

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, March 7, 2019
 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
6:30 pm	30 minutes	Commissioners Meeting	Robert Spence
7:00 pm	30 minutes	• Registration/Sign-In	Stefan

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	Stefan
7:31 pm	3 minute	Opening Ceremony	OA
7:34 pm	1 minute	Opening Prayer	Dave
7:35 pm	10 minutes	Announcements	Stefan
7:45 pm	10 minutes	Big Rock Topic (If Time Allows) James E West Fellowship Award	Dave
7:55 pm	5 minutes	Travel to Breakout Sessions/Training	All

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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	Spring Activity Sampler	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	Ceremony/Skit/Song/Game Name That Fish	RTC
8:10 pm	5 minutes	Tips for Meetings: Hands-On Career Activities	RTC
8:15 pm	10 minutes	Interest Topic: Individual Scout Advancement Plan	RTC
8:25 pm	20 minutes	Program Feature: Shotgun Shooting	RTC
8:45 pm	5 minutes	Q&A	All
8:50 pm	3 minutes	Closing/Commissioner's Minute: "Keep Your Mouth Shut"	RTC
8:53 pm		End meeting	

Boy Scout Breakout Meeting

**Skit/Song/
Ceremony**
5 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.

Name That Fish

Materials: pictures or silhouettes of several kinds of game fish (large mouth bass, perch, sunfish, marlin, striped bass, northern pike, bluegill, crappie, trout, sheepshead, sailfish, etc.), paper and pencil for each patrol

– Method: Post the fish pictures on a wall of the meeting room. The patrols huddle to try to identify the fish and list them on the paper provided. Allow three minutes.

– Scoring: Score two points for each fish correctly named and deduct one point for each fish incorrectly named. The patrol with the highest score wins.

– Variation: Use other pictures from nature, e.g. birds, trees, flowers, reptiles, etc.

**Tips for Troop
Meetings**
5 min

Hands On Career Activities

Discuss career ideas with your scouts to discover what types of professions interest them most. You can invite different professionals to visit and talk about their careers. Choose at least a couple of hands-on professionals to demonstrate, rather than just have the scouts sit and listen to a guest speaker. Examples include a chef to cook with them, a mechanic to help them check the basics under the hood, a doctor to teach them to how to check blood pressure or bandage a wound, or a landscaper to pot a plant or tree. Thank you notes from the scouts after each presentation will add a nice personal touch and will train them to appreciate those who give their time.

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Boy Scout Breakout Meeting, Continued

Individual Scouting Advancement Plan (ISAP)

Time Available

10 minutes.

Learning Objectives

At the conclusion of this session, participants will be able to:

- ∞ What an ISP is and who needs/should have one
- ∞ References to assist one in writing an ISP
- ∞ How to write an ISP
- ∞ Who approves the ISP: Unit, District, and/or Council

Suggested Presenter(s)

Someone from your Council's or District's Disability Committee or someone from your Council's Advancement Committee that is knowledgeable about ISPs. Scouter who is an advocate for Disabilities

Presentation Method

Open discussion with power point or flip chart. Share ISP examples of long and short-term goals.

BSA Reference Materials

- ∞ [Individual Scout Advancement Plan](#), No. 512-936
- ∞ [Guide to Advancement 2017](#), (No. 33088) [Section 10.0.0.0](#)
- ∞ [Guide to Working with Scouts With Special Needs and Disabilities](#), No. 510-071
- ∞ [Scouting with Special Needs and Disabilities information sheet](#)
- ∞ [Scouting for Youth with Disabilities Manual](#), No. 34059
- ∞ [Request for Registration Beyond the Age of Eligibility](#), No. 512-935
- ∞ [Application for Alternative Eagle Scout Rank Merit Badges](#), No. 512-730

Presentation Content

An Individual Scout Achievement Plan is like the Individual Education Plan that is used in Schools to map out the process to qualify a student for special education and identify objectives that should be accomplished.

- ∞ The ISAP is nothing more – and nothing less – than a tool to help parents and leaders map out a plan for a Scout who has special needs.
- ∞ What do their abilities allow?
- ∞ What requirement can they fulfill as written?
- ∞ What Merit Badges will they be able to earn?
- ∞ What alternative requirements or alternative Eagle – required merit badges?

Why an ISAP: The basic premise of Scouting for youth with disabilities is that every Scout wants to participate

fully and be respected like every other member of the Troop. While there are, by necessity, troops exclusively composed of Scouts with disabilities, experience has shown that Scouting usually succeeds best when every scout is part a traditional Troop.

Statement of belief: Though it is true every Scout must have the overall ability to fulfill BSA advancement requirements as written, members with a documented disability deserve the opportunity to utilize their remaining abilities to fulfill alternative requirements that represent the same challenge and essential outcome as those written. The only limitations for members with sufficient abilities to achieve approved alternative requirements should be their individual desire, focus, and perseverance.

Objective: Scouting literature provides the requirements, policies and procedures, and related supporting content. It cannot address each individual Scout's abilities, but it can help those involved to reach an understanding as to how certain goals can be met. The ISAP is a road map that the Scout, their parent or guardian, mentors, and other leaders can reference and update as necessary.

Methodology: Within reasonable guidelines, the ISAP will provide Scouts with the opportunity to achieve their personal goals and, through creative thinking and action, remove unnecessary barriers that may impede their advancement. This is done so as not to lessen the relative challenges of the Scouting experience and the primary goal of personal growth.

Expectations of performance: Youth are expected to do their best.

How to determine...:

- ∞ **Who qualifies for an ISP:**
 - Obtain letter from parent describing disability
 - Obtain statement from health professional
 - Obtain letter from unit leader
 - Provide other available supporting documentation, such as an "IEP"
- ∞ **Alternative Requirements**
 - Scout, parent or guardian, and leader should collaborate to determine what might offer the same kind of challenge.
 - Alternative requirement must be as challenging for the Scout with special needs as the one that it replaces for the typical Scouts.
 - Alternative requirement must be approved by the council, district or troop advancement committee
 - Based on the specified alternatives.
 - ✓ i.e. Leadership – Scout Master
 - ✓ Changing a specific piece in a merit badge

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Boy Scout Breakout Meeting, Continued

– Council

- Scouts must not use alternative requirements until after they have been approved.

Writing/Instructions

- ∞ Behavioral, cognitive, or physical disabilities of a permanent nature permit the approved substitution of alternative requirements for advancement.
- ∞ Any limitations leading to alternative requirements should be supported by a qualified health professional's certification, based upon a severe or permanent condition.
- ∞ The Scout shall attempt to complete, to the extent possible, the current requirements before modifications are sought, and any alternative requirements shall provide a similar challenge as those stated.
- ∞
- ∞ Modifications and alternative requirements must receive prior approval by the council advancement committee. The council committee should record and deliver its decision to the Scout, his parent or guardian, and unit leader.
- ∞ Alternative requirements involving physical activity shall have a physician's approval.
- ∞ The unit leader and, if appropriate, any board of review must explain to the Scout that he is expected to do his best up to the limits of his resources
- ∞ Addendums to the ISP are required if it is determined that a Scout has specific behavioral, cognitive, or physical attributes that are of a permanent nature and, for reasons beyond the Scout's control, may create an impediment to individual advancement.
 - Requirements, as written, may be redefined to maintain the challenge but provide an alternative path toward achievement. This addendum may be amended in the future by mutual consent.
- ∞ Allow enough time from submission to approval.
 - i.e. Do not submit within 3 months of turning 18

Boy Scout Breakout Meeting, Continued

**Program
Feature:
Shotgun
Shooting**

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

Shotgun shooting is the most basic form of marksmanship. During our nation's early days, many settlers relied on their shotguns to keep meat on the table and provide their home with a measure of security. They had to know how their firearms worked, how to use them skillfully and maintain them in good working order, and how to shoot with utmost respect for the safety of themselves and others.

Shotguns have changed since then. Modern shotguns are reliable and efficient. Some shotgunners shoot at target ranges. Others enjoy the special thrill and challenge of stalking game in the field. Still others aspire to compete on the national or international level. You won't be ready for the Olympics after this month's meetings and activities. But you will gain a solid understanding of firearm safety and shooting technique while enjoying some exciting target games.

Related Advancement

- Archery, Rifle Shooting, and Shotgun Shooting merit badges
- Winchester/NRA Marksmanship Qualification Program awards
- NRA Outstanding Youth Achievement Award
- BSA Shooting Sports Outstanding Achievement Award

INFORMATION SPECIFIC TO THE SHOTGUN SHOOTING PROGRAM FEATURE

This month's meeting plans ideas assume that you have access to unloaded shotguns and dummy ammunition. If your meeting place does not allow guns, these sessions may need to take place at a different location. Be sure to check the firearms policies of the proposed venue. An instructor must be present.

Contact Your Local Council Shooting Sports Committee to:

- Reserve the shooting sports venues at your council camp properties.
- Find a gun club or other facility that will host your unit.
- Seek a certified NRA certification as a Shotgun Instructor or Range Safety Officer.

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Boy Scout Breakout Meeting, Continued

**Program
Feature:
Shotgun
Shooting
(continued)**

From the [Guide to Safe Scouting](#): The Boy Scouts of America adheres to its longstanding policy of teaching its youth and adult members the safe, responsible, intelligent handling, care, and use of firearms, air rifles, BB guns, and archery equipment in planned, carefully managed, and supervised programs. The [BSA National Shooting Sports Manual](#) includes all of the information you will need pertaining to permitted guns used at each level of Scouting, the required range supervision, and the training that Scouts must have for each activity.

NOTE TO THE LEADER:

Unit leadership must always take responsibility to ensure that all instruction involving any handling of firearms or live ammunition is supervised by a currently certified BSA National Camping School shooting sports director or National Rifle Association Shotgun Instructor or NRA Coach. If instruction and shooting are to occur at the same time, both the Range Safety Officer (RSO) and Shotgun Instructor must be present. The RSO and Shotgun Instructor may not be the same person. Note that commercial shooting ranges may provide RSOs. See the [BSA National Shooting Sports Manual](#) for further details about the shooting sports program.

Prerequisite training, including the NRA First Steps Shotgun Orientation or NRA Basic Shotgun Course, may need to be conducted in advance, depending on the level of the planned activity.

The following standards are established for regarding shotgun usage:

1. Modern sporting shotguns of any gauge may be used. However, experience shows that beginning shooters will be more successful with a 20- or 12-gauge shotgun, putting more shot to the target. Youth and adult-size gas-operated semiautomatic shotguns are recommended.
2. Current manufactured shotshells of the appropriate gauge containing No. 7½ to No. 9 shot may be used. A shot size larger than No. 7½ is not to be used. Reloads may not be used in BSA shooting sports programs.
3. Shooting safety glasses and hearing protection must be worn on shotgun ranges.
4. Care must be taken to comply with federal, state, and local laws.

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Boy Scout Breakout Meeting, Continued

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FUNDAMENTALS OF SHOTGUN SHOOTING

The fundamentals below form the foundation of successful shooting. Using them correctly and consistently every time provides successful shooting whether you are a beginner or an expert.

Shooting position (stance) – Your shooting position must be relaxed and comfortable. Do not strain your muscles. Plant your feet firmly on the ground about shoulder width apart. Your front knee should be bent slightly while your back leg remains straight. This position provides proper balance and the ability to move.

Shot preparation (gun-ready position) – This is the position you hold while waiting for the target to appear. Maintain your basic shooting stance, with your trigger hand placed on the grip of the stock and your nontrigger hand at about the middle of the shotgun forearm. The grip of both hands should be firm, but not so tight as to create strain. The rear position of the stock is positioned along the front side of your ribs. The muzzle is placed slightly below the expected flight path of the target. Both eyes should be open and focused in the area where you expect the target will first appear.

Swing to target – On first seeing the target, quickly move your gun and body as a single unit in a smooth movement toward the target, raising the gun into the correct firing position. To achieve this position:

- Keep your eyes focused on the target at all times.
- Position your face firmly against the stock.
- Bring the trigger hand elbow into position about level with the shoulders.
- Place the butt of the stock against the shoulder. With correct gun fit, the barrel will be aligned in front of your dominant eye and with the target. Note: Unlike lining up the sights of a rifle, sighting is more of a pointing motion with your shotgun.

Trigger pull – This should take place at the instant when, looking at the moving target, you see your gun's muzzle touch it. Timing and reflex are essential; your pull must be quick and crisp, but be careful not to jerk the gun.

Follow-through – Except for targets flying absolutely straightaway from the shooter, the shotgun muzzle must move through the target. The trigger is pulled while the shotgun is moving, and the gun must continue to move

after the shot is fired. (Stopping the motion of the gun after touching the target is the most common cause of misses by beginning shotgunners.) The shotgun must remain welded to your body, especially the cheek.

Skeet – In skeet shooting, targets are cast away from the shooters at various angles. Targets can cross, come straight toward you, or move away from you. Shooters stand in a semicircular field with multiple stations, and they move from one station to the next. Targets are thrown by two machines. The “high house” launches targets from a point high off the ground. The “low house” launches targets from somewhere around waist level. From each station, the shooter shoots one target from each house. Positions 1, 2, 6, and 7 include “doubles” where targets are thrown from the high and low houses simultaneously, and the shooter fires two shots. The 25th shot is fired when a shooter scores the first miss.

Trap – In trap shooting with multiple shooters, they stand in a slight semicircular line, side by side, as moving targets are launched from a partially underground bunker. Targets are thrown 16 yards in front of the primary shooting line at about 42 mph and in a consistent vertical angle to simulate wild birds flying away from a hunter. The targets are cast in random directions within a 45 degree side-to-side arc relative to the shooters. A squad of five shooters competes in a round with each shooter starting at one of five stations, or posts. Shooters alternate shots until each shooter has fired at five targets from their starting position. Shooters shift one position to the right until they have shot at each station.

Sporting Clays – In sporting clays, each shot is different. A typical course includes 10 to 15 stations winding through woods and fields. Machines launch clays from each station at unpredictable angles, sometimes sending two targets at once to simulate a “true pair” of birds—or a “report pair,” which would occur if a bird were flushed upon hearing the first shot. Other clays may fly straight toward you from a clump of bushes or roll across the ground to simulate a rabbit on the run.

Five Stand – In five stand shooting, there are more crossing and flying patterns than skeet, and it is faster and less expensive than sporting clays. The clays are thrown from six to eight different launchers placed to the left, right, or straight ahead of the five shooting stations, or even from behind the shooter. Each shooter gets five target “presentations” at each station for a round of 25 shots.

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Boy Scout Breakout Meeting, Continued

**Program
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(continued)**

LEADERSHIP PLANNING

As a leadership team, you may want to discuss the following items when choosing shotgun shooting as your program feature during your planning meetings.

- What is our unit's current skill level?
- Do we have a copy of the current [BSA National Shooting Sports Manual](#) for reference?
- Do we need firearms for our demonstrations, and what are the BSA rules for handling them?
- What certified BSA National Camping School shooting sports director or NRA Shotgun Instructor or NRA Coach will assist us?
- Where can we hold meetings and outings?
- How will we cover the cost of shotgun shells and other expenses?
- What will we do for our main event?
- What changes should we make to the sample meeting plans that would fit our needs better?

PREOPENING IDEAS

- Invite a Shotgun Shooting merit badge counselor to set up a display of different types of shotguns that early arrivers can examine.
- Invite a Shotgun Shooting merit badge counselor to set up a display of different types of shells that early arrivers can examine. Provide copies of the Shotgun Shooting merit badge requirements.
- Show an Internet video of different shooting games including skeet, sporting clays, and others.
- Set up computers or tablets that early arrivers can use to research state hunting laws and state hunter education courses, or provide information on these topics. (This relates to requirement 1f of the Shotgun Shooting merit badge.)

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GROUP INSTRUCTION IDEAS

NRA Rules and Parts of a Gun

- Have an NRA instructor teach the fundamentals of safe gun handling.

Ammunition

- Discuss the importance of knowing what type of ammunition you need and where you would find this information. Explain the difference between 20-gauge and 12-gauge shells and how to identify the proper shells for a gun.

Clays and the Fundamentals of Shooting

- Review the various types of clay targets and launchers, and describe the differences. If possible, have spring, automatic, and hand-thrown launchers on hand to show.

Caring for a Shotgun

- Discuss the importance of cleaning, proper care, and storage of shotguns.

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

NRA Rules and Parts of a Gun

-  Learn the parts of semiautomatic and pump action shotguns.
-  Learn the parts of semiautomatic and pump action shotguns.
-  Learn the parts of semiautomatic, pump-action, hinge action, and bolt-action shotguns, or learn the parts of a black powder shotgun.

Ammunition

-  Learn how to properly load and unload a semiautomatic shotgun using dummy ammunition.
- Discuss different ammunition malfunctions and what to do if one occurs.
-  Learn how to properly load and unload semiautomatic and pump-action shotguns using dummy ammunition.
- Discuss different ammunition malfunctions and what to do if one occurs.
-  Learn how to properly load and unload semiautomatic, pump-action, hinge-action, and bolt-action shotguns using dummy ammunition.
- Discuss different ammunition malfunctions and what to do if one occurs.

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Clays and the Fundamentals of Shooting

-  Review the five fundamentals of shotgun shooting: shooting position, shot preparation, swing to target, trigger pull, and follow-through.
- Have Scouts learn how to determine their eye dominance.
-  Review the above skills.
- Discuss how to select a shotgun that fits the user.
-  Review the above skills.
- Discuss additional considerations that relate to black powder shooting.

Caring for a Shotgun

-  Learn how to clean a semiautomatic shotgun.
- Review the [requirements for the Shotgun Shooting merit badge](#) and the [Winchester/NRA Marksmanship Qualification Program for shotgun](#).
-  Learn how to clean semiautomatic and pump action shotguns. Learn the basics of the games of trap and skeet.
-  Learn how to clean multiple action types.
- Learn the basics of the games of trap, skeet, and sporting clays.

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BREAKOUT GROUP IDEAS

Discussion Topics

- Discuss plans for participation in the main event.
- Review and work on [requirements of the Disabilities Awareness merit badge](#).

Getting Ready for the Main Event

- Menu Plans (if applicable)
- Duties Roster (if applicable)
- What to bring

Preparation for the meeting's game or challenge

GAME AND CHALLENGE IDEAS

- **Name That Shotgun Part**
 - *Materials:* For each patrol, a graphic of a shotgun enlarged and posted or projected on a wall with an arrow pointing to each part; the gun parts written on individual label cards (one set per team) with loops of painter's tape on the back [Click here for graphics of shotguns](#)
 - *Method:* Place label cards face down on a table at the start line, 10–15 feet from the wall. Teams line up relay-style. On a signal, the first Scout on each team runs to the table, picks up a label, and places it on the arrow that points to the correct part. They then run back to tag the next Scout, who can place another card or correct what their teammate did.
 - *Scoring:* The team with the fastest time with all items correct wins.
- **Follow-Through**
 - *Materials:* A bright flashlight with a narrow beam and a laser pointer
 - *Method:* While the game leader sweeps the laser pointer across a wall to represent a target, a Scout tries to intercept the path with the flashlight beam. The Scout assumes the proper shooting stance in line with the point where they expect to hit the target. When they call "pull," the game leader sweeps the laser beam across the wall at a reasonable, steady speed. Allow three to four pulls per Scout.
 - *Scoring:* Hitting the target earns 1 point; the team with the most points wins.
 - *Notes:* This game lets Scouts practice followthrough. A shotgun must continue moving after a shot is fired, making follow-through one of the most difficult fundamentals of shotgun shooting.

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Boy Scout Breakout Meeting, Continued

Comm Minute
3 min

KEEP YOUR MOUTH SHUT

– A hungry mountain lion came out of the hills, attacked a bull and killed it. As it feasted on its kill, the lion paused from time to time to roar in triumph. A hunter in the area heard the commotion, found the lion and shot him dead.

— The moral of the story is: When we're full of bull, we should keep our mouth shut. In all seriousness, being loud and prideful can very easily work against us.
