

## 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 2, 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

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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> </ul> Secure American flag	Tom Rogers Dave Thilges
6:30 pm	30 minutes	Commissioners Meeting LIVE YPT: till 8:30	Robert Spence Dr. Sandra Terrell
7:00 pm	30 minutes	• Registration/Sign-In	Stefan

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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	Steve
7:31 pm	3 minute	Opening Ceremony	OA
7:34 pm	1 minute	Opening Prayer	TBD
7:35 pm	10 minutes	Announcements	Dave
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

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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	Recruiting: During the Cub Breakout, we will be: <ol style="list-style-type: none"> <li>1. Redistributing all recruiting schools to align more geographically to meeting locations. We need the decision makers present.</li> <li>2. Participate in a special session on Facebook Geo-fencing. For as little as \$30-\$90, you can have you unit pop on Facebook feeds whenever someone drives by your meeting location. Colin Lemon from Pack 1013 will share this presentation and his success at starting one of the Council's fastest growing packs.</li> </ol>	Tom May, Membership Chair
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.

<b>Time</b>	<b>Time Allotted</b>	<b>Activity</b>	<b>Person Responsible</b>
8:00 pm	10 minutes	<b>Ceremony/Skit/Song/Game</b> Dead Body Skit	RTC
8:10 pm	5 minutes	<b>Tips for Meetings:</b> Monthly Patrol Contest	RTC
8:15 pm	10 minutes	<b>Interest Topic:</b> Summer Camp Preview	RTC
8:25 pm	20 minutes	<b>Program Feature:</b> Archery	RTC
8:45 pm	5 minutes	Q&A	All
8:50 pm	3 minutes	<b>Closing/Commissioner's Minute:</b> Bull's Eye	RTC
8:53 pm		End Meeting	

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# Boy Scout Breakout Meeting

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**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.**

## **Dead Body Skit**

Preparation: 2 scouts

Script:

Scene: One scout lying on the ground, dead. Second scout walks in, sees him, runs for the telephone and dials 911.

Panicking and gasping he says: 'Hello 911, there's a dead person here... '

'Where am I? I'm at Montgomery and Worchestshire.'

'You want me to spell it!?!... Uh, M-o-t-n... Uh, M-o-t-g,' (confused)

'Just a minute, I'll drag him over to King and Elm!'

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**Tips for Troop  
Meetings**  
5 min

## **Monthly patrol contest:**

Assign the troop Scribe to keep track of patrol points in various categories:

- Attendance
- Uniforming
- Responsiveness
- Spirit
- Ability to complete challenges

At the end of each month, give the winning patrol a pizza or other reward. Having the Scribe keep track of the points gives him something to do during the meeting and reinforces that the Scribe has real duties to the troop.

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## Boy Scout Breakout Meeting, Continued

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Boy Scout  
Interest Topics  
10 min

### Summer Camp Preview/Tips for Out of State Travel

#### **Introduce the Guide to Safe Scouting.**

- Give the URL for the current Guide to Safe Scouting (GSS), [scouting.org/health-and-safety/gss/](https://scouting.org/health-and-safety/gss/). It contains the most up-to-date version of the GSS.
- **All participants in official Scouting activities should become familiar with the GSS**, applicable program literature or manuals, and be aware of state or local government regulations that supersede Boy Scouts of America practices, policies, and guidelines.
- Remind attendees that the GSS is updated quarterly so they should always check the on-line version quarterly. Printed copies should not be relied upon.
- The URL listed above contains a summary of recent changes and as well as the most up-to-date version of the GSS.
- Two parts of the Guide to Safe Scouting specifically address vehicle use on outings:
  - The Transportation section, and the
  - Motor Vehicle and Driver Checklist attachment.
- For purposes of this interest topic, focus on these parts of the “General Guidelines” of the Transportation section:
- Obey all laws, including the speed limit.
- Drivers must refrain from using hand-held cell phones while driving. Text messaging while driving is prohibited. Hands-free units are acceptable but must be used sparingly while driving.
- Driving time is limited to a maximum of 10 hours in one 24-hour period regardless of the number of drivers available. Driving time must be interrupted by frequent rest, food, and/or recreation stops. The intention is to include sleep and thorough rest breaks while traveling long distances. Don't drive while drowsy. Stop for rest and stretch breaks as needed. Fatigue is a major cause of highway accident fatalities.
- The drivers must be currently licensed and at least 18 years of age.  
**Scouting youth (under age 18) are not insured under the Boy Scouts of America commercial general liability policy.**

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## Boy Scout Breakout Meeting, Continued

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Boy Scout  
Interest Topics  
10 min

### **Cell phone use while driving:**

- Talking on a handheld cell phone while driving is banned by the GSS in every state, regardless of any state law that may permit its use.
- Talking on a handheld cellphone while driving is unlawful in 14 states and the District of Columbia, and violation of those laws can result in substantial fines.
- A map showing those states is available in the Bryan on Scouting article on cell phone use listed above. In those states, a cell phone may be used only with a blue tooth hands free device, which is required by the GSS anyway.
- States change their laws frequently, so it is best to check the laws of the states through which you will travel.

### **Texting while driving:**

- Texting while driving is banned by the GSS in every state, regardless of any state law that may permit its use.
- Texting on a handheld cellphone while driving is unlawful in 46 states and the District of Columbia, it's against the law, and violation of those laws can result in substantial fines.
- A map showing those states is available in the Bryan on Scouting article on cell phone use listed above. In Page 70 those states, all texting while driving is banned, which is required by the GSS anyway.
- Since only 4 states currently allow texting while driving, and since states change their laws frequently, it is best to check the laws of all the states through which you will travel.

### **Take the pledge against distracted driving:**

- I pledge to **Care** for those around me and put my phone down when I'm driving.
- I pledge to **Share** the message: distracted driving is never OK.
- I pledge to **Be Aware** that I'm never alone on the road.

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## Boy Scout Breakout Meeting, Continued

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Boy Scout  
Interest Topics  
10 min

### How to communicate with others and checking on your route while driving:

- Since handheld cell phones and texting while driving are banned by the GSS in every state, how can drivers communicate with each other?
- The safest way is to have the passenger in the front seat do all the communicating with other drivers, so each driver can focus on safe driving.
- Likewise, the front seat passenger should serve as navigator, whether using a paper map or a GPS enabled phone app. The driver should not take his or her eyes off the road to check a map or check their GPS unit.
- Coordinating with the other drivers during a rest stop is also encouraged.

### Obey the GSS limits on daily driving time:

- Driving time is limited to a maximum of 10 hours in one 24-hour period regardless of the number of drivers available.
- Don't drive while drowsy. 10 hours a day is the maximum, but if you feel tired after 6 or 8 hours, you must let another driver take over. Remember the age 18 age limit.
- Don't be tempted to exceed the speed limit to get a little farther in the 10-hour maximum. It is against the GSS as well as state law.
- Follow the posted speed limits for the road you are on at the moment. Smaller roads or city streets may not have posted speed limits. Consult the speed limit laws of all the states through which you will travel to learn the speed limit for each type of roadway. Doing this in advance is best, but it can be done by your navigator before you enter each new state.
- Driving time must be interrupted by frequent rest, food, and/or recreation stops. The intention is to include sleep and thorough rest breaks while traveling long distances.
- On long trips, it is essential to plan for the proper number of travel days required to cover the distance out and back safely, and in compliance with state speed limits and the GSS.
- Coordinating with the other drivers during a rest stop is also encouraged.
- So, what's wrong with caravanning? The GSS doesn't say we can't.
- Caravanning is usually done when some drivers don't know the route to take, or to make sure everyone gets to the destination at about the same time.

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## Boy Scout Breakout Meeting, Continued

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**Boy Scout  
Interest Topics  
10 min**

- Caravanning often results in driving too closely to the vehicle in front, or passing other vehicles to keep sight of the lead vehicle. Both can lead to accidents.
- If everyone has the proper directions, as well a navigator in the passenger seat, there is no need for caravanning to avoid getting lost.
- If everyone drives at the speed limit, everyone will arrive at the destination about the same time.
- Coordinating with the other drivers during a rest stop is encouraged and reduces the temptation to follow the lead driver unsafely.

**Take the safe driving course:**

- The Hartford Driver Improvement Program can be found on the BSA Learn Center, which is accessed through your my.scouting.org page. The course is free, requires no advance registration and can be completed online in about 35 minutes.
- From the BSA Learn Center, click on Expanded Learning and then on Program Safety.
- Take the Driver's Pledge, and read the Risk Zone attachments. The URL is in the GSS Motor Vehicle and Driver Checklist.
- Use the Motor Vehicle and Driver Checklist attached to the GSS before every trip. It contains useful safety measures to reduce the chance of problems while driving.

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## Boy Scout Breakout Meeting, Continued

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**Program  
Feature:  
Archery**

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

**Leadership** – Archery must be conducted by trained, qualified onsite range masters who actually direct the operation of the range program and archery instruction. To qualify as an archery range master, the range master must be at least 18 years old and be a BSA National Camping School–trained shooting sports director or a USA Archery/NFAA instructor

### **General Archery Safety Rules**

- Keep all arrows in their quivers until ready to shoot.
- The best way to transport an arrow safely is in its quiver. If you must carry arrows in your hands, hold them securely with both hands around all of the arrows and with your palms facing down.
- Be sure the area around and beyond your target is clear before you shoot. Never draw a bow if anyone is in front of the shooting line.
- Always aim and shoot at a definite target; never shoot just for the sake of shooting. Be sure of your target and that it is safe to shoot at it. If you are not sure, take a closer look. If, after a closer look, you are still not sure, do not shoot.
- Always have an arrow on the string when shooting a bow. Dry firing—shooting a bow without an arrow—can seriously damage a bow and possibly injure the archer. Never dry fire a bow.
- Always use proper safety equipment, including an arm guard and a finger tab or glove. A bow sling is not required but is recommended.
- Always inspect your equipment before shooting. Repair or replace damaged equipment. Replace the bowstring when it becomes worn.
- Shoot only at targets that are thick enough to stop your arrow. Do not shoot if there is any chance your arrow might ricochet from (bounce off) the target or another object and hit someone.
- Use arrows that are the proper length for you. Arrows that are too short can cause serious injury.

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## Boy Scout Breakout Meeting, Continued

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**Program**  
**Feature:**  
**Archery**  
(continued)

- Never shoot an arrow up into the air.
- Walk, do not run, on the archery range. If you run, you might accidentally cross in front of another group of archers, step on arrows lying on the ground, or fall and trip into a target and be injured by the arrows sticking out of it.
- When retrieving arrows from behind a target, particularly on a field range or at an isolated target, lean your bow against the face of the target or stick an arrow in the top of the target with the fletching up. This will warn other archers that you are behind the target.

**Types of Bows Archers have several types of bows from which to choose.**

**A compound bow** has a system of strings and cables connected to cams (pulleys) of various designs. When the bowstring is drawn back, the cams multiply the force the archer exerts on the bow, thus making the bow easier to hold and aim and storing more energy. When a compound bow is shot, the arrow is aided by energy stored in the limbs, and it releases the arrow with much more “compounded” energy—hence the name. Most compound bows are shot with different accessories and use sights to aid in aiming the bow.

**Most traditional bows** have no sights and are shot instinctively. There is less stored energy in a traditional bow than in any other form of archery. There are several types of traditional bows, with the recurve and the longbow being the most common. When a recurve bow is strung, the string will touch the limbs for 2 inches or more. When a longbow is strung, the string will touch only the grooves that hold it on the tips of the bow. There are several other types of traditional bows, including flat bows, selfbows, horsebows, and hybrid longbows.

**A crossbow is most often shot like a rifle.** There is a stock that holds the trigger mechanism; when the bow is cocked, it also holds the string back. The “prod” is attached to the front of the stock and is where the limbs are attached. Crossbows use arrows—called “bolts”—that are much shorter and stronger than regular arrows. The bolt is placed on top of the stock where a groove is cut and moves along what is called the “rail.”

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## Boy Scout Breakout Meeting, Continued

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**Program  
Feature:  
Archery**  
(continued)

**Types of Competitions** – Like many sports, archery offers different ways for people to get involved in competitions. Depending on where you live and the climate in your area, you can compete all year round. There are some general times of year where there are more competitions for each style listed below. Seasons overlap slightly to allow continuous archery competition.

**3-D archery** simulates different scenarios that may be encountered while bow hunting. Archers move around a course shooting at molded-foam replicas of different game animals; novelty targets are also available (including dinosaurs and even Bigfoot). The season for 3-D archery is year-round.

The indoor archery season lasts from late October through March. You aim at a multicolored target from 18 or 25 meters away or a blue-face target at 20 yards.

**In safari archery**, you shoot either 3-D targets or paper animal targets, aiming at bright orange dots that designate where you should hit. There are novelty targets for this competition as well. Like 3-D archery, safari archery is shot on a roving course. The season generally runs from late February through May.

**Field archery** competition includes three parts, all on a roving course. The “field round” is shot on a black-and-white ringed target with black in the center. The “hunter round” is shot on an all-black target with only the center being white. The “animal round” is shot on paper animal targets with a white dot where you are supposed to hit. The season generally runs from March through July.

**Target archery** is the most familiar competition, and the type seen in the Olympics. Target archery involves shooting at multicolored targets in an open field. The season generally runs from May through August. For each competition type, there are different categories depending on equipment, age, and gender.

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## Boy Scout Breakout Meeting, Continued

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**Program  
Feature:  
Archery  
(continued)**

**LEADERSHIP PLANNING:** As a leadership team, you may want to discuss the following items when choosing archery as your program feature during your planning meetings:

- What is our unit's current skill level?
- Who do we know who is an archery instructor?
- What materials and equipment (bows, arrows, quivers, etc.) do we need, and what are the BSA's rules for handling these?
- Do we have a copy of the current National Shooting Sports Manual for reference?
- What location is needed for meetings—our normal meeting place or a shooting range?
- Is there any cost factor involved?
- What will we do for our main event, and where will we go?
- To meet our needs, what should we change in the sample meeting plans?

### **PREOPENING IDEAS**

- Set up a display of various types of bows for Scouts to examine as they arrive. Aim for a wide variety, including recurve bows, compound bows, crossbows, and even homemade bows.
- Show Internet videos of archery competition from the Olympics or other events.
- As Scouts arrive, show an instructional video about archery.
- Display several five-color targets around the meeting room that have already been shot (or fabricate such targets using photocopies and a hole punch). As Scouts arrive, have them score each target using 10-ring scoring: 10-9-8-7-6-5-4-3-2-1.

### **GROUP INSTRUCTION IDEAS**

- Bows: Review the range safety rules found in the Archery merit badge pamphlet.
- Arrows: Discuss why it is important to know what type of arrow is needed and where you would find this information.
- Fundamentals of Shooting: Learn the fundamentals of archery shooting, including the 10 shooting steps described in the Archery merit badge pamphlet.
- Cleaning and Storing: Discuss importance of cleaning and properly storing bows.

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## Boy Scout Breakout Meeting, Continued

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Program  
Feature:  
Archery  
(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]**

### Bows



- Learn the parts of a recurve bow.
- Practice stringing a bow using a cord stringer.



- Learn the parts of a recurve bow and a compound bow.
- Practice stringing a bow using a cord stringer and a box stringer.



- Learn the parts of a recurve bow, a compound bow, and a crossbow.
- Practice stringing a bow using a cord stringer and a box stringer.

### Arrows



- Learn about different arrow types.
- Learn how to properly nock an arrow on different bows.
- Discuss cracks and splinters on arrows.
- Learn to determine proper arrow length.



- Review the above information.
- Learn the difference between wooden, glass, aluminum, and carbon arrow shafts.
- Discuss different arrow problems and what to do if one occurs.
- Learn how to properly make an arrow.



- Review the above information.
- Learn to identify different arrows and different fletchings.
- Learn how to properly nock an arrow, make different fletchings, and use different arrow rests.

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## Boy Scout Breakout Meeting, Continued

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**Program  
Feature:  
Archery  
(continued)**

### Fundamentals of Shooting

- Learn to determine eye dominance.
  - Learn the following terms: cast, draw weight, string height (fistmele), aiming, spine, mechanical release, freestyle, and barebow.
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- Review the above information.
  - Help newer archers determine eye dominance.
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- Review the above information.
- Discuss ways to improve shooting technique.

### Cleaning and Storing

- Learn how to clean a recurve bow.
  - Learn how to store bows and arrows properly.
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- Learn how to clean a recurve bow, a compound bow, and a Mathews Genesis bow.
  - Learn how to store bows and arrows properly.
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- Review the above information.
  - Learn how to store other archery equipment properly, including tabs, arm guards, shooting gloves, and quivers.
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## Boy Scout Breakout Meeting, Continued

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Program  
Feature:  
Archery  
(continued)

### BREAKOUT GROUP IDEAS

**Discussion Topics:** Review the [requirements for the Archery merit badge](#).

#### 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.

#### Preparation for the meeting's game or challenge

### GAME AND CHALLENGE IDEAS

- **Parts of a Bow Relay**
  - *Materials:* Several bows of different types, blindfolds
  - *Method:* Before the game starts, blindfold all players except the leader of each team. Teams line up in relay formation, and adult leaders stand at the far end of the room holding the bows. On a signal, the first player on each team walks forward to an adult (with the team leader serving as a guide). Each player examines the adult's bow and tries to identify the part of the bow where the adult places their hand. They then return to tag the next player. Continue until all players have had a turn.
  - *Scoring:* Players score 1 point for identifying the type of bow and 1 point for identifying the specific part.
  - *Variation:* Set a timer and let players continue competing, taking multiple turns, until time expires.
- **Shooting Steps Shuffle**
  - *Materials:* For each team, prepare two sets of cards; one set shows the 10 shooting steps (stance, nock, set, predraw, draw, anchor, transfer/hold, aim, release, follow-through), and the other shows definitions taken from the glossary of the Archery merit badge pamphlet.
  - *Method:* Shuffle each team's cards (20 total). On a signal, each team must put its cards in order and match each step with its definition.
  - *Scoring:* The first team to get its cards sorted correctly wins.
  - *Variations:* 1) Add a relay element where one player at a time runs forward to retrieve a card. 2) Put all the teams' cards together in a large array on the floor; teams must first find 20 unique cards and then begin the sorting process

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## Boy Scout Breakout Meeting, Continued

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

### **Bull's Eye**

Many years ago, a youth traveling through the countryside noticed that on many of the barns was a large bull's-eye painted on it with an arrow squarely in the center of the target. Thinking they'd like to meet the great archer, they asked around and learned the name of the person, who lived in a nearby village. They introduced themselves and asked the archer for a demonstration of his great skills.

"Sure," said the archer, and they walked to the outskirts of town to a barn.

He carried his bow and a quiver of arrows and several buckets of paint and some brushes. He selected a barn site, carefully took aim at the barn, and hit it squarely in the middle. Then he walked up to the arrow, and carefully painted the bull's-eye around the arrow. He then proudly stood back and admired his work.

Often, things are not as they seem. We need to be careful with our assumptions and not be misled by things as they sometimes appear.

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