

# 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, November 1, 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

---

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

Begin	Time Allotted	Activity	Person Responsible
5:45 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> </ul> Secure American flag	Tom Rogers Dave Thilges
6:30 pm	30 minutes	Commissioners Meeting	Robert Spence
7:00 pm	30 minutes	• Registration/Sign-In	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	Dave
7:31 pm	3 minute	Opening Ceremony	OA
7:34 pm	1 minute	Opening Prayer	TBD
7:35 pm	10 minutes	Announcements	Dave
7:40 pm	15 minutes	Hate Speech Discussion	Hurst PD
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	Religious Emblems: Dave Hammond/ Raingutter Regatta Planning	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	

---

**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> Tie Me Kangaroo Down	RTC
8:10 pm	5 minutes	<b>Tips for Meetings:</b> Switch Up the Location	RTC
8:15 pm	10 minutes	<b>Interest Topic:</b> Campfires	RTC
8:25 pm	20 minutes	<b>Program Feature:</b> Skateboarding	RTC
8:45 pm	5 minutes	Q&A	All
8:50 pm	3 minutes	<b>Closing/Commissioner's Minute:</b> "Reach High the First Time"	RTC
8:53 pm		End meeting	

---

## Boy Scout Breakout Meeting

---

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.

### Tie Me Kangaroo Down, Sport

Lyrics for this song are included on a separate handout.

"Tie Me Kangaroo Down, Sport" is a song written by Australian singer Rolf Harris in 1957 which became a hit around the world in the 1960s in two recordings (1960 in Australia, New Zealand and the United Kingdom for the original, and 1963 with a re-recording of his song in the United States).

Harris originally offered four unknown Australian backing musicians 10% of the royalties for the song in 1960, but they decided to take a recording fee of £28 among them because they thought the song would be a flop.

The recording peaked at No. 1 in the Australian charts and a remake of the song reached No. 3 on the US Billboard Hot 100 chart and spent three weeks atop the easy listening chart in 1963.

---

Tips for Troop  
Meetings  
5 min

### **Keep It Moving**

**From a Bryan on Scouting Article that appeared on December 7, 2016:**

- Once a month, have a meeting away from your regular location.
  - "Almost like when you go to school and you get to go on a field trip," Ray says. "You feel like you're sort of cheating somehow because you're outside the walls of the school. The same way when you take that field trip from the troop meeting place you're sort of escaping and seeing something different, and learning something there that's going to benefit you when you go camping." Patrols begin at the meeting place and follow a map that takes them to different destinations where an activity is planned (a skill demonstration, game, or challenge) and loops back to the meeting place.
- 

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

Boy Scout  
Interest Topic  
10 min

The following should be covered with those in attendance. Ask for examples, check for understanding, etc.

### Campfires

#### **Time for Memories at the end of the day.**

- A campfire is a great way to finish a great day of Scouting outdoors! And you don't even need a fire and it doesn't have to be dark! Any gathering of Scouts, leaders, family members, and/or others gathered for some fun and fellowship can be a Campfire.

#### **It is about the Scouts.**

- A campfire should be about the Scouts not the Adults. Have a Youth Emcee. Sure, he may need some coaching and other help but why not?? The key is in planning properly to fit it all together. The Scout Campfire Planning sheet makes that easier. By having the Scouts come up front to do the skits and lead songs, and other stuff, when they are adults they will not be afraid to stand in front of a group and talk to them. They will not be afraid to take the lead as they go through life.

#### **A campfire has many elements –**

- Fun
- Action
- Entertainment
- Training
- Adventure
- Fellowship
- Inspiration

#### **The Four S's of Campfire Success**

- **Songs** – all kinds of songs! And lead them with enthusiasm. Wave your arms. Have action. Start with a familiar song to get everyone involved. Maybe teach one later in the campfire. Close with a serious song as the fire fades away.
- **Stunts** (includes Skits)
- **Stories** Be careful of Ghost Stories – or be ready to have a bunch of Scouts waking you up at 3 AM and telling you they are afraid.
- **Showmanship**

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

Boy Scout  
Interest Topic  
10 min

### Follow the Flames

- Start familiar and slowly. Build tempo quickly as the fire builds. Build to a peak as the fire goes higher. Begin to taper off as the fire begins to fade away. Close with a serious song and Leader's Minute as the fire is almost out. When the flames are high, the fire is bright – do high energy, action parts loud, noisy, songs with actions – great. Then as the fire burns down, the mood should come down – quieter songs, more reflective, maybe a story to quiet the group down... When the fire is down to the coals, it's time for a quiet story, a final slow song, and a Scoutmaster Minute

### Use The Campfire Program Planner

- You place all the acts, cheers, stunts, songs, everything on side 1. Then on side 2 you put everything in the desired order remembering to Follow the Flames.

### No Surprises / Positive Values

- The **Adult** responsible for the Campfire must know everything that is planned to happen at the Campfire. ***This is one responsibility that cannot be delegated to a youth.*** And I mean EVERYTHING - “spontaneous” run-ons, cheers, everything, etc. The Adult Leader shall have reviewed and approved them all. Every Campfire and every Scouting activity should be a positive experience in which youth and leaders feel emotionally secure and find support from their peers and leaders. Everything we do with our Scouts— including songs, skits, and ceremonies—should be positive and meaningful, and should not contradict the philosophy expressed in the Scout Oath and Law.

### A Campfire should:

- Reinforce the values of Scouting.
- Get the whole group involved.
- Make everyone feel good.
- Be positive.
- Make every element meaningful.
- Teach the ideals and goals of Scouting.
- Use age-appropriate activities.

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

Boy Scout  
Interest Topic  
10 min

### Campfire activities shall NOT include:

- Embarrassing an audience member
- Racial or cultural putdowns
- Violent behavior
- Bathroom humor
- Water skits (Where someone gets wet as part of the gag)
- Sexual overtones
- Material that is not consistent with BSA Standards

### A Few Last Pointers:

- **Tell them** – let the Youth Leaders know in advance if possible, what is expected at the campfire. You can discuss this when you review their skits. Or maybe at a Patrol Leaders' Meeting the day of the campfire.
- **The Opening sets the expectations** – set everyone's expectation for a great campfire with an impressive fire lighting and a well-planned opening ceremony
- **Use the Sign** – if things get out of hand, bring the group back with the Scout sign – make sure your Master of Ceremonies is aware of this as well! Just put up the sign, and wait – it'll happen!
- **Keep Control** - the best campfires run smoothly along from one thing to the next, with minimal interruptions, and everyone has a great time!

### Well-Planned, well-paced –

All the groups/presenters need to know when they will be on stage. Perhaps give them a copy of the Planner. An "on deck" system works well, getting the next group ready to run on as soon as they are called. If it is a large campfire (e.g. Camporee), the audience will remember the first skit, their skit, and the last skit. Send them off on a very positive note. Stop if not approved – if a group starts in with something that is not on your approved plan, just stand up, use the sign to restore order, thank them, and move on to the next group/event.

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

**Program**  
**Feature:**  
**Skateboarding**

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

### Unwritten Rules

- Never skate alone, and always have an emergency plan.
- Always check the area for possible dangers before skating.
- Skate within your limits.
- Wear all required protective equipment.
- Learn how to fall safely.
- Learn basic skateboard techniques before going to a skate park.
- Do not stop, stand, or sit on skate features.
- Communicate with other users.

### Skateboarding Safety Tips from the Consumer Product Safety Commission

– Like other sports activities, skateboarding has risks. Vehicle traffic, trick riding, and excessive speed can lead to collisions, loss of control, and falls. Even experienced riders have been injured and killed. Take knowledge to the extreme, and follow these important tips for safer riding:

- Wear protective gear when riding—especially a helmet. Wearing a helmet can mean the difference between life and death. Don't become another statistic.
- Stay clear of moving vehicles. Some of the most common and severe skateboarding accidents involve collisions with moving vehicles. Don't ride where you are likely to encounter traffic. Never hitch a ride ("skitch") onto a moving vehicle.
- Inspect/adjust your board before you ride. Always check for excessive play (looseness) and any broken or cracked parts. Serious defects should be fixed by a qualified repair shop.
- Ride during the day. Avoid riding at dusk and dawn or in other low-light conditions where you cannot see or be seen easily by vehicles.
- Inspect your riding terrain. Skateboarders should inspect the area where they will be riding for holes, bumps, rocks, and debris.
- Never ride alone. Accidents happen. Ride with friends and bring a phone. Children under 8 years old should be supervised closely.
- Ride wisely. Don't ride faster than you can handle. You can lose control of your skateboard at any speed. Never lie down on a skateboard in motion.

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

**Program  
Feature:  
Skateboarding**  
(continued)

**Safety Equipment** – Skateboarding does not typically require specific safety equipment like other sports, but for beginners it is essential to safety

- Always wear a dual-certified (ASTM/CPSC) helmet when skateboarding.
- Knee pads and elbow pads are suggested for all skill levels of skateboarding. Pads should fit properly to ensure effectiveness. “Round” pads are typically best for impact falls and are best when used for flat ground or street-type skating. Flatter pads meant for sliding are typically better for transition, vert, or downhill styles of skating.
- Wrist guards are typically recommended for beginner/intermediate level skateboarders. They should be worn until the user has become very skilled at bailing/rolling and has learned how to judge his or her limitations. Once skateboarders are skilled enough, wrist guards can begin to affect their ability to perform certain tricks.

**How to Fall** – When learning how to fall, remember that protective equipment is not a guarantee of avoiding injury. To fall correctly, it is almost always better to fall forward as opposed to falling backward. When executing a “bail” or a controlled fall, it is typically better to fall and go with the motion than it is to try to prevent yourself from falling by trying to stick out an arm or leg to brace yourself. A roll should start with elbow or knee contact with the ground and then a rolling motion across your back, ending with ground contact with the opposing elbow or knee.

**Avoiding Speed Wobbles** – Speed wobbles happen when a skateboard starts shimmying from side to side. If you can’t control the shimmying, you could be thrown from the board. To avoid speed wobbles:

- Ride forward on the board and crouch slightly.
- Use a longer board.
- Use a board with wheels that are farther apart.
- Be sure trucks, wheels, nuts, and mounting screws are tightened properly.

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

**Program**  
**Feature:**  
**Skateboarding**  
(continued)

### **PREOPENING IDEAS**

- Have early arrivers research skate parks in your region using laptops or tablets. Encourage them to find videos of skateboarders in action at those parks.
- Watch a skate skills video.
- With proper safety gear, practice skateboarding skills before the meeting. Or set up a display of various skateboards and other gear.
- Play a game of S.K.A.T.E. before the meeting.

### **GROUP INSTRUCTION IDEAS**

#### **First Aid and Safety Equipment**

- Review first aid for injuries or illnesses that may occur while skateboarding. These include hypothermia, frostbite, lacerations, abrasions, concussions, fractures, sprains and strains, blisters, heat reactions, shock, and cardiac arrest.
- Learn a stretching routine to help warm muscles and avoid injuries while skateboarding.

#### **Basic Skills**

- Show an instructional video that focuses on a particular skill the group needs to develop.
- Discuss rules and ethics related to skating on private property.

#### **Parts and Repairs**

- Discuss how boards are made and the differences between the various components of skateboards.

#### **Additional Skills**

- Discuss the differences in various types of skateboarding, and discuss the skills required and risks associated with each style (e.g., street, vert, transition, downhill).

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

Program  
Feature:  
Skateboarding  
(continued)  
(continued)

**SKILLS INSTRUCTION IDEAS [The following presents just one of the four categories of skills instruction ideas. See the web site for a complete listing]**

### **First Aid and Safety Equipment**

-  • Learn the safety equipment required for skateboarding, how you should put it on, and how you should adjust it.
- Learn how to fall.
-  • Review the above information.
- Learn how to fall on street ramps.
-  • Review the above information.
- Learn how to knee slide on transitions or flat terrain.
- Learn how to roll in multiple directions and on different sides of the body.

### **Basic Skills**

-  • Learn the following skills: standing, pushing, stopping using both feet, and dragging and run-out methods.
-  • Learn to carve.
- Learn to tic-tac in both directions.
-  • Learn to kick turn on banks.
- Learn to roll fakie (backward) on banks.

---

*Continued on next page*

## Boy Scout Breakout Meeting, Continued

---

Program  
Feature:  
Skateboarding  
(continued)  
(continued)

### BREAKOUT GROUP IDEAS

#### Practice and Apply

- Free skate, focusing on the skills covered in skills instruction.
- Experiment with different types of board setups in order to discover personal preferences and understand the importance of knowing how components affect the ride.
- Practice beginner- to intermediate-level maneuvers on a flat, smooth area of concrete.

#### Getting Ready for the Main Event

- Menu Planning (if applicable)
- Duty Roster Planning (if applicable)
- Patrols discuss what special items they will need for the main event.

### GAME AND CHALLENGE IDEAS

#### • Safety Gear Race

– *Materials:* Helmets and pads

– *Method:* Place safety equipment at one end of the room, and have patrols line up at the other. When told to go, the first Scout from each patrol runs across the room, puts on the pads and helmet properly, and runs back. The next patrol member does the same thing, and so on.

– *Scoring:* The first patrol to finish wins.

Note: It is preferable to have a set of pads and a helmet for each person, but this game could be played with just a few sets, provided there is an assortment of sizes to fit properly. If you don't have enough sets for all players, players will need to take off the pads and helmets before running back to the starting line.

#### • S.K.A.T.E.

Note: This game is played in the same way that "H.O.R.S.E." is played in basketball.

#### • Rate That Setup

– *Materials:* Several skateboards, each adjusted differently

– *Method:* Number the skateboards, and have everyone try them out and then rate them on a scale from 1 to 10.

– *Scoring:* Average all the scores and see which setup has the highest rating.

Note: While not technically a game, this activity gives Scouts an opportunity to compare the differences in adjustments.

---

Continued on next page

## Boy Scout Breakout Meeting, Continued

---

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

### **Reach High The First Time**

*Tape a large piece of paper on a wall at your eye level. Ask two or three Scouts to come up and make a mark on the paper with a marker as high as they can reach. Thank them for their effort and allow them to return to their seats.*

– We can all usually do better than our first effort. Each of the Scouts who made a mark on this paper were asked to make it as high as they could. Let's have them come back up here and see if they can do better than their first effort. *(It never fails that they will always reach two to three inches higher on the second try.)*

— This is a good opportunity to emphasize doing one's very best, and to give every project one's "second effort" on the first try.

---