

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, February 6, 2020
 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	Dave
6:30 pm	30 minutes	Commissioners Meeting	Robert Spence and Commissioners
7:00 pm	30 minutes	<ul style="list-style-type: none"> • Registration/Sign-In 	Stefan
		<ul style="list-style-type: none"> • Valentine Trivia Game 	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	5 minutes	Big Rock Topic: Everything You Already Do is STEM	Dave
7:50 pm	10 minutes	Announcements	Dave
8:00 pm	5 minutes	Dismiss for breakout sessions	Dave

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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	Vaudeville Night	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	Scout Induction Ceremony	RTC
8:10 pm	5 minutes	Buskers	RTC
8:15 pm	10 minutes	Order of the Arrow	RTC
8:25 pm	25 minutes	Multimedia	RTC
8:50 pm	5 minutes	Q&A	All
8:55 pm	3 minutes	Closing/Commissioner's Minute: Flea Training	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.

Scout Induction Ceremony

This Ceremony is meant for Scout scouts.

Required:

2 candles and candle holders, Scout badges, Troop flag.

Preparation:

Light one candle placed in the center of the ceremony table

Script:

Scoutmaster: This flame is the Flame of Knowledge. You new Scouts have shown me that you have a hunger for Knowledge by fulfilling the requirements of joining our great troop. The Scouting program offers you a special kind of knowledge that will serve you well as you walk the sometimes difficult Road to Adulthood.

The Flame of Knowledge never goes out as long as there are people on the earth who seek knowledge. It's light guides seekers to higher understanding.

(Pick up the 2nd candle from the table and light it from the first)

This candle represents a Youth who seeks knowledge. It represents each of you scouts here today because you seek to travel on the scouting path and learn our ways.

Tending this flame is a big responsibility.

(Hand candle to the closest scout)

Pass this candle from scout to scout until you have all held it, never letting the flame go out. Just as you receive this flame from another scout, you will receive much knowledge from other scouts in your troop. Receiving the knowledge is only half of the challenge. Just as you pass the flame to another scout, you will be expected to pass the knowledge you gain on to other scouts that follow you.

As you become a more experienced scout, rising through the ranks of Tenderfoot, 2nd Class, and 1st Class, your flame will grow stronger, helped along by these scouts around you. When you are ready, you will become the teacher rather than the student and will help new scouts keep their flame

burning.

You will only excel and grow if you take your responsibility seriously. Scouting will give you more than you can possibly imagine, but only if you fulfill your commitment to your patrol and your troop.

(When the last scout has the candle, the Scoutmaster takes it from him.)

Remember, this flame is your new search for knowledge about our scouting ways. As you are just beginning, it is not yet strong.

(Scoutmaster puffs out the candle)

See how easily the Breeze of Laziness extinguishes it? If you put off your responsibilities, or don't bring your Scout Handbook for requirements sign-offs, or let other scouts carry the load, your small flame will fail.

Luckily, the flame of Knowledge in our troop is strong, very strong. You can relight your flame at any time by participating and concentrating on the Scout Law. The more you participate and the more effort you put in, the stronger your flame becomes and more difficult to extinguish. At some point, your flame will become a burning ember deep in your heart that will be impossible to ever put out.

Scoutmaster: It is my pleasure to present each of you with your Scout badge to show that your flame is burning and you are on your way to higher ranks. Notice there is also a small pin. Present this pin to your parent now and have them attach your badge on your left shirt pocket. In our troop, it is customary to attach the badge upside down until the scout has performed a good deed. Quickly return here when you are finished.

(when all have re-assembled...)

Sr. Patrol Leader: Scouts, gather around our troop flag and take hold of the flag with your left hand. Make the Scout Sign with your right hand.

Troop [number], stand at attention!

Troop [number], Scout Sign!

New scouts, please lead the troop in the Scout Oath.

Troop, join me in congratulating these new Scouts of Troop [number]!

Tips for Troop Meetings

5 min

BUSKERS

BUSKERS: a person who entertains in a public place for donations.

1st known usage in 1851

Music fills the bars, but also the streets, where *buskers* entertain tourists and lunch-hour diners.

Each Patrol to entertain the Troop for three minutes only. (Charade; conjuring; sketch; speech, etc.)

Boy Scout Interest Topic

10 min

Recognizing and Appreciating your “Order of the Arrow” (see attached)

Program Feature of the Month

25 min

Multimedia

It was not too long ago that short films or even commercials were major productions that required a lot of equipment, film developing, and a tedious editing process that involved literally splicing together the film stock. Distribution was handled by physically transporting film cans from place to place.

Now, in the digital age, anyone can plan, shoot, edit, and distribute a short film. What used to require professional production facilities can be accomplished with a simple camera and a laptop. In fact technology is so advanced today that this can be done directly from most smartphones, and thanks to the advent of YouTube and social media outlets like Facebook and Twitter, showing the films to others is easier than ever.

This module will explore how to script, shoot, edit, and distribute a short film. Learning these skills will allow your troop, team, or crew to share its adventures. And who knows—maybe you will discover the next J.J. Abrams, James Cameron, or Steven Spielberg in your midst.

Related Advancement and Awards

- Animation, Communication, Digital Technology, Moviemaking, Photography, and Theater merit badges

- Cyber Chip

Web Safety

Many studies note that about 95 percent of young adults are active online. While the Internet can be a very useful tool, it can also be dangerous to give out personal information because it can be stolen and used by anyone around the world.

Be aware that pictures or opinions you post on the Internet may not always remain private between you and your friends. Often, everyone on the World Wide Web can read and see them, too, and chat room “friends” are not always who they say they are.

Ways to protect yourself online include:

- Guarding your identifying information (name, sex, age, address, school, teams)
- Making your username and online profile generic and anonymous
- Knowing how to exit an inappropriate website

FILM BASICS

Here are some essential principles of camerawork, lighting, and sound that can help you create a quality production.

Selecting a Camera

- Use a digital camera. Recording using a digital camera makes the editing process much easier.
- Check for a mic port. If your camera has a mic (microphone) port, you can use an external mic to record the audio.

Filming Tips

There are many things you should keep in mind that will help improve the quality of your project.

- **Film multiple takes.** Once the shots are planned and the actors know what they are doing, filming multiple takes will make postproduction easier by providing more options in the editing. Film every shot at least three times.
- **Keep it simple.** Zooming, panning, and dollying (moving the camera sideways with the lens pointed forward) could make shots look complicated and may confuse the audience. Whenever possible, do not move the camera during a shot. However, if you decide to try it, shoot the same scene again without moving the camera so you can see what looks best during the editing process.
- **Use a tripod.** This will make an amazing difference in the end product. Even if the camera operator thinks he or she is steady, the

shots will be noticeably shaky without a tripod. However, if you want to establish a sense of uneasiness in a scene (e.g., turbulence on an airplane or spaceship, movement while a character is running), you can create this by carrying the camera or tilting it a little to one side.

- **Check for continuity.** You should have someone assigned to make sure that nothing in a scene changes from shot to shot. For example, during a conversation, a lock of hair should not go from being in front of a person's face to behind the ear in two seconds, unless one shot shows them moving it.
- **Film close-ups.** TV and computer monitors are much smaller than movie screens, so you should frame most of the shots as close as possible to the people or items that are important in a scene. Remember that viewers do not always need to see a whole object to know what it is. For example, if someone is sitting on a car, it isn't necessary to show the entire car; you can film the actor from the chest up with the windshield in the background.
- **Creating the Shot** – Follow the rule of thirds. When framing a video shot or a still photograph, imagine what you see being divided into thirds both horizontally and vertically. Everything of interest in the shot should be near the invisible dividing lines. If you want a head-on shot of an actor's entire body, the actor should be within the right and left vertical lines with their head at the intersection with the upper horizontal line. If you want a close-up of the actor's face, the eyes should be on the upper horizontal line.
- **Be aware of height.** For a normal angle shot, place the camera at eye level with the actor, allowing just a little headroom (the distance between the top of the subject's head and the top of the frame). A high angle—the lens pointing down from above the eye line—can make the actor seem weak or powerless, while a low angle pointing up at someone from below the eye line can make an individual seem dominant. No matter what angle you use, be careful not to have too much headroom.

Sound

Decide what to use. Built-in microphones on cameras don't always provide quality sound. Using an external microphone can lead to better results. Consider which style of mic is best suited for the project. The most common options include:

- **Shotgun mic** – This type is the one most often used in film and television. The microphone is usually mounted on a boom so that it can be lifted above the heads of the actors, out of shot. Shotgun mics are good for catching dialogue both inside and outdoors, so they are

ideal for recording actors and presenters. The downside to this mic is that it may pick up background noise when filming in small spaces.

- **Lavalier mic** – This microphone clips on the performer’s clothes and is great for eliminating background noise. Some styles of lavalier mics have a long cord that connects to the camera; others are wireless with battery packs. However, it can be difficult to hide a lavalier mic, so you may risk losing the illusion in a dramatic scene.
- **Hypercardioid mic**– Singers often use this microphone on stage because of its ability to pick up sound from a limited direction. The mic is shaped like a figure 8 with one side larger than the other. If you have trouble with background noise, hypercardioid mics are great at blocking sounds that come from behind the actors. They are bulky, however, and often not appropriate for film and video productions.

Keep audio levels high. When recording, keep the audio level as high as possible without going into the red. If your camera has an audio level indicator, watch it while you are filming; if not, then watch the levels while you are editing and adjust them as needed.

Scripting

A script is a document that provides the actors’ actions and behaviors and outlines the sound and visual effects—all the things that go into telling a story on screen. The most common script formats include the following elements.

- **Headings** that list camera location (“INT.” for interior or inside; “EXT.” for exterior or outside), scene location (local lake, living room, etc.), and time (night or day). Special headings may indicate montages, dream sequences, flashbacks, flash forwards, and so on.
- **Narrative descriptions** that include action, characters, settings, and sounds (door slams, dog growls, etc.).
- **Dialogue** that provides the name of each character speaking and what they are saying.

Having a script is essential to telling a story on film or video. There are many ways to craft a script but in the most basic form it should specify the locations and dialogue and include a beginning, middle, and end. The script may offer a complex set of instructions or a simple outline of what needs to happen. Most importantly, it must be written down. To allow for proper shooting and editing, you should never try to “wing it.”

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Boy Scout Breakout Meeting, Continued

OBJECTIVES

This month's activities should:

- Give youth a way to share their adventures through multimedia.
- Show how to script and plan a video.
- Demonstrate how to record and upload videos and pictures.
- Guide youth as they make and present their own productions.
- Teach youth the proper methods of Internet video sharing.
- Emphasize the basics of Internet safety.

LEADERSHIP PLANNING

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

Click above for fillable troop meeting planning form.

- What cameras and other equipment are available?
- Do we have computers with the required software and Internet access?
- Do we know any filmmakers who could share their expertise?
- What do we want to do for our main event?
- Where are our filming locations?
- What costumes and props will we need?
- How many days will we be filming?

Preopening Ideas:

- As Scouts arrive, show age-appropriate safety videos from the [Cyber Chip website](#). (An internet connection is needed.)
 - Set up laptops or tables so members who arrive early can watch videos on the [Boys' Life YouTube channel](#).
 - Have scripts from familiar TV shows or movies on hand for Scouts to examine as they arrive. (A quick Internet search will turn up hundreds of examples.)
 - Show an age-appropriate film from the [iPhone Film Festival website](#).
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Group Instruction Ideas

Web Safety and Basics

- Discuss the following topics:
 - Cyber Chip
 - Facebook, Twitter, and websites
 - What is and is not appropriate to post on websites

Video and the Web

- Do a presentation on the differences between
 - YouTube, Vimeo, and Vine
 - Flickr, Instagram, and posting photos to a Web page
- Discuss the advantages and disadvantages of each.

Scripting and Preproduction

- Discuss the following:
 - Basics of script writing—visual storytelling, characters, dialogue, rhythm, and camera angles
 - Preproduction—Finding locations, costumes/props, casting, and rehearsal

Production and Editing

- Discuss the filming process and how it relates to the editing:
 - How and why scenes are not shot in order
 - Importance of the 180-degree rule, camera movement, and framing and composition of camera shots
 - Why editing requires the best takes
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SKILLS INSTRUCTION

Web Safety and Basics

-  Learn how to take digital photos and upload them to Facebook. Make sure leader approval is given before posting.
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-  Take digital photos, then edit and post them on Twitter, Instagram, and Facebook. Make sure leader approval is given before posting.
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-  Use photo-editing software to combine two photos and upload them to the unit Web page (Twitter, Instagram, and Facebook). Make sure leader approval is given before posting.

Video and the Web

-  Plan and record a 6-second Vine video or videos.
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-  Plan and record a 30-second video that tells some kind of story (skit, joke, narrative, or song).
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-  Plan and record a 60-second video that tells some kind of story (skit, joke, narrative, or song). Then post it to YouTube or another website. Make sure leader approval is given before posting. Have all participate.

Scripting and Preproduction

-  Write a script for a 60-second video.
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-  Write a script for a two-minute video.
 - Plan props and costumes for videos.
 - Cast and rehearse the script.
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-  Write a script for a five-minute video.
- Plan props, costumes, and locations for videos.
- Cast and rehearse the script.

Production and Editing

-  Edit a short video using YouTube.
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-  Edit a short video using iMovie.
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-  Edit a short video using Final Cut or Premiere Pro.

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

[Library of Games and Challenges on Troop Program Resources](#)

- **Photo Scavenger Hunt**
 - *Materials:* Digital camera for each patrol (smartphone cameras may be substituted); computer with Internet access
 - *Method:* Give each patrol a list of items, actions, or ideas to be captured in a photo (e.g., a tree, high five, the color blue). Each patrol will take their photos and upload them to a specified multimedia website (e.g., Flickr, Instagram, Facebook).
 - *Scoring:* The first patrol to upload their photos to the designated website wins.
- **Video Screening Contest**
 - *Materials:* TV or projector with a screen; camera; paper and pencils for voting; ballot box; movie awards
 - *Method:* Watch each patrol's video, and then vote on several categories: best acting, best camera work, best storyline, best overall production, etc.
 - *Scoring:* Ballots are collected and awards are presented accordingly.
- **Script Reading**
 - *Materials:* Scripts; area to perform
 - *Method:* Each group performs a reading of its script while the other groups watch. At the end of each performance, the other groups offer constructive critiques, suggesting ideas that might make the script better.
- **Human Editing Machine**
 - *Materials:* One blindfold for each troop team, obstacles such as tables and chairs
 - *Method:* Arrange tables and chairs to create an obstacle course within the room. Form two or more equally sized teams and blindfold one Scout on each team. The object is to lead the blindfolded team members to the far end of the room using only voice commands. Members of each team can walk alongside the blindfolded player and provide directions. However, the opposing team can also try to trick the player by giving false directions. The Scout who reaches the end

of the room first wins a point for his or her team; however, a Scout who touches or runs into an obstacle takes off the blindfold and is out for the round. Once the round is over, someone else is blindfolded as the race continues.

– *Scoring:* The first team to earn 5 points wins.

Comm Minute
3 min

Flea Training

I'm sure you've heard of a flea circus. That's where tiny little fleas are trained to perform amazing tricks. But they're too small to really see, so its kind of silly.

But, people do supposedly catch fleas and train them. And, those people have observed a strange habit of fleas while training them.

Fleas can jump extremely high (that's how they get from animal to animal) so when a flea is caught, it is put in a jar. Without a lid, its simple for the flea to escape by just popping right out of the jar. So, the flea trainer quickly puts a lid on the jar.

When the flea jumps, BANG, it hits the lid and falls down. Over and over, the flea will jump and BANG hit the lid. Until, after some time, you can see that the flea is jumping just almost to the lid, but not quite. It jumps and jumps, not quite hitting the top, but jumping as high as it can.

Now, that seems like a pretty smart flea to me. But, what's strange is to see what happens when you take the lid off. The flea continues to jump just almost to where the lid was. It won't jump any higher.

The flea hit a limit to what it could do. It decided that it could not go any higher and then never tried to improve. Even though the limit was gone, it was stuck in a rut - doing just what it always did and not challenging itself.

If you find that you can't do something today, don't assume you will never be able to do it. Try it again tomorrow or next week. You might hit the lid occasionally but you won't be held back any imaginary limits that you outgrow.
