

Team Time is the traditional part of a meeting. It is the portion of the meeting in which Scouts discuss information applicable to the entire team or participate in activities with the entire team



During Team Time, Scouts vote and decide via consensus which Guests to invite to the Activity Buffet. Consensus means the Scouts discuss the issue until they all agree. Scouts volunteer to contact potential Guests. A Scout with an interest in a particular area is free to volunteer to contact those Guests. For example, a Scout who loves to skateboard could volunteer to contact a Guest who is an expert skateboarder.

A Scout also volunteers to give the Best of America presentation at the next meeting.

This is also the time to discuss upcoming activities and camping trips, and also to participate in team activities and games. For example, if the Scouts decide to build soap box derby cars for a weekend activity, Scouts would begin preparing during Team Time, discussing what parts they are going to need to bring along to the weekend activity to order to build the cars and what day the event should be held on.

Scouts also participate in team building games such as:

Untie-Yourself – in this game all the Scouts stand in a circle and with their left hands reach out and take someone's hand across the circle from them. Then with their right hand, they take someone else's hand. The Scouts then try to untie and untangle themselves without ever letting go of anyone else's hand as they try to find a solution as a group.

The Island Survivor Game – Scouts are given a list of 30 items they have while stranded on a desert island. They choose which 10 items they want to salvage and bring along with them. This also serves as a values-enhancement game and Scouts may be surprised by the correct answers.