Jumpstart your Varsity Program.

The great sage, Mary Poppins said "Well begun is half done." Of course she copped the quote from Aristotle but we all need some help in getting things going.

If you are struggling with getting your Varsity program going, then we hope to help by providing an outline to earn the Frontiersman varsity activity pin culminating with your Varsity team participating in the 2013 Mountain Man Rendezvous in February 8, 9, and 10.

The goal with your team should be to get all the boys involved and taking responsibility in one of five program fields of emphasis and end it with an ultimate activity

Varsity Scouting works from **The Five Program Fields of Emphasis. (Click for more detailed information)**

Varsity Scouting, through the five program fields of emphasis, offer youth members a wide range of opportunities. All program fields are equally important, Each should be lead by a team member and each field should be represented in the program planning of the Varsity Scout team. The five program fields of emphasis are:

- **Advancement.**
- **High Adventure/Sports.** Clicking on the link will give you the 27 activity areas
- **Personal Development.**
- **Service.**
- **Special Programs and Events.**

The Frontiersman is a great activity program with which to start off. By focusing on Frontiersman (Varsity team program book 2, page 26) activities in each of the program fields the team members will have a lot of fun while learning about life in the early 1800's. You can plan activities in the program fields which may include:

- **Advancemen**t – conduct a wilderness survival merit badge clinic
- **High Adventure** – Frontiersman activities. Check the book for lots of ideas. Some may include flint and steel fire starting; Scrimshaw (or etching a story on a cows horn or the back of a plastic spoon for practice); making a pair of moccasins, making a frontiersman shirt, and black powder shooting
- **Personal development** – Visit a historical society or museum (e.g. Las Vegas Fort); learn to cook by preparing a dutch oven recipe; do a genealogical search to see if any team members have frontiersman ancestors.
- **Service** – perform a service project for a local historical society. One option may be Participating in a National Public Lands Day; or assist an instructor in carrying out a hunter safety course
- **Special programs and events** – have a consultant teach how to make knives and tomahawks, have a knife throwing contest (remember to follow guide to safe scouting) have a clinic on muzzle loading.

These activities should take place over a three month period. As the opportunity arises, register your team members to participate in the activities at Mountain Man Rendezvous. To get an Idea of what will happen you can visit last years site at http://www.lvmmr.com/

At the completion of the Frontiersman program, every team member participating earns the Varsity Activity Pin.

Earning the varsity pin can lead to earning the varsity letter. The earned Varsity letter can be worn on the official Varsity jacket or at the bottom front of the merit badge sash. The Varsity Letter can be earned by completing 4 things.

1. Being a registered Varsity Scout;
2. Actively participating in or accomplishing at least one high adventure/sports program to the satisfaction of the varsity coach; (Frontiersman)
3. Having an attendance record at team meetings of 75% for 3 consecutive months;
4. Satisfying the varsity coach that you know and live the scout law.

Now that you have completed the Frontiersman activity, start working on the Basketball Activity pin.

Please feel free to contact me if you have any questions at welch_ron@hotmail.com