

## TROOP 272: Meeting Plan Form

**Date: 4/06/16 Service Patrol: Spartan Patrol**

(in charge of: Opening, Game & Closing)

**Opening Ceremony: 7:15 pm - 7:20 pm ( 5 minutes)**

**Standard Cerimony**

**Scout Law minute: Will Swartzenshruber and Kevin Yin**

**Skill Instruction: 7:20 pm - 8:00 pm (40 minutes)**

**Topic: Archaeology**

**Brian Mongon**-Tell what archaeology is and explain how it differs from anthropology, geology, paleontology, treasure hunting, and history. Describe site location, development of a research design, historical research, site excavation, artifact identification and examination, interpretation, preservation, and information sharing. Describe at least two ways in which archaeologists determine the age of sites, structures, or artifacts. Explain what relative dating is. **Spartan Patrol**

**Robert Johnson**-Talk about three archaeological sites inside and outside the US. Talk about careers in Archaeology. **Phoenix Patrol**

**Gavin Woodward**-Explain the following: why it is important to protect archaeological sites, what to do if you find an artifact, as well as tell ways to protect past. Talk about time capsules and what to put in them. **Venture patrol and Senior Patrol**

**Activity (advancements, merit badge classes. . .): 8:00pm – 8:20 pm ( 20 minutes)**

Each patrol will have time to make up a game on a blank sheet of paper that uses the game materials we have in the QM area. Senior patrol will supervise the patrols to make sure they are on task and to help them synthesize.

The senior patrol will vote which game is the best and during the closing will award ribbons. The winning game must be realistically playable, fun, and original. Winning game will be played at next week's meeting

**Game: 8:20 pm – 8:35 pm ( 15 minutes)**

**Assassin:** The game starts with all scouts closing their eyes and several assassins being chosen. All scouts will then walk around shaking each other's hands, and the assassins will have a special handshake where they tap the other person's wrist. The victims of the special handshake will die after 3 more handshakes, and everyone must identify all the assassins to win the game.

**Closing Ceremony/ Announcements: 8:35 pm - 8:45 pm ( 10 minutes)**

**Scoutmaster's Minute: John Traverso**

**Present next week's service patrol: Ninja Sharks**

**Normal closing**

**Meeting Announcements/ Handouts**

Date:4/06/16

Announcer:Eric Hadley

\*Corresponding Scribe is responsible for making announcements  
& distributing any handouts at the meeting

**Announcements:**

- 1) Permission slips for rock climbing trip on the 23<sup>rd</sup> and 24<sup>th</sup> are due next week (April 13th) at the PLC
- 2) Court of Honor on April 20<sup>th</sup>, tell family to mark the date
- 3) Announce winners of game competition earlier in the night

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**Handouts:**

- 1) Rock Climbing Permission Slips in the back

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**Date: 4/27/16**

**Service Patrol: Ninja Sharks**  
(in charge of: Opening, Game & Closing)

**Opening Ceremony: 7:15 pm - 7:20 pm ( 5 minutes)**

**Standard Cerimony          Scout Law minute: Gavin Woodward and Ben Troutman**

**Skill Instruction: 7:20 pm - 8:00 pm (40 minutes)**

**Topic: Archaeology**

**Brian Mongon**-Tell what archaeology is and explain how it differs from anthropology, geology, paleontology, treasure hunting, and history. Describe site location, development of a research design, historical research, site excavation, artifact identification and examination, interpretation, preservation, and information sharing. Describe at least two ways in which archaeologists determine the age of sites, structures, or artifacts. Explain what relative dating is. **Venture patrol and Senior Patrol**

**Robert Johnson**-Talk about three archaeological sites inside and outside the US. Talk about careers in Archaeology. **Spartan Patrol**

**Gavin Woodward**-Explain the following: why it is important to protect archaeological sites, what to do if you find an artifact, as well as tell ways to protect past. Talk about time capsules and what to put in them. **Phoenix Patrol**

**Game: 8:00 pm – 8:35 pm (35 minutes)**

**Game of winning team:** The Patrol that won best game last week gets to play their game with the troop. Give the patrol time to explain their game and then troop plays it together.

**Closing Ceremony/ Announcements: 8:35 pm - 8:45 pm ( 10 minutes)**

**Scoutmaster's Minute: Mike Krause**

**Present next week's service patrol: See May meeting plan forms**

**Normal closing**

**Meeting Announcements/ Handouts**

Date: 4/27/16

Announcer: Eric Hadley

\*Corresponding Scribe is responsible for making announcements  
& distributing any handouts at the meeting

**Announcements:**

1) Camelback Mountain trip coming up on the 14<sup>th</sup> of May. Permission slips in the back, and are due next week on the 4<sup>th</sup> of May.

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2) Calvert Caves coming up on the 20<sup>th</sup> -22<sup>nd</sup> of May. Permission slips are in the back and are due on the May 11<sup>th</sup> PLC. This trip goes with the archaeology theme in the past month.

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3) Keep in mind the Adopt a Highway on June 4<sup>th</sup>

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**Handouts:**

1) Camelback permission slips

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2) Calvert caves permission slip

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