

Agenda and Notes: Roadrunner District Roundtable

Meeting purpose To provide leaders with program ideas; information on policy and events; and training opportunities through a forum for sharing experiences and enjoying fun and fellowship with other Scout leaders.

Meeting date, time, and place Date: Thursday, April 6, 2017
 Time: 7:30 pm to 9:00 pm
 Place: The Church of Jesus Christ of Latter Day Saints
 4401 NE Loop 820, North Richland Hills, TX 76180
 (817) 284-0559

Pre-Opening The table below identifies the activities, responsible leaders, and allotted time.

Begin	Time Allotted	Activity	Person Responsible
6:00 pm	30 minutes	Setup: May include setup details such as: <ul style="list-style-type: none"> • Unlocking and locking up facility • Setting up tables and chairs • Secure American flag 	Tom Rogers Dave Thilges
7:00 pm	30 minutes	• Registration/Sign-In	RTC
7:15 pm	15 minutes	• Beading Ceremony: Dave	Dave Thilges

General Session This is the main part of the Roundtable in which all levels of the scouting program participate.

Time	Time Allotted	Activity	Person Responsible
7:30 pm	1 minute	Welcome and Introduction	RTC
7:31 pm	1 minute	Prayer	Dr. Terrell
7:33 pm	2 minutes	Opening Ceremony	Order of the Arrow
7:35 pm	5 minutes	Awards	Joyce Thilges
7:40 pm	15 minutes	Announcements	RTC
7:55 pm	5 minutes	Travel to Breakout Sessions/Training	All

Continued on next page

Agenda and Notes: Roadrunner District Roundtable, Continued

Cub Scout Pack Leader Session This is the time that activities are directed to the specific scouting programs.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	45 minutes	Succession Planning Leader Training	RTC
8:45	5 minutes	Q&A	RTC
8:50	1 minute	Closing/Commissioner's Minute	RTC
8:51	9 minutes	After the meeting fellowship and/or cleanup	All
9:00 pm		End meeting	

Boy Scout Troop Session This is the time that activities are directed to the specific scouting programs.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	5 minutes	Name the Merit Badge	RTC
8:05 pm	9 minutes	Joining Ceremony 2	RTC
8:14 pm	8 minutes	Tips for Troop Meetings: Dead Time	RTC
8:22 pm	10 minutes	Boy Scout Interest Topic: Troop Finances	RTC
8:32 pm	20 minutes	Program Feature for the Month: Camping	RTC
8:52 pm	5 minutes	Q&A	All
8:57 pm	3 minute	Closing/Commissioner's Minute	RTC
9:00 pm		End meeting	

Big Rock: Retention

Contributing factors to high retention

What are the contributing factors to a high retention rate in a unit?

- Fun
 - Well planned meetings
 - Year-round program
 - Consistent communication
 - Boy-run troops
 - Timely recognition
 - Outdoor emphasis/monthly outings
 - Diverse activities
 - Low cost
-

What kinds of fun are there?

- Active: Includes the boys in the activity
 - Passive: The Scouts are part of the audience
-

What are the qualities that contribute to fun?

- Uniqueness
 - Engaging
 - Challenging
 - Physically active
 - Purposeful/Learning new concepts
-

Where can you put fun in meetings?

- Gathering period
 - Opening ceremonies
 - Skills instruction
 - Recognition ceremonies
 - Games
 - Closing ceremonies
-

What does it take to make things fun?

- Planning
 - Preparation
 - Enthusiasm
 - Inspiration
 - Interactivity
-

Breakout Meeting

Icebreaker
10 min

Name the Merit Badge

- **Materials:** a picture of each merit badge, each picture numbered but not identified by title (“see the Merits of Scouting” poster), one sheet of paper and a pencil for each Scout
 - **Method:** The numbered merit badge pictures are spread out on one or more tables. The Scouts are instructed to study the merit badge pictures for five minutes and write down the correct title of each badge beside the corresponding number on their sheets of paper.
 - **Scoring:** The Scouts exchange papers and score each other’s sheets as a leader reads the correct numbers and titles of the badges. The Scout who correctly identifies the most badges wins.
 - **Variation:** For a pre-opening activity, as each Scout arrives at the meeting, they are given a sheet of paper and a pencil and asked to number their paper from one to whatever the highest-numbered merit badge is. Just before the opening ceremony, all papers are collected, and the correct answers tallied. Later the winner(s) are announced and can be presented with a small prize.
-

Joining Ceremony 2
10 min

The room is illuminated by a single candle on a table at the front of the room. Also on the table are two log candelabras, one holding three candles, and the other twelve. The troop is lined up along two sides with junior leaders and adult leaders standing behind the table. If family members are present, they are seated at the back. The candidate(s) for membership wait outside the room along with their patrol leader(s). When all is ready, the patrol leader(s) lead the candidate(s) into the room up to the table where the candle is burning.)

- Senior Patrol Leader to the Patrol Leader(s): *Who are these individuals you’ve brought with you into our meeting room?*
 - Patrol Leader (if more than one, each proceed in turn): *I bring (name), who is eligible to become a member of our troop.* After the names of the candidate(s) are given, the patrol leader(s) step back a pace and the candidate(s) remain.
 - Senior Patrol Leader (steps from his position behind the table, picks up the lighted candle): *This candle represents the spirit of Scouting. As we welcome you into the fellowship of Troop (No.), we want you to stop and think about what it means to be a Scout. Besides going on outings and camping trips, it’s doing you best to live up to the Scout Law.* (The senior patrol leader hands the burning candle to a Scout, who steps up to the table.)
-

Continued on next page

Breakout Meeting, Continued

Joining Ceremony 2 10 min (continued)

- 1st Scout lights the first of twelve candles on the log and turns toward the candidate(s): *A Scout is trustworthy. He always tells the truth.* (The Scout hands the spirit of Scouting candle to the next Scout who lights the second candle, turns toward the candidates, and speaks simply but expressively about the meaning of loyalty. So it continues, through the twelve points of the Scout Law. After lighting their candle, each Scout says only one or two sincere, forceful sentences. The 12th Scout returns the candle to the senior patrol leader.)
 - Senior Patrol Leader: *You have heard the Scout Law. You are expected to do your best to live up to it. You will now be given the Scout Oath by our Scoutmaster. Please raise your right hand in the Scout sign.* The Scoutmaster takes the Spirit of Scouting candle.
 - Scoutmaster: *Repeat each part of the Scout Oath with me. Because it's your oath, you are making a promise to live the life of a Scout. "On my honor ... I will do my best – to do my duty ... to God and my country ... and to obey the Scout Law ..."* (The Scoutmaster lights the first of the three candles) *"to help other people at all times ..."* (The Scoutmaster lights the second of the three candles) *"to keep myself physically strong, mentally awake, and morally straight ..."* (The Scoutmaster lights the third of the three candles. The candidate(s) are asked to face the audience. An Assistant Scoutmaster then puts a new troop neckerchief around the candidates' necks, and the patrol leader(s) pin their patrol medallion on the new Boy Scout's right sleeve. Then the patrol leader(s) lead the new Boy Scout(s) to where the other Scouts are standing in line and congratulations are given.
-

Tips for Troop Meetings 8 min

Dead time:

- Sometimes there are "open spaces" in meetings by accident or due to poor planning.
 - These can be covered in the following ways:
 - Have materials ready for a "hunker down" activity appropriate for indoor use, and use the activity to fill in moments between meeting segments.
 - Have materials ready for an indoor "hitching race" and use this activity for the same purpose.
-

Continued on next page

Breakout Meeting, Continued

**Boy Scout
Interest Topic
10 min**

Troop Finances: Refer to material

**Program
Feature:
Camping
20 min**

See material.

**Open Forum
5 min**

Reserve time for Q&A.

**Comm Minute
3 min**

Parable of the Mule:

A mule fell into the farmer's well. The farmer heard the mule "praying"—or whatever mules do when they fall into wells. After carefully assessing the situation, the farmer sympathized with the mule, but decided that neither the mule nor the well was worth the trouble of saving. Instead, he called his neighbors together, told them what had happened and enlisted them to help haul dirt to bury the old mule in the well and put him out of his misery.

Initially, the old mule was hysterical! But as the farmer and his neighbors continued shoveling and the dirt hit his back, a thought struck him. It dawned on him that every time a shovel load of dirt landed on his back, he could shake it off and step up! This he did, blow after blow.

"Shake it off and step up. Shake it off and step up. Shake it off and step up!" He repeated it to encourage himself. No matter how painful the blows, or how distressing the situation seemed, the old mule fought panic and just kept right on shaking it off and stepping up!

It wasn't long before the old mule, battered and exhausted, stepped triumphantly over the wall of that well! What seemingly would bury him actually helped him, all because of the manner in which he handled his adversity!

That's life! If we face our problems and respond to them positively, and refuse to give in to panic, bitterness, or self-pity, the problems that come along to bury us usually have within them the very potential to benefit us.
