

Game Master

The Game Master reports to the Senior Patrol Leader (SPL) or an Assistant Senior Patrol Leader (ASPL) and performs the following duties:

1. He will encourage Physical Fitness in the Troop by Supplying an appropriate game or physical activity for all Troop meetings or Troop events as designated by the Senior Patrol Leader/Scoutmaster.
2. He will make sure that the rules of play or guidelines of the activity are adequately explained and enforced fairly.
3. He will, with the Troop Quartermasters help, make sure that we have all required equipment on hand for the activity.
4. He will inspect the area of activity for hazards or other defects (to wet, muddy, surface to hard i.e. concrete, rock, gravel or black top), removing or repairing them if possible. If the area is deemed unusable he will find an alternate location.
5. He will make sure the area of play or physical activity is returned to its former condition by removing all equipment or supplies used and returning any tables, chairs or other items removed from the area.
6. He will seek assistance from other scouts or adults as needed.
7. Lives by the Scout Oath, the Scout Law and shows Scout Spirit.
8. Enthusiastically and correctly wears the Scout uniform.
9. Sets a good example for others.
10. Assists in training his replacement.

This position does **not** count towards Position of Responsibility requirements for Star, Life and Eagle.

Qualifications:

1. Has attained the rank of Tenderfoot
2. Active in the troop for at least 6 months
3. Has not previously held this position for 2 terms
4. Appointed by the SPL