LEARN · SCOUTS

Scout Guide

This guide explains the Scout game the way the League designed it: how you pick, how points work, why there is no money, and how founders can find and reach you. Read it once before your first pick.

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Download the PDF for print, or **watch the walkthrough**.

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What a Scout is, and why there is no money

You back student ventures you believe in. You get five slots. When a venture you picked earns Traction Score points, you earn the same points.

WHY IT MATTERS

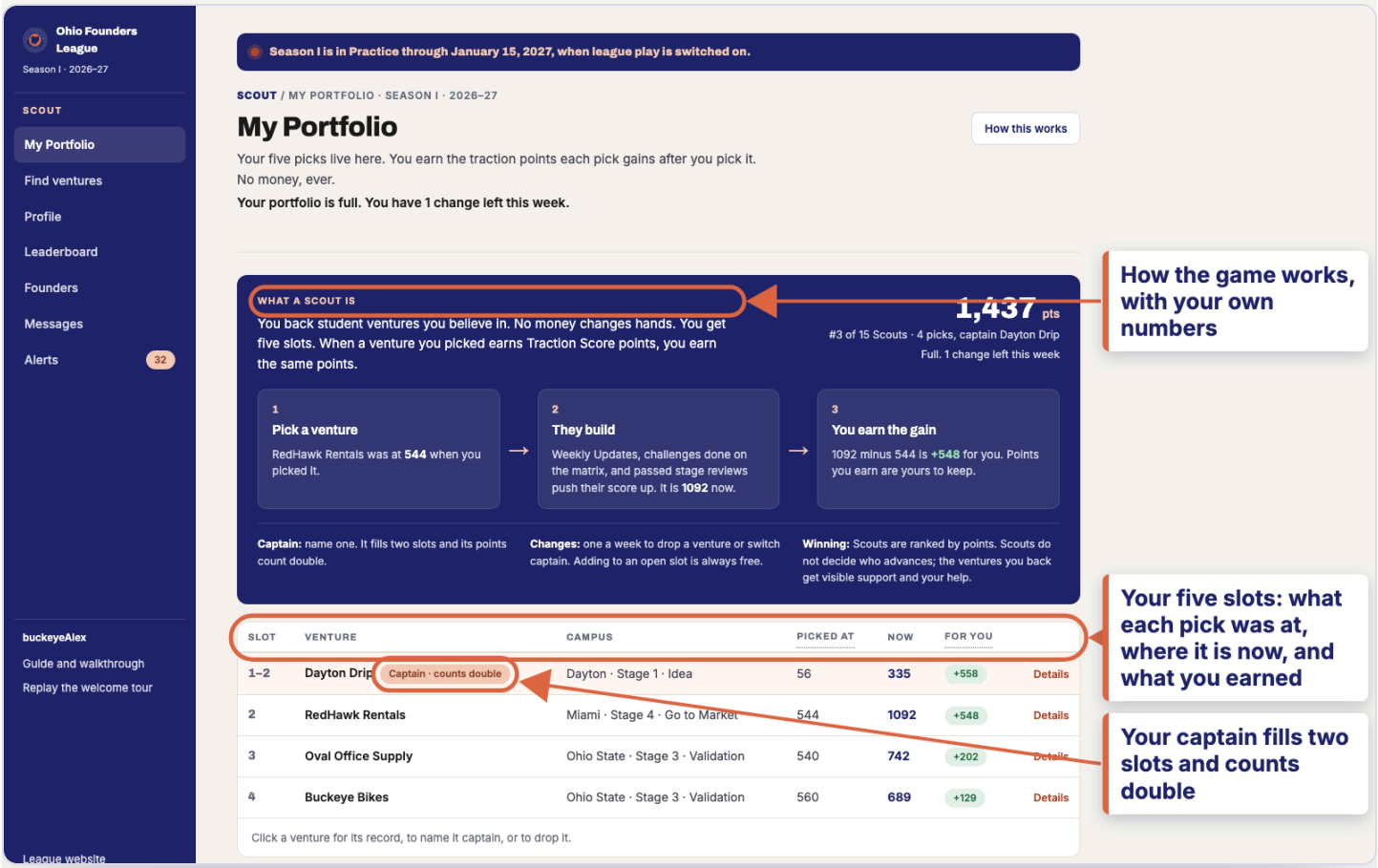
The League needs a way for a whole campus to stand behind its founders that cannot be bought and cannot be gamed. Money would do both. So the Scout game runs on attention instead: you read the ventures, you pick the ones you believe in, and your score is exactly the progress they make after you picked them. Nothing is deposited, nothing is paid out, and nothing you do moves a venture's score. Only the founder does that, by building.

Five slots is enough to spread conviction and few enough that every pick costs you something. A Scout with fifty picks is not scouting. A Scout with five has to choose, and the choosing is the point.

Scouts win recognition. The Scout leaderboard ranks every Scout in Ohio by points. Scouts are not part of League Scoring, and independent judges decide who advances, but the ventures you back get visible support and a Scout who can help.

HOW IT WORKS

1. Register with your name, email, university, and a display name. That is the whole sign-up.
2. Open My Portfolio. The panel at the top explains the game with your own numbers once you have picks.
3. Fill your five slots from Find ventures. Adding to an open slot is always free.



My Portfolio: how the game works in your own numbers, your slots, and your captain.

How points work, and why timing matters

Your points are the Traction Score a venture gains after you pick it. Pick a venture when its score is 40, and when its score reaches 90 you have gained 50.

WHY IT MATTERS

Scoring the gain after the pick, not the score itself, is what makes early conviction worth something. A venture at 900 is a safe pick that earns you almost nothing. A venture at 40 that posts every week and passes its stage review can earn you far more. Find ventures shows each venture's score and its gain this week for exactly this reason: momentum is what pays.

A passed stage review is a jump. When a venture has finished all six challenges in its row and a League official passes the review, a stage bonus pays at once and the venture moves up a stage. Find ventures shows each venture's lane strip, six tiny ladders, one per lane: read it for balance as well as height.

The captain is your one high-conviction call. Name a captain and it fills two of your five slots, and every point it earns counts 2 times. It costs you a slot, so it only makes sense for a venture you expect to keep climbing.

Points you have earned are yours. If you drop a venture, the points it earned you stay on your total. If a proof is struck at a stage review and a venture loses points, you lose the same points from that pick. That is the only way your total goes down, and it is the same rule founders live by.

HOW IT WORKS

1. Watch the This week column on Find ventures. A low score climbing fast is worth more than a high score standing still.
2. Read the lane strip beside each venture. A venture that posts every week and keeps finishing challenges is one that keeps moving.
3. Name a captain from a pick's panel. Naming your first captain is free.
4. Check your points, rank, and slots at the top of My Portfolio. The Leaderboard page ranks every Scout in Ohio, and shows the ventures, cohorts, and universities beside them.

RULE	DETAIL
Slots	5. A captain fills two.
Your points	Traction Score gained by each pick since you picked it, captain counted double.
Adding	Always free while a slot is open.
Changes	One a week: drop a venture or change your captain. Resets Monday.
Dropping	Points already earned stay with you.
Stage reviews	If an official strikes a proof and points come off a venture, your pick loses the same points.

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Find ventures, and how to read a venture

Every listed venture in the league, with its Traction Score, its gain this week and why, and how many portfolios it is in.

WHY IT MATTERS

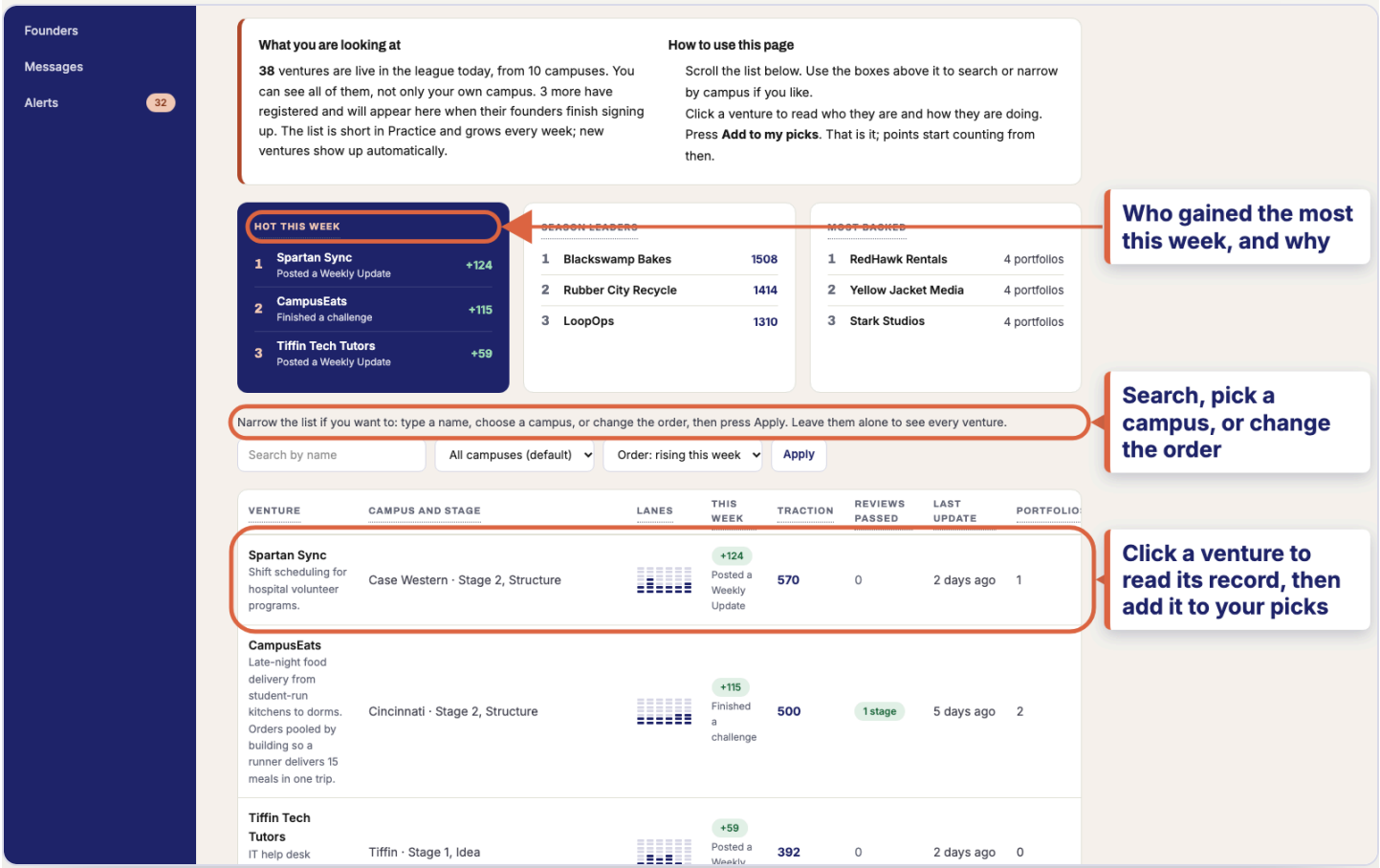
Everything a Scout needs to decide is on one page because the decision should be about the venture, not about hunting for information. Hot this week shows momentum. Season leaders shows who is ahead. Most backed shows where other Scouts' conviction is pooling, which tells you something even though popularity never changes your points.

Click a venture and its panel slides in: the story, the score, this week's gain and the reason for it, the recent record of Weekly Updates and challenges done, and the comments other Scouts have left. Read the record before you pick. A venture that posts every week is telling you who it is.

HOW IT WORKS

1. Sort by Rising this week, Highest traction, or Most backed. Filter by campus. Search by name.
2. Click a row for the panel. Add to My Portfolio from the panel or straight from the row.

3 Leave a comment or a question on any venture. The founder is told, and other Scouts can see it.



Find ventures: who is hot this week, the filters, and the list of ventures.

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One change a week, and why

Drop a venture or change your captain once a week. Adding to an open slot never counts.

WHY IT MATTERS

Without a limit the game becomes churn: swap into whatever gained points yesterday, swap out when it stalls. One change a week means a pick is a commitment. You have to read the record, form a view, and live with it for at least a week. That is what scouting means.

Adding is free because an empty slot earns nothing and the League wants every Scout fully in the game. The limit is only on undoing a choice.

HOW IT WORKS

1. Open a pick's panel from My Portfolio to drop it or to name it captain.
2. Your changes left this week show at the top of My Portfolio and in every venture panel.
3. The count resets on Monday.
4. Every Monday morning you get a short email: your points, your rank, and what each pick did the week before. It goes out while you hold at least one pick, and you can turn it off on your Profile page.

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Your profile, and why founders search it

Who you are, what you know, and how you want to help, if at all. Founders search this to find Scouts who can help them.

WHY IT MATTERS

A Scout who knows medical device sales, or has run a restaurant, or writes small angel checks, is worth more to a founder than any number of points. The profile is how that value gets found. Founders search by expertise, by the kind of help offered, and by campus, and Scouts who already back a venture are shown first.

How you want to help is a checklist because saying no is a fine answer. Feedback, customer introductions, investor introductions, mentoring, hiring help, being a customer, or just cheering. Tick cheering only and founders will not ask you for more.

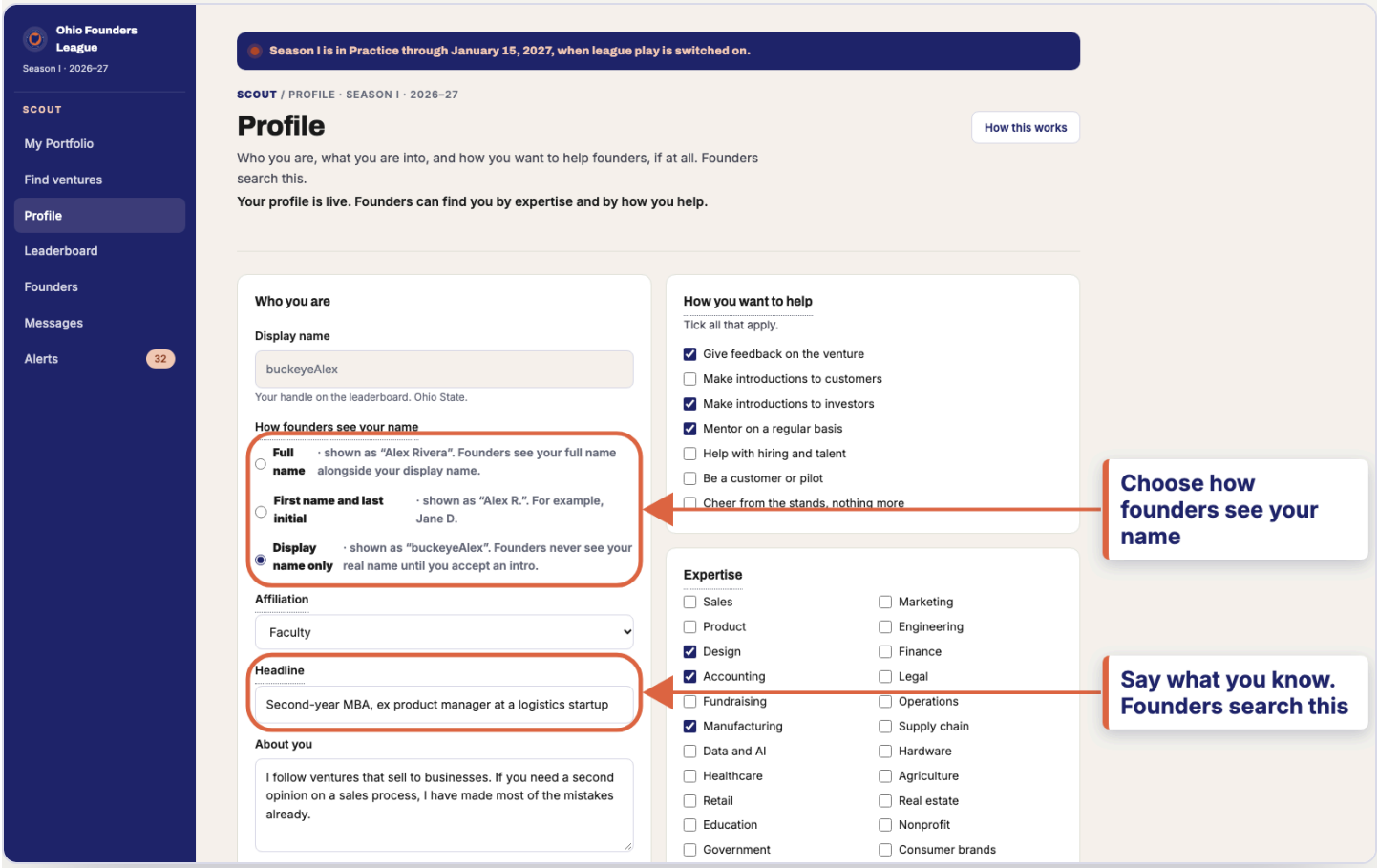
Availability is a checklist too: times of day and how to reach you, email, text, or messages on the platform. Your email and phone are never shown until you accept an intro from a founder. Platform messages need nothing shared at all.

You also choose how founders see your name: your full name, your first name and last initial, or your display name only. Founders can open your full profile from the directory and from

your comments and intros, and whatever you chose is the name they see.

HOW IT WORKS

1. Open Profile. Fill in the headline, a few lines about you, and the tags.
2. Tick how you want to help and when you are reachable.
3. Leave the profile visible so founders can find you, or hide it and keep playing.



Your profile: how your name is shown and what you know. Founders search this.