

# Agenda and Notes: Roadrunner District Roundtable

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**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.

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**Meeting date, time, and place** Date: Thursday, May 4, 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

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

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

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**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	3 minute	Opening Ceremony	Order of the Arrow
7:34 pm	1 minute	Opening Prayer	RTC
7:35 pm	5 minutes	Training Awards	Curtis Franklin
7:40 pm	15 minutes	Announcements	RTC
7:55 pm	5 minutes	Travel to Breakout Sessions/Training	All

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## Agenda and Notes: Roadrunner District Roundtable, Continued

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

<b>Time</b>	<b>Time Allotted</b>	<b>Activity</b>	<b>Person Responsible</b>
8:00 pm	45 minutes	Summer Programs	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	

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

<b>Time</b>	<b>Time Allotted</b>	<b>Activity</b>	<b>Person Responsible</b>
8:00 pm	5 minutes	Time Bomb	ARTC
8:05 pm	9 minutes	Broken Finger Skit	ARTC
8:14 pm	8 minutes	Feed the Troop	ARTC
8:22 pm	15 minutes	Let's Talk About Venturing	ARTC
8:37 pm	15 minutes	Hiking	ARTC
8:52 pm	5 minutes	Q&A	All
8:57 pm	3 minute	Closing/Commissioner's Minute	ARTC
9:00 pm		End meeting	

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# Boy Scout Breakout Meeting

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Icebreaker  
10 min

**The purpose of this part of the breakout session is to demonstrate activities that troops or patrols can use to occupy their time before troop meetings, during patrol meetings, or during inter-patrol activities.**

## **Time Bomb**

- Organize into groups of two to 10 scouts and have each group form a circle.
- The first scout in the circle starts counting from 1 and says up to three numbers. (He could say, “1,” “1, 2,” or “1, 2, 3.”)
- The next person in the circle continues the sequence by saying the next number in order. Depending upon what the first scout said, the next person continues with the next consecutive number, saying up to three numbers and counting towards the number 12.
- Once again, on each scout’s turn, they can choose to say either one, two, or three numbers.
- Continue until someone is forced to say 12. That scout is now out.
- The last scout standing is the winner.

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## Boy Scout Breakout Meeting, Continued

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Skit/Song/  
Ceremony  
10 min

This part of the program helps provide ideas for skits, songs, or ceremonies that can be used during troop meetings or outdoor activities like campouts or hikes.

### The Broken Finger Skit

**Required:** 2 scouters. **Ask for a volunteer to assist you with the skit to read the part of Scout #2.**

**Script:**

**Scouter #1:** Hey, Johnny, you're good with first aid. I need your help.

**Scouter #2:** OK, what's the problem?

**Scouter #1:** When I touch my forehead with my finger, it really hurts. When I push on my jaw, it's also painful. When I press on my stomach, I almost cry. What can it be?

*Scouter #1 does each of these things as he says them, always pushing with the tip of the same finger.*

*Scouter #2 looks in his ears, listens to his heart, has him open his mouth, and otherwise performs a thorough examination...*

**Scouter #2:** Man, I don't know. You had better go see the doctor right away.

**Scouter #1:** OK, I'll be right back. *Scouter #1 runs offstage and returns right back.*

**Scouter #2:** So, what did the doctor say? What's wrong with you? *Scouter #2 says this with a concerned look on his face.*

**Scouter #1:** He says I have a broken finger.

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## Boy Scout Breakout Meeting, Continued

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**Tips for Troop Meetings**  
**8 min**

**Description:** Unit leaders can always use a new idea or approach to keep troop meetings interesting, diverse, and exciting. A roundtable is a great place to share these tips, whether they are pulled from training resources, shared among participants, or collected from commissioner observations during unit visits.

### **Feed the Troop:**

- If you have the resources, assign one of the troop camp cooks to cook a choice Dutch oven recipe. After that meeting's activity session and before the closing ceremony, serve up a taste for patrols to sample, along with a copy of the recipe.
- Sample Recipe for **Campfire Stew (via Dutch Oven or large saucepan on the camp stove):**
  - Ingredients: 1 pound of ground beef, 1 can each of mixed vegetables, condensed tomato soup, and condensed vegetable beef soup; ¼ cup water, seasoning to taste (salt, pepper, onion powder and garlic powder, for example)
  - Instructions:
    - Brown the meat
    - Drain the fat
    - Add everything else
    - Bring to a boil
    - Let simmer 8-10 minutes. For Dutch Oven, simmer for 1 hour after browning and draining meat
    - ENJOY!

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## Boy Scout Breakout Meeting, Continued

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Boy Scout  
Interest Topic  
15 min

### Let's Talk About Venturing

- Discuss how the methods of Venturing differ from Boy Scouting.
- Discuss how adult leaders interact with the youth. Emphasize that youth leaders drive the crew operation even more than they do in a troop or team.
- Point out and explain the obvious differences, namely that Venturing is coed in its design and implementation, and it has a unique appeal for many older youth.
- Have unit leaders share their experiences and their concerns about Venturing. The presentation should start with a general understanding of what Venturing is and how it functions.

### Presentation Content

- **What Is Venturing?**
  - Venturing is a youth development program of the Boy Scouts of America for young men and women who are 14 years of age OR 13 years of age and have completed the eighth grade and under 21 years of age.
  - Venturing's purpose is to provide positive experiences to help young people mature and to prepare them to become responsible and caring adults.
  - Venturing is based on a unique and dynamic relationship between youth, adult leaders, and organizations in their communities. Local community organizations establish a Venturing crew by matching their people and program resources to the interests of young people in the community. The result is a program of exciting and meaningful activities that helps youth pursue their special interests, grow, develop leadership skills, and become good citizens.
  - Venturing crews can specialize in a variety of avocation or hobby interests. Focus areas include the outdoors and high adventure, religious life, sports, and STEM (Science, Technology, Engineering, and Mathematics).
  - **Venturing is NOT Boy Scouting in a different shirt and with girls.**
- **Aims and Methods of Venturing:** The aims of Venturing are the same as the rest of the Boy Scouts of America: to build character, develop citizenship, and foster personal fitness. The methods of Venturing differ from Boy Scouting, just like the methods of Boy Scouting differ from Cub Scouting. They are age- and stage-appropriate, emphasizing the growth and potential of the young men and women in Venturing crews.

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## Boy Scout Breakout Meeting, Continued

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**Boy Scout  
Interest Topic**  
**15 min**  
(continued)

- **Leadership and mentoring:** All Venturers are given opportunities to learn and apply proven leadership skills. A Venturing crew is led by elected crew officers. The Venturing Leadership Skills Course is designed for all venturers and helps teach them in an active way to lead effectively. Mentoring represents one of the leadership approaches of Venturing, both for Venturers and their adult Advisors. Venturers guide other Venturers in the delivery of program and adventure; Advisors work largely as mentors to guide and encourage Venturers.
- **Group activities and adventure:** Venturing activities are interdependent group experiences in which success is dependent on the cooperation of all. “Learning by doing” in a group setting provides opportunities for developing new skills. Venturing’s emphasis on high adventure and sports helps provide team-building opportunities, new meaningful experiences, practical leadership application, and lifelong memories to young adults.
- **Adult association.** The youth officers lead the crew. The officers and activity chairs work closely with adult Advisors and other adult leaders in a spirit of partnership. The adults serve in a “shadow” leader capacity.
- **Recognition:** Recognition comes through the Venturing advancement program and through the acknowledgment of a youth’s competence and ability by peers and adults.
- **The ideals.** Venturers are expected to know and live by the Scout Oath and Scout Law. They promise to be faithful in religious duties, treasure their American heritage, help others, and seek truth and fairness.
- **Service** encourages youth to identify a community need and to take action to address that need. Service helps youth make a difference in the world beyond themselves and, in the process, develop the disposition to put the needs of others first. Throughout its history, members of the Boy Scouts of America have provided service to others, and asserting service as one of the methods of Venturing emphasizes its critical role in the movement.

A Boy Scout who is of the appropriate age to consider Venturing may be looking to spend more time with his peers in school and in the community. Those peers may include young women. He may be looking to challenge himself with more advanced outdoor skills or a deeper interest in the world around him.

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## Boy Scout Breakout Meeting, Continued

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**Boy Scout  
Interest Topic  
15 min  
(continued)**

- **How Adults Work With Venturers**
  - Setting a good example, by the Scout Oath and Law, which for some crew members may be a new concept
  - Mentoring relationship, with the youth leaders doing most of the work
- **How Youth Lead the Crew**
  - Teaching others is a basic piece of the advancement and recognition program, and is part of the leadership and mentoring method of the program.
  - Adults are generally in the background. Adults who have special skills that the crew wishes to learn can be brought in as consultants to help the crew with an activity.
- **Venturing is a coed program.**
  - Just as young men are looking for the next challenge, young women are also looking to grow and develop in a quality program.
  - Venturing crews can be set up to be single-sex (male only or female only) or coed. The choice is up to the crew members.
  - Young men and young women develop at different rates, and it is often the case that young women take the lead in planning and running crew activities once they become comfortable with the program.
  - Having a place where young men and young women can work together on activities they plan is a selling point of the program.
- **A Boy Scout can be in a troop and a crew.**
  - Dual registration is an option.
  - If a young man reaches First Class in Boy Scouting, he can continue on advancing toward Eagle while in a Venturing crew.
  - Positions in Venturing do count for leadership positions requirements for Star, Life, Eagle, and Palms. Coordination between the troop and the crew will be needed when a Scout is dual-registered.
  - Teaching skills is a major piece of the Venturing program, and Venturers are a great resource for helping Scouts learn skills.
- **“You’re stealing my boys!”**
  - A concern for many Scoutmasters is that anything that is outside of the troop meeting is a threat to take boys away from Scouting. This always seems to include Venturing, the Order of the Arrow, Explorers, and in some cases Varsity Scouting.
  - Boy Scouting and Venturing can help young people with the ability to manage and prioritize activities, as well as to advocate for their own likes and interests. A good Scout leader will encourage a young man to stretch his potential, and let him try other opportunities in Scouting.

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## Boy Scout Breakout Meeting, Continued

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**Boy Scout  
Interest Topic**  
**15 min**  
(continued)

- **Remember what the mission of Scouting is.**
  - To help young people be able to make ethical choices in their daily lives using the principles of the Scout Oath and Law. Venturing may help a young man to continue developing that ability.
  - It is not necessarily to keep your troop numbers up.
- **Advancement in Venturing**
  - Age- and stage-appropriate
  - Builds on previously developed skills and stretches Venturers to organize and lead crew activities as well as teach others
  - The Summit Award is the highest award in Venturing and involves more work than earning the Eagle Scout rank.
- **Achievement in Venturing**
  - The Ranger Award recognizes advanced proficiency in outdoor skills and in teaching those skills to others.
  - The Quest Award recognizes interest in sports and physical activity. It develops lifelong habits in personal health and exercise.
  - The TRUST award recognizes advanced interest in religious life and social awareness. Many faith-based sponsors and youth ministries encourage work toward the TRUST award to help youth grow in their religious beliefs.
- **High Adventure**
  - Even crews that are formed around interests in careers or STEM are encouraged to get outdoors and to plan high-adventure activities as a long-term program goal.
  - Venturing crews frequently get better chances at attending Philmont, Florida Sea Base, and the Summit, as those facilities are looking to attract young men and women in that age range. Many of them eventually return to high-adventure bases as staff.
  - For many Venturers, this may be their first opportunity to do something more than backyard camping.
- **Leadership Opportunities**
  - Venturers also have the opportunity to attend NAYLE at Philmont or at the Summit, just like their peers in Scout troops.
  - Many Venturers are invited back to teach due to their maturity and experience in crew leadership.

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## Boy Scout Breakout Meeting, Continued

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**Program**  
**Feature: Hiking**  
**15 min**

The material for this section of the program is available at <http://troopleader.org/program-feature-hiking/>. Share this with the attendees.

### **KINDS OF HIKING**

**Kinds of Hiking** – If you think hiking just means following a trail around your favorite Scout camp, think again. There are all sorts of hikes you can take. *Provide personal stories or anecdotes to these examples, if available.*

**Urban hiking** – Of all Scouting adventures, city hikes can be among the most interesting and easiest to plan. Set a course that will take you through parts of town you would like to see, or to a zoo, an exhibit, a museum, or a historical site.



**Back-roads hiking** – America's quiet back roads can offer miles of wonderful hiking. They may lead through farm fields, hug riverbanks, drift along in a shady forest, or head out into open prairie.

**Snow hiking** – A winter hike can be a terrific way to enjoy cold-weather adventures. Remember that territory familiar in the summer can look very different when it is blanketed with snow.

**Tundra hiking** – Hike high enough in mountainous regions, and you will reach an elevation where conditions are too harsh for forests to survive. A tundra hike can take you up among the summits and surround you with tremendous scenery.



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## Boy Scout Breakout Meeting, Continued

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15 min  
(continued)

**Desert hiking** – Hiking across arid country will bring you close to remarkable vegetation, wildlife, and land formations. Consider doing desert hiking in the early morning and evening; spend the hottest part of the day relaxing in the shade.

**Cross-country hiking** – Cross-country hiking invites you to escape everything made by humans, trails included. You might cross a river or a lakeshore beach, or the crest of a hill. Or your way might be determined by a series of compass readings and a map to keep your bearings.

**Night hiking** – The world looks very different at night. Some animals are more active, and the sky can be ablaze with stars. Night hiking lets you explore this altered world.

**Trail hiking** – Scouts do much of their hiking on trails. They may choose pathways leading deep into the backcountry, or shorter routes connecting points of interest in a Scout camp or a city. A trail can lead to a mountaintop, a lake, a neighborhood park, or a prairie.

### LEADERSHIP PLANNING

During your planning meetings, you and your leadership team may want to discuss the following items when choosing hiking as your program feature.

- Where do we want to hike—where will our main event be?
- What other activities do we want to do during our hike?
- What type of program do we want, and which group should be in charge?
- What equipment will we need?
- Should we plan a meal or lunch in small groups or as one large unit?
- Who needs to learn orienteering and map-and-compass skills?
- Are permits or other forms of permission required to hike on public or private land?
- Where can we acquire maps for the route of our hikes?

What should be changed on the sample meeting plans to meet our needs?

**Discuss other ideas or information from the web site as appropriate, or include your own ideas.**

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## Boy Scout Breakout Meeting, Continued

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**Open Forum**  
**5 min**

Reserve time for Q&A.

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**Comm Minute**  
**3 min**

### **The Insignificant Pin**

Let me show you something I have in my pocket. It's not very big. In fact, I can almost lose it in my pocket. (Take out a full-sized safety pin.) Ah, here it is—a safety pin. It came from the bottom of the trinket box that sits on my counter and collects tiny things like paper clips, thumb tacks, and screws. You'll find a pin like this one at home, maybe in a sewing basket or dresser drawer or even in a trinket box like mine.

Now when you look at this tiny piece of metal, it seems very insignificant. And, sometimes, that is just the way we feel in this big bustling world. Right now, this pin and the pins you have tucked away at home don't have a purpose. One day that will change though. Perhaps you will be on a camping trip, or rushing off somewhere, and you will realize that there's a button missing from your coat. You won't have another button or the time to search for one, but a safety pin will hold together your coat just fine until you can find a button and sew it on.

If you ever feel like this safety pin—as if you have no purpose—remember that, one day, when you least expect it, your time will come. You will have a chance to do something worthwhile, some little helpful thing that will be very important to someone. Our job is to be prepared for that moment. Then, when our chance comes along, we will be ready to do your best to help out. We'll be surprised to find how often those opportunities to help will pop up, if we are prepared to meet them.

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