

## RELATED ADVANCEMENT AND AWARDS

- Tenderfoot requirement 1
- Second Class requirement 3a
- First Aid requirement 3
- Emergency Preparedness, Safety, and Sports merit badges
- Basketball, Soccer, Softball, Tennis, and Volleyball Varsity Scout activity pins
- Quest requirement 5

Although this module focuses on a going as a group to a sporting event, its principles can be used to plan a trip to a rock concert, a political rally, or any other event where your unit will meet crowds of people.

This module leads up to a trip to a sporting event. You'll learn about the sport, raise money for your trip, and explore safety and other issues. But most of all, you'll have fun and be inspired by the performance of great athletes.

People have long gathered in large groups to watch key athletes compete. In Roman times, gladiators battled in the Coliseum. The Ancient Greeks' competitions inspired the Olympics. Today's professional athletes compete in giant stadiums and arenas to show off their athletic skills.

At some time in our lives, we all get a chance to participate in sports. Through hard work and talent, a few people get to be really good and end up on professional teams. What could be more fun than to go watch them play?

## Go Defense!



- Introduce Scouts to sports they may not know.
- Teach Scouts about the sport they are going to watch.
- Show Scouts how to stay safe in crowds.
- Reinforce first-aid skills useful in public settings.
- Teach Scouts what to do when they get lost.
- Teach Scouts about fundraising.

This month's activities should:

## Objectives





## Leadership Planning

As a leadership team, you may want to discuss the following items when choosing spectator sports as your program feature during your planning meetings.

1. Which sport are we going to see?
2. Where are we going to go?
3. Who will get the tickets?
4. How much will the trip cost?
5. If someone gets separated from the group at the event, where will we meet?
6. Who has cell phones?
7. What uniform (if any) will we wear?
8. What special travel and housing arrangements should we make?
9. How can we incorporate Scout skills and advancement into the trip?
10. To meet our needs, what should we change in the sample meeting plans?

## PARENTS CAN HELP WITH THE SPECTATOR SPORTS PROGRAM FEATURE BY:

1. Providing information on sports
2. Being a resource for tickets
3. Providing transportation for the main event
4. Funding this event for individual members

## SPECTATOR SPORTS INFORMATION

### Football



There are 11 players to a side, one team advancing an oval ball over a rectangular field while the other team tries to keep them from doing so. Touchdowns, field goals, passes, and penalties are all part of the fun. Don't get caught offside or the penalty will cost you. This game combines well-thought-out plays with brute force.

### Basketball



The object of this game is for a team to get a ball through a basket 10 feet off the ground, one, two, or three points at a time, while the opposition tries to keep them from scoring and will attempt to score themselves. If you want hustle, this the game for you. Five players on each side run up and down a wooden court, testing both skill and endurance. It's no wonder why this is one of the world's most popular sports.





**Soccer**

What Americans call soccer, the rest of the world calls football. And unlike in American football, soccer players use their feet all the time to advance the ball (along with their elbows, their heads, and any body part but their hands). Soccer is something like hockey played on grass, but without sticks. (Keep the grass and add sticks, and you have lacrosse or field hockey.) Don't get a red card, or you'll be out of the game.

### Olympic Sports



Held every four years, the summer and winter Olympics bring together the top athletes from more than 200 nations to compete in a huge array of team and individual sports. The Olympic Games are considered to be the world's foremost sports competition. If you are lucky to view any of these events, you are sure to remember them for the rest of your life.

Leading up to the Olympics are the Olympic trials that determine who will represent their countries; these competitions offer more accessible alternatives to the Games themselves. Also, some Olympic sports have their own regional, national, and world championships.



**Baseball**

What begins with a head-to-head battle between the pitcher and the batter becomes an amazing, choreographed display of teamwork the second the ball comes into contact with the bat. Nine players on the field try to keep a handful of rotating players from running home. Watching a baseball game is as American as apple pie. Just wait for the seventh-inning stretch.



**Hockey**

The scores may not get very high, but the action is nonstop. As if trying to put a rubber puck with a wooden stick through a defended goal isn't hard enough, try doing it on ice skates. Two teams of six (five players and a goalie) provide one of the fastest-played games today. Hockey is a very physical sport, and referees are a little more lenient than other sports as tussles can occur. (Perhaps you have heard someone say they went to a fight and a hockey game broke out.) Just don't get sent to the penalty box.





## Performing Arts

While sporting events are the struggles of the here and now, the performances of the arts are ones that endure over time. Performing arts include dance, music, opera, theater, magic, spoken word, circus arts, and musical theater. While it's all about showmanship, these performers train every bit as hard as the most elite athletes. For them, the world is a stage, and the show must go on.



## Class Act

These rules of etiquette apply to all kinds of events and venues.

- When the national anthem plays before a game, show your respect by standing, removing your hat, and placing your hand over your heart. If you are walking when the anthem begins, face the flag and stand still until the completion of the anthem.
- Spectators should refrain from talking and using mobile phones while in the stands. If you must keep your phone turned on, put it in "vibrate" mode so you won't disturb others.
- Treat the opposing team and fans of the opposing team with respect; refrain from jeering and from throwing objects in the stands.

**SAFETY IN PUBLIC SETTINGS**

- Keep your eyes open for unattended packages and bags, and report them to authorities.
- Watch your bags, and don't accept packages from strangers.
- Always use the buddy system.
- Identify times and places for the group to reconvene.
- Be sure everyone has a list of cell phone numbers for the group.
- When you arrive at the venue, identify locations of emergency exits and first-aid stations.





**Can It**

**Equipment:** Two No. 10 cans or coffee cans for each team; various objects, such as nails, sticks, pieces of string, stones, etc.

**How to play:** The teams line up in extended relay formation. The players sit down and extend their feet in front of them. Each team counts off with the same set of numbers, so that each Scout will share a number with one Scout from each of the other teams. One can is placed at each end of the team lines. Three objects are placed in one can of each team. The leader calls out a number and the name of an object. All Scouts who share that number race to the can, pick out the object named, transfer it to the can at the other end of the team line, and return to their places. An object can be called more than once, so when their number is called, the Scouts must know where to find the object. Scouts must keep track of objects as they are transferred from can to can.

**Scoring:** The first Scout back in his place with the object transferred wins 1 point for his team.

**Blindfold Soccer**

**Equipment:** Two soccer balls, blindfolds (one for every other player)

**Object:** Each team tries to kick the ball past the opponent's end zone as many times as possible.

**How to play:** Divide the Scouts into two teams. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of the soccer field or playing area.

**Rules:**

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to his partner.
2. Team members may not intentionally touch one another. Normal game contact is allowed as long as the touching is not used to direct a blindfolded participant.
3. There are no goalies.

**First-Aid Baseball**

**Equipment:** Ten numbered cards (1 through 10), list of questions based on Tenderfoot, Second Class, and First Class first-aid requirements, piece of chalk

**How to play:** Draw a miniature baseball diamond on the floor with chalk. Line up one team behind home plate. The "umpire" (game leader) holds the cards in his hands. In turn, each Scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. After three outs, the next team comes to bat.

**Rules:**

1. Card 2 is a double.
2. Card 6 is a triple.
3. Card 10 is a home run.
4. All other cards are singles.

**Scoring:** The team with the most runs after two innings is the winner.

**Count Off**

**How to play:** After you have determined your method for taking roll call, have the groups count off. Make sure that you not only practice lining up, but also practice with your eyes closed without getting in line. Work on counting off as fast as you can. Then try to do it backward. Remember that the most important thing is being accurate. A quick competition can be made by judging which group is the fastest and most accurate.

**Count Off**

**Equipment:** Ten numbered cards (1 through 10), list of questions based on Tenderfoot, Second Class, and First Class first-aid requirements, piece of chalk

**How to play:** Draw a miniature baseball diamond on the floor with chalk. Line up one team behind home plate. The "umpire" (game leader) holds the cards in his hands. In turn, each Scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. After three outs, the next team comes to bat.

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**E.D.G.E.**

Ideas

*Explain* how it is done—Tell them.

*Demonstrate* the steps—Show them.

*Guide* learners as they practice—Watch them do it.

*Enable* them to succeed on their own—Have them practice/teach it.




DEMONSTRATE	EXPLAIN
<ul style="list-style-type: none"> <li>• Show hand signals the referees use.</li> <li>• Show the steps in performing CPR.</li> <li>• Show how to call for help. (Tip: Put a phone in speakerphone mode and call someone in another room who is playing the role of a 911 operator.)</li> <li>• Invite a police officer to a meeting to demonstrate crowd-control techniques.</li> </ul>	<ul style="list-style-type: none"> <li>• Explain the rules of each sport.</li> <li>• Discuss the importance of the buddy system.</li> <li>• Talk about what a suspicious package might look like.</li> <li>• Explain the rules for fundraising.</li> <li>• Show Internet videos of the teams or sports you're going to watch.</li> </ul>
ENABLE	GUIDE
<ul style="list-style-type: none"> <li>• Have Scouts plan a fundraiser for the main event.</li> <li>• Encourage Scouts to bring appropriate first-aid supplies to the main event.</li> <li>• Invite a Scout who plays the sport you're going to watch to display his equipment or teach the group how to play.</li> <li>• Encourage Scouts working on the Communication or Public Speaking merit badges to give their required speeches during the group instruction time.</li> </ul>	<ul style="list-style-type: none"> <li>• Guide Scouts as they practice counting off.</li> <li>• Help Scouts research ticket options for the main event.</li> <li>• Facilitate a discussion of the importance of individual performance vs. teamwork in sports.</li> <li>• Have Scouts come up with a plan for staying together as a group in a public setting.</li> <li>• Have Scouts work together to collect cell phone numbers of those going on the main event.</li> </ul>

MAIN EVENT SUMMARIES	
<p><b>ESSENTIAL</b></p>	<p><b>Day Activity</b></p> <p>High school or local sports club game—Choose a local high school or club sporting event in your community. Football, basketball, baseball, and soccer are often good first events to visit as a group. Focus on the buddy system, and be prepared for emergencies as you enjoy the game with fellow troop, team, or crew members.</p>
<p><b>CHALLENGING</b></p>	<p><b>Day or Evening Activity</b></p> <p>Professional sports event—Attend a professional sporting event. Learn the rules of the game, follow the careers of the stars, and see how your team is doing in the rankings. These venues are in big cities and may require overnight lodging. This type of event will likely require fundraising. For an alternative to a sporting event, consider seeing a major concert, musical, or play.</p>
<p><b>ADVANCED</b></p>	<p><b>Multi-Day Activity</b></p> <p>Major sports tournament—Attend a multiday sporting event such as a college basketball tournament, national gymnastics championship, or the Olympics. This activity will require extensive planning and likely involve considerable fundraising. These are also the types of activities that will be remembered for a lifetime.</p>

**Note:** As an alternative, these same skills can be used to go to a national jamboree, to a high-adventure case, or on an extended tour of a city like Washington, D.C.



\*All times are suggested.

SPECTATOR SPORTS		Meeting Plan: Rules of the Game		Week 1 Date	
ACTIVITY	DESCRIPTION	RUN BY	TIME*		
Preopening	Show Internet videos of the teams or sports you're going to watch.		6:45 p.m.	15 minutes before meeting	
Opening Ceremony	Flag presentation Oath and Law Uniform inspection		7 p.m.	10 minutes	
Group Instruction	• Have an introductory discussion about the sports event you are going to see. • Discuss which teams are playing, each team's standings in the rankings, and key players to watch.		7:10 p.m.	10 minutes	
Skills Instruction	Review the basic rules of the sport including: • How each team scores • Who referees the game • What the penalties are • Hand signals and what they mean. Discuss the strategies of the sport, including: • The role of coaches • Which plays they choose and why • How to plan a defense		7:20 p.m.	40 minutes	  
Breakout Groups	• Discuss what is needed for the upcoming main event. • Plan to use the buddy system.		8 p.m.	15 minutes	
Game	Play Can It (described earlier).		8:15 p.m.	10 minutes	
Closing	Announcements Leader's minute Closing		8:25 p.m.	5 minutes	
<b>Total 90 minutes of meeting</b>					
After the Meeting	Leadership team reviews plans for the next meeting and for the main event.			15 minutes	



# SPECTATOR SPORTS

Meeting Plan: Fundraising

Week 2 Date



ACTIVITY	DESCRIPTION	RUN BY	TIME*
<b>Preopening</b> 15 minutes before meeting	Invite someone who plays the sport you'll be watching (ideally a member of your unit) to display his equipment and discuss how it keeps him safe and helps him play better.		6:45 p.m.
<b>Opening Ceremony</b> 10 minutes	Flag presentation Oath and Law		7 p.m.
<b>Group Instruction</b> 5 minutes	Discuss what costs will be incurred for the event you are going to see. Include the following areas: tickets, transportation, lodging, and food. Make sure all participants understand how much the event will cost.		7:10 p.m.
<b>Skills Instruction</b> 45 minutes	<ul style="list-style-type: none"> <li>Plan an easy fundraising activity such as participating in a council popcorn and camp-card sale.</li> <li>Discuss who you will sell to and how to do it safely.</li> <li>Identify the products and how to turn in the money.</li> <li>Plan a complex fundraising activity such as a Christmas tree sale, yard work parties, garage sale, etc.</li> <li>Divide the activity into several tasks and make assignments.</li> <li>Discuss the procedures and how the money is going to be divided.</li> </ul>		7:15 p.m.
<b>Breakout Groups</b> 15 minutes	<ul style="list-style-type: none"> <li>Events that require extraordinary costs will require extraordinary fundraising, which may mean multiple fundraising events plus personal efforts.</li> <li>Discuss each person's individual talents and how those can best be used to achieve the financial goal.</li> <li>Make a plan to help each member succeed.</li> </ul>		8 p.m.
	<ul style="list-style-type: none"> <li>Identify the resources and needs each member of the group must be responsible for obtaining and making arrangements.</li> <li>Begin planning for any group assignments for the main event, such as menus.</li> </ul>		
	Play Blindfold Soccer (described earlier).		
<b>Game</b> 10 minutes			8:15 p.m.
<b>Closing</b> 5 minutes	Announcements Leader's minute Closing		8:25 p.m.
<b>Total 90 minutes of meeting</b>			
<b>After the Meeting</b> 15 minutes	Leadership team reviews plans for the next meeting and for the main event. If you haven't done so already, finalize the event budget so Scouts will know how much they need to raise and/or pay themselves.		

\*All times are suggested.

Note: This week's plan can be used any time fundraising is needed during the year.



# SPECTATOR SPORTS

Meeting Plan: Venue/Crowd Control

Week 3 Date



ACTIVITY

DESCRIPTION

RUN BY

TIME\*

15 minutes before meeting

Preopening  
Provide resources to help Scouts learn more about the event you'll be attending (sports columns, media guides, magazines, website). Hold an informal debate to determine which team will prevail.

Opening Ceremony

Flag presentation  
Oath and Law

10 minutes

Group Instruction

15 minutes  
• Discuss the importance of the buddy system.  
• Discuss what issues can arise from large crowds.  
• Counting off is an easy way to know if everyone in your group is present. Discuss how that will be done.  
• Identify meeting locations and how to contact each other if you become separated.

35 minutes

Skills Instruction

• Discuss the buddy system, and emphasize why you should never be left alone.  
• Discuss what you should do if you are separated from your group or buddy.  
• Discuss watching out for others and issues that can arise from large crowds.  
• Talk about how older members can watch out for younger ones.

15 minutes

Breakout Groups

• Discuss how you would keep your group together in case of a venue evacuation. Discuss where you would meet if the location you have chosen were no longer available.  
• Discuss venues in other cities and how plans would need to change if transportation arrangements fell through.  
• Assign each member a number to be used during roll calls at the event.  
• Update the event roster with cellphone numbers.  
• Continue plans for group participation in the main event.

10 minutes

Game

Play Count Off (described earlier).

5 minutes

Closing

Announcements  
Leader's minute  
Closing

After the Meeting

15 minutes

Leadership team reviews plans for the next meeting and for the main event.

Total 90 minutes of meeting

\*All times are suggested.



# SPECTATOR SPORTS

## Meeting Plan: What to Do When Things Go Wrong



Week 4 Date

ACTIVITY	DESCRIPTION	RUN BY	TIME*
<b>Preopening</b> 15 minutes before meeting	Show vintage internet videos of the sport you're going to watch. Discuss how the sport has changed and how it has remained the same.		6:45 p.m.
<b>Opening Ceremony</b> 10 minutes	Flag presentation Oath and Law		7 p.m.
<b>Group Instruction</b> 15 minutes	<ul style="list-style-type: none"> <li>Discuss as a group what dangers to look for in large crowds and how to deal with them.</li> <li>Talk about what you would do in these cases: a suspicious or unattended package, severe weather, power outage, fire in a trash can.</li> </ul>		7:10 p.m.
<b>Skills Instruction</b> 35 minutes	<ul style="list-style-type: none"> <li>Discuss what basic first-aid skills might be needed when attending a sporting event and what first-aid supplies you might take with you.</li> <li>Discuss where to get help at the venue.</li> <li>Discuss what you would do if someone had a heart attack.</li> <li>Practice CPR skills.</li> </ul>		7:25 p.m.
	<ul style="list-style-type: none"> <li>Imagine a major disaster (extreme weather, earthquake, terrorism) happening at the venue you are visiting.</li> <li>List what could happen and discuss what you would do for each situation.</li> </ul>		
	<ul style="list-style-type: none"> <li>Decide on buddies for the main event.</li> <li>Finalize details of group participation.</li> </ul>	8 p.m.	
<b>Breakout Groups</b> 10 minutes	<ul style="list-style-type: none"> <li>Play First-Aid Baseball (described earlier).</li> </ul>		8:10 p.m.
<b>Game</b> 15 minutes			8:25 p.m.
<b>Closing</b> 5 minutes	Announcements Leader's minute Closing		
<b>Total 90 minutes of meeting</b>			
<b>After the Meeting</b> 15 minutes	Leadership team reviews plans for the next meeting and for the main event.		

\*All times are suggested.





# SPECTATOR SPORTS

## Main Event: High School or Local Sports Club Game



Date \_\_\_\_\_

**Logistics**

Location: \_\_\_\_\_

Departure time: \_\_\_\_\_

Return time: \_\_\_\_\_

Duration of activity: 4 hours

Budget: Completed \_\_\_\_\_ Approved \_\_\_\_\_

Camping: Duty roster \_\_\_\_\_ Menu \_\_\_\_\_

Transportation: Group \_\_\_\_\_ Self \_\_\_\_\_

Tour and activity plan: Completed \_\_\_\_\_ Submitted \_\_\_\_\_

**Essential (Tier I)**

Choose a local high school or club sporting event in your community. Football, basketball, baseball, and soccer are often good first events to visit as a group. Focus on the buddy system and be prepared for emergencies as you enjoy the game with fellow troop, team, or crew members.

### Equipment List

- Group roster with cell phone numbers
- Cell phones
- Ticket to event
- Spending money for food and souvenirs

### Activity

- Meet at a designated place.
- Transport to the venue via carpool.
- Count off outside the venue.
- Link into the buddy system.
- Identify a meeting place.
- Enjoy the event.
- Meet at the designated place after the event and count off.
- Return home.
- Write thank-you notes as appropriate.

### Safety

Always use the buddy system, and have cell phone numbers of leaders in case you are separated. Know the meeting place outside the venue. Be prepared with appropriate first-aid skills and supplies.

### Notes

While it can be tempting to choose a familiar sport or popular team, Scouts may learn more by seeking out the unfamiliar. Less familiar sports may also be less expensive or even free. Some teams offer Scouts special deals and access during certain games. Research these opportunities before finalizing a date.





# SPECTATOR SPORTS

Main Event: Professional Sports Event



Date \_\_\_\_\_

## Logistics

Location: \_\_\_\_\_

Departure time: \_\_\_\_\_

Return time: \_\_\_\_\_

Duration of activity: 4+ hours (potential overnight if out of town)

Budget: Completed \_\_\_\_\_ Approved \_\_\_\_\_

Camping: Duty roster \_\_\_\_\_ Menu \_\_\_\_\_

Transportation: Group \_\_\_\_\_ Self \_\_\_\_\_

Tour and activity plan: Completed \_\_\_\_\_ Submitted \_\_\_\_\_

**Challenging (Tier II)**

Attend a professional sporting event. Learn the rules of the game, follow the careers of the stars, and see how your team is doing in the rankings. These venues are in big cities and may require overnight lodging. This type of event will very likely require fundraising.

For an alternative to a sporting event, consider seeing a major concert, musical, or play.

Equipment List	
<ul style="list-style-type: none"> <li>• Cell phones</li> <li>• Food as appropriate</li> <li>• Roster of group with key leaders' numbers</li> <li>• Spending money for souvenirs</li> <li>• Tickets</li> <li>• Overnight bedding and clothes</li> </ul>	
Activity	
<ul style="list-style-type: none"> <li>• Raise money as needed.</li> <li>• Secure tickets.</li> <li>• Meet and transport to the venue.</li> <li>• Count off outside the venue.</li> <li>• Link into the buddy system.</li> <li>• Identify a meeting place.</li> <li>• Enjoy the event.</li> <li>• Meet at the designated place after the event and count off.</li> <li>• Return home.</li> <li>• Write thank-you notes as appropriate.</li> </ul>	
Safety	
<p>Always use the buddy system, and know the meeting place outside the venue. Have cell phone numbers of leaders in case you are separated. Be prepared with appropriate first-aid skills and supplies.</p>	
Notes	
<p>Ticket prices for sporting events can vary greatly depending on proximity to the field and other factors. Involve Scouts in selecting the tickets and discuss with them the relative worth of different tickets. Help them find the sweet spot between quality and cost. If possible, arrange to meet with a security official at the venue to learn how health and safety are handled.</p>	



# SPECTATOR SPORTS

## Main Event: Major Sports Tournament



Date \_\_\_\_\_

### Logistics

Location: \_\_\_\_\_

Departure time: \_\_\_\_\_

Return time: \_\_\_\_\_

Duration of activity: Multinight

Budget: Completed \_\_\_\_\_ Approved \_\_\_\_\_

Camping: Duty roster \_\_\_\_\_ Menu \_\_\_\_\_

Transportation: Group \_\_\_\_\_ Self \_\_\_\_\_

Tour and activity plan: Completed \_\_\_\_\_ Submitted \_\_\_\_\_

### Advanced (Tier III)

Attend a multiday sporting event such as a college basketball tournament, National Gymnastics Championships, or the Olympics. This activity will require extensive planning and likely involve considerable fundraising. It could involve international travel. These are also the types of activities that will be remembered for a lifetime. Note that, as an alternative, these same skills can be used to go to a world jambooree, to a high-adventure base, or on an extended tour of a city like Washington, D.C.

### Equipment List

- Cell phones
- Food as appropriate
- Roster of group with key leaders' numbers
- Spending money for souvenirs
- Tickets
- Overnight bedding and clothes as needed

### Activity

- Fundraise.
- Meet and transport to the venue.
- If air travel is required, have an airport plan.
- Count off individuals.
- Set up camp or arrive and check in at lodging.
- Determine meeting places and times for various venues.
- Use the buddy system and count off groups.
- Watch the various events.
- Return home.
- Write thank-you notes as appropriate.

### Safety

Always be aware of your surroundings, and always use the buddy system. Have cell phone numbers of leaders in case you are separated. If traveling internationally, be aware of appropriate customs and laws.

### Notes

You are likely to have considerable downtime during sporting events. Make plans to fill the time with touring, adventure, sports, and advancement activities.





## RESOURCES AND REFERENCES

### Books

Athletics, Emergency Preparedness, First Aid, Safety, and Sports merit badge pamphlets

Fischer, David. *The 50 Coolest Jobs in Sports*. Macmillan Reference, 1997.

Fortin, Francois. *Sports: The Complete Visual Reference*. Firefly Books, 2000.

Hammond, Tim. *Sports*. Dorling Kindersley Eyewitness Books, 2000.

### Websites

American Sport Education Program

Website: [www.asep.com](http://www.asep.com)

Institute for International Sport

Website: [www.international sport.org](http://www.international sport.org)

Major League Baseball

Website: [www.mlb.com](http://www.mlb.com)

Major League Soccer

Website: [www.mlssoccer.com](http://www.mlssoccer.com)

National Basketball Association

Website: [www.nba.com](http://www.nba.com)

National Football League

Website: [www.nfl.com](http://www.nfl.com)

National Hockey League

Website: [www.nhl.com](http://www.nhl.com)

U.S. Olympic Committee

Website: [www.teamusa.org](http://www.teamusa.org)

### Related Program Features

Cycling, Emergency Preparedness, First Aid, Safety, Skateboarding, Snowboarding and Skiing, and Soccer