

# Varsity Team

## New Challenges, New Experiences

### The Game Plan

**Featured Event** \_\_\_\_\_

**Date** \_\_\_\_\_

<u>Time</u>	<u>Checklist</u>	<u>Game Schedule of Events</u>	<u>Team Member(s)</u>
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_____	<b>Warmups</b>		
	Arrive early, set up room, equipmt	_____	_____

_____	<b>Huddle Time</b>		
	Welcome	Team Captain/Squad Leader	_____
	First Verse of <i>America</i>	_____	_____
	Pledge of Allegiance	_____	_____
	Scout Oath and Scout Law	_____	_____
	Invocation	_____	_____
	Recognize guests, new teammates	_____	_____
	Heads Up Announcements	_____	_____
	Upcoming events, projects	_____	_____
	Communications received	_____	_____
	Awards, achievements	_____	_____
	Birthdays	_____	_____
	Key Scout Mtg info:council, district	_____	_____

_____	<b>Team “Preplanning Plays”</b>		
	<b>Special Team Program Managers</b>		
	Advancement, merit badges	Program Mgr / Merit Badge Counselor	_____
	High Adventure/Sports,Camps	_____	_____
	Service	_____	_____
	Personal Development	_____	_____
	Special Programs, Events	_____	_____
	Team assignments	_____	_____
	Next Court of Honor points prep	_____	_____
	Super Activity development	_____	_____

_____	<b>The “Game Time Action”</b>		
	Advancements development	Merit Badge Counselor / Coach	_____
	Guest specialist or consultant	_____	_____
	Contests, games, special activities	_____	_____
	Squad activities	_____	_____
	Practice time	_____	_____
	Super/Major Activity development	_____	_____

_____	<b>Huddle Break</b>		
	Thank guests, participants	Team Captain/Squad Leader	_____
	Coach’s Corner/Motivation thought	_____	_____
	Next meeting / activity	_____	_____
	Prayer	_____	_____

_____	<b>Replays</b>		
	Evaluate activity	Team Leadership	_____
	Cleanup	_____	_____

Notes/Comments \_\_\_\_\_

**Each young man earn at least one rank and three merit badges, or more, every six months.**  
**Rule One: Make it FUN! Each Time Accomplish At Least One Worthwhile Scouting Objective.**