

## 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, January 4, 2018  
 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> </ul>	Tom Rogers Dave Thilges
6:30 pm	30 minutes	Commissioners Meeting	Dave Hammond
7:00 pm	30 minutes	• Registration/Sign-In	Dave

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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	Dave
7:31 pm	3 minute	Opening Ceremony	OA
7:34 pm	1 minute	Opening Prayer	Dave Hammond
7:35 pm	10 minutes	Announcements	Dave
7:45 pm	10 minutes	Big Rock Topic: Advancement: Why We Do It	Dave
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.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	45 minutes	YOUR Blue and Gold	RTC
8:45 pm	5 minutes	Q&A	RTC
8:50 pm	1 minute	Closing/Commissioner's Minute	RTC
8:51 pm	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.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	10 minutes	<b>Ceremony/Skit/Song/Game</b> SPL "Enhancing the Lighting of the Campfire"	RTC
8:10 pm	10 minutes	<b>Tips for Meetings:</b> Time for On-Time	RTC
8:20 pm	15 minutes	<b>Interest Topic:</b> OA Elections: Just the Facts	RTC
8:35 pm	15 minutes	<b>Program Feature:</b> Winter Camping	RTC
8:50 pm	5 minutes	Q&A	All
8:55 pm	3 minute	<b>Closing/Commissioner's Minute:</b> "The Traveler and the Tracker"	RTC
9:00 pm		End meeting	

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## Big Rock Topic: Advancement: Why We Do It

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### Overview

“No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements. There are limited exceptions relating only to members with special needs. For details see section 10, ‘Advancement for Members With Special Needs.’”

“This publication clearly identifies mandated procedures with words such as ‘must’ and ‘shall.’ Where such language is used, no council, committee, district, unit, or individual has the authority to deviate from the procedures covered, without the written permission of the National Advancement Program Team. Recommended best practices are offered using words like ‘should,’ while other options and guidelines are indicated with terms such as ‘may’ or ‘can.’ Refer questions on these to your local district or council advancement chairs or staff advisors. They, in turn, may request interpretations and assistance from the National Advancement Program Team.”

Ask a new Scout if he wants to become an Eagle, he will probably answer “yes.” Telling him that he must earn 21 merit badges, hold leadership positions in the troop, and complete an approved service project would overwhelm him, and he might decide to quit Scouting because he couldn’t possibly reach his goal to become an Eagle.

Ask him how does one eat an elephant? One bite at a time. On the trail to becoming an Eagle, he will earn age-appropriate ranks: Scout, Tenderfoot, Second Class, First Class, Star, and Life.

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**Advancement as Method**

Advancement is one of the methods units use to meet the aims of Scouting: character development and personal fitness. The others are

- Ideals
- Patrol method
- Outdoor program
- Association with adults
- Personal growth
- Leadership development
- Uniform

Units using advancement as the primary method to meet the aims of Scouting create a classroom situation with the Scouts listening to a lecture.

- Scouts have to attend school but they don't have to join or remain a Scout.
- Emphasizing outdoor program and not advancement will likely produce Scouts that only achieve the rank of Tenderfoot after they have been with the troop for two or more years.
- For a unit to succeed, advancement must follow program, not the other way around.
- With a balanced and exciting program, units will not have to worry about Scout retention or advancement.

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**Advancement and Skills**

Advancement is more than teaching a boy new skills; it involves learning how to use these skills in meeting life's challenges. "A Scout is never taken by surprise; he knows exactly what to do when anything unexpected happens." Lord Baden-Powell

- No one has learned a skill until they can teach it to someone else. (Tenderfoot requirement 8 states, "Using the EDGE method, teach another person how to tie the square knot.")
  - Advancement is not competitive. While members of the same or different patrols may compete to complete a rank, this should not be encouraged or used to pressure another Scout into obtaining rank.
  - Rushing a Scout to complete the requirements to obtain a rank for the upcoming court of honor will only come back to haunt him when he has to apply this knowledge on an outing or teach the skill to younger Scouts.
  - "The Scoutmaster must be alert to check badge hunting as compared to badge earning." Lord Baden-Powell
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## Boy Scout Breakout Meeting

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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.

### Enhancing the lighting of the Campfire

Recited expressively, just before the fire is lit:

*Near our campfire circle stand the wigwams of our campers.*

*Dark behind them stands the forest, stands the chestnut, oak and hemlock, stands the pines with cones upon them.*

*Many things we learn and do here:*

- *How the Great Spirit cares for all his faithful children, cares for all the forest people.*
- *Learn they of the stars in heaven, of the birds that fly and nest here.*
- *Learn they of the language of all creatures, call them friends whene'er they meet them.*

*Oh, Great Spirit, then, in Heaven, send us flame to light our campfire, that we may for this be grateful.*

*Oh, Great Spirit, this we ask Thee, send us fire, and we shall praise Thee.*

This may be recited just before the fire is lit by a Scout (or other character) carrying a flaming torch, or a flaming arrow sent from a high point. It also can be slowly recited while using the battery and steel wool firelighting technique.

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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.

### **Time for On Time:**

- Good meetings start and end on time. When you start late, you inadvertently penalize the punctual and reward the tardy. This only make the problem worse rather than better. People get “trained” to come late because they know nothing significant will happen until well after the announced start time.
- When you finish late, you also frustrate participants. People are busy. Meetings that finish late cascade into other meetings which must then also start late. Instead, we have to be as disciplined about our ending times as our beginning times. It’s amazing how much you can cover if you know you absolutely must finish on time.

### **Tips:**

- Make sure everyone is on the same page in understanding that meetings will start and end on time, and then follow-through. Say it, and then do it.
- Make sure the SPL has a plan and a backup plan.
- Make sure someone is watching the clock.
- Keep a lid on side conversations.
- Plan to end 5 minutes early.

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## Boy Scout Breakout Meeting, Continued

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Boy Scout  
Interest Topic  
15 min

### OA Elections: Just The Facts

- Each year lodges visit individual troops and hold unit elections, the process through which Scouts elect their peers to membership in the Order of the Arrow.
- **To be eligible for election to the OA, a Scout must**
  - Be a registered member of the Boy Scouts of America
  - Have attained at least the rank of First Class
  - Have the approval of his Scoutmaster
  - Have experienced 15 nights of Boy Scout camping while registered with a troop or team within the two years immediately prior to the election. The 15 nights must include one, but no more than one, long-term camp consisting of at least five consecutive nights of overnight camping, approved and under the auspices and standards of the Boy Scouts of America. Only five nights of the long-term camp may be credited toward the 15-night camping requirement; the balance of the camping (10 nights) must be overnight, weekend, or other short-term camps of, at most, three nights each. This requirement applies to all candidates for youth and adult membership in the Order of the Arrow, but is subject to waiver for district/council Scouters as set forth in the National Order of the Arrow Committee's Guide for Officers and Advisers.
- **Are the requirements the same for adults?** You bet your sweet bippy! However, they must be at least 21 years of age, exempt from the First Class requirement, and approved by an adult selection committee after an eligibility form has been turned in by the troop committee chairman.
- **What percentage of the troop must be present in order to carry out the election?** It is required that at least 50 percent of the registered active unit membership is present at the unit election. A registered active member is a youth who carries a current national membership card and participates in unit activities. A youth who moves away or drops out of the unit is not an active member and would not be counted in the registered active membership figure.

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## Boy Scout Breakout Meeting, Continued

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

- **Can eligible Scouts turn in a ballot?** Eligible Scouts can vote for those they feel are worthy to become members of the Order of the Arrow, including themselves.
- **How is the voting carried out?** Voting is anonymous by secret ballot. Open voting or campaigning of any kind is not permitted.
- **How many eligible Scouts can a Scout vote for?** A Scout may put as many or as few names as he wishes on his ballot. If he feels nobody is ready, he is free to turn in a blank ballot.
- **What if a Scout doesn't know any of the eligible Scouts?** Abstaining from voting is allowed for any new members of the troop who feel they don't know the eligible Scouts well enough. For a Scout to abstain, they should not turn in a ballot at all, which will not affect the final result of the election. However, do not confuse an abstention with a no-vote! A blank ballot turned in counts against those who are eligible.
- **How many votes must an eligible Scout receive in order to become a candidate?** Eligible Scouts must receive at least half of the votes cast to be elected. If there are an odd number of ballots cast, round up. If none of those eligible are elected, the election team will give the unit another chance to vote. This second vote will be final even if no one is elected.
- **If an eligible Scout receives at least 50 percent of the votes, is he a member of the Order of the Arrow?** Being elected is only the first step in the induction process. Those elected have first to go through their Ordeal before becoming members of the Order of the Arrow.

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## Boy Scout Breakout Meeting, Continued

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**Program**  
**Feature: Winter**  
**Camping**

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

As temperatures drop and winter sets in, the backcountry transforms into a challenging landscape where even the most familiar meadow can sparkle with ice and snow. Vistas open as trees lose their leaves. The air is crisp, the quiet broken only by the crunch of boots on snow. A day of traveling across the snow and a cozy night camped beneath a frosty sky are pleasures reserved for those who have learned to thrive even as the thermometer falls into the hibernation range.

Living well in the cold involves a set of skills that can greatly expand your opportunities for outdoor adventure. If you dream of mountaineering, your routes are likely to take you to heights where you'll need to be prepared to handle chilly winds, sleet, and snow. Winter travels in desert regions can be very cold, presenting unique sets of challenges for anyone venturing very far from a road.

You don't have to be scared to venture out in winter; you just have to be prepared. That's what this month's meetings and main event are all about.

### **Related Advancement and Awards**

- Tenderfoot, Second Class, and First Class camping requirements
- Backpacking, Camping, Emergency Preparedness, Hiking, Safety, Search and Rescue, Skating, Snow Sports, and Wilderness Survival merit badges

### **Staying Warm**

In winter conditions, dressing correctly can do more than keep you comfortable—it can keep you alive. Dress in layers, so you can add or remove articles of clothing to regulate your temperature. And be sure to include layers that *wick* (absorb moisture), block the *wind*, and keep you *warm*.

- Wick—Your innermost (base) layer should be made of material that wicks, or draws, moisture away from your body.
- Wind—Your outermost layer should block the wind.
- Warm—Your middle layer or layers should trap the heat that your body generates.

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## Boy Scout Breakout Meeting, Continued

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**Program**  
**Feature: Winter**  
**Camping**  
(continued)

### OBJECTIVES

- Teach youth the potential dangers of cold-weather camping.
- Show youth how to dress in the winter using the standards of wick, wind, and warmth.
- Explain how food is essential to keeping warm.
- Teach the essentials of cooking when it is cold.
- Teach youth how to build winter shelters.
- Help youth explore the activities winter has to offer, such as skiing, snowboarding, skating, and survival
- Demonstrate winter rescue methods

### PREOPENING IDEAS

- Challenge Scouts as they arrive to use their smartphones to find the most outlandish winter hats they can, or print pictures of various winter hats from the Internet and have Scouts vote on their favorite.
- Have some camping cook books available for Scouts to look through, featuring cold-weather meal ideas.
- Show Internet videos of snow cave or igloo construction

### GROUP INSTRUCTION IDEAS

- **Hypothermia and Clothing:** Define hypothermia. Explain the difference between mild and severe cases and discuss first aid for hypothermia.
- **Food is Fuel**
  - Have a discussion about why food is important during cold-weather activities. Emphasize that nutrition keeps us warm.
  - In a brainstorming fashion, have the entire group list ideal foods for winter activities.
  - Discuss the advantages of using a stove when camping on the snow, and how to build a cooking fire during snow events.
- **Snow Shelters**
  - Discuss the differences between three-season and four-season tents.
  - Discuss why four-season tents are needed for freezing conditions.
  - Compare ground pads and explain why ground insulation is essential during winter camping.
- **Safety and Rescue:** Depending on what you are going to do on your main event, discuss and review skills and safety for the following activities: Skiing, Snowboarding, Ice skating, Sledding, Survival.

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## Boy Scout Breakout Meeting, Continued

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Program  
Feature: Winter  
Camping  
(continued)

### ● **Hypothermia and Clothing**

- Learn the basics of winter clothing, including the principles of wick, wind, and warmth.
  - Discuss why you should never sleep in the same clothes worn during the day.
  - Try on different layers of clothes.
  - Identify which materials are not appropriate for cold weather.
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- Review the principles of wick, wind, and warmth.
  - Discuss how synthetic materials work and compare them to wool and cotton.
  - Discuss how synthetics are best for multiday needs.
  - Try on different cold-weather clothing.
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- ◆ Review the principles of wick, wind, and warmth, as well as the other material above.
  - Discuss overheating and the need to avoid perspiration.
  - While wearing multiple layers of winter clothing, do a vigorous activity. Adjust clothing as needed to prevent sweating.
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### **GAME IDEAS Dress for Cold Relay**

– *Materials: Collect multiple sets of outdoor clothing. Include base layers, insulating layers, and outer layers of different materials (i.e., synthetic, cotton, wool). Provide hats, gloves, boots, etc. Include items that are appropriate and others that are inappropriate for winter camping.*

– *Method: Mix all clothing and place in a pile at the far end of the room. When told to begin, one member from each patrol retrieves one item and gives it to a designated patrol member to put on. Another member then retrieves another item. This continues until the patrol member is properly dressed for winter activity.*

– *Scoring: This is a timed event. For each inappropriate item, add 10 seconds to the time.*

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Open Forum  
5 min

Reserve time for Q&A.

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## Boy Scout Breakout Meeting, Continued

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

### ☐ **The TRAVELER AND THE TRACKER**

– Once a Traveler and a Tracker set out to explore the world together. As they wound their way through the wilderness, the Traveler was amazed at the Tracker’s habit of pausing several times a day to pray. “Why do you pray to something intangible?” the Traveler asked. “How do you know that God exists?”

– Now the Tracker was very skilled in noticing things and, through the years, had gained much insight reading the smallest signs. And he answered the Traveler this way, “I know God exists when I see the leaves turning yellow. I know God exists when a trout jumps at a fly, and when grass waves in the dry wind. I know God exists when clouds shade my head and the stars wink at night.” “So you see,” said the Tracker, “I know God exists, for I can see his footprints throughout the Universe.”

— God, the Great Spirit, is everywhere present. We just have to open our eyes to glimpse the constant wonders of his creation.

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