



# FACT SHEET

## Varsity Scouting

**Purpose** Varsity Scouting is a program for young men who are at least 14 years of age but not yet 18. It provides options for young men who are looking for rugged high adventure or challenging sporting activities and still want to be a part of a Scouting program that offers the advancement opportunities and values of the Boy Scouts of America.

**Organization** Varsity Scouts are members of a Varsity Scout team chartered to a community organization, such as a church or service club. It is led by a youth Varsity Scout team captain and an adult leader called a Varsity team coach. The coach is supported by an adult committee, made up of parents and members of the chartered organization. It is a stand-alone unit, chartered independently of a Scout troop, but the chartering procedure is essentially the same.

The team may be divided into squads, and each squad elects a youth squad leader.

**Program** Varsity Scouting has five fields of emphasis. A youth member, called a *program manager*, is responsible for each of the five fields of emphasis and works with an adult member called a *program adviser* from the team committee to coordinate each phase of the program. The five fields of emphasis are:

**Advancement.** Varsity Scouts use the same advancement program as Boy Scouts. They can also receive the recognitions offered through such programs as the Fifty-Miler Award; Mile Swim, BSA; etc.

**High Adventure/Sports.** This program field of emphasis includes high adventure and sports and is supported by 27 program features.

**Personal Development.** Varsity Scouting promotes growth through spirituality, leadership abilities, citizenship, social and cultural attributes, and physical fitness.

**Service.** The emphasis is on service, with the intent that it become integral to one's daily experience. Projects are conceived, planned, managed, and carried out by individual Varsity Scouts and/or the Varsity Scout team.

**Special Programs and Events.** Varsity Scouts take an active part in special programs and events at district, council, regional, and national levels.

**Varsity Scout Letter** The Varsity letter may be earned by youth and adult members. The youth requirements are:

1. Be a registered Varsity Scout team member.
2. While a team member, actively participate in or accomplish at least one high-adventure program or sports program to the satisfaction of your Varsity Scout coach.
3. Have an attendance record at team meetings and practice sessions of at least 75 percent for three consecutive months.
4. Satisfy the Varsity Scout coach that you know and live by the Scout Oath and Law.

At the completion of each sports season or ultimate adventure, each participating Varsity Scout will receive a medallion to wear on the letter.

## Denali Award

The Denali Award is available only to a Varsity Scout team's youth members who have already earned the Varsity Scout letter. Denali is the name American Indians gave Mount McKinley, in central Alaska. 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.
3. Hold leadership positions in 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 five fields of emphasis.
4. b) While serving as a program manager or team captain, demonstrate shared leadership skills by participating in supportive roles in activities in each of the three remaining fields of emphasis.
5. Satisfy the team captain that you know and live by the Varsity Scout Pledge.
6. Complete a progress review.

## Uniforms

The traditional Boy Scout uniform with a "Varsity" identification strip above the right pocket and with blaze shoulder loops is worn for formal occasions. Many teams design their own T-shirt for outdoor activities.

## Scout Oath

Varsity Scouts will use the Scout Oath.

## Resources

**Program Features.** Three volumes of program features support the high-adventure/ sports program field of emphasis.

Each program feature contains resource materials that will prepare a team for an ultimate adventure or sports season. The high-adventure subjects are backpacking, canoe camping, caving, cycling, discover America, fishing, freestyle biking, frontiersman, mechanics, orienteering, rock climbing and rappelling, snow camping, survival, and whitewater canoeing. Each feature contains approximately three months of program.

The sports program features contain basic rules, techniques, and strategies for basketball, bowling, cross-country skiing, roller hockey, shooting sports, soccer, softball, swimming, tennis, triathlon, volleyball, and waterskiing.

**Varsity Scout Guidebook.** The *Varsity Scout Guidebook* is used by adult leaders and youth in Varsity Scouting.

**Boy Scout Handbook.** The *Boy Scout Handbook* contains information devoted to Varsity Scouts and supporting the Varsity Scout program.

**Troop/Team Record Book.** The *Troop/Team Record Book* is used to record member information, rank advancement, and financial record keeping.

**Varsity Scout Leader Fast Start.** The *Varsity Scout Leader Fast Start* video supports the orientation of new Varsity Scout leaders.

**Varsity Scout Leader Fundamentals.** This is a three-part training program for training adult Varsity Scout leaders.

**Varsity Scout Roundtable Planning Guide.** The *Varsity Scout Roundtable Planning Guide* supports the programs outlined in the program features.

**Crew \_\_\_\_\_ of \_\_\_\_\_ District**  
**2017 Scouting's Journey to Excellence**

Item	Objective	Bronze Level	Silver Level	Gold Level	Bronze Points	Silver Points	Gold Points
<b>Planning and Budget</b>					<b>Total Points: 200</b>		
#1	<b>Planning and budget:</b> Have a program plan and budget that is regularly reviewed by the committee, and it follows BSA policies relating to fundraising.	Have an annual program plan and budget adopted by the crew committee.	Achieve Bronze, plus crew committee meets at least six times during the year to review program plans and finances.	Achieve Silver, plus crew conducts a planning meeting involving youth leaders for the following program year.	50	100	200
<b>Membership</b>					<b>Total Points: 500</b>		
#2	<b>Building Venturing:</b> Have an increase in Venturing membership or maintain a larger than average crew size.	Have a membership growth plan that includes a recruitment activity and register new members in the crew.	Achieve Bronze, and either increase youth members by 5% or have at least 10 members.	Achieve Silver, and either increase youth members by 10% or have at least 15 members with an increase over last year.	100	200	300
#3	<b>Retention:</b> Retain a significant percentage of youth members.	Reregister 50% of eligible members.	Reregister 60% of eligible members.	Reregister 75% of eligible members.	50	100	200
<b>Program</b>					<b>Total Points: 800</b>		
#4	<b>Adventure:</b> Conduct regular activities including a Tier II or Tier III adventure.	Conduct at least four activities including a Tier II or Tier III adventure.	Conduct at least five activities and at least 50% of youth participate in a Tier II or Tier III adventure.	Conduct at least six activities and at least 50% of youth participate in a Tier II or Tier III adventure.	50	100	200
#5	<b>Leadership:</b> Develop youth who will provide leadership to crew meetings and activities.	Have a president, vice president, secretary, and treasurer leading the crew.	Achieve Bronze, plus officers meet at least six times. The crew conducts officer training.	Achieve Silver level, plus each crew activity has a youth leader.	50	100	200
#6	<b>Personal growth:</b> Provide opportunities for achievement and self-actualization.	Crew members participate in advancement by earning the Venturing Award.	Achieve Bronze, plus crew program includes at least three experiential training sessions.	Achieve Silver level, plus the crew has members earning the Discovery, Pathfinder or Summit Awards.	50	100	200
#7	<b>Service:</b> Participate in service projects, with at least one benefiting the chartered organization.	Participate in two service projects and enter the hours on the JTE website.	Participate in three service projects and enter the hours on the JTE website.	Participate in four service projects and enter the hours on the JTE website.	50	100	200
<b>Volunteer Leadership</b>					<b>Total Points: 500</b>		
#8	<b>Leadership recruitment:</b> Have a proactive approach in recruiting sufficient leaders and communicating with parents.	Have an advisor, associate advisor, and a committee with at least three members.	Achieve Bronze, plus the crew holds a meeting where plans are reviewed with parents.	Achieve Silver, plus adult leadership is identified prior to the start of the next program year.	50	100	200
#9	<b>Trained leadership:</b> Have trained and engaged leaders at all levels.	Advisor or an associate advisor has completed position-specific training.	Achieve Bronze, plus the advisor and all associates have completed position-specific training or, if new, will complete within three months of joining.	Achieve Silver, plus at least two committee members have completed crew committee training.	100	200	300

- Bronze:** Earn at least 550 points by earning points in at least 6 objectives.
- Silver:** Earn at least 800 points by earning points in at least 7 objectives.
- Gold:** Earn at least 1,100 points by earning points in at least 7 objectives.

**Total points earned:** \_\_\_\_\_

**No. of objectives with points:** \_\_\_\_\_

- Our crew has completed online rechartering by the deadline in order to maintain continuity of our program.*
- We certify that these requirements have been completed:*

Advisor \_\_\_\_\_ Date \_\_\_\_\_

Crew President \_\_\_\_\_ Date \_\_\_\_\_

Commissioner \_\_\_\_\_ Date \_\_\_\_\_

*This form should be submitted to the Scout service center or your unit commissioner, as directed by your council.*

# **Scouting's Journey to Excellence**

## **2017 Crew Planning, Performance, and Recognition**

Journey to Excellence uses a balanced approach to measure performance. It guides program planning before the year begins, monitors activities for continuous improvement during the year, and recognizes performance at the end of the year. In planning your strategy, use actual numbers from the previous year to guide your performance improvement goal planning. The period for measuring performance will be the calendar year.

Planning and Budget Measures	
1	The crew has a program plan and budget that is reviewed at all crew committee meetings, and the crew follows BSA policies relating to fundraising and fiscal management as found on the Unit Money-Earning Application form and any other publication that the council has developed for fundraising and fiscal management. A meeting is held with youth leaders where they are involved in developing the plan for the next program year. The crew's program plan should be shared with the unit commissioner.
Membership Measures	
2	The crew has a growth plan, and conducts a formal recruiting event. On December 31, 2017, the crew has an increase in the number of youth members as compared to the number registered on December 31, 2016. A membership growth plan template can be found at <a href="http://www.scouting.org/membership">www.scouting.org/membership</a> .
3	Number of youth members on the most recent charter renewal (A) divided by the number of youth registered at the end of the prior charter year (B) minus any age-outs (C). Total = (A) / (B-C). Age-outs are youth who are too old to reregister as Venturers.
Program Measures	
4	The crew conducts regular activities outside of meetings. At least one is a Tier II activity (may be less than four days, but requires planning and skill development) or a Tier III activity (at least 4 days and is mentally and physically challenging.)
5	The crew has youth leaders serving as president, vice president, secretary, and treasurer who are leading the activities of the crew. Crew officers hold regular meetings and receive training. Each crew activity has a youth leader.
6	Crew members complete the Venturing award shortly after joining. Experiential training at meetings allows crew members to learn from hands-on experiences. The crew encourages achievement through the advanced Venturing awards.
7	The crew participates in service projects during the year and enters them on the Journey to Excellence website. The projects may be completed as joint projects with other organizations. At least one project must benefit the chartered organization.
Volunteer Leadership Measures	
8	The crew has an advisor, an associate, and a committee of at least three members. Ideally, the chartered organization representative should not be dual registered as one of the committee members. The crew holds a meeting where program plans are shared with parents. Volunteer leaders are selected prior to the next program year.
9	All volunteer leaders have current youth protection training. Advisor and Associates (paid or multiple registration) have completed position-specific training or, if new, will complete within three months of joining. Two committee members have completed Crew Committee Training.

Scoring the crew's performance: To determine the crew's performance level, you will use the above information to determine the points earned for each of the 9 criteria and then add those individual point scores to determine a composite score. Count only the highest point total achieved in any one criterion. Bronze level requires earning at least 550 points in at least 6 criteria, Silver level requires earning points in at least 7 criteria and 800 points, and Gold level requires earning points in at least 7 criteria and 1,100 points.

**For more resources: [www.Scouting.org/jte](http://www.Scouting.org/jte)**



**Varsity Scout Team Activity Planning Worksheet**

Date: \_\_\_\_\_ Time: \_\_\_\_\_ Place: \_\_\_\_\_

Activity: \_\_\_\_\_ Program Manager \_\_\_\_\_

Field of Emphasis: \_\_\_\_\_

Meets requirements for: \_\_\_\_\_

**Plan the Activity: (Filled in by Program Manager while meeting with leader/consultant and committee)**

What needs to be accomplished? \_\_\_\_\_

Identify Needs and Resources: \_\_\_\_\_

\_\_\_\_\_

Equipment and Facilities: \_\_\_\_\_

Involvement Plan for Team Members (Number required): \_\_\_\_\_

Tasks to be Completed	Assigned To
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Opening Prayer: \_\_\_\_\_ Scout Oath/Law \_\_\_\_\_

Scout Masters Minute: \_\_\_\_\_ Closing Prayer: \_\_\_\_\_

**Follow up:** At additional meeting and through personal contacts, follow up on all assignments until you are sure that everything is ready. If you need help call our Coach.

**Carry out the plan:** Just before the activity double check all arrangements. Conduct the activity to the best of your ability.

**Inform others:** Give a copy of the plan to the team captain, program manager, team coaches etc.