

Huddle Assignment Job Descriptions

As discussed in Commissioners Meeting, our goal is to provide “take home” value to Scouters attending each huddle. Huddles should be fun, exiting, and informative. Each part in the Huddle plays an important role in our success. Please plan ahead and come to commissioners meeting prepared to inform the committee what you will do for your assignment. Please note that you should use your resources! Presentations do not have to be done by the ADC! However, the ADC should ensure that a quality session is taught and Varsity Scouting is strengthened.

Setup (30 Min. Prior to meeting)

The stake assigned should make arrangements to have the building open and the cultural hall set up for approximately 150 people to be seated facing the stage. Tables for the sign-in sheets, quartermaster store, displays, etc. should be set up around the perimeter.

Displays (15 Min. Prior to meeting)

The stake assigned for displays should have one or two displays of interest set up at about 6:45 so arriving Scouters will be able to study and ask questions regarding the displays. Displays should be coordinated with one or all of the breakout sessions planned for Huddle that night. Fascinating activities, summer camps, or high adventures are always good. A display could be a picture board, a power point demo, a table layout, or a display of items or crafts.

Games (15 Min. Prior to meeting)

Known as gathering games at the Boy Scout level, this should be something with “take home” value for the leaders as they arrive at Huddle. It could be an active or passive game. There are dozens of games in scouting literature, or on the internet that would be appropriate. Not everybody will want to participate, but the more fun it is, the better the participation will be.

Opening – (5 to 10 Minutes)

The stake assigned to the opening should come prepared to lead those in attendance at the Huddle in a little pomp and circumstance! Be creative with the opening. At a minimum we should have a prayer, and the Varsity Pledge. The Pledge of Allegiance, the Scout Oath, Law, Motto, and Slogan as well as the Outdoor Code are all appropriate for the opening. At the end of the ceremonies, turn the time to the Huddle Commissioner.

Program Feature – (30 to 45 Minutes)

The purpose of this breakout session is to familiarize the Varsity Leaders with the selected program feature of the month from the Varsity Program Feature manuals. There are 27 features and each come with enough material for at least one month of Team meetings, activity ideas, and what to do for the main event of that feature. The stake providing this breakout session should be prepared to use the manual and teach the leaders how to use this information in their Team. Emphasis should be placed on using the boy leaders to carry out the program and also to utilize the 5 Fields of Emphasis to allow each boy an opportunity for leadership.

Hands-On Skill (30 to 45 Minutes)

The purpose of this breakout session is to teach the Varsity Leaders a hands-on skill that they can then teach to their Varsity Scouts. This could be a skill provided in the Program Feature being taught on that particular Huddle night. The stake providing this breakout session should be prepared to provide each of the leaders information on how to use this in their Team. Emphasis should be placed on using the boy leaders to carry out the skill training as an opportunity for leadership.

Special Programs (30 to 45 Minutes)

The purpose of this breakout session is to teach or inform Varsity Leaders of some special event, or opportunity that a Team could take advantage of. This could include an invited guest speaker, or a special session on something important to Varsity Scouting. Perhaps discussions on high adventure planning, or where to go camping, or how to implement or better use the Duty to God program. The stake providing this breakout session should be prepared to provide each of the leaders information on how they can better do their jobs in Varsity Scouting.

Training (30 to 45 Minutes)

(Note: Due to the nature of the training courses required by BSA, this session will require a full hour for New Leader Essentials, Safe Swim and Safety Afloat sessions)

The purpose of this breakout session is to provide training to Varsity Leaders. The training could be a special session for Bishopric Members, Committee Members, Program Advisors, etc. The training could be the Child Protection Training, or either of the water safety classes. The stake providing this breakout session should be prepared to provide each of the leaders information on how they can better support Varsity Scouting in their units. This session should be coordinated with the District Varsity Training Committee.

Clean-Up (However long it takes!)

The Stake assigned to clean up should help to replace the chairs and put tables away and return the building to a better state than it was at the beginning of the night.

Squad Corners

Each stake should take this opportunity to have a stake Varsity Scout Correlation Meeting. The ADC conducts this meeting and should use the time for training, discussion of stake activities, stake calendaring, etc.