Varsity Play Book

(A quick look at the BSA Varsity Guide Book)
Special Addendum available upon request with information specific to Unit Sponsor

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Scout Oath
On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

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.
1. Welcome to Varsity Scouting

Welcome!
Welcome to Varsity Scouting, a program of the Boy Scouts of America for young men ages 14 through 16. Packed with opportunities for adventure, leadership, personal growth, and service, the Varsity Scout program holds special appeal for older Scouts. It is also flexible enough to allow chartered organizations to design the program to effectively mesh Scouting’s principles and values with the objectives of chartered organizations.

The Varsity Scout Play Book is designed to give Varsity Scouts and adult Advisors the tools to design, organize, and conduct successful Varsity Scout programs. In this Play Book, you will find sections devoted to the structure of a Varsity Scout team, the responsibilities and training of youth and adult leaders, and the awards and recognition available to Varsity Scouts. There is plenty of information about the high-adventure and sports possibilities that can energize Varsity Scout teams, and about the five fields of emphasis that enhance the activities of a Varsity Scout team.

The Values of Varsity Scouting
Varsity Scouting is a values-based program. Its ideals, found in the scout oath, the scout law, the scout motto, and the scout slogan, are the same as those every Boy Scout troop observes. With prior experience as Boy Scouts, most young men who become Varsity Scouts already understand and believe in these ideals. Youth who are new to Varsity Scouting will find that the values of Varsity Scouting serve as valuable guidelines for their team and for life.

No one falls under a magnifying glass more than a Scout leader. Young people carefully observe adults, especially those who provide their guidance. No one expects a Scout leader to be perfect. Few adults accepting positions with Varsity Scout teams start out as masters of organization, outdoor skills, or effective understanding of youth.

However, every adult can set an example in his or her own life by observing the scout oath and scout law. Adults can take advantage of opportunities to teach Scouting’s values during high-adventure activities and athletic competitions, and with a few thoughtful words at the end of each team meeting. By being honest, consistent, and eager to do the best for members of their team, they can earn the respect of the Varsity Scouts that they serve.

2. Varsity Scout Program Features and the Five Fields of Emphasis

Young men become interested in Scouting for many reasons, but few outweigh the promise of high adventure and the chance to participate in sports activities. Varsity Scouting answers that interest by offering a yearly calendar filled with great program features.

Fields of Emphasis
There is much more to Varsity Scouting than adventures and games. By infusing program features with activities from each field of emphasis, the Varsity Scout team enriches its activities to provide its members with the widest opportunities for growth, learning, and leadership.

Every Varsity Scout team consistently uses five fields of emphasis. They are equal to one another in importance. They should be balanced in the team’s program offerings. The five fields of emphasis are:

1. Advancement
Varsity Scouts utilize the same advancement program as Boy Scouts and may continue to work on the requirements for rank and merit badges as they progress towards the Eagle Scout rank. They may also receive recognition offered through the 50-Miler Award, Mile Swim, and other BSA recognitions. Awards available only for Varsity Scouts include the Varsity Scout Letter and the Denali Award.
2. **High Adventure/Sports**

Varsity Scout teams plan and take part in challenging physical and mental activities. These endeavors are as wide ranging as snow camping, whitewater rafting, backpacking, swimming, and roller hockey. In addition to learning and practicing the skills needed to enjoy the activities they choose, many Varsity Scout teams also set their sights on extended experiences at BSA high-adventure bases or at other locations that the team selects.

3. **Personal Development**

Varsity Scouting stresses personal development through spiritual growth, leadership, citizenship, social, cultural, and physical fitness activities. Varsity Scouts may also take part in opportunities emphasizing conservation, academics, and scholarship.

4. **Service**

Team members carry out service projects that benefit their chartered organization, their community, the environment, and needy individuals.

5. **Special Programs and Events**

Varsity Scouts can take part in special programs and events on the district, council, regional, and national levels. They are eligible to attend national and world jamborees.

3. **Program Planning**

Team members discuss and select program features that they want to accomplish during the following year at an annual program planning clinic. Varsity Scout teams plan program features and then devote their energies to them for a three-month period. Each high-adventure feature leads to an ultimate adventure, such as an extended backpacking trek. Intrateam games and competition with other Varsity Scout teams may highlight sports features. Upon completing a feature, Varsity Scouts should have gained proficiency in the high-adventure activity or sport and may receive Varsity Scout letters and activity pins to acknowledge their achievements.

The snow camping program feature, for example, encourages team members to learn the basics of living outdoors in winter conditions. Then they put their new skills to use with outdoor adventures. Weekly meetings over the course of three months may include mentally and physically challenging initiative games to get the team working together.

Depending on the area, Varsity Scouts may also learn how to snowshoe, cross-country ski, and build igloos, snow caves, and other winter shelters. The climax of the three-month program can be an ultimate adventure, perhaps a winter camping trip that will succeed only with the cooperation and skill of all team members.

It is suggested that (youth) leaders have regular planning meetings with adult (shadow) leaders attending the meetings. These are called chalk talks. Youth leaders will assign specific tasks in the five fields of emphasis regarding areas of interest for the programs that have been selected.

There are no requirements for specific Varsity programs. Team leaders will select requirements specific to the needs of their team members.

The following two pages show examples of eight of the 27 programs that are discussed in the Boy Scouts of America Varsity Guide Book (Item No. 34827, pages 30-37).

Teams may also design and carry out their own programs based on the needs of the members of their team using the 5 fields of emphasis. There is no time limit for a specific program. Different programs may be run simultaneously.
Program Features at a Glance—
The program examples on this and the following page can be run for less than one month or as long as 3+ months. They can also be run individually or concurrently. Use this chart as a guide to help your Varsity team plan your program. For example, Backpacking is followed by suggestions that your team might use to fulfill the 5 areas of emphasis and earn the backpacking activity pin. Program Features do not have specific requirements. Your team can create your own set or requirements specific to your interests and needs.

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<thead>
<tr>
<th>Program Features</th>
<th>Advancement</th>
<th>High Adventure/Sports</th>
<th>Service</th>
<th>Personal Development</th>
<th>Special Programs</th>
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<tr>
<td><strong>Backpacking.</strong> Your team may have experienced backpacking when they were scouts. Preparation time could involve sharpening packing skills, making equipment, conditioning, and preplanning.</td>
<td>Backpacking merit badge. Review advancement needs for each team member.</td>
<td>Cover material in the backpacking program feature. Plan a backpacking trip. The ultimate adventure could be a backpacking trip at Philmont or on a trail such as the Appalachian Trail.</td>
<td>While on the backpacking trip, carry out a conservation project.</td>
<td>Plan a worship service during the trip.</td>
<td>Visit an agency responsible for a wilderness area. Have an expert conduct a session on no trace camping.</td>
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<td><strong>Basketball.</strong> Varsity Scout basketball is fun and easy to play. All you need are two teams, a ball, and a basketball court.</td>
<td>Sports merit badge. Review advancement needs of each team member.</td>
<td>Cover material in the Basketball program feature. Join a league or play other Varsity Scout teams in your community.</td>
<td>Conduct a coaching session for youth.</td>
<td>Learn how to prevent and care for sports injuries.</td>
<td>Attend a college or professional basketball game.</td>
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<td><strong>Cycling.</strong> It can be fun and challenging to cycle and camp on the same activity. Preparation for a cycling trip would involve biking maintenance, route planning and conditioning.</td>
<td>Cycling merit badge. Review advancement needs for each team member.</td>
<td>Cover material in the cycling program feature. Plan a bike trip. There are many expert cyclists available to assist in training and planning cycling activities.</td>
<td>Plan a service project as part of the bike trip.</td>
<td>Invite a law enforcement officer to explain laws about cycling.</td>
<td>Invite a bike shop owner to tell about his profession.</td>
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<td><strong>Fishing.</strong> An ultimate adventure could be a trip to a BSA canoe base. You won’t have to make many phone calls to find an avid fisherman who would be delighted to share their expertise on the sport of fishing.</td>
<td>Fishing merit badge. Review advancement needs for each team member.</td>
<td>Cover the material in the Fishing program feature. After some basic instruction, plan and conduct some fishing activities. You could include a camping trip to a trout stream or on a lake.</td>
<td>Contact a conservation agency and volunteer to work on a project</td>
<td>Invite an aquatics instructor to certify the team in the snorkeling BSA program</td>
<td>Invite a member of Trout Unlimited to talk to your Varsity team about their organization.</td>
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<tr>
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<td><strong>Rock Climbing and Rappelling.</strong></td>
<td>Review each team member’s advancement status.</td>
<td>Cover the material in the Rock Climbing and Rappelling program feature. Work with a qualified instructor and pay careful attention to following the Climb On Safely procedures. All members of the team can safely enjoy this activity.</td>
<td>Conduct a service project at your council camp.</td>
<td>Have an expert teach a session on Climb On Safely.</td>
<td>Visit a museum with a geology display.</td>
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<td><strong>Shooting Sports.</strong></td>
<td>Rifle shooting or Shotgun shooting merit badge. Review advancement needs for each team member.</td>
<td>Cover the material in the Shooting Sports program feature. Plan a high-adventure outing.</td>
<td>Work with a sheriff’s department or police department on a service project.</td>
<td>Conduct a hunter’s safety course for team members.</td>
<td>Visit a shooting range.</td>
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<td><strong>Soccer.</strong></td>
<td>Review each team member’s advancement status.</td>
<td>Cover the material in the Soccer program feature. Join a soccer league. Most parks and recreation departments offer soccer leagues.</td>
<td>Consider coaching a kids soccer team for one season.</td>
<td>Invite the manager of a sporting goods store to demonstrate the different types of soccer equipment and uniforms.</td>
<td>Have a coed soccer game.</td>
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<tr>
<td><strong>Waterskiing.</strong></td>
<td>Waterskiing merit badge. Review advancement needs for each team member.</td>
<td>Cover the material in the Waterskiing program feature. Plan a waterskiing activity. Find a qualified instructor to coach the team for this activity.</td>
<td>Conduct a water-skiing safety session for a Boy Scout Troop.</td>
<td>Visit a law enforcement agency that monitors waterways.</td>
<td>Have a parent teach about the care and maintenance of a motor boat.</td>
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4. Team Organization

While the terminology differs, a Varsity Scout team is organized along similar lines as a Boy Scout troop. Many Varsity Scouts have been members of Scout troops and know the structure of BSA units. The Varsity Scouting emphasis on team terminology reflects the enthusiasm young people have for sports, outdoor adventure, and other group-oriented activities. The position descriptions found in this section are easy to understand, and the team structure is simple to explain and to put into practice.

Structure

Teams
The team is an entire Varsity Scout unit with youth members and adult leaders. Like a troop, a team may consist of as few as three boys and as many as 40 or more. The team captain conducts meetings and works with adult leaders (the team Coach, assistant Coach and Committee members) to develop and carry out an effective program.

Squads
Larger teams may be divided into squads, or groups similar to Boy Scout patrols. Squads function most efficiently when they have five to seven members, a good size to take maximum advantage of a variety of activities and have plenty of opportunities for members to serve as leaders.

Youth Leadership Positions
An important feature of Varsity Scouting is that it offers leadership opportunities to virtually every team member. A Varsity Scout should never receive leadership responsibilities without the training he needs to succeed. Each youth leadership position should have an adult counterpart on the team committee who works with the youth leader in a partnership similar to what an athlete and a coach enjoy. With training and coaching, every Varsity Scout will do his best in succeeding as a leader.

The primary leadership positions in a Varsity Scout team are:

- Team captain
- Team cocaptain (optional)
- Squad leaders
- Program managers

Team Captain
The youth leader of a Varsity Scout team is the captain. Depending on the traditions of the team, the captain may either be appointed by adult leaders or elected by team members. A team captain typically serves a term of six to 12 months. This individual must have an understanding of Varsity Scouting and should take advantage of training opportunities from the Coach, team committee, district, and council.

The captain seeks out and relies upon the guidance of the Team Coach. He serves as an example for other team members by adhering to the ideals of the scout oath, law, motto and slogan. He must maintain a positive attitude and encourage others to fulfill their commitments to the team. He strives to be a team builder and recognizes the strengths and weaknesses of each team member.

Position Description: Team Captain

- Conduct team meetings under the guidance of the Coach
- Preside at team leadership meetings
- Select and appoint program managers with the approval of the Coach. The captain may also serve as a program manager on a small team.
- Coordinate activities with program managers
- Maintain the spirit of the team in all activities
- Set a good example of the ideals of Scouting
- Encourage team members to advance along the Eagle trail
- Wear the Scout uniform correctly
- Live by the Scout Oath and Law
- Show Scout spirit

Team Cocaptain
The Cocaptain of a team may be appointed by the team Coach or elected by team members. He should have the same qualifications as the team captain, and be ready to fill in for the captain whenever the captain is not able to fulfill his responsibilities. To ensure the smooth operation of the team and the best experience for all Varsity Scouts, the team captain and Coach may assign certain responsibilities to the Cocaptain.

Position Description: Team Cocaptain

- Preside at meetings when the team
- Assume special assignments made by the coach and captain
- Set a good example of the ideals of Scouting
- Wear the Scout uniform correctly
- Live by the scout oath and law
- Show Scout spirit

**Squad Leader**
When a Varsity Scout team is divided into squads, each squad elects one of its members to serve as its leader. A Varsity Scout squad leader conducts squad meetings similar to a patrol leader in a scout troop. This individual ensures participation of the squad at all team activities, and represents the squad at team leadership meetings.

**Position Description: Squad Leader**
- Conduct squad meetings
- Represent the squad at team leader meetings
- Lead the squad during team activities
- Maintain the spirit of the team in all activities
- Set a good example of the ideals of Scouting
- Encourage squad members to advance along the Eagle trail
- Wear the Scout uniform correctly.
- Live by the Scout Oath and Law.
- Show Scout spirit.

**Program Managers**
Every Varsity Scout team has five program managers – one Varsity Scout in charge of each field of emphasis. Each program manager works closely with an adult program adviser who is also a member of the team committee. With the adviser’s help, the program manager plans, organizes, and leads the activities of his field of emphasis. He reports to the team captain regarding his activities, plans, and concerns.

The program manager’s greatest challenge is to see that every Varsity Scout is involved in his particular field of emphasis.

**Other Youth Positions**
The following Varsity Scout leadership positions can be filled as needed. The team captain makes these appointments with the Coach’s approval.
- Scribe
- Librarian
- Historian
- Quartermaster
- Order of the Arrow team representative
- Bugler
- Chaplain aide
- Instructor
- Den Chief

**Adult Leadership Positions**
A Varsity Scout team is designed to put youth members in leadership roles. An adult counterpart then supports each of those roles. For instance, the Coach supports the captain, and the adult program adviser for advancement supports the young man serving as program advancement manager.

The ideal adults for team leadership positions are parents or guardians of team members and/or members of the chartered organization. A strong team will involve as many adults as possible in its leadership. If a team is small, adults may hold more than one adult team leadership position.

**Varsity Scout Coach**
The key adult leader of a Varsity Scout team is the Coach. Sometimes in the middle of activities but more often from the sidelines, the Coach tries very hard to make it possible for Varsity Scouts to work together as effective team players who live according to the principles of Scouting. The chartered organization must give careful thought to the responsibilities of a Varsity Scout Coach and select a candidate who will do his or her best to fulfill these obligations.

**Position Description: Varsity Scout Coach**
- Become trained for your position
- Train and guide Varsity Scout youth leaders to run their teams
- Involve the parents of team members to maximize the effectiveness of Varsity Scouting
- Attend all team meetings and activities
- Guide team leaders in planning the program
- Conduct Coaches conferences for rank advancement with each Varsity Scout
- Meet and work with the team committee
- Help recruit assistant team Coaches
- Take advantage of available training opportunities
• Attend roundtables to share ideas with other Coaches in the district and council
• Maintain the principles and rules of the Boy Scouts of America
• Wear the Scout uniform correctly

**Assistant Varsity Scout Coaches**
A team may have as many assistant Coaches as it deems necessary. Assistant Coaches often possess special skills that enhance the team’s activities, and they can serve as valuable resources in carrying out the Varsity Scout program. The chartered organization must give the same care to choosing assistant Coaches as it does to selecting a Varsity Scout Coach.

**Position Description: Assistant Varsity Scout Coach**
- Become trained for your position
- Assume duties assigned by the Coach
- Take advantage of available training opportunities
- Attend roundtables to share ideas with Coaches and assistant Coaches of other teams in the district and council
- Train squad leaders
- Meet and work with the team committee
- Fill in for the Coach when the Coach is absent
- Maintain the principles and rules of the Boy Scouts of America
- Wear the Scout uniform correctly
- Become trained for your position

**Position Description: Program Adviser**
- Serve on the team committee
- Guide and mentor a youth program manager of a specific field of emphasis
- Complete all training that is available for the adult Varsity Scout leader
- Set an example for youth members by maintaining the principles and rules of the Boy Scouts of America

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**Varsity Scout Team Organization**
Youth Leadership is built upon a foundation of Adult Support

**Large Team (More than 20 Members)**

- Coach
- Captain
- Assistant Coach
- Cocaptain
- Cocaptain
- Squad Leader 5-7 Boys
- Squad Leader 5-7 Boys
- Squad Leader 5-7 Boys
- Squad Leader 5-7 Boys

**Medium Team (5-20 Members)**

- Coach
- Captain
- Assistant Coach
- Cocaptain
- Cocaptain
- Squad Leader 5-7 Boys
- Squad Leader 5-7 Boys
- Squad Leader 5-7 Boys

**Small Team (Less than 5 Members)**

- Coach
- Captain
- Assistant Coach
- Cocaptain
- Squad Leader 1-5 Boys
- Squad Leader 5-7 Boys

*Number of squads determined by number of boys in team.*
Varsity Team Committee Member
A team may have as many committee members as it deems necessary. A good functioning committee of qualified adults takes the burden of running the Varsity team off of the Varsity Coach and Assistant Coaches. Committee members should be trained and willing to attend district round tables and team functions and activities.

5. Advancement Field of Emphasis

The Varsity Scout advancement program encourages young men to meet significant challenges that lead to personal growth. Among the strengths of the Varsity Scout advancement program are:

Fun
Varsity Scout team members having a good time may not realize that they are also involved in an educational process. The fun of advancement motivates them to challenge themselves to try new activities and master new skills.

Progress Measurement
Badges of rank and recognition awards allow Varsity Scouts to clearly see how much they have achieved and what challenges lie ahead. They can establish goals for themselves and, one step at a time, complete what they have set out to do. A goal as lofty as becoming an Eagle Scout may sometimes seem out of reach, but the advancement program breaks down the process into a series of small steps.

Recognition
The most important recognition Varsity Scouts receive from completing requirements is the confidence and feeling of self-worth they build by mastering new skills as they take part in challenging adventures.

Varsity Scouting also motivates young men by publicly acknowledging their achievements. A newly earned activity pin, merit badge, or badge of rank presented to a Scout in front of peers and family offers tangible proof of the Scout’s accomplishments and a positive incentive for continued success. Immediate recognition is a powerful incentive of the Boy Scouts advancement program. A simple ceremony at the conclusion of a team meeting or during a campout is ideal, with the Coach presenting the badge. A team holds a court of honor about every three months. The team’s advancement program manager, with the assistance of an adult program adviser and the team committee, organizes courts of honor.

Position Description: Advancement Program Manager
The Varsity Scout team captain appoints the advancement program manager with the approval of the Coach. Working closely with an adult (the advancement program adviser), the program manager takes responsibility for doing the following:

• Keeping track of member progress
• Communicating with team members
• Coordinating advancement activities
• Motivating team members to advance
• Conducting boards of review for team members who have completed requirements
• Planning and assisting with coordination of recognition ceremonies and courts of honor
• Setting a good example
6. High-Adventure/Sports Field of Emphasis

The high-adventure/sports field of emphasis provides every Varsity Scout team with interesting and challenging physical activities. Through the efforts of the program manager and adult advisers, team members can become skilled in activities ranging from snow camping to soccer. Once the team completes its training, it can plan and take part in high-adventure opportunities and/or sports activities.

The High-Adventure/Sports Program Manager

The high-adventure/sports program manager who, while working closely with an adult (the High Adventure/Sports Program Advisor), will take responsibility for overseeing the high-adventure/sports activities of a Varsity Scout team.

The Varsity Scout team captain, with the approval of the Coach, appoints the high-adventure/sports program manager who will take responsibility for doing the following:

• Helping choose the high-adventure/sports activities in which the team will participate
• Planning and conducting activities
• Maintaining a schedule
• Develop and update a list of experts who can serve as consultants
• Coordinating any events
• Informing team members

The outdoors is a classroom that is ideal for teaching and learning Scouting skills. When Varsity Scouts hike, cook and eat together, while sharing the challenges of outdoor living, they will learn to practice patience, respect the points of view of others, and develop lasting friendships.

Leadership comes to life in the outdoors.

The outdoors is where adventure awaits. Activities such as backpacking, cycling, fishing, orienteering, and rock climbing are some of Varsity Scouting’s best adventures. At a minimum, Varsity Scouts should spend at least 10 days and nights outdoors each year. Among the opportunities for making that happen are:

• Squad and team hikes
• Short-term camping
• Resident camping
• Camporees and jamborees
• National and council high-adventure bases
• Additional suggestions are found in the Varsity Guide Book

Resources for a High-Adventure Program

The manager and other team leaders of a Varsity Scout high-adventure/sports program can draw on the outdoor knowledge and program support of many people. Begin with those already associated with the team including parents, team committee members, assistant Coaches, members of the chartered organization, and registered merit badge counselors. A team’s Scouting district is a good source. Coaches will encounter many of these people at roundtable meetings, where they can share ideas for running effective outdoor programs.

Varsity Scout Team success in any Varsity Scouting activity requires adequate, well-trained leadership. It is especially important to take all reasonable precautions to prevent accidents and uphold Boy Scouts of America standards.

The best available adult leadership should be recruited to accompany each team during high-adventure activities. In accordance with BSA Youth Protection guidelines, a team must have a minimum
of two adult leaders, each one physically fit and registered as adult members of the Boy Scouts of America. One leader must be at least 21 years of age. The second leader must be at least 18 years old. If Scouts are being transported to another location, tour permit provisions must be followed.

Leave No Trace Principles

- Plan Ahead and Prepare
  - Know the regulations
  - Schedule your trip to avoid times of high use
- Travel and Camp on Durable Surfaces
  - Durable surfaces include established trails and campsites, rock, gravel, dry grasses, and snow
  - Protect riparian areas by camping at least 200 feet from lakes and streams
- Dispose of Waste Properly (Pack It In, Pack It Out)
  - Inspect your campsite and rest areas for trash or spilled foods. Pack out all trash, leftover food, and litter
  - Deposit solid human waste in catholes dug 6 to 8 inches deep at least 200 feet from water, camp, and trails. When finished, cover and disguise as a cathole
  - Dispose of toilet paper appropriately or pack it out
- Leave What You Find
  - Preserve the past. Examine, but do not touch, cultural or historic structures and artifacts
- Minimize Campfire Impacts
  - Avoid campfires. They can cause lasting impacts on the backcountry
  - Where fires are permitted, use established fire rings, fire pans, or mound fires
- Respect Wildlife
  - Observe wildlife from a distance
  - Never feed wild animals
  - Protect wildlife and your food by storing rations and trash securely

7. Personal Development Field of Emphasis

Varsity Scouting uses team and individual activities to encourage worthwhile personal development. For that reason, personal development is one of the five fields of emphasis of every Varsity Scout team.

The Personal Development Manager

The personal development manager has a position every bit as important as those of the managers of the other fields of emphasis. He is responsible for helping team members make the most of opportunities to further their personal development. To do that, the manager must clearly understand the areas of personal development and the ways in which team members can address each one.

Position Description: Personal Development Manager

The personal development manager is appointed by the Varsity Scout team captain, with the approval of the team Coach. Working closely with an adult (the personal development program adviser), the manager takes responsibility for doing the following:

- Planning and coordinating team activities in all five areas of personal development
- Communicating with team members to determine special needs
- Locating speakers or consultants
- Working with the other four program managers to coordinate activities
- Keeping informed on community activities of interest to the team
- Setting a good example for fellow team members

Five areas of Personal Development

The five areas of personal development recognized and encouraged by Varsity Scouting are:

- Spiritual Development
- Leadership
- Citizenship
- Social and Cultural Attributes
- Physical Fitness
8. Service Field of Emphasis

Service is at the heart of every Varsity Scout team. Through service, team members can experience the satisfaction of making a difference in the world. Whether it is an individual Scout assisting a meals-on-wheels program or an entire team planting trees along a community street, the opportunities the Varsity Scout program accomplish prepare Scouts to make service a guiding principle in their lives.

The Service Program Manager

Each Varsity Scout team has a service program manager who is responsible for encouraging and coordinating the team’s service activities. The service program manager keeps track of projects undertaken by the team as a whole and by various squads, and also charts the efforts of individual team members. The individual helps every Varsity Scout develop a service-oriented way of life and encourages all those involved with the team to practice the habit of doing a Good Turn daily.

The service program manager is appointed by the Varsity Scout team captain, with the approval of the Coach. Working closely with an adult (the service program adviser), the manager takes responsibility for doing the following:

- Coordinating team and individual service activities
- Encouraging Varsity Scouts to develop and maintain a service-oriented way of life
- Communicating with team members
- Working with other program managers to maximize the effectiveness of service opportunities
- Planning and conducting service projects and activities

Community Service

Throughout its history, Boy Scout members have provided service to others. Service often occurs in small, unassuming ways. It happens on a larger scale, too, when a squad or an entire team sees a need and steps forward with a solution. Team service projects encourage Varsity Scouts to realize that they have the ability to make positive changes in their communities. Varsity Scout service projects benefit others and build character and good citizenship in team members. In many ways, service projects are Varsity Scouting at its best.

9. Special Programs and Events Field of Emphasis

Varsity Scouting offers team members excellent team oriented activities for advancement, adventure, and achievement as Varsity Scouts take part in events and special programs at the district, council, and national levels. A special program or event can involve more than one team. From backcountry high adventure to college scholarships, the events and programs of Scouting can enrich the Varsity experience for everyone on the team.

The special programs and events program manager is responsible for helping team members take full advantage of opportunities outside of a team’s local activities. The manager seeks out information about what is available in the district, the council, and at Scouting’s national level, and encourages team leaders and members to make the most of them.

Position Description: Special Programs and Events Program Manager

The special programs and events program manager is appointed by the Varsity Scout team captain with the approval of the coach. Working closely with an adult (the service program adviser), the manager takes responsibility for doing the following:

- Coordinating special programs and events for the team
- Communicating with team members to determine their needs
- Cooperating with other program managers to maximize the effectiveness of programs and events
- Gathering and sharing information about district, council, and national special events
- Setting a good example for fellow team members

District and Council Programs and Events

Most special events and programs involving a Varsity Scout team will be those conducted by the team’s district and council. The Varsity Scout Coach will receive information about most of these through the mail and at district roundtables attended by the coaches of other Varsity Scout teams.

Council Camporees

Information about these events can be found at local council service centers.
Rendezvous
In the 1800s, a rendezvous was a gathering of mountain men who camped in one place and passed the time with contests, tall tales, and sharing of information. Today, some districts and councils organize a rendezvous for Varsity Scout teams. Activities may include traditional skills such as flint knapping, tracking, and firing black powder rifles.

Varsity Scout Sports
When Varsity Scout teams select a sport as their high-adventure/sports field of emphasis (anything from basketball or volleyball to bowling or golf), they may find that their council or district is in a position to organize sporting events and tournaments involving teams throughout the district or council.

Operation On-Target
Operation On-Target is an annual event which helps teams, districts, and councils find ways that they can work together. This event which is usually held during the summer allows teams to physically signal each other from mountain peaks with mirrors. The event was originally designed by Varsity leaders in the western United States to share their light (philosophies and beliefs) with each other regardless of time, distance, and space. Additional information regarding this event can be found on the internet, www.ontargetbsa.org.

Council Summer Camp Staff
Hundreds of BSA camps throughout America offer exciting summer programs. Varsity Scouts will find that serving on a summer camp staff provides tremendous opportunities to enhance their leadership skills, learn the art of teaching, and to be in an outdoor environment for weeks at a time. Councils with high-adventure programs may also have staff opportunities. Information and applications are available at local council service centers.

10. Team Meetings
Weekly meetings are the glue that holds a Varsity Scout team together. Planned by the captain, the program managers, squad leaders, and the team’s coach, well-planned meetings run by the youth themselves can be full of excitement and satisfaction. Team meetings are usually built around team activities such as rock climbing, camping, and cross-country skiing. An exciting portion of each meeting is the skills instruction that prepares Varsity Scouts for challenging team activities based on a program feature.

Team meetings serve many purposes, including the following:
• Motivating Members
• Strengthening Squads
• Exchanging Information
• Promoting Team Spirit
• Learning and Practicing Scouting Skills
• Exercising Leadership

Implementing Leadership through Team Meetings
The Varsity Scouts themselves take major roles in planning, conducting, and assessing the success of team meetings. Leadership is a skill that Scouts can learn only by leading and team meetings serve as regular occasions for that to happen.

Varsity Scout teams should get together every week for a meeting, an activity, or a combination of the two. Meetings should occur at the same time every week so that boys and their families can schedule efficiently. However, if a team has a campout or other weekend activity, the team leaders may sometimes decide to cancel a meeting the following week.

Except for the Coach’s Corner during the closing, each section of a team meeting is the responsibility of the Varsity Scouts themselves. With the guidance of the Coach, team meetings are planned well in advance by the captain, the program managers, and squad leaders. The captain may assign squads or individuals to take care of various sections of a meeting, giving as many Scouts as possible the opportunity to contribute. The Varsity Scout Team Meeting Plan Worksheet provides the framework for efficient, well-run meetings. A copy of the meeting plan and the Varsity Scout Team Activity Planning Worksheet can be found in the appendix of this playbook.
The Varsity Scout Team Meeting Plan in Action

- **Warm-Up**
The preopening activity should be ready to start about 15 minutes before the scheduled beginning of the meeting.

- **Opening**
The captain calls the meeting to order at the appointed time.

- **Team Business**
This is the time for the entire team to be brought up-to-date on plans for upcoming activities.

- **Team Activity/Skills Instruction**
The majority of the time during a Varsity Scout team meeting will be devoted to team activities.

- **Closing (Coach’s Corner)**
This is a good time to praise team members for Good Turns and other tasks well done. The heart of the closing is the Coach’s Corner, an opportunity for the Coach to share a story based on Scouting’s values.

- **Wrap-Up**

**Evaluating Varsity Scout Team Meetings**
Was a team meeting successful? After the meeting, the Coach and captain can gather with the program managers and squad leaders to evaluate the success of the meeting.

**Tips for Conducting Effective Team Meetings**
Team Meeting Must Have Variety, Action, and Purpose:

- Meetings can and should take place outdoors
- Arrive early to be prepared
- The captain takes the lead
- Start on time, end on time
- Use the scout sign whenever necessary
- Use hands-on learning
- Follow the meeting plan
- Praise goes a long way

**11. Other Meetings**

In addition to weekly team meetings, the Varsity Scout program includes the following gatherings.

**Team Leaders’ Training Seminar**
Once a year the leadership of the team should conduct a training conference to train new team leaders. The Coach and the team captain are key players in this effort, drawing on other resources as needed. (See chapter 14 of the Varsity Guide Book for a detailed outline on training new leaders).

**Program Planning Clinic**
Once a year the Varsity Scout team’s leadership meets to review the program activities of the previous 12 months and put into place preliminary program plans for the upcoming year. Many teams combine their program planning clinic with the team leaders’ training seminar into a weekend event.

**Parents’ Night**
Family members will also want to be kept up-to-date on team plans, and they may have many questions regarding expenses, safety factors, and scheduling.

**Courts of Honor**
A court of honor pays tribute to those who have made significant progress in Varsity Scouting, and it can help family and friends of Varsity Scouts better understand the team and feel more involved with the Scouting movement. With the help of the team’s adult advancement adviser, the advancement program manager is responsible for maintaining advancement records, scheduling boards of review, and overseeing the planning of award nights.
12. Awards and Recognitions

BSA awards and recognitions provide Varsity Scouts and adult team leaders with visible emblems of their accomplishments. Varsity Scouts can continue to progress towards Boy Scout merit badges and rank advancements as they earn the Varsity letter, bars, activity pins, and the Denali award, reserved only for members of Varsity Scout Teams.

Varsity Scout Letter
To earn the Varsity Scout Letter, a Varsity Scout and an adult leader must do the following:
1. Be a registered Varsity Scout team member.
2. While a team member, actively participate in or accomplish at least one high-adventure/sports program to the satisfaction of the Varsity Scout Coach.
3. Have an attendance record at team meetings and activities of at least 75 percent for three consecutive months.
4. Know and live by the Scout Oath and Law.

The Varsity Scout letter may be awarded at the completion of the high-adventure program or at a Court of Honor when all of the requirements have been accomplished. The letter can be attached to a Varsity Scout jacket or on the bottom of a merit badge sash.

Gold Letter Bar
Recipients may wear a gold bar on the letter to represent each additional letter that they earn. A young man can earn as many as three Letter Bars during his Varsity experience.

Activity Pins
Activity pins can also be awarded at Varsity Scout meetings, at the completion of each ultimate adventure, or at a Court of Honor. Activity pins can be purchased at a Council Service Center or ordered online (www.scoutstuff.org). There may not be an activity pin for a unique activity that your team has created. In this case, a special pin may be designed by your local unit, district, or council.

Denali Award
The Denali Award is available to Varsity Scouts who have earned the Varsity Scout letter. The requirements for the award are:
1. Be a registered Varsity Scout Team member.
2. Advance one rank toward Eagle. If you are already an Eagle Scout, earn a Palm award.
3. Hold leadership positions on a Varsity Scout Team for at least six months.
4. (a) While serving as Team Captain or a Program Manager, act as primary leader on at least two activities. Program Managers should choose activities in their field of emphasis. Team Captains may be primary leaders of activities in any of the fields of emphasis.
   (b) While serving as a Program Manager or Team Captain, demonstrate shared leadership skills by participating in supportive roles in each of the three remaining three fields of emphasis.
5. Show the Team Captain that you know and live by the Varsity Scout Pledge.
6. Complete a board of review by the team committee with a district/council representative.
13. Other Awards for Varsity Scouts and Leaders

Temporary Patches
The right pocket of the scout shirt is reserved for embroidered emblems earned by taking part in district, council, and national BSA activities, including camporees, summer camps, and treks at high-adventure bases. Only one temporary patch may be worn at a time. One exception is the patch earned by attending a national or world jamboree. It is worn on the uniform shirt above the right pocket, and may be worn in addition to a correctly positioned temporary patch.

Trained Leader
This emblem is available to all adult leaders who have completed the Fast Start and basic training programs appropriate to their positions. The embroidered emblem is worn on the left sleeve immediately below and touching the emblem of the office for which it was earned.

Varsity Scout youth leaders who have completed Varsity junior leader training and den chiefs who have completed the den chief training conference may wear the Trained Leader emblem beneath their badge of office. The Trained Leader emblem may be worn only in connection with the emblem of office for which training has been completed.

Awards for Adults
Awards and recognitions intended for adult BSA members fall into two categories, those that can be earned and those that are bestowed.

Bestowed awards and recognitions are granted to adult leaders on the basis of their service, activities, and other efforts in keeping with the spirit of Scouting. Among the many bestowed honors are the Silver Beaver, Silver Antelope, Silver Buffalo, District Award of Merit, George Meany and Whitney M. Young Jr. Service awards.

Requirements for badges that an adult Varsity Scout team leader may earn can be found in BSA literature associated with each award. These recognitions include the following.

Service Stars, Attendance Pins, and Veterans Scouter Pins
These are recognitions for length of tenure with the Boy Scouts of America.

National President’s Varsity Scout Coach Award of Merit
This award can be earned by all Varsity Scout Coaches. See application at Council Service Center.

Varsity Scout Leader’s Training Award / Coaches Key
This award recognizes training, tenure, and performance. See application at Council Service Centers. (Varsity Guidebook Appendix A-20)

Wood Badge Neckerchief, Beads, and Woggle
Leaders who have completed a council certified Wood Badge course may wear the neckerchief, beads, and woggle. The Wood Badge course, consisting of approximately 6 days of course work and the fulfillment of 5 Scout related goals or “tickets”, is an excellent way to understand all of the families of scouting and how scouting functions. Adult Varsity scout leaders should attend this course during their first year of service.
14. The Uniform and Insignia

The Varsity Scout uniform has long served as an expression of team spirit and unity. Wearing the uniform promotes comradeship, loyalty to one’s team, and public recognition of membership in the Boy Scouts of America.

A Varsity Scout is not required to have a uniform in order to be a member of a team. Varsity Scout team leaders should set a good example by wearing the complete uniform themselves and by encouraging each Scout to acquire and wear their uniform. New uniforms may be purchased from official Scouting distributors located in selected retail stores, local council service centers, Scout shops, and from the BSA Supply Division catalogue.

The Varsity Scout Uniform
- Long sleeved or short sleeved scout shirt
- Short sleeved golf shirt with the Varsity emblem
- Scout pants or shorts
- Scout socks
- BSA twill or mesh baseball cap
- Scout belt and buckle
- Scout neckerchief (team option)

Two additions to the Varsity Scout uniform make it different from the Boy Scout uniform:
- Varsity Scout Shoulder loop. Every Varsity Scout and scout leader should wear the blaze orange shoulder loops on the long or short sleeved scout shirt.
- Varsity strip. The red-on-tan cloth Varsity strip may be worn above the right pocket of the scout shirt. Position it above the BSA strip.

Varsity teams are encouraged to design an activity shirt which identifies their team members which can be worn in the field and at certain functions. This shirt may be a t-shirt or golf shirt. It may be combined with scout pants, shorts or long pants to give the team a consistent look.

15. Conclusion

Time invested in planning a Varsity Scout program will be repaid many times over by providing Scouts with meaningful and exciting activities. Good planning allows Varsity Scouts to lead the team as they draft their own annual plan and then see to it that the plan succeeds.

Coaches and team leaders will find that by following the planning steps that have been discussed, youth members will understand the Varsity Scout program. All five program fields of emphasis should be included in a program every quarter. To help ensure a strong program, the team committee should devote a portion of its monthly meetings to securing the support of committee members for the team program managers.

Don’t forget to review several important documents which follow as an appendix to this Playbook. They can also be found in the Varsity Scout Guide Book and will help to ensure the success of your team. Please review page 19i often. It details the requirements which your Varsity Team would need to fulfill to receive the National Quality Unit Award. These requirements will help your team’s leaders determine the things that they need to do to run a successful Varsity Program.

This Play Book has been designed to give newly appointed Varsity Scout leaders (both youth and adults) a quick look and basic training into the Varsity program. Additional information may be gained from many sources including the BSA Varsity Scout Guide Book. Now it is time to get started!
Assistant Coach: Helps the Coach and fills in when the Coach is absent

Captain: the youth leader of a Varsity Scout team

Chartered organization: A religious, civic, fraternal, educational, or other community-based organization that has applied for and received a charter to operate a BSA Scouting unit

Coach: The adult leader of a Varsity Scout team

Coaches Corner: A short thought typically given at the close of an activity by the coach

Co captain: assistant to the team captain

Commissioner: A volunteer Scouter who works with packs, troops, teams, and crews to help them succeed

Council: An administrative body chartered to be responsible for Scouting in a designated geographic territory

District: A geographic area within a local council

District executive: A professional Scouter who is employed by a council

Fields of emphasis: The Varsity Scouting program’s fields of emphasis encourage team members to explore many facets of the Scouting experience. Fully including each field in a team’s program is the responsibility of the youth leaders, known as a program managers. The five fields of emphasis, each of equal importance, are advancement, high adventure/sports, personal development, service, and special programs and events

Huddle: A meeting where team Coaches learn about programs and share ideas. These are usually held on a district or council level

Program: An activity chosen by Varsity Team leadership to learn new skills and experience high-adventure activities. A fully completed program will include participation in the five fields of emphasis

Program adviser: An adult who works with the program manager of one of the five fields of emphasis

Program manager: A Varsity Scout who supervises one of the five fields of emphasis

Roundtable: A meeting, usually held on the district or council level, where Coaches of several Varsity Scout teams can share ideas and learn more about BSA programs

Squad: An organized group of varsity Scouts within a team, similar in structure to a patrol in a Boy Scout troop

Squad leader: A Varsity Scout who is appointed or elected to head up a squad

Team: The unit of Varsity Scouts and adult leaders

Team committee: A group of adults who provide support to the Coach and may serve as program advisers. A trained (strong) committee can greatly reduce the work required by the team’s adult leadership.

Varsity Awards:

Varsity Letter: This award can be earned by youth and adults with a 75% activity level for three consecutive months of a Varsity experience. The “V” shaped award is placed on an orange-colored windbreaker which can be purchased at a council store.

Gold Letter Bar: This award, earned by youth and adults who complete the requirements for a Varsity Letter, is pinned to the “V” shaped Varsity Letter on the Varsity Scout jacket. Multiple bars can be earned during the varsity experience.

Activities Pins: Activity pins, earned by youth and adults, are pinned to the “V” shaped Varsity Letter at the completion of a program. Multiple pins can be placed on the letter.

Denali Award: This award is earned by Varsity Scouts after they have completed several programs with their Varsity Team. It is the highest award that a Varsity Scout can earn.
# APPENDIX

## Varsity Scout Team Meeting Plan Worksheet

**Feature**

**Meeting location**

**Date** ____________ **Time** ____________

<table>
<thead>
<tr>
<th>Activity</th>
<th>Description</th>
<th>Person Responsible</th>
<th>Time</th>
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</thead>
<tbody>
<tr>
<td><strong>Warm-up (Preopening)</strong></td>
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<tr>
<td>• Early arrival activity</td>
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<td>• Set up meeting room</td>
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<tr>
<td><strong>Opening</strong></td>
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<tr>
<td>• Ceremony or song</td>
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<tr>
<td>• Welcome</td>
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<td>• Announcements</td>
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<tr>
<td><strong>Team Business</strong></td>
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<tr>
<td>• Reports</td>
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<tr>
<td>• Assignments</td>
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<td>• High Adventure/Sports</td>
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<td>• Service</td>
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<td>• Personal Development</td>
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<td>• Special Programs and Events</td>
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<td>• Squad events</td>
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<td>• Other reports</td>
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<td><strong>Skills Instruction</strong></td>
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<td>• Squad meetings</td>
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<td>• Advancement work</td>
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<td>• Practice time</td>
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<td>• Guest specialist/consultant</td>
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<td>• Contest or game</td>
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<tr>
<td>• Special activity</td>
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<td><strong>Closing</strong></td>
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<tr>
<td>• Coach's Corner</td>
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<td>• Quiet song</td>
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<td>• Closing ceremony</td>
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<tr>
<td><strong>Wrap-up</strong></td>
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<td>• Evaluate meeting</td>
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<td>• Cleanup</td>
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</tbody>
</table>
Varsity Scout Team Activity Planning Worksheet

Activity: __________________________________________ Program manager ________________________________________
Team committee member/consultant _________________________________________________________________
Place: __________________________________________ Date: _____________________________________________
Team captain's comments: ________________________________________________________________

Follow-up: ________________________________________________________________

(Filled in by program manager)

Plan the activity. (Meet with your team committee member/consultant; make the plan.)
What needs to be accomplished? ___________________________________________________________

Identify needs and resources.
Equipment and facilities needed ____________________________________________________________

Determine payment plan for team members.
Number of people required ________________________________________________________________

Task to Be Done Assigned To
__________________________________________ _____________________________________________
__________________________________________ _____________________________________________
__________________________________________ _____________________________________________
__________________________________________ _____________________________________________

Follow-up. At additional meetings and through personal contacts, follow up on all assignments until you are sure that everything is ready. If the going gets rough, call on your Coach for help.

Carry out the plan. Just before the activity, double-check all arrangements. Conduct the activity to the best of your ability, using your supervisor as a resource.

Inform others. Give a copy of the plan to the team captain, program manager, team committee member, and Coach.
<table>
<thead>
<tr>
<th>Quarter</th>
<th>Program Feature</th>
<th>Advancement</th>
<th>High Adventure/Sports</th>
<th>Personal Development</th>
<th>Service</th>
<th>Special Programs And Events</th>
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<td>August</td>
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</tbody>
</table>
Varsity Scout Individual Interest Survey

Your name __________________________________________ Phone No. _______________________

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 have any of the following? (Circle any that apply.)

- Bicycle
- Mountain bike
- In-line skates
- Fishing gear
- Rifle
- Shotgun
- Bow and arrows
- Golf clubs
- Tennis racket
- Snow skis
- Snowboard
- Water skis
- Motorboat
- Sailboat
- Computer
- Model rocket
- Remote control airplane or boat
- Horse
- Sleeping bag
- Backpack
- Tent
- Hiking boots
- Backpack stove
- Compass
- GPS (Global positioning system)

Circle activities that interest you.

- Mountain biking
- Mountain climbing
- Rappelling
- Caving
- Orienteering
- Hiking
- Backpacking
- Camping
- Snow skiing
- Snowboarding
- Winter/snow camping
- Waterskiing
- Sailing
- Canoeing
- Kayaking
- Whitewater rafting
- Snorkeling
- Rifle shooting
- Shotgun shooting
- Black powder shooting
- Archery
- Reenactments: Mountain men
- Civil War
- Revolutionary War
- Fishing
- Deep-sea fishing
- Paramedics/rescue
- Medicine
- Law enforcement
- Retail selling/stores
- Fire fighting
- Going to the beach
- Scuba diving
- Chess
- Board games
- Computers and computer games
- Automobiles/auto mechanics
- Aviation/flying a plane
- Radio-control models
- Control-line airplanes
- Model rockets
- Photography
- Videography
- Dances/socials with girls
- Basketball
- Baseball/softball
- Volleyball
- Bowling
- Golf
- Tennis
- Soccer
- Lacrosse
- In-line skating
- Street hockey
- Ice hockey
- Big-league games
- How to get into college
- How to do well on tests
- How to vote (and how to register)
- How to maintain a checking account and write checks
- How to get a job
- How to get a driver’s license
- How to save for and buy a car
- How to obtain and maintain credit

List other activities that interest you. ____________________________________________________

__________________________________________________________________________________

__________________________________________________________________________________

__________________________________________________________________________________

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Varsity Guide Book A-14
RESOURCE SURVEY FOR VARSITY SCOUT TEAM ADULTS

Varsity Scouting is for adults as well as boys. We invite you to offer your skills and interests so the best possible program can be developed for the Varsity Scouts in this team. In conducting this survey the team committee wishes to find ways you can enjoy sharing your talents to help our team. Your cooperation is greatly appreciated.

Welcome to the family of Team No._________ in the __________________________ Council.

Please return this survey to _____________________________.

(Please print.)

Name ____________________________ Home phone ____________

Street address ______________________ Business phone _________

City _____________________________ State _________ Zip _________

1. What is your favorite hobby? ______________________________________________________

2. In which sports do you take an active part? ____________________________________________

3. Would you be willing to assist the team leaders and team committee occasionally? ________

4. Please check the areas in which you would be willing to assist.

<table>
<thead>
<tr>
<th>General Activities</th>
<th>Special Program Assistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>______ Campouts</td>
<td>______ I have a station wagon or ________ truck.</td>
</tr>
<tr>
<td>______ Hikes</td>
<td>______ I have a workshop.</td>
</tr>
<tr>
<td>______ Outdoor activities</td>
<td>______ I have family camping gear.</td>
</tr>
<tr>
<td>______ Swimming supervision</td>
<td>______ I have access to a cabin.</td>
</tr>
<tr>
<td>______ Bookkeeping</td>
<td>______ I have access to camping property.</td>
</tr>
<tr>
<td>______ Typing</td>
<td>______ I can make contacts for special trips and activities.</td>
</tr>
<tr>
<td>______ Drawing/art</td>
<td>______ I can help with team equipment.</td>
</tr>
<tr>
<td>______ Transportation of Varsity Scouts</td>
<td>______ I have coaching experience in _______.</td>
</tr>
<tr>
<td>______ Transportation of equipment</td>
<td>______ Other ________</td>
</tr>
<tr>
<td>______ Other ________</td>
<td>______ Other ________</td>
</tr>
</tbody>
</table>

5. Please check any skills you have.

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>______ Backpacking</td>
<td>______ First Aid</td>
<td>______ Orienteering (map and compass)</td>
<td>______ Snow camping and compass)</td>
</tr>
<tr>
<td>______ Black powder</td>
<td>______ Fishing</td>
<td>______ Sports</td>
<td></td>
</tr>
<tr>
<td>______ Camping</td>
<td>______ Kayaking</td>
<td>______ Outdoor cooking</td>
<td>______ Star study</td>
</tr>
<tr>
<td>______ Canoeing</td>
<td>______ Knife and ax</td>
<td>______ Rifle/shotgun</td>
<td>______ Survival</td>
</tr>
<tr>
<td>______ Citizenship</td>
<td>______ Motorboating</td>
<td>______ Ropework</td>
<td>______ Waterskiing</td>
</tr>
<tr>
<td>______ Conservation</td>
<td>______ Mountaineering</td>
<td>______ Sailing</td>
<td>______ Other (describe)</td>
</tr>
<tr>
<td>______ Cycling</td>
<td></td>
<td>______ Skiing</td>
<td></td>
</tr>
</tbody>
</table>

On the other side of this sheet, check the list of subjects in which you are significantly knowledgeable.
Note: Appendix A-18 in the Varsity Guide Book is not accurate. The current requirements can also be found on the Varsity Scouting webpage.

Name____________________________________   Team No. ________________________

1. Be a registered Varsity Scout.

Date registered___________________  Signed by____________________________________

2. While a Varsity Scout, actively participate in or accomplish at least one high-adventure/sports program to the satisfaction of the Varsity Scout Coach.

Activity______________________________  Date_________  Signed by__________________________

3. Attendance–75 percent or more attendance at Varsity Scout meetings for 3 consecutive months.

From _______________ to ___________________  Signed by __________________________________

4. Know and live by the Scout Oath and Law.

Signed by _________________________________

ALL REQUIREMENTS COMPLETED

Date _____________________

Signed by___________________________________

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Varsity Denali Scorecard

Cut along solid lines; fold along dotted lines.
(Reproduce locally.)

Name ____________________ Team No. ________

1. Be a registered Varsity Scout. Date registered _____________.
   Signed by ________________________________
   Coach

2. While a Varsity Scout, advance one rank toward Eagle, or if already an Eagle Scout, earn a Palm.
   Date ___________ Signed by ________________________________
   Coach

3. Hold leadership positions on a Varsity Scout team for at least six months.
   Date ___________ Signed by ________________________________
   Coach

4a. While a Varsity Scout team captain or program manager, serve as a leader of the activity in any two of the five fields of emphasis.
   Date ___________ Field of emphasis ________________________________
   Signed by ________________________________
   Coach

   Date ___________ Field of emphasis ________________________________
   Signed by ________________________________
   Coach

4b. While a Varsity Scout, participate in an activity in the remaining three fields of emphasis.
   Date ___________ Field of emphasis ________________________________
   Signed by ________________________________
   Coach

   Date ___________ Field of emphasis ________________________________
   Signed by ________________________________
   Coach

   Date ___________ Field of emphasis ________________________________
   Signed by ________________________________
   Coach

5. Satisfy the team captain that you know and live by the Varsity Scout Pledge.
   Date ___________ Signed by ________________________________
   Coach

6. Complete a board of review by the team committee with a district/council representative.
   Date ___________ Signed by ________________________________
   Team committee chair

Denali Award

Scorecard

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Varsity Guide Book A-19
LOCAL TOUR PERMIT APPLICATION
FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO._________ DATE ISSUED:_________

This application must be filed with local council service center two weeks in advance of scheduled activity for proper clearance. It is used for trips of less than 500 miles. If destination is 500 miles or more than one way or outside the U.S.A. (local council camp excepted), use National Tour Permit Application, No. 44196. If backcountry trip, be sure to know BSA Wilderness Use Policy.

Type of unit: No. ________ Town: ________ District: ________ hereby applies for a permit and submits plans herewith for a trip from ________ to ________ on ________ to ________.

Give itinerary if tour; or destination if camp, including route description for reaching campsite (for long trip attach map indicating route and overnight stops):

Type of trip: ☐ One day ☐ Touring camp ☐ Short-term camp ☐ Long-term camp (Furnish copy of program and menus.)
☐ Where swimming or boating is included in the program, Safe Swim Defense, No. 34370A, and/or Safety Afloat, No. 34385B, standards are to be followed. If climbing/rappelling is included, then Climb On Safely, No. 20-089 (which recommends the American Red Cross’s standard first aid and When Help Is Delayed or equivalent course), must be followed.

One adult in the group must be trained as outlined:

<table>
<thead>
<tr>
<th>NAME</th>
<th>AGE</th>
<th>SAFE SWIM DEFENSE EXPIRATION DATE</th>
<th>SAFETY AFLOAT EXPIRATION DATE</th>
<th>CLIMB ON SAFELY DATE TAKEN</th>
</tr>
</thead>
</table>

At least one person must be trained in CPR from any recognized agency for Safety Afloat and Climb On Safely.

<table>
<thead>
<tr>
<th>NAME</th>
<th>AGE</th>
<th>CPR TRAINING</th>
<th>AGENCY</th>
<th>EXPIRATION DATE</th>
</tr>
</thead>
</table>

Mode of transportation: ☐ Car ☐ RV ☐ Van ☐ Bus ☐ Boat ☐ Canoe ☐ Train ☐ Hiking ☐ Truck ☐ Other

(The beds of trucks and camper trucks are approved for equipment only—passengers are allowed only in the cab.)

Tour will include __________ youth and __________ adults. Have parents’ approvals been secured?

It is the tour leader’s and unit committee member’s understanding that all drivers, vehicles, and insurance coverages will meet the national requirements as listed on the reverse side of this application.

Leadership and personnel: Boy Scouts of America policy requires at least two adult leaders on all camping trips and tours. Coed Venturing crews must have both male and female leadership.

The adult leader in charge of this group must be at least 21 years old.

Tour leader’s name __________ Age __________ Phone __________
Address __________

I have in my possession a copy of Guide to Safe Scouting, No. 34416B, and have read it.

Assistant tour leader’s name __________ Age __________ Phone __________
Address __________

Signed by member of unit committee __________
Signed by tour leader __________

RETAINT IN COUNCIL SERVICE CENTER

OFFICIAL LOCAL TOUR OR CAMP PERMIT
BOY SCOUTS OF AMERICA

This permit should be in the possession of group leader at all times and displayed when requested by Scouting officials or other duly authorized persons.

Local Permit No. __________ Date Issued __________

Council Stamp

Not official unless council stamp appears here.

Council name and address

Council phone no.

Signed for the council

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Varsity Guide Book A-21
National Quality Unit Award

One measure of a Varsity Scout team’s success is fulfilling the requirements for a National Quality Unit Award. Six out of 10 objectives must be achieved during a calendar year, including four that are required:

- **Training.** The Varsity Scout team Coach will complete Varsity Scout leader Fast Start training and Varsity Scout Leader Fundamentals.

- **Two-deep leadership.** The team will have one or more assistant Coaches registered, trained, and active. One registered adult is assigned responsibility for Youth Protection training.

- **Program plan.** The team will conduct an annual program planning conference, publish an annual program calendar, and present it to parents at a family activity.

- **Service Project.** The Varsity Scout team will conduct a service project annually, preferably for the chartered organization or the community.

- **Boys’ Life.** Subscriptions to Boys’ Life will go into the homes of all Varsity Scout members, or subscriptions for the team will increase 10 percent over the previous year.

- **Varsity Scout letter.** Fifty percent or more of the team will have earned a Varsity Scout letter.

- **Outdoor activities.** The Varsity Scout team will participate in at least one organized league sport or participate in at least one ultimate adventure.

- **Membership.** The team will renew its charter with an equal or greater number of youth registered over the previous year.

- **Youth leadership.** The team captain and squad leaders will participate in your leadership training at least once during the year.

- **On-time charter renewal.** The team will complete its charter renewal before its current charter expires.

*One of four mandatory requirements

For additional information regarding Quality Unit qualifications, refer to District and Council leadership.