

PATROL MEETING PLANNER

THEME: Advancement & Outing

PATROL NAME: _____

DATE: Thursday, January 22, 2026

WEEK #: 1

Start Time	Activity	Description	Run By	Minutes
6:00	Gathering	● Last Toothpick Game (Bring ~100 Toothpicks - instructions below)	Patrol Leader	5
6:05	Opening	● Recite the <u>Pledge of Allegiance</u>. Recite the <u>Scout Oath</u> and <u>Law</u>. ● <u>Uniform Inspection</u>	Patrol Leader	5
6:10	Business	Attendance & Rank – As PL is conducting the meeting, the APL should take attendance/rank and turn it in to the Scribe. Review - Discuss the previous patrol meeting or event & what happened (Ex: Winter Camp, Jan 8th Meeting, Leadership Training). Assign Roles - <u>Scribe</u>, <u>Grubmaster</u>, <u>Servicemaster</u>, <u>Cheerleader</u>. Advancement - Have everyone set advancement goals for a 2-4 week period. Longer for older scouts earning Merit Badges. Patrol Outing - Brainstorm ideas & pick one. Define the tasks needed and assign one to each member with due dates. PLC Issues – Ask scouts if they have issues to bring up in the PLC.	Patrol Leader	15
6:25	Skills Activity	Patrol Yell - Develop & and practice your Patrol yell to build spirit. Scout Spirit - Practice skits and songs for upcoming outing. Skill Practice - Learn skills for advancement (knots, etc). Patrol Work – Work on tasks given to your patrol by the troop leaders. (Ex: planning a troop game, flag ceremony, etc).	Patrol Leader	10
6:35	Game	● Smile Toss Game (instructions below)	Patrol Leader	10
6:45	Closing	● Clean up and put furniture back as it was before the meeting.	Everyone	5
6:50	After the meeting	● Discuss what items should Start, Stop, & Continue	Patrol Leader & Assistant PL	5
Last Toothpick Game Instructions:		Scouts gather around. Lay out any number of matches in any number of piles, as long as there is at least 2 matches in 2 piles. Each scout takes a turn removing any number of matches from 1 pile. The scout that removes the last match is the winner of 1 point.		
Smile Toss Game Instructions:		Everyone sits in a circle. Leader tells players they have to maintain a serious expression unless they have caught the smile being tossed around. The leader smiles, then wipes the smile from his face into his hand and tosses it to a scout in the circle, calling the scout's name as he does so. The "smile" catcher must put on the smile, wear it for a moment, then "wipe" it off and toss it to another scout, calling his name. The scout who does not wipe the smile completely off, or smiles out of turn, must stand up. Since smiling is contagious, the entire group will soon be standing... as well as smiling.		

PATROL MEETING PLANNER

THEME:

DATE:

PATROL NAME:

WEEK #:

<u>Start Time</u>	<u>Activity</u>	<u>Description</u>	<u>Run By</u>	<u>Minutes</u>
6:00	Gathering	● Game or Event (http://www.boyscouttrail.com/games.asp) (http://www.macscouter.com/games/Games4BS.asp) (http://www.programresources.org/patrol-games-small-space/)	Patrol Leader	5
6:05	Opening	● Recite the <u>Pledge of Allegiance</u>. Recite the <u>Scout Oath</u> and <u>Law</u>. ● <u>Uniform Inspection</u>	Patrol Leader	5
6:10	Business	● Record Scout's Attendance & Rank ● Review Follow-ups and Plans from Previous Events ● Discuss New Business & Make New Plans ● Identify upcoming Duties & Assign Tasks w/Due Dates ● Advancement - Have Everyone Set 2-4 Week Advancement Goals ● Obtain Items to Bring Up at Next PLC	Patrol Leader	15
6:25	Skills Activity	Patrol Work – Work on tasks given to your patrol by the troop leaders. This could be preparing to teach skills, planning a troop game, or flag ceremony. Scout Skill Practice - Learn skills for advancement (knots, etc). Scout Spirit - Practice skits and songs for upcoming outing.	Patrol Leader	10
6:35	Game	● Play a Game	Patrol Leader	10
6:45	Closing	● Clean up and put furniture back as it was before the meeting.	Everyone	5
6:50	After the meeting	● Discuss what items should Start, Stop, & Continue	Patrol Leader & Assistant PL	5
Game 1 Instructions:				
Game 2 Instructions:				