

GENERAL SUGGESTIONS FOR GOOD MEETINGS

Start on time. Expect Scouts to be on time. Don't teach bad attendance habits. If the troop meeting is held at a "bad time," then change the time.

Close on time. Don't make it late. If Scouts walk, parents should know when to expect them. If they are driven to and from meetings, parents don't want to wait outside for the meeting to end.

Plan more, not less, than you can actually do. It is easy to leave something to another time. It is a real blow to discover you have run out of program and there are 15 minutes to go.

In general, keep the length of one activity down to a maximum of 20 minutes. Stop activities when they are still fun.

Avoid wearing out good things. A game that makes a big hit should be retired for some weeks before coming out again.

Gaps during which nothing happens invite trouble. Pace the program fast so no one will get bored and make his own amusement.

Try not to have any more adults on hand than are needed. If there is a gallery of visitors, try to keep them out of the middle of things. If you have several adult assistants, arrange to have them attend on a staggered basis as needed.

Every meeting must have *action*. Boy Scouting is not a spectator sport. Boys are not good at sitting still. Get them up and doing things. Alternate sitting activities with active things.

Keep a file of troop meeting programs. The good ones can be used again after a period of time.

Every meeting must have *variety*. Every meeting should be different from other meetings. The parts of any one meeting should also provide variety.

Every meeting must have *purpose*. Boys can sense better than anyone when a meeting has been thrown together without any real purpose. A troop meeting should accomplish something, and all who are there will know whether it does.

Good meetings are constructive and fun. Recent studies tell us that boys leave Scouting because Scoutmasters talk too much and the meetings are boring.