

QUALITY CHAPTER MEETING
Number 4—Chapter Games Competition

Background: Each unit in the chapter has its own fun activities it does from time to time. Share these resources among chapter members. It's a great chance to develop team-building skills, a friendly spirit of competition, and puzzle solving abilities.

One meeting out, discuss the most popular unit meeting games or activities in which chapter members participate. Brainstorm and agree on four or five of them. At the next meeting, participate in shortened versions all of them.

Meeting Resources: The resources required could range from rope and pioneering spars to kickballs. Make sure the members most familiar with the activity provide a detailed list of all resources and the kind of space needed. Enlist their help in securing the materials.

Meeting Content: Devote one meeting to playing shortened versions of each favorite activity. For example, if a favorite troop activity involves a five-step first aid relay, narrow it down to two or three steps instead. This will make room for more activities.

Consider a variety of activities. Steer clear of activities consisting only of sports. Mix it up by playing kickball, having a fire building competition, launching model rockets, or playing tug-of-war.

When the chapter agrees on their favorite activity, challenge another chapter to that activity at the next lodge event! Build the lodge's skill, and bring it to Conclave!

If you have a large chapter, all the activities might be going on simultaneously and groups could rotate through them. If there are five activities, time them to ten minutes each.