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p> <p>Sing Scout Vesper and then recite: "May you have joy in the memory of yesterday. May you have joy in today—its brightness and blessings. May you have joy in learning and growing. May your years be filled with friendship and love."</p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at December Roundtable

Winter Camping

January

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Instructions on how to build igloos and snow caves• Winter camping meal and menu ideas
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	<p>Form the group into a circle. Station members of the staff at the four major points of the compass, and have them read the following parts that correspond to their compass position.</p> <p>North: "As the needle of the compass points north, so the ideals of Scouting point to better citizens of tomorrow."</p> <p>East: "As sure as the sun rises each morning in the east, Scouting endeavors to help young men rise to the maturity of manhood."</p> <p>South: "Fun, sun, and the outdoor life are hallmarks of the south and of Scouting, too."</p> <p>West: "Just as the Old West typifies the pioneering spirit of our country, Scouting typifies the challenge that each boy can find."</p> <p>Present colors.</p> <p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____	

Activity	Description
<p>Introduction—1 min.</p> <p>Resources—3 min.</p> <p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p><i>Snow Sports</i> merit badge pamphlet, No. 35951</p> <p><i>Okpik: Cold Weather Camping</i>, No. 34040</p> <p><i>Boy Scout Handbook</i>, No. 33105</p> <p><i>Troop Program Features, Volume III</i>, No. 33112</p> <p><i>Fieldbook</i>, No. 33104</p> <ul style="list-style-type: none"> • Winter animal signs in your area • Winter tent pitching • Cold-weather clothing demonstration • Requirements for Snow Sports merit badge • Demonstration of cold-weather camping gear and precautions • Ice rescue procedures • Steps to take if lost in the snow • Map and compass use for winter navigation • Camping skills for cold and wet conditions • Winter weather signs • Using cross-country skis and/or snowshoes • Building your own snowshoes
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Campout activities from Winter Camping section of <i>Troop Program Features, Volume III</i></p>
<p>Special Feature—15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or Theme highlight</p>	<ul style="list-style-type: none"> • Review avalanche safety. • Teach first aid for hypothermia and frostbite. • Review the buddy system for cold-weather safety.

Activity	Description
Song/Skit/Run-On—2 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Provide material appropriate for troop use.
Special Information—10 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Details (or highlights) for district, council, or national events or programs	<ul style="list-style-type: none"> • Review cold-weather camping tips from the Winter Camping section of <i>Troop Program Features, Volume III</i>. • Explain the winter sky and constellations in your area.
Closing—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Next meeting: (Date _____) Announcements—3 min. District executive's comments—2 min. Scoutmaster's Minute—1 min. Retire flag(s)—1 min.	Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain. Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings. Sing or hum "Taps," followed by Philmont Grace: <i>For food, for raiment,</i> <i>For life, for opportunity,</i> <i>For friendship and fellowship</i> <i>We thank thee, O Lord.</i>
After the Meeting <i>Led by:</i> _____ <i>Start time:</i> _____ Cracker barrel Roundtable staff meeting Follow-up items	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at January Roundtable

Citizenship

February

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Display of public service projects available to troops• Display of sites in your area that are listed on the National Register of Historic Places
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	<p>Simple and quick ceremony used for a troop meeting.</p> <p>Post colors and lead the Pledge of Allegiance. Ask a senior Scouter to lead the Scout Oath.</p> <p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min.	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p>Merit badge pamphlets</p> <ul style="list-style-type: none">• <i>Citizenship in the Community</i>, No. 35870• <i>Citizenship in the Nation</i>, No. 35871• <i>Citizenship in the World</i>, No. 35872 <p><i>Venturing Leader Manual</i>, No. 34655E</p>

Activity	Description
<p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Requirements for Citizenship in the Community merit badge • Presenting, retiring, and folding the U.S. flag • Historic U.S. flags • Applying for a U.S. passport • Requirements for Citizenship in the Nation merit badge • Review the rights of a U.S. citizen • Historic trails in your area for troops to hike • Speaker from a local municipality or school board presenting its budget • Requirements for Citizenship in the World merit badge • Importance and organization of the United Nations • Steps to become a naturalized U.S. citizen • Presentation on a career in the legal field
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Identify several games that enhance or use the program feature and identify where they can be found. These can be active/inactive, initiative, or indoor/outdoor. Explain briefly or play one game. Include handouts with game rules or references.</p>
<p>Special Feature—15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or theme highlight</p>	<ul style="list-style-type: none"> • How to prepare and give a speech. (See the How-To section of the <i>Venturing Leader Manual</i>.) • Election official explaining how your area runs local, state, and federal elections.
<p>Song/Skit/Run-On—2 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Provide material appropriate for troop use.</p>

Activity	Description
<p>Special Information—10 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • Review of local, state, and federal officials • How to register to vote • Speaker from the League of Women Voters
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p> <p>Form a living circle around a lit candle, and sing "God Bless America."</p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at February Roundtable

Physical Fitness

March

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Special Olympics display• Opportunity to talk with Special Olympics participants
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	<p>Present colors, repeat the Pledge of Allegiance, and follow by singing “God Bless America.”</p> <p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min.	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources: Merit badge pamphlets</p> <ul style="list-style-type: none">• <i>Athletics</i>, No. 35860• <i>Personal Fitness</i>, No. 35927• <i>Swimming</i>, No. 35957 <p>To Be Physically Fit BSA, No. 19-327 <i>Troop Program Features, Volume III</i>, No. 33112</p>

Activity	Description
<p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Fitness requirements through First Class • Setting up a personal physical fitness program with a local health club trainer • Requirements for President's Sports and Fitness Award • Importance of weight training • Requirements for Personal Fitness merit badge • The role of nutrition in physical fitness • Importance of flexibility training • Cross-training for physical fitness • Setting up an indoor obstacle course • Importance of mental health • Physical fitness training for military special forces units • Relaxation and stress-reduction techniques
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Identify several games that enhance or use the program feature and identify where they can be found. These can be active/inactive, initiative, or indoor/outdoor. Explain briefly or play one game. Include handouts with game rules or references.</p>
<p>Special Feature—15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or theme highlight</p>	<p>Scout decathlon events from the Physical Fitness section of <i>Troop Program Features, Volume III</i></p>
<p>Song/Skit/Run-On—2 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Provide material appropriate for troop use.</p>

Activity	Description
<p>Special Information—10 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • How a coach promotes physical fitness • Current or former Olympic athlete speaking on the importance of training
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p> <p>Form a living circle and repeat, "May the Great Scoutmaster of all Scouts be with us 'til we meet again."</p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at March Roundtable

Forestry

April

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Displays by the National Arbor Day Foundation and the USDA Forest Service about their programs Demonstration by local nursery on proper way to plant a tree
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	Simple and quick ceremony used for a troop meeting. Recognize first-time attendees. Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min.	Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend. Identify appropriate resources: Merit badge pamphlets • <i>Fish and Wildlife Management</i> , No. 35898 • <i>Forestry</i> , No. 35901 • <i>Soil and Water Conservation</i> , No. 35952 <i>Troop Program Resources</i> , No. 33588A <i>Troop Program Features, Volume II</i> , No. 33111 <i>Venturing Leader Manual</i> , No. 34655E

Activity	Description
<p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Requirements for Forestry merit badge • Identification of trees by leaf, twig, and bark • Forest fire lookouts and their locations in your area • Review of the Outdoor Code • Requirements for Soil and Water Conservation merit badge • Damage done to forests by disease, man, and animals • Forest ranger explaining reforestation • Principles of Leave No Trace • Requirements for Fish and Wildlife Management merit badge • Tree farm speaker on tree harvesting • Conservation and conservation projects from the Arts, Hobbies, and Sports Program Ideas section of the <i>Venturing Leader Manual</i> • Requirements for the Hornaday Award
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Nature Ramble and Nature's Scavenger Hunt from <i>Troop Program Resources</i></p>
<p>Special Feature—15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or theme highlight</p>	<p>Value of the forest from <i>Troop Program Features, Volume II</i></p>
<p>Song/Skit/Run-On—2 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Provide material appropriate for troop use.</p>

Activity	Description
<p>Special Information—10 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • Directions for making a diameter tape and a cruising stick from <i>Troop Program Features, Volume II</i> • Forest firefighter speaking on particulars of the career
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p> <p>Ask the group to join in repeating the Outdoor Code:</p> <p><i>As an American,</i> <i>I will do my best to</i> <i>Be clean in my outdoor manners,</i> <i>Be careful with fire,</i> <i>Be considerate in the outdoors,</i> <i>And be conservation-minded.</i></p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at April Roundtable

Leadership

May

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Display about your council's weeklong youth leader training conference• Display about the National Advanced Youth Leadership Experience at Philmont
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min.	<p>Simple and quick ceremony used for a troop meeting.</p> <p>Values of the Patrol System</p> <p>The Scoutmaster must recognize the extraordinary value that comes from operating a troop by the patrol method. It is the best guarantee of permanent vitality and success for the troop and takes a great deal of minor routine work off the shoulders of the Scoutmaster.</p> <p>First and foremost, the patrol is the character school for the individual. The patrol leader receives practice in responsibility and in the qualities of leadership. The Scouts receive subordination of self to the interests of the whole as well as practice in self-denial and self-control while involved in the team spirit of cooperation and good comradeship.</p> <p>To get first-class results from this system, boy leaders must have total responsibility—if you give only partial responsibility, you will get only partial results. The objective is to help the boy develop character by handling responsibility.</p> <p>The Scoutmaster who hopes for success must not only study what is written about the patrol method but also put into practice the suggestions that are made. It is the doing of things that</p>

Activity	Description
<p>Introductions—2 min.</p> <p>Recognitions—2 min.</p>	<p>is so important, and only by constant trial can patrol leaders and Scouts gain experience. The more the Scoutmaster gives them to do, the more they will respond, and the more strength and character they will achieve.</p> <p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
<p>Program Features—44 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Introduction—1 min.</p> <p>Resources—3 min.</p> <p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p>	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p>Merit badge pamphlets</p> <ul style="list-style-type: none"> • <i>Citizenship in the Community</i>, No. 35870 • <i>Citizenship in the Nation</i>, No. 35871 • <i>Citizenship in the World</i>, No. 35872 • <i>Public Speaking</i>, No. 35936 <p><i>Venturing Leader Manual</i>, No. 34655E</p> <p><i>Senior Patrol Leader Handbook</i>, No. 32501A</p> <p><i>Patrol Leader Handbook</i>, No. 32502A</p> <p><i>Troop Leadership Training</i>, No. 34306A</p> <p><i>Troop Program Features, Volume II</i>, No. 33111</p> <ul style="list-style-type: none"> • First Class citizenship requirements • How to lead a discussion, from the How-To section of the <i>Venturing Leader Manual</i> • How to introduce a speaker, from the How-To section of the <i>Venturing Leader Manual</i> • Requirements for Citizenship in the Nation merit badge <ul style="list-style-type: none"> • Items to consider in planning a bike hike • Decisions to make in a hiking emergency • Teaching a skill, from the How-To section of the <i>Venturing Leader Manual</i> • Requirements for Citizenship in the World merit badge

Activity	Description
<ul style="list-style-type: none"> • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Requirements for Public Speaking merit badge • How to plan a compass course • Making a speech, from the How-To section of the <i>Venturing Leader Manual</i> • Requirements for Citizenship in the Community merit badge
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	
<p>Special Feature— 15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or theme highlight</p>	<ul style="list-style-type: none"> • Review <i>Troop Leadership Training</i> and its use. • Review the game Stranded from <i>Troop Program Features, Volume II</i>.
<p>Song/Skit/Run-On— 2 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Provide material appropriate for troop use.</p>
<p>Special Information— 10 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • Four decision-making problems from <i>Troop Program Features, Volume II</i> • Speaker from the community on leadership and mentor programs offered for youth

Activity	Description
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at May Roundtable

Special Cooking

June

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Care and cleaning of a Dutch oven• Using a dehydrator and suggested foods to dehydrate
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	<p>Ask participants to join in the Pledge of Allegiance, then state: “Scouters, let this flame (of a lit, single candle) symbolize the spirit of Scouting—the ideals expressed in our Scout Oath and Law and the ideals of Scouting as a worldwide brotherhood. We will burn this candle tonight throughout the roundtable to remind us of our high purposes in working with boys.” Present colors.</p> <p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min.	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources: <i>Cooking merit badge pamphlet, No. 35879</i></p>

Activity	Description
<p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Various kinds of cooking fires • Suggested spices to take on outings and how to use them • Starting a fire without matches • Five recipes for trail mix • Making ice cream on an outing • Planning a troop feast on an outing • Planning portions for a large group • Using a Dutch oven to cook, bake, as a skillet, stacked, etc. • Preparing a shopping list and duty roster for a large meal • How to roast an animal such as a pig or goat • How to skin and clean wild game • How to deep-fry a turkey
<p>Games—5 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p>	<p>Identify several games that enhance or use the program feature and identify where they can be found. These can be active/inactive, initiative, or indoor/outdoor. Explain briefly or play one game. Include handouts with game rules or references.</p>
<p>Special Feature—15 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Training presentation or theme highlight</p>	<ul style="list-style-type: none"> • Ways to roast and grill fresh fish on an outing • Nutritionist presenting rules for balanced outing menus
<p>Song/Skit/Run-On—2 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p>	<p>Provide material appropriate for troop use.</p>

Activity	Description
<p>Special Information—10 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • Baking on a backpacking stove • Rules for cooking with a pit fire
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at June Roundtable

Backpacking

July

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Backpacking gear including tents, backpacks, boots, clothing• Display of outdoor photography that can be done on an outing• Requirements for Photography merit badge
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min.	<p>Ethical people whose lives are a celebration—what could be a better description of Scouters? Some Scouters live like that. They teach, inspire, and spread joy by what they are. They live by a simple belief: “My friendliness helps you become friendly, my trustworthiness helps you to become trustworthy; or my hostility causes you to become hostile, my anxiety causes you to become anxious. If I affirm, you will become affirmative. This is what I call the language of relationships.” So we teach by what we are, by our relationships with Scouts, other Scouters, and the whole community.</p> <p>As Scouters, we face many challenges and objectives. Scouts, fellow Scouters, chartered organizations, parents, community groups, and the Scouting movement all have expectations of us. But there is no need to become frustrated. Many people in other responsible community positions face similar challenges, but their personal rewards are not as great as those enjoyed by Scouters.</p> <p>We are not expected to be all that other people might plan for us. But we do have a personal responsibility to become all that God created us capable of becoming. This is personal growth, which must continue if we are to promote growth among boys.</p> <p>What kind of Scouters could that make us? Perhaps, ethical people whose lives are a celebration!</p> <p>Present colors.</p>

Activity	Description
<p>Introductions—2 min.</p> <p>Recognitions—2 min.</p>	<p>Recognize first-time attendees.</p> <p>Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.</p>
<p>Program Features—44 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Introduction—1 min.</p> <p>Resources—3 min.</p> <p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<p>Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.</p> <p>Identify appropriate resources:</p> <p>Merit badge pamphlets</p> <ul style="list-style-type: none"> • <i>Backpacking</i>, No. 35863 • <i>Camping</i>, No. 35866 • <i>Hiking</i>, No. 35907 • <i>Orienteering</i>, No. 35925 • <i>Wilderness Survival</i>, No. 35966 <p><i>Troop Program Features, Volume I</i>, No. 33110</p> <p>Nationally Approved Historic Trails, No. 20-135</p> <ul style="list-style-type: none"> • First Class camping and hiking requirements • How to set a hiking pace • Weather signs to look for on a campout • How to properly pack a backpack • Teach pace-counting • Requirements for Backpacking merit badge • How to do a troop pack check • Geology likely to be found on an outing • Requirements for a 50-mile trek • Stars, constellations, meteors, and satellites that can be observed with binoculars on a summer outing • Planning a successful campfire program • Wilderness survival skills

Activity	Description
Games—5 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Identify several games that enhance or use the program feature and identify where they can be found. These can be active/inactive, initiative, or indoor/outdoor. Explain briefly or play one game. Include handouts with game rules or references.
Special Feature—15 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Training presentation or theme highlight	<ul style="list-style-type: none"> • GPS demonstration • Environmental project outing activities from the Backpacking section of <i>Troop Program Features, Volume I</i>
Song/Skit/Run-On—2 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Provide material appropriate for troop use.
Special Information—10 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Details (or highlights) for district, council, or national events or programs	<ul style="list-style-type: none"> • Review requirements for the 50-Miler Award. • Review local historic trails found in Nationally Approved Historic Trails. • Review the Outdoor Code.
Closing—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Next meeting: (Date _____) Announcements—3 min. District executive's comments—2 min. Scoutmaster's Minute—1 min. Retire flag(s)—1 min.	Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain. Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.

Activity	Description
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at July Roundtable

Aquatics

August

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	<ul style="list-style-type: none">• Display from Sea Exploring or Venturing unit• Sailing Club display• Coast Guard display• Display for all water-related merit badges
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	Simple and quick ceremony used for troop meeting. Recognize first-time attendees. Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min.	Provide handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend.

Activity	Description
Resources—3 min.	<p>Identify appropriate resources:</p> <p>Merit badge pamphlets</p> <ul style="list-style-type: none"> • <i>Canoeing</i>, No. 35867 • <i>First Aid</i>, No. 35897 • <i>Lifesaving</i>, No. 35915 • <i>Motorboating</i>, No. 35920 • <i>Rowing</i>, No. 35943 • <i>Small-Boat Sailing</i>, No. 35950 • <i>Swimming</i>, No. 35957 • <i>Water Sports</i>, No. 35963 • <i>Whitewater</i>, No. 35965 <p><i>Fieldbook</i>, No. 33104</p> <p>Safe Swim Defense, No. 34370A</p> <p>Safety Afloat, No. 34368B</p> <p><i>Troop Program Features, Volume I</i>, No. 33110A</p>
<p>Program Features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p>	<ul style="list-style-type: none"> • New-Scout Patrol <ul style="list-style-type: none"> • Safety Afloat review • Safe Swim Defense review • All Second Class swimming requirements • All First Class swimming requirements • Regular Scout Patrol <ul style="list-style-type: none"> • Safety Afloat review • Safe Swim Defense review • Requirements for Swimming merit badge • Resources and requirements for BSA Lifesaving • Venture Patrol <ul style="list-style-type: none"> • Safety Afloat review • Safe Swim Defense review • Mile Swim BSA requirements • Swim rescue techniques and CPR
<p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	

Activity	Description
Games—5 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Review water games from <i>Troop Program Features, Volume I</i> .
Special Feature—15 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Training presentation or theme highlight	Florida Sea Base and Northern Tier information
Song/Skit/Run-On—2 min. <i>Led by:</i> _____ <i>Start time:</i> _____	Provide material appropriate for troop use.
Special Information—10 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Details (or highlights) for district, council, or national events or programs	<ul style="list-style-type: none"> • Information on Sea Exploring or Venturing unit • Resources for local water activities
Closing—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Next meeting: (Date _____) Announcements—3 min. District executive's comments—2 min. Scoutmaster's Minute—1 min. Retire flag(s)—1 min.	Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain. Include sample district executive's comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.

Activity	Description
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Boy Scout Roundtable Planning Work Sheet

For Use at August Roundtable

Fishing

September

Activity	Description
Preopening—30 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Exhibits Hands-on demonstrations Trading post Registration	Venture patrol fishing display <ul style="list-style-type: none">• Fly tying demonstration• Fly casting practice <i>Note:</i> Depending on your location, include both freshwater and saltwater fishing.
Opening—7 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Welcome—1 min. Flag ceremony—2 min. Introductions—2 min. Recognitions—2 min.	Open with a simple, quick ceremony suitable for a troop meeting. Recognize first-time attendees. Present training awards, Centennial Quality Unit Awards, Scoutmaster Award of Merit, etc.
Program Features—44 min. <i>Led by:</i> _____ <i>Start time:</i> _____ Introduction—1 min. Resources—3 min.	Provide a handout with the four items to be covered for each of the three Scout experience levels so participants can identify which level to attend. Identify appropriate resources: <i>Fieldbook</i> , No. 33104 <i>Fishing</i> merit badge pamphlet, No. 35899 <i>Fly-Fishing</i> merit badge pamphlet, No. 35900 <i>Troop Program Features, Volume I</i> (No. 33110), <i>Volume II</i> (No. 33111), and <i>Volume III</i> (No. 33112) <i>Troop Program Resources</i> , No. 33588A <i>Safety Afloat</i> , No. 34368B

Activity	Description
<p>Program features—40 min.</p> <p>Note: These resource features are divided into three levels based on the experience level of the Scout in the troop.</p> <ul style="list-style-type: none"> • New-Scout Patrol • Regular Scout Patrol • Venture Patrol <p>Participants choose which level to attend. It works best if a troop has a representative attend each of the program levels. Run all levels simultaneously and have four program resource items (10 minutes each) for each level.</p>	<ul style="list-style-type: none"> • Basic fishing techniques • Basic fishing knots for tying lures • Fishing merit badge requirements • How to clean and keep fresh fish • Various poles, rods, and reels • Lures and types of bait • How to clean and keep fresh fish • Local fishing licenses, requirements, permits • River safety (review using <i>Fieldbook</i>, No. 33104) • Comparing topographical and lake maps • River rescues and first aid • Planning a 50-mile canoe/fishing trek
<p>Games—5 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<ul style="list-style-type: none"> • The Tangle Knot • Sloppy Camp • Remote Clove-Hitch Tying • Name That Fish
<p>Special Feature—15 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Training presentation or Theme highlight</p>	<p>Review trip and tour permits with hints, tips, and anything unique to a water-related activity.</p>
<p>Song/Skit/Run-On—2 min.</p> <p>Led by: _____</p> <p>Start time: _____</p>	<p>Provide material appropriate for troop use.</p>
<p>Special Information—10 min.</p> <p>Led by: _____</p> <p>Start time: _____</p> <p>Details (or highlights) for district, council, or national events or programs</p>	<ul style="list-style-type: none"> • Feature a Venture patrol or Varsity Scout-related feature. • Identify local fishing resources, contacts, etc.

Activity	Description
<p>Closing—7 min.</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Next meeting: (Date _____)</p> <p>Announcements—3 min.</p> <p>District executive's comments—2 min.</p> <p>Scoutmaster's Minute—1 min.</p> <p>Retire flag(s)—1 min.</p>	<p>Limit announcements to no more than three minutes and have handouts of any items that take a long time to explain.</p> <p>Include sample comments and a suggested Scoutmaster's Minute in the handouts. Use examples appropriate for troop meetings.</p> <p>Scoutmaster's Minute: Conservation is a hot topic these days, but it's nothing new to Boy Scouts. Way back in 1911, when the first Scout handbook was published, the Scouts were advised: "It should be the invariable practice of anglers to return to the water all uninjured fish that are not needed for food or study. . . . No thoughtful boy who has the interests of the country at heart, and no lover of nature, will go fishing merely for the purpose of catching the longest possible string of fish. . . ."</p> <p>Please join me in repledging ourselves to conservation by repeating the Outdoor Code.</p> <p><i>As an American, I will do my best to—</i> <i>Be clean in my outdoor manners.</i> <i>Be careful with fire.</i> <i>Be considerate in the outdoors.</i> <i>Be conservation-minded.</i></p>
<p>After the Meeting</p> <p><i>Led by:</i> _____</p> <p><i>Start time:</i> _____</p> <p>Cracker barrel Roundtable staff meeting Follow-up items</p>	<ul style="list-style-type: none"> • Assignments for next month • Meeting evaluation • Special guest for next month

Notes