



TROOP 70 PEACEMAKERS
Troop Meeting Planner

Program Feature

Troop Meeting Date

Activity	Description	Run By
6:45 PM Preopening 15-minutes	Set-up PLC	Service Patrol SPL
7:00 PM Opening Ceremony 10-minutes	<ol style="list-style-type: none"> 1. Welcome 2. Pledge of Allegiance, Scout Oath, Scout Law, Outdoor Code 3. Attendance 4. Uniform Inspection Opening Announcements:	SPL Service Patrol Scribe 1st ASPL
7:15 PM Skills Instruction 5-minutes	Weekly instruction.	Instructor Corps
7:20 PM Skills Instruction 30-minutes	<ul style="list-style-type: none"> • New Scouts (utilizes Troop Guide, Den Chief, Instructors, JASMs) • First Class & Star Scouts (utilizes ASMs and MBCs) • Life Scouts (utilizes ASMs, MBCs and JASMs) 	New Scout ASM ASMs Eagle Adviser
7:50 PM Patrol Meetings 15-minutes	<ul style="list-style-type: none"> • Advancement status • Patrol sign-ups for activities • Collect \$ for activities. • Quartermasters pull gear if needed and take care of QM responsibilities • PL turns in sign-up lists and any fees to Scribe after Patrol Meeting During Patrol Meetings Leadership Corps takes care of their responsibilities.	PL Patrol Advisers
8:05 PM Interpatrol Activity 20-minutes	Game selected from Troop Program Resources.	Service Patrol
8:25 PM Closing 5-minutes	Closing Announcements: Scoutmaster's Minute Benediction	SM Chaplain Aide
After the Meeting 5-minutes	Clean-up PLC for next week	Service Patrol SPL