

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, December 5, 2019
 Time: 7:30 pm to 9:00 pm
 Place: Longhorn Council Office, Upstairs Room
 850 Canon Drive, Hurst, TX

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	Stefan and Dan
6:30 pm	30 minutes	Recharter Party	Robert Spence and Commissioners
7:00 pm	30 minutes	• Registration/Sign-In	Dave

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
7:36 pm	1 minute	Recognize New Attendees	Dave
7:40 pm	10 minutes	Announcements	Dave
7:50 pm	10 minutes	Big Rock Topic: District Changes	Joyce Thilges
8:00 pm	60 minutes	Re-Charter Party Continues	Chris Bankus

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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	Breakout Session Topic: Games Galore!	RTC
8:45	5 minutes	Q&A	RTC
8:50	1 minute	Closing/Commissioner's Minute	RTC
8:51	9 minutes	After the meeting fellowship and/or cleanup	All
9:00 pm		End meeting	

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	Group Activity: Fight for attention game	RTC
8:10 pm	5 minutes	Tips for Troop Meetings: Games Box	RTC
8:15 pm	10 minutes	Boy Scout Interest Topic: Court of Honor	RTC
8:25 pm	25 minutes	Games	RTC
8:50 pm	5 minutes	Q&A	All
8:55 pm	3 minutes	Closing/Commissioner's Minute: Minnows and Whoppers	RTC
8:58 pm		End meeting	

Boy Scout Breakout Meeting

Group Activity
5 min

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

Fight for Attention Game

This is not an active game, but it can be quite entertaining.

Instructions:

- Two scouts stand in the front of the troop. They are given a topic to talk about and 20 seconds to prepare.
- On GO signal, both scouts give a speech about their topic - at the same time - trying to keep the audience listening to their speech rather than the other speaker.
- At the end of one minute, or some set time, the audience votes for the one that held their attention best.
- Played as patrols, each win gets a point for your patrol. After every patrol has had four different scouts speak, the results are tallied. More than 6 patrols and it may start to get boring, since that is 12 speeches.

Tips for Troop Meetings
5 min

Games Box:

Assemble and use a games box to contain the following:

- Medicine Ball or Football
- Old tennis balls
- Table tennis balls
- Bean bags
- Chalk
- Small hoops
- Wooden batons
- Lengths of knotting rope
- Small bags with taped necks for tying
- Drawing pins with colored heads
- Pad of scrap paper
- Anything else you can think of

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Boy Scout Breakout Meeting, Continued

Boy Scout
Interest Topic
10 min

Courts of Honor (see attached)

Program
Feature

GAMES

Fun with Lots of Purpose

Do you ever remember a time when you didn't play games? Probably not. Most of us start playing games such as hide and seek as toddlers, and we keep playing games of one sort or another throughout our lives.

For thousands of years, in every culture, and across every part of the globe, people have played games. Games are fun—unless you're getting trounced by an opponent!—but they're more than simple diversions. They challenge us to overcome long odds, tell compelling stories, and give us the chance to work with or against one another. They give structure to play. We are motivated to think of creative solutions, practice new skills, and share with those around us.

Games also come in almost every shape and size, format and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

This month, you'll play a lot of games at meetings and during the main event. But you'll also go behind the scenes to analyze why games work or why they don't. You can even get a jumpstart on the Game Design merit badge if you want to dive deeper into the world of games.

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Boy Scout Breakout Meeting, Continued

Program
Feature of the
Month
25 min

Related Advancement

Game Design and Scouting Heritage merit badges

Games Through History – Egyptian hieroglyphs from 5200 b.c. show a rock throwing game that is the predecessor to bocce and bowling. Here are some other dates of interest:

3500 B.C.	An Egyptian tomb housed the pieces of the first known board game.
2000	The Persians developed polo as a way to train cavalry soldiers.
1400	Latin American temple ruins showed evidence of a ball game called ulama.
A.D. 600	Indians played chatrang, a predecessor to checkers and chess.
1100	French monks developed a game that later evolved to racquetball.
1529	Englishmen played a trick-taking game that evolved into bridge, euchre, and hearts.
1791	The first known reference to baseball appeared in a law prohibiting it near the town meeting house in Pittsfield, Massachusetts.
1934	The modern form of Monopoly® was published.
1966	The party game Twister® appeared.
1972	Pong®, the first electronic game to reach mainstream popularity, appeared.
1974	Dungeons and Dragons®, the first pen-and-paper role-playing game, was released.
1993	Magic: the Gathering® created the genre of collectible card games.
2004	World of Warcraft® launched; it became the largest massively multiplayer game in the world with 12 million subscribers.
2009	Angry Birds™ redefined the way people interact with mobile electronic devices.

Games

Types of Games

One of the most obvious ways to categorize games is by medium or form of a game. Newspapers, magazines, and books are different printed media. In the same way, games can be described by the shape they take and the way players interact with them.

Sport Physical Games and Sports – Ball games and sports are physical games, as are other games like capture the flag. They are typically competitive. These games involve athletic activities and are played with special equipment like balls, nets, and sticks. Generally, the gameplay revolves around one or more specific physical actions and rewards players who most skillfully perform those actions.

Board Games – Board games involve everything from Candyland to chess. In some, players compete to claim one another's game pieces. In others, they try to conquer territory. In still others, they try to get from one point on the board to another.

Card Games – Countless games can be played with an ordinary deck of playing cards, of course. But card games can also be played with special decks like those used in collectible card games.

Party Games – Because they are meant for larger social situations, party games emphasize interaction between players and typically involve some form of creativity. Drawing, acting, singing, and giving word clues are all common activities in party games.

Pen-and-Paper Role-Playing Games (RPGs) – RPGs are best described as interactive storytelling. Players assume the roles of distinct characters and take action based on their characters' capabilities. Typically, these capabilities increase over time as the players practice skills, acquire knowledge, or gain equipment.

Electronic Games – Electronic games present information to players through video screens and audio signals. Players interact with the games through electronic sensors. Buttons, control sticks, and computer mice are common inputs, but newer technologies include touchscreens, sensors that respond to physical motion, and cameras that detect the position and movements of each player. Electronic games are limited by the game hardware and fall into several categories: personal computer games, console games, games for mobile devices, and Internet games.

PREOPENING IDEAS

[Preopening Ideas on Troop Program Resources](#)

- As Scouts arrive, have a magnetic dartboard available for play. See who can earn the best score.
- As Scouts arrive have them play [Ring Ball](#).
- As Scouts arrive, have them play [Moon Ball](#).
- As Scouts arrive, have them play [Four Square](#).

GROUP INSTRUCTION IDEAS

Game Basics

- Have youth brainstorm different types of games (card, roleplaying, athletic, computer, etc.). Talk about how these game types are similar and different.

Rules

- Talk about the history of games and how individual games or types of games have evolved, e.g., football adding safety rules, video games taking advantage of increased computing memory and power).
- Show an Internet video of an early football game or a computer simulation of an early videogame.

Gaming Skills

- Invite a serious gamer, varsity athlete, or member of a group like a chess club to talk about the differences between casual game playing and serious game playing.

Game Design

- Discuss game design terms and the steps in designing a new game.
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SKILLS INSTRUCTION IDEAS

Game Basics

-  Play a simple card game like Go Fish.
 - Use the EDGE method to teach the game to someone who hasn't played it before.
 - Make a list of the game rules.
 - Evaluate the game.
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-  Play a simple card game like Go Fish.
 - Evaluate the game.
 - Make a simple change to the rules, then play the game again.
 - Discuss how the rule change affected game play and how much fun the game was.
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-  Play a simple card game like Go Fish.
 - Play a simple physical game like Tag.
 - Discuss ways to combine the games you played into a single game or ways to incorporate rules from one game into the other.
 - Play the hybrid game and then evaluate it.

Rules

-  Divide into two groups. Have one group learn the [signals used by football referees](#), and have the other group learn the [signals used by baseball umpires](#).
 - Have each group use the EDGE method to teach the other group what it learned.
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-  Develop a set of rules for a game your troop often plays on campouts, such as capture the flag.
 - Talk about the need to add referees to the game.

-  Debate any or all of these topics:
 - What would happen in games like basketball if there were no officials enforcing the rules?
 - How do rules improve games or take away enjoyment for fans and players?
 - Is it okay as a strategy to break the rules sometimes?
 - How would you change the rules in your favorite game if you could?

Gaming Skills

-  Play [Hitching Challenge](#).
- Compete against each other in tournament format so you end up with one winner.
- Discuss the keys to the winner's success.

-  Play [Hitching Challenge](#).
- Determine one or two things, such as quickly knowing how to form an underhand loop that Scouts could do to improve their performance.
- Spend the rest of your time improving your performance.

-  Decide on a game the group enjoys. If possible, spend some time playing that game.
- Develop a plan for improving your ability in that game.
- If possible, try some of the things in your plan.

Game Design

-  Begin developing the concept for a new game.
- Determine the game type, objectives, and number of players.

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- Make a preliminary list of rules.
- Sketch the key game elements.

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 - Make a preliminary list of rules.
 - Sketch the key game elements.
 - Discuss a plan for creating a prototype of your game.
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Comm Minute
3 min

Minnows and Whoppers

Last year, while I was fishing, I fell in the water. But, it really wasn't my fault. A small sunfish hit my chartreuse wooly bugger fly and I was fighting it. Then, a largemouth bass swallowed the sunfish. Then, a northern pike swallowed the bass. When that 8 foot musky exploded out of the water swallowing the pike in one gulp, the tidal wave it made capsized my boat and I fell in - so you can see that it wasn't my fault.

Everybody likes to hear a whopper of a fish story - you know they aren't true because they are such exaggerations. But, some folks tell fish stories about stuff other than fishing - and they aren't such exaggerations - they are more like 'minnow stories'.

For example, while I was shooting baskets, I made a shot from just above the freethrow line after missing 14 times in a row. But, when I tell people, I just say I made a shot from around the 3point line. That's a minnow - really just a lie, just stretching the truth a little.

The problem is that once the truth starts stretching, it just keeps stretching. My eyes were squinted while I was concentrating on the shot, so they were almost closed. No, they were closed. And, I was turned sideways to throw the ball. No, I was all the way backwards. And, I'm pretty sure I was closer to the center line than the 3point line.

So, now I made my first shot from the centerline behind my back with my eyes closed. Now, that's a whopper!

Once you stretch the truth a little, it is stretched out of shape and is no good. And, your word is no longer good. It's better to stick to the truth - minnows have a way of growing into whoppers.

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