



**GAME/CONTEST**

TIME: \_\_\_\_\_

LEADER: \_\_\_\_\_

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**PATROL MEETINGS**

- Check attendance, collect dues, and record advancement.
- Discuss ideas related to program feature.
- Practice skills for interpatrol activity.
- Prepare for upcoming event.

TIME: \_\_\_\_\_

LEADER: \_\_\_\_\_

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**PATROL/TROOP ACTIVITIES**

- Scoutmaster's Conferences.
- Board of Review.
- Committee meeting.
- Campout review.
- Parent's meeting.

TIME: \_\_\_\_\_

LEADER: \_\_\_\_\_

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**CLOSING**

- Announcements.
- Recognition.
- Scoutmaster's minute.
- Ceremony.

TIME: \_\_\_\_\_

LEADER: \_\_\_\_\_

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**AFTER THE MEETING**

- Assigned patrol stores equipment, cleans area.
- PLC meets briefly to check details for next week.

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**NOTES:**

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