

1st Greenwood Weekly Meeting Plan

Explanation Sheet

Time	Activity	Leader
6:30 – 6:45 15 min.	Gathering Activity A game chosen by the Scouts, Rationale: The Scouts will take this time to arrive, set up and blow off steam	PL and APL
6:45-6:50 5 min.	The game stops. Green is Duty Crew that sets up the flags for Opening	Green
6:50 – 7:00 10 min.	Boatswain inspects the crews and appoints Honour Guard and Signalman. PLs collect and record dues. Opening ceremony The Scout Promise The Scout Law The Scout Motto	PL and duty APL
7:00 – 7:25 25 min.	Skills and Challenges Finish – Our previous meetings relay First Year Scouts work on Simple and medium Knot – (Slip Knot) Second Year Scouts work on Medium and Hard Knot Easy Knot Reference Knotting for Scouts Medium Knot – Reference Knot for Scouts Hard Knot – Reference Knot for Scouts Planning of the Halloween Party for the Cubs.	PL and APL
7:35-8:05 30 min.	Patrol meeting Make a Cootie	PL
8:05 – 8:10 5 min.	Inter Patrol Activity Talk about Medic alert camp and previous years experiences	PL and APL
8:10 – 8:15 10 min.	Notices, Awards, investiture. Appoint next Duty Crew	Skipper
8:15 – 8:20 5 min.	Closing Ceremony	PL and APL
8:20 – 8:30 10 min.	Clean-up and depart	Duty Crew