



VARSITY SCOUTING

Teachers Quorum Activity Program. The Varsity Scout program is the Teachers Quorum activity program of the Church of Jesus Christ of Latter-day Saints. The Teachers Quorum President is responsible for the Varsity Scout program just as he is responsible for all other aspects of the quorum. He is helped with this responsibility by quorum advisor(s). The Teachers Quorum is to be registered as a Varsity Scout Team according to the Church Handbook on Scouting.

What is Varsity Scouting. Varsity Scouting is not the same type of Scouting as is conducted in a Scout Troop. It is different. It is designed to meet the needs of Teacher age young men. It is a boy designed program based on their interests and needs. The program is run by young men with the help of a Coach and Assistant Coaches and a committee of adults. Key features are High Adventure, Sports, Service, Personal Development, and Advancement.

Varsity Scouts are a Team. Varsity Scouting is organized as a Team and functions as a Team. Every member has a job to do. There are no spectators. The Scout unit is called a Varsity Scout Team.

Varsity Team Organization. The Teachers Quorum President is the Varsity Team Captain and generally his First Counselor is the Varsity Team Co Captain. The Quorum Second Counselor is a Varsity Team Program Manager as are other members of the quorum. There are Program Managers for High Adventure, Sports, Service, Personal Development, Advancement, and Special Programs and Events. There can also be a Quartermaster and a member responsible for Communications such as the quorum secretary. There should also be a Varsity Team Order of the Arrow Representative (TOAR). The number of manager jobs should be expanded to give every member of the quorum a job. For example, Personal Development can be divided into three areas, Spiritual, Social, and Leadership, providing three jobs instead of just one. If the quorum has few members, the jobs can be consolidated with a quorum member having more than one area of responsibility. Adult Team Leaders. The Quorum Advisor is the Varsity Team Coach. An Assistant Quorum Advisor may be called to be the Varsity Team Coach in which case the Quorum Advisor becomes an Assistant Varsity Team Coach. Remember the rule in Scouting is "Two Deep Leadership". (This rule is also a good one to follow for Teachers Quorum adult leadership.) Both adult leaders attend quorum meetings and events as well as both attend Varsity Team activities.

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Committee. A Varsity Team is supported by a committee. There should be, as a minimum, a committee of three adults called to these positions. The best source for committee members are parents of the members of the Teachers Quorum/Varsity Team. Committee members may also be church non-members. There is a committee Chairperson and such other jobs as are needed by the Team such as Advancement Committee Member and a Program Committee Member. A full committee will have a adult member for each program area of emphasis who will work as an adviser to their respective Team Program Manager young men.

Varsity Scout Program Areas of Emphasis. The Varsity Scout program is based on five areas of emphasis:

**High Adventure and Sports
Service
Personal Development
Advancement
Special Programs and Events.**

High Adventure. This is one of the key program areas of Varsity Scouting. Teacher age young men need greater challenges and new adventure. The High Adventure program consists of quarterly adventures of shorter duration (2-4 days) and an annual High Adventure in the summer of a longer duration, a week or more in length. The quarterly adventures are generally of the Team's own making. The annual summer High Adventure is generally from Monday to Saturday within a manageable travel distance. The summer High Adventure can be of longer duration and at distant locations based on the needs of the quorum/Team members and the approval of their priesthood leaders. There are excellent High Adventure programs at BSA High Adventure Bases in Florida (Florida Sea Base), New Mexico (Philmont Scout Ranch), and Minnesota (Northern Tier). Many Scout Council camps throughout the United States also have excellent High Adventure programs. The summer High Adventure can also be of the Team's own making and is not limited to BSA camps and High Adventure bases. A necessary resource for planning High Adventure is the BSA book, "Passport to High Adventure."

Sports. Most Teacher age young men love sports. Varsity Scouting capitalizes on this interest. Sports means more than just playing pick up basket ball on Mutual nights or shooting baskets. It means having a program to learn, practice, and compete in the sport. Basketball is an easy one because most young men like to play it and most Church Stakes run a basketball league for young men. Use this as part of the Varsity Scout Program. Get a basketball coach, teach the Varsity Scouts basketball skills, rules, plays, and strategies; play in the league games, and maybe challenge other Varsity Teams to a game. This would make a great program during the winter months. There are many other sports that can be programmed in the same manner according to the young mens' interest: volley ball, soft ball or baseball, soccer, street hockey, racquet ball, tennis, bowling, and golf. There are outdoor sports: cycling, mountain biking, skating (ice or in-line), hiking, mountain climbing and rappelling, climbing wall,

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swimming, canoeing, kayaking, white water rafting, sailing, rowing, water skiing, snow skiing, and snow boarding. There are shooting sports: shot gun and skeet, rifle marksmanship, black powder rifles, and archery; and there is fishing. Merit badges can also be earned in most of these sports.

A second aspect of Sports is for the Varsity Team to support its members who play a sport at school or on a community league. The Varsity Team can go to one of their games and cheer the member on. Short reports can be made in Varsity Team and quorum meetings on the members' participation in the sport. The Varsity Team member can teach the other Team members about his sport.

A third aspect of Sports is for the Varsity Team to go to a sports game or meet. Many sports offer free or very reduced tickets on occasions to Scouts.

Service. This program area is self explanatory and very important to the growth of young men. There should be a service project quarterly. This will meet the needs of both the Teachers Quorum and Varsity Team for service. Priesthood service and Varsity Team service can be synonymous, with the exception of Priesthood ordinances and Home Teaching. This service will also meet the needs for Scout rank advancement and for the Aaronic Priesthood "Duty to God" award. One Scouting service project should be on the annual calendar in November each year, "Scouting for Food". This is a nationwide Scouting service project prior to Thanksgiving to collect donated food stuffs and provide them to food banks for the needy. The Varsity Team should be helping with the collection and the stocking of food banks. Another area of service is Eagle Scout service projects. There are also Ward or Branch service projects. All these service opportunities need to be correlated so that the Varsity Scouts have adequate service experiences but so that the number of service events do not become overbearing. Service should be balanced with the other areas of emphasis in Varsity Scouting.

Personal Development. This program area of emphasis is typically divided into three parts: Spiritual, Social, and Leadership. In the Church, the **Spiritual** area is usually met by giving talks in church, participating in priesthood ordinances, home teaching, quorum instruction, seminary, the Bishop's Sunday Evening Discussions, Temple baptism trips, and Youth Conferences. Another part of spiritual development is to also have devotionals and appropriate spiritual instruction on Varsity Team High Adventure or camping type events. A Personal Development (Spiritual) Varsity Team Program Manager can be responsible for oversight of the Varsity Team's participation in these spiritual development events under the supervision of the Quorum President/Team Captain. He can help plan, be on the committee for, publicize, report on, and conduct these events as appropriate. **Social** development usually means joint and combined activities with the Young Women and Stake Dances. It can also mean Brotherhood events for the Varsity Team members such as getting together to watch a good video with food and conversation, or a board game night with food and conversation, or a sleep out (or in) with food and conversation, or a Father and Sons camp out or cook out with food, games, and conversation. (Notice: for a Teachers age

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young man, a good part of social development involves food and conversation.)

Leadership development can use Team developing and problem solving games and events to teach and practice leadership and followership. Another valuable assist is to teach about and “how to” do various aspects of leadership: planning agenda, event planning, backward planning, working with volunteers, meeting management, traits of a leader, great leaders, etc.

Advancement. One of the five areas of emphasis for Varsity Scouting is Advancement. Varsity Scouts should be encouraged to advance and provided opportunity to advance in Scouting rank and to earn the Eagle Scout Badge. This is a good part of personal development to set goals and achieve them, give service, practice leadership, and provide the positive incentives of personal awards. However, it is recognized that not all members of the Varsity Team may be interested in advancement. The Eagle Scout badge is not for everyone, only those who are interested in getting it and willing to put in the work to get it. The Varsity Scout Team should not be an Eagle factory. If it is, those young men who are not interested merit badges will stop coming to Varsity Team meetings. The best way to do advancement and meet all the needs of all the Varsity Team members is to do the interesting and fun parts of a merit badge topic in Varsity Team meetings and activities and then direct those members who want to pursue the merit badge to a merit badge counselor or Varsity Team Coach or Assistant to complete the requirements. For example, if the Aviation Merit Badge is going to be taught, the Team is told that they will be doing some fun and interesting things in aviation, it is not stated that. “We are going to do the Aviation Merit Badge”. It is stated that those that wish to earn the merit badge can use the fun and interesting things that the Team is going to do to complete many of the requirements for the merit badge. Then you proceed to do the fun and interesting things like going flying in a plane, go to an air show, visit an Air Force base or air port control tower, have a pilot come to a meeting and talk about learning to fly, fly in an air plane simulator, go to a radio control model airplane show, or go to Air and Space Museum. This way all the Varsity Team members have a great time and those that want to get the merit badge can go on to do so. In this manner, advancement opportunities can be provided almost every month. For those on the Eagle Trail, their advancement needs to be monitored and they need help to earn the required badges, properly conduct an Eagle Scout Service Project, and to properly complete an Eagle Scout Application. This is the duty of the Varsity Team Advancement committee member and the Team Coach.

Special Programs and Events. These programs and events can be any not otherwise covered, such as participation in camporees, hike-o-rees, Scouting on the Mall, Ward or Branch Halloween Party, etc. You may have one team member assigned as the Special Programs and Events Program Manager or you may assign specific events to team members to be program manager for that event. An important position in Special Programs and Events is a **Varsity Team Order of the Arrow Representative (TOAR)**. The TOAR keeps the team in communication with the District and Council Order of the Arrow to help with service projects, camp promotion, OA fellowships, and OA elections.

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Program Method. The method of developing the Varsity Team program is what makes Varsity Scouts so effective for the Teacher age young men. It is a program designed by the young men to meet the interests and needs of the young men and carried out by the young men, all with Varsity Coach advise and guidance. The elements of the programming method are in order:

1. Conduct Varsity Scout Individual Interest Survey
2. Team profile or hit list
3. Brain Storming by the Team
4. Conduct Resource Survey among adults
5. Develop Annual Plan
6. Calendaring the Plan accounting for other competing calendars
7. Submit to the Team Committee for support
8. Correlate with other Young Men programs and the Ward
9. Obtain Priesthood leadership approval
10. Announce to parent at Parents' Night
11. Advertise the plan (calendars to Team Members, post in Ward Bulletin, etc.)
12. Assign Team members responsibility for conducting various parts of the plan
13. Do it
14. Evaluate the plan – after action evaluation
15. Start over again

(See the attached Varsity Team Program Planning method checklist and forms for more detail.) This process can be started at any time and adjusted at any time. If the Varsity Team program is failing to meet the needs and interests of the Teachers Quorum young men, it is because the planning method is not followed. Evaluate and start over again or adjust. A note of caution; although the planning method was used and an annual plan and 12 month calendar is produced, do not be afraid to change it to meet the needs of the young men as older ones leave and newer one come or interests change. In spite of an annual plan and 12 month calendar, detailed planning generally extends only 3 months into the future.

Varsity Awards. The Varsity Team has its own award program apart from Boy Scout rank advancement and merit badges. Like high school varsity sports and extra curricular programs Varsity Scouting has Varsity Letters, gold bars, certificates, pins, and the Denali Award.

The **Varsity Letters** can be awarded for completion of a 3 month activity program in a specific Varsity or Venture program or for completion of a summer High Adventure event as determined by the Varsity Coach. To make the Varsity Letter valuable, the letter should be awarded for something significant, such as completing the summer High Adventure. The Varsity Letter also has a **certificate** for presentation. For success awards of the Varsity Letter, there are **Gold Bars** which are presented with a Varsity Letter certificate.

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For participation in various program events, there are **Varsity Letter Pins** which can be presented such activities as for basketball, volleyball, skiing, white water, mountain climbing, cycling, adventure, etc. There are 36 different activity pins.

The Varsity Letter is worn on the merit badge sash, a jacket, or a sweater. The Varsity Letters and pins do not require an advancement report.

Adult leaders may also earn the **Varsity Letter** by completing Varsity Scout Leader Fast Start, Varsity Scout Leader Basic Training (New Leader Essentials, Varsity Leader Specific Training, and Introduction to Outdoor Leadership), and attendance at 6 Scout District Roundtables.

The **Denali Award** is the highest award in Varsity Scouting.

The requirements for the Denali Award are:

- 1) serve in a Varsity Team leadership position for 6 months;
- 2) earn one rank toward Eagle or earn the Eagle Scout rank, or earn an Eagle Palm;
- 3) as a team captain or program manager, plan and be the leader of an activity in any two of the five fields of emphasis;
- 4) participate in an activity in each of the remaining three field of emphasis;
- 5) show that you know and live up to the Varsity Scout Pledge;
- 6) and satisfy a Board of Review conducted by the team committee, with a district or council representative, that you have completed all of the requirements.

An advancement report is required for the Denali Award.



The Denali Award is named after Mt. McKinley, which is called Denali by the Native Americans in Alaska where the mountain is located. Denali (Mt. McKinley) is the highest point in North America. The award represents reaching the highest point in Varsity Scouting. The Denali Award is a medal that hangs on an orange and brown ribbon. On the medal is a relief of Mt. McKinley (Denali) , the Varsity "V" Letter, the Scout emblem, a laurel wreath symbolizing victory, and a constellation of 5 stars that represent the five fields of emphasis of Varsity Scouting (High Adventure and Sports, Service, Advancement, Personal Development, and Special Programs and Events such as Order of the Arrow, and district and council events).

On My Honor Award. The "On My Honor" award is the Church's religious Scouting award. To earn it, the young man must have been registered in Scouting for two years (the years in 11 year old Scouts and the Scout Troop count it the young man was registered), earn the Star Scout rank, earn an Aaronic Priesthood Duty to God Certificate (Deacon, Teacher, or Priest), and pass a worthiness interview with the Bishop (see the requirements in the Aaronic Priesthood Duty to God booklet). Young men often qualify for this award while in the Teachers Quorum/Varsity Team. Their progress should be monitored so that they can be given this award when they qualify. The award is presented in a Court of Honor. Adults can also earn an "Adult On My Honor" by being registered and participating in the Church Scouting program for 3 years

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and complete fast start and basic training (New Leader Essentials, Varsity Coach Leader Specific Training, and Introduction to Outdoor Leader Skills). The adult award is also presented in a Court of Honor or you may wish to present it in Priesthood opening exercises.

Uniform. The Varsity Scout uniform is the tan Scout shirt (with appropriate unit, office, and rank patches) with orange shoulder loops and an embroidered strip over the right pocket that says "Varsity". These shoulder loops and Varsity Strips can be purchased at the Scout Store or from National BSA Supply. A casual uniform can be chosen by the Team such as a Team T-shirt that the Team designs or one from their last High Adventure. The casual uniform is appropriate for most Team meetings and activities. The official Varsity Scout uniform should be worn, at a minimum, for Courts of Honor and such special occasions, and at events away from the meeting place where the Varsity Team will be representing the Church and the Boy Scouts of America. The Varsity Team should always be ready to wear their official uniform and wear it properly. *Adult leaders should always be in uniform, official or casual scout uniform.*

Registration. As soon as a young man comes into the Teachers Quorum, he should be given orange shoulder loops and a Varsity Team registration form. Ensure that the registration form is quickly returned and forwarded to the Scout Council Registration Office. **Adults** – MUST BE REGISTERED with the Boy Scouts of America BEFORE they begin any leadership with the young men. This is required by the Church and BSA. When a Scout Leader or Young Mens Presidency member, or an Aaronic Priesthood Quorum Advisor is called, they should be given a BSA Adult Leader Registration Form at the same time and received back immediately and sent to the Scout Council Registration Office.

Resource and Training Materials. The basic Varsity Scouting resource and training materials are listed below. These should be purchased for the adult leaders from the Ward/Branch budget. They can be purchased under the library budget and administered by the library on long term check out. (Prices as of April 2007)

Varsity Scout Leader Fast Start DVD	AV-02DVD04	\$14.99
Varsity Scout Coach Start-Up Kit (brochure - this doc)	18-997	\$ free
Varsity Scout Leader Guide	W34827A	\$ 9.99
Varsity Program Features, Volumes I, II, and III	W34837,8,9	\$12.99 ea
Passport to High Adventure	W4310	\$13.99
Guide to Safe Scouting (current year)	W34416A	\$ 3.99
(also available to view online at the BSA website - http://www.scouting.org under Boy Scout Adult Leader>Training and Support>Varsity Leader Fast Start)		
Boy Scout Requirements Book (current year)		\$ 4.99
LDS Church Handbook on Scouting (free from Church Distribution)		free

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Denali Award **	A04199	\$ 8.50
Denali Award Certificate **	A34399	\$ 1.25
Varsity Letter	A00047	\$ 5.50
Varsity Letter Certificate **	A34845	\$ 1.49
Varsity Letter Gold Bar **	A02701	\$ 2.35

Varsity Activity (Adventure) Pin \$ 1.99 ea

Backpacking	02710	Rock Climbing and	
Basketball	02702	Rappelling	02700
Canoe Camping	02697	Roller Hockey	02693
Caving	02698	Shooting Sports	02703
Cross Country Skiing	02709	Snow Camping	02711
Cycling	02712	Soccer	02704
<u>Discover Adventure</u>	02713	Softball	02705
Fishing	02714	Survival	02718
Freestyle Biking	02715	Swimming	02695
Frontiersman	02699	Tennis	02706
Mechanic	02716	Triathlon	02708
Orienteering	02717	Waterskiing	02696
		Whitewater Canoeing	02719

Varsity Shoulder Loop (Blaze Orange)	A00681	\$ 1.99
Uniform Varsity Strip	A00018	\$ 1.40
Office Patches		\$ 4.45

Coach, Asst Coach, Captain, Co-Captain, Program Mgrs,
Team OA Rep, Committee Chair, Committee Member.

** Controlled items which must be obtained from the Scout Shop at council.

All the above can be purchased at the Council Scout Shop or from the National BSA Supply, 1-800-323-0732, or online at <http://www.scoutstuff.org>

Leader Training. Leaders should first see the “**Varsity Scout Leader Fast Start DVD**” AV-02DVD04, \$14.99, which can be bought or copied at the Council HQ (recommend buying one because you will also need it in training your team youth). You can also now **view this fast start online** at the National BSA website - <http://www.olc.scouting.org/info/ypt.html> under Boy Scout Adult Leaders>Training>Varsity Leader Fast Start.

A Varsity Scout Coach ‘**Startup**’ Kit can be obtained online at http://www.boyscouts-ncac.org/download/1226_variety_scout_coach_start_up_kit_lds_site.pdf

Then Varsity Leaders should attend Varsity Scout Leaders **Basic Training** which is composed of three courses:

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- 1) **New Leader Essentials** (a 1 ½ hour course)
- 2) **Varsity Leader Specific Training** (a 5 hour course)
- 3) **Introduction to Outdoor Leader Skills** (an overnight weekend course)

The New Leader Essentials and Introduction to Outdoor Leader Skills are offered several times a year by Scout districts. The Varsity Leader Specific Training is offered at Council level at least once a year.

Varsity Scout leaders should attend the Scout District **monthly Roundtable** meeting, the Varsity Team monthly Varsity Team Committee meeting, and the Ward/Branch monthly **Key Scout Leader meeting**. They may also be invited to attend the Young Mens Presidency meeting. Varsity Scout Leaders should also attend “Wood Badge” training, an advanced course in leadership and Scouting methods and principles.

Youth Protection Training for adult leaders is a required training course before you do any camping, overnight, or water-related events. You can get this training from your district or council online at the BSA Online Learning Center - <http://www.olc.scouting.org/info/ypt.html> . You will be asked to create your own account. In the process, you will be asked to enter your BSA registration number. If you do not have it, you can continue without it and enter it at a later time when you have it. At the end of the online youth protection training, you will print a training card. Give a copy to your Scout District Training Chair so it will be recorded in your training records. Keep a copy where you can find it.

For Additional Information on the Varsity Scout program, contact: Adair Petty, Varsity Leader Training Chair, NCAC Training Committee, (703) 913-1124, ppetty1@cox.net

VARSITY SCOUT PLEDGE

**As a Varsity Scout I will:
Live by the Scout Oath,
Law, motto, and slogan;
Honor the dignity and worth of all persons;
Promote the cause of freedom; and
Do my best to be a good team member.**



VARSITY TEAM PROGRAM PLANNING

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Step

- 1** - Conduct Individual Interest Survey.
- 2** - Create Hit List (interest profile of team).
- 3** - Present Hit List to team and brain storm activities they would like to do.
Generate ideas in all 5 areas of interest: Sports, High Adventure, Advancement, Service, Leadership, Spiritual, Physical Fitness, Scout District and Council events.
- 4** - Conduct Resource Survey.
- 5** - Complete Annual Team Planning Chart.
- 6** - Calendar with specific dates. Deconflict with other calendar of activities from School, Church, Sports, Scout District and Council, and Holidays. Prepare calendar showing which team member/leader is responsible for which activities and events.
- 7** - Coordinate calendar with Team Committee and Sponsor and get approval.
- 8** - Announce calendar to Team. Provide copy of the calendar.
- 9** - Announce calendar to Parents. Provide copy of the calendar and possibly conduct a Parent's Night for team to introduce the calendar and answer questions.
- 10** - Do it. Team members plan their assigned events and activities and leaders follow up.
- 11** - Evaluate success monthly and annually. Plan to repeat success and correct or delete failures.

NOTES: The process can be started at any time of the year and need not necessarily be for a full year as circumstances may determine.

TEACHERS QUORUM / VARSITY SCOUT INDIVIDUAL INTEREST SURVEY

Your Name _____ Phone Number _____

What are your hobbies? _____

What do you like to do in your free time? _____

What Sports do you like to play? _____

What Sports do you play on school or community teams? _____

What musical instrument(s) do you play? _____

How do you earn money? _____

Do you want to work on Scout advancement for your Eagle Scout Badge? Yes No

Do you still have a Scout shirt? Yes No Does it fit? Yes No

Do you have? (circle)

Bike / Mountain Bike / Rollerblades / Fishing Gear / Rifle / Shotgun / Bow & Arrows
Golf Clubs / Tennis Racket / Snow Skis / Snowboard / Water Skis / Motor Boat / Sail Boat
Computer / Model Rocket / Remote Control Airplane or Boat / Horse
Sleeping Bag / Backpack / Tent / Hiking Boots / Backpack Stove / Compass / GPS

CIRCLE THINGS YOU WOULD LIKE TO DO

Mountain Biking	Rifle Shooting	Chess	Basketball
Mountain Climbing	Shotgun Shooting	Board Games	Baseball/Softball
Rappelling	Black Powder Shooting	Computer & games	Volleyball
Caving	Archery	Cars/Automotives	Bowling
Orienteering	Reenactments	Aviation—flying a plane	Golf
Hiking	- Mountain Men	Radio Control Models	Tennis
Backpacking	- Civil War	Control Line Airplanes	Soccer
Camping	- Revolutionary War	Model Rockets	Lacrosse
Snow Skiing	Fishing	Photography	Rollerbladding
Snowboarding	Deep Sea Fishing	Videography	Street Hockey
Winter/Snow Camping	Paramedics/rescue	Dances with girls	Ice Hockey
Water Skiing	Medicine	Socials with girls	Big League Games
Sailing	Law Enforcement	How to get into college	How to get a job
Canoeing	Retail Selling/stores	How to get 'A's on	How to get a
Kayaking	Fire Fighting	Tests	Drivers license
Whitewater Rafting	Going to the Beach	How to vote	How to buy a car
Snorkel Diving	SCUBA Diving	How to write checks	How to get credit

LIST BELOW OTHER THINGS YOU WOULD LIKE TO DO.

MERIT BADGES

Check the Merit Badges that you would be interested in earning or learning about.

- | | | |
|---|---|--|
| <input type="checkbox"/> American Business | <input type="checkbox"/> *Environmental Science | <input type="checkbox"/> Pioneering |
| <input type="checkbox"/> American Culture | <input type="checkbox"/> *Family Life | <input type="checkbox"/> Plant Science |
| <input type="checkbox"/> American Heritage | <input type="checkbox"/> Farm Mechanics | <input type="checkbox"/> Plumbing |
| <input type="checkbox"/> American Labor | <input type="checkbox"/> Fingerprinting | <input type="checkbox"/> Pottery |
| <input type="checkbox"/> Animal Science | <input type="checkbox"/> Fire Safety | <input type="checkbox"/> Public Health |
| <input type="checkbox"/> Archery | <input type="checkbox"/> *First Aid | <input type="checkbox"/> Public Speaking |
| <input type="checkbox"/> Architecture | <input type="checkbox"/> Fish & Wildlife Management | <input type="checkbox"/> Pulp & Paper |
| <input type="checkbox"/> Art | <input type="checkbox"/> Fishing | <input type="checkbox"/> Radio |
| <input type="checkbox"/> Astronomy | <input type="checkbox"/> Forestry | <input type="checkbox"/> Railroading |
| <input type="checkbox"/> Athletics | <input type="checkbox"/> Gardening | <input type="checkbox"/> Reading |
| <input type="checkbox"/> Atomic Energy | <input type="checkbox"/> Genealogy | <input type="checkbox"/> Reptile/Amphibian Study |
| <input type="checkbox"/> Auto Mechanics | <input type="checkbox"/> Geology | <input type="checkbox"/> Rifle Shooting |
| <input type="checkbox"/> Aviation | <input type="checkbox"/> Golf | <input type="checkbox"/> Rowing |
| <input type="checkbox"/> Backpacking | <input type="checkbox"/> Graphic Arts | <input type="checkbox"/> Safety |
| <input type="checkbox"/> Basketry | <input type="checkbox"/> *Hiking | <input type="checkbox"/> Salesmanship |
| <input type="checkbox"/> Bird Study | <input type="checkbox"/> Home Repairs | <input type="checkbox"/> Scholarship |
| <input type="checkbox"/> *Camping | <input type="checkbox"/> Horsemanship | <input type="checkbox"/> Sculpture |
| <input type="checkbox"/> Canoeing | <input type="checkbox"/> Indian Lore | <input type="checkbox"/> Shotgun Shooting |
| <input type="checkbox"/> Chemistry | <input type="checkbox"/> Insect Study | <input type="checkbox"/> Skating |
| <input type="checkbox"/> Cinematography | <input type="checkbox"/> Journalism | <input type="checkbox"/> Snow Sports |
| <input type="checkbox"/> *Citizenship - Community | <input type="checkbox"/> Landscape Architecture | <input type="checkbox"/> Small Boat Sailing |
| <input type="checkbox"/> *Citizenship - Nation | <input type="checkbox"/> Law | <input type="checkbox"/> Soil & Water Conservatn |
| <input type="checkbox"/> *Citizenship - World | <input type="checkbox"/> Leatherwork | <input type="checkbox"/> Space Exploration |
| <input type="checkbox"/> Coin Collecting | <input type="checkbox"/> *Life Saving | <input type="checkbox"/> Sports |
| <input type="checkbox"/> Collections | <input type="checkbox"/> Mammal Study | <input type="checkbox"/> Stamp Collecting |
| <input type="checkbox"/> *Communications | <input type="checkbox"/> Medicine | <input type="checkbox"/> Surveying |
| <input type="checkbox"/> Computers | <input type="checkbox"/> Metalwork | <input type="checkbox"/> *Swimming |
| <input type="checkbox"/> Cooking | <input type="checkbox"/> Model Design & Building | <input type="checkbox"/> Textile |
| <input type="checkbox"/> *Cycling | <input type="checkbox"/> Motorboating | <input type="checkbox"/> Theater |
| <input type="checkbox"/> Dentistry | <input type="checkbox"/> Music & Bugling | <input type="checkbox"/> Traffic Safety |
| <input type="checkbox"/> Disabilities Awareness | <input type="checkbox"/> Nature | <input type="checkbox"/> Truck Transportation |
| <input type="checkbox"/> Dog Care | <input type="checkbox"/> Oceanography | <input type="checkbox"/> Veterinary Medicine |
| <input type="checkbox"/> Drafting | <input type="checkbox"/> Orienteering | <input type="checkbox"/> Waterskiing |
| <input type="checkbox"/> Electricity | <input type="checkbox"/> Painting | <input type="checkbox"/> Weather |
| <input type="checkbox"/> Electronics | <input type="checkbox"/> *Personal Fitness | <input type="checkbox"/> Whitewater |
| <input type="checkbox"/> *Emergency Preparedness | <input type="checkbox"/> *Personal Management | <input type="checkbox"/> Wilderness Survival |
| <input type="checkbox"/> Energy | <input type="checkbox"/> Pets | <input type="checkbox"/> Wood Carving |
| <input type="checkbox"/> Engineering | <input type="checkbox"/> Photography | <input type="checkbox"/> Woodwork |
| <input type="checkbox"/> Climbing | <input type="checkbox"/> Archeology | |

* Indicates those merit badges which are on the required list for Eagle Scout rank. A total of 21 merit badges are required, 9 elective and 12 required as follows: (1) Camping (2) Citizenship in the Community (3) Citizenship in the Nation (4) Citizenship in the World (5) Communications (6) Emergency Preparedness OR Life Saving (7) First Aid (8) Environmental Science (9) Personal Fitness (10) Personal Management (11) Family Life (12) Swimming OR Hiking OR Cycling.

Merit Badge List.doc

V3 ADULT RESOURCE SURVEY

Your Name: _____ **Phone Number:** _____ **E-mail:** _____

What are your hobbies? _____

What is your profession? _____

What sports do you play? _____

What sport can you coach? _____

In what clubs, associations, etc., do you have membership? _____

I would be willing to help in the following areas:

- | | | |
|---------------------------|--------------------|------------------------|
| Backpacking ___ | Camping ___ | Hiking ___ |
| Orienteering ___ | Bicycling ___ | Canoeing ___ |
| Rafting ___ | Sailing ___ | Motor Boating ___ |
| Water Skiing ___ | Scuba diving ___ | Snow Skiing ___ |
| Snow Camping ___ | Caving ___ | Climbing/rapelling ___ |
| Fishing ___ | Golf ___ | Basketball ___ |
| Racketball ___ | Bowling ___ | Tennis ___ |
| Softball ___ | Rifle Shooting ___ | Shotgun Shooting ___ |
| Black Powder Shooting ___ | Archery ___ | Equestrian ___ |
| Photography ___ | Videography ___ | First Aid ___ |
| Flying a plane ___ | Other _____ | |

Do you know others that might be able to help with the above and which ones? _____

Special Program Assistance:

- ___ I have a truck ___ van ___
 - ___ I have access to motorboat ___ /water skis ___ /canoe ___ /sailboat ___
 - ___ I have access to a cabin ___ /camping property ___ /beach location ___
 - ___ I have access to an airplane
 - ___ I can help with (career information) _____
 - ___ I can help with (vocational information) _____
 - ___ I can help with service projects.
 - ___ I can help with fund raising projects?
 - ___ I can be a Merit Badge Counselor for _____
- (See list on back. You may circle appropriate Merit Badges.)
- ___ I have a bike a scout can use with proper supervision.
 - ___ I have a rifle ___ /shotgun ___ /black powder rifle ___
 - ___ I have golf clubs.
 - ___ I have scuba gear.
 - ___ I have snow skis.
 - ___ I have a dutch oven I could teach scouts how to use.

Thank your for your information.

VARSIY TEAM ANNUAL PLAN FROM _____ TO _____	PROGRAM FEATURES	HIGH ADVENTURE, ADVENTURE, SPORTS	ADVANCEMENT	SERVICE	PERSONAL DEVELOPMENT	SPECIAL EVENTS and ACTIVITIES
1 st Quarter						
2 nd Quarter						
3 rd Quarter						
4 th Quarter						

VARSIITY SCOUT TEAM ACTIVITY PLANNING WORK SHEET

Activity: _____ Program Manager: _____

Date, Time, Place: _____

Consultant (adult or specialist): _____

Team Captain's Comments: _____

What needs to be done and when and by whom? (What/When/Who) Follow up on assignments.

Resources Needed (equipment, supplies, facilities, permission, permits).

Finances (cost and how will it be paid).

Publicity (tell whom by what method: telephone calls, flyers, bulletin, parents, team members).

Check It Out (Do a dry run. Check out the place you are going to ahead of time. Check out how to get there. Check out equipment before the activity. Double check arrangements. Follow up on assignments to others).

Report Your Plans and Progress (in Team business meeting, to your Team Captain or assigned Co Captain, to your Coach, to your consultant).

Do It (be responsible, lead by example, follow the plan, be prepared for changes or emergency).

After Activity Evaluation (what went well, what did no go well, should the team do this activity again).

Varsity Team Leadership and Responsibilities (See *Varsity Scout Guide Book*, Chapter 2 and 3-8 for more details)

Youth Leadership

Youth members are elected/appointed to leadership positions in the following areas:

- **The Team Captain** is the key youth leader and works closely with the Coach and other team leaders to plan team and team officers' meetings. He conducts Individual Interest Surveys and team annual program planning process under the supervision of the Coach. The Team Captain presides at team meetings and officer meetings. He sets the example and lives by the Scout Oath and Law. The Team Captain may directly supervise some program managers.
- **The Team Co-Captain** presides in the absence of the Captain. He sets the example and lives by the Scout Oath and Law. Supervises some or all of the program managers.
- **The Program Manager for High Adventure** plans and coordinates the annual High Adventure and selected quarterly mini-high adventures.
- **The Program Manager for Sports** plans and runs the team sports programs such as basketball, volleyball, and others selected by the team.
- **The Program Manager for Service** plans and supervises team service projects such as Scouting for Food, quorum service projects, etc.. Sees that service hours are recorded on www.goodturnforamerica.com
- **The Program Manager for Advancement** tracks team members advancement on the Eagle Trail, keeps merit badge counselor list, arranges for merit badge classes chosen by the team, is a member of team Boards of Review except for Eagle, helps with Courts of Honor, tracks Denali Award progress, tracks Duty to God and On My Honor award progress, and tracks Varsity Letter awards.
- **The Program Manager for Personal Development** plans and runs activities in social, spiritual, and leadership training.
- **The Program Manager for Special Programs and Events** plans and coordinates team involvement in programs and events such as camporees, hike-o-rees, youth conferences, Scouting on the Mall, etc..
- **The Team Order of the Arrow Representative (TOAR)** plans and coordinates annual elections to the OA, team members attendance at Ordeals and Brotherhood Walks, team participation in OA service projects, camping assistance to the Scout Troop, etc..

- **The Secretary (or Program Manager for Communications)** keeps records, takes meeting minutes, and handles correspondence and communications with the crew members on meeting and activity times and places.
- **Quartermaster** takes care of team equipment, supplies, and flags. Responsible for meeting room set up, breakdown, and AV equipment as needed.
- **The Treasurer** maintains the team's funds and is in charge of fund raising activities.

Adult Leadership

• **The Varsity Coach and Assistant Coach(s)** are adults age 21 or older who is selected by the chartered organization and have responsibility for the following. There must always be at least two-deep adult leadership for all activities.

1. Attending Team meetings
2. Training youth officers to plan and coordinate the program
3. Conducting the program capability inventory
4. Helping youth plan and implement activities

• **The Varsity Committee** is composed of adult members — parents, chartered organization members, and other interested adults—who support the team program. Their responsibilities are as follows:

The Chair conducts monthly committee meetings and coordinates support for the team.

Committee Members assist youth leaders carry out their responsibilities.

Some key committee members jobs are:

- Secretary (calendar, communication with parents, etc..)
- Advancement/Awards (tracking, Boards of Review, award procurement, Courts of Honor)
- Membership (new members, recharter, unit member roster)
- Activity Support Coordinator (transportation, tour permits, etc.)
- Quartermaster ((team gear and supplies)
- Friends of Scouting Campaign Chairman
- Treasurer (fund raising activities for unit equipment and high adventure)

Program Manager Advisors provide advise and training to team youth program managers. There should be an advisor for each program area.

Varsity Team Leadership (Name, phone, and email)

Captain - _____

Co-Captain - _____

**High Adventure
Program Manager** - _____

**Sports
Program Manager** - _____

**Service
Program Manager** - _____

**Advancement
Program Manager** - _____

**Personal Development (Social, Spiritual, Leadership)
Program Manager** - _____

**Special Programs and Events
Program Manager** - _____

TOAR - _____

Secretary - _____

Treasurer - _____

Coach - _____

Assistant Coach - _____

Committee Chairperson - _____

Committee Members - _____

- _____
- _____
- _____
- _____



Troop / Team Order of the Arrow Representative (TOAR)



The **Order of the Arrow** (OA) is an organization within Scouting **dedicated to Service, Brotherly Love, and promoting Camping.**

Boy Scouts and Varsity Scouts are elected to the OA by their unit youth members based on their **example and potential for greater service**. Adult members may be elected to the OA by the unit committee. Once an Arrowman has been admitted to the OA as a youth or adult, they may retain their membership for life. Venturers may be members but may not be elected to join. They may be elected through a Troop or Team if they are dually registered.

Eligibility requirements for youth are to be a First Class Scout, have 15 nights of camping to include one long term camp, be deemed worthy by their peers, and be approved by the unit leader. Adult leaders have the same camping requirements but no rank requirement however the number of adults elected each year is limited.

Elections for the OA are conducted in the unit by OA members from outside the unit each Winter/Spring. For a youth to be elected, he must receive 50% or more votes from his peers. His peers can vote for as many eligible unit members as they wish. All eligible members could be elected to the OA.

Once elected to the OA, youth and adult candidates are **“Tapped Out” (called out)** and go through an **Ordeal** over a Friday night and Saturday, **camping** and performing **service** while observing **silence** and scant food to **practice self discipline**. Candidates then go through very **impressive ceremonies** to impress on them the purposes of the OA (Service and Brotherly Love). The ceremonies and organization of the OA use Native American symbols and traditions, but members do not have to become involved in Indian Lore. The ceremonies are kept sacred to preserve their impact, but they are not secret. Adults and parents may be provided full information on the ceremonies and Ordeal. There is no hazing.

Levels of membership and commitment to the purposes of the OA are: **Ordeal** member, **Brotherhood** member (after a year’s participation and going through additional ceremonies), and **Vigil** (only a select few for exceptional service). There is an annual membership fee. There are OA **service projects** and **events** outside of the member’s unit, but the member’s **first duty** is to his Troop, Team, or Crew. Members of the OA are identified by their service and example, a **patch flap** over the left pocket, and a white **sash** with a red arrow on it worn for ceremony or service. The OA is organized as **Chapters** at Scout District level and **Lodges** at Scout Council level.

Each Troop and Team needs to have one of its youth members, who is a member of the OA, be appointed by the unit leader as the **Troop or Team OA Representative (TOAR) to liaison** with the Chapter for OA service and event opportunities, annual elections, and to promote camping in his unit. Venturing Crew OA members could also include OA service in their crew programs and include other crew members when appropriate.

1. Officer Elections vs. Appointment.
2. Every Team member has a job.
3. Show the “Varsity Leader Fast Start” video tape to the new team officers.
4. **INTRODUCTION TO LEADERSHIP** (Varsity Scout Guidebook, page 161), given by the Coach as soon as possible. One on one vs. group. (15-20 min)
 - a. Break the Ice (get to know the youth leader and put him at ease)
 - b. Position (Job) Description
 - c. Principle, Ideals, and Concepts (expectations of the youth leader)
 - d. Review the 5 Fields of Emphasis
 - e. Continuing Training (upcoming training)
 - f. Team Leadership (Team organization chart and where he fits in)
 - g. Assigning Tasks (upcoming tasks)
 - h. Team Meetings and Activities (meeting agenda and calendar of events)
5. **THE TEAM LEADER’S TRAINING SEMINAR** (Varsity Scout Guidebook, page 164-178), given annually by the Coach and Team Captain. Friday night-Saturday event vs. modules.
 - a. Session 1 – The Leadership Team Position (30 min)
 - b. Session 2 – Defining Leadership (30 min)
 - c. Action Break – Stepping Stones (team building exercise/game)(30 min)
 - d. Session 3 – The 11 Skills of Leadership (60+ min)
 - Understanding Characteristics and Meeting Needs,
 - Knowing and Using Resources, Communicating, Planning,
 - Sharing Leadership, Setting the Example, Counseling,
 - Controlling Group Performance, Representing the Group,
 - Effective Teaching, Evaluating
 - e. Session 4 – “Stranded” exercise in decision making, leadership, problem solving, and cooperation (60 min)
 - f. Session 5 – Working as a Team (30 min)
 - g. Coaches Corner (5 min)
6. **Council Junior Leader Training (JLT) Course - IMPESSA** (week long)
7. Team Captain / Co-Captain and Coach mentoring meetings
8. Team Building (Initiative Games), Problem Solving, and Ethical/Moral Decisions
9. Rules of Conduct and how to enforce them (guided youth decision & enforcement)
10. Teaching Opportunities (Coach’s Corner, Coach’s Conference, tolerate mistakes but learn from them, evaluate – Roses and Thorns)