



Team Composition



MASTER





BARRISTER





ASSOCIATE



ASSOCIATE



Team Composition



MASTER





ACADEMIC



BARRISTER



ASSOCIATE



ASSOCIATE



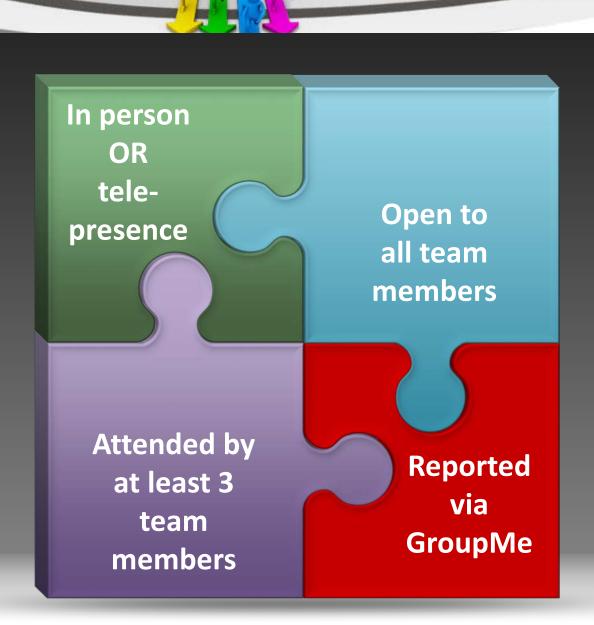
- Masters take the lead
- Choose a reporter
- Reporter get on GroupMe and update after every meeting

- Confidentiality
- Punctuality
- Reliability
- Intensity does team socialize, or explore the meaning of your legal life?

- At least 3 team members
- In person or telepresence (Skype, Google Hangout...)
- Monthly prize \$150 gift card
- Monthly raffle individual prizes
- GRAND PRIZE to winning team at EOY.



a meeting is...





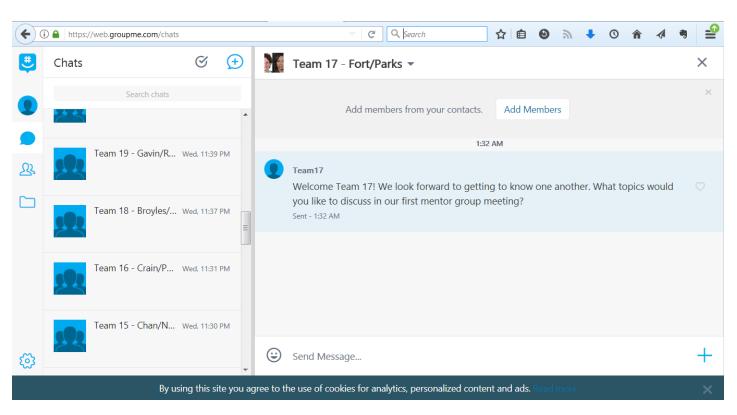
Team Prizes

- Members of any team reporting activity in the prior month are entered into a raffle for individual gift cards
- Best month \$150 gift card
- Best program year \$300 gift card



Activity	Points	Bonus Opportunities
Coffee Break (30 minutes)	1	Include an emeritus member or a judicial member (+1)
Breakfast or Lunch (1 hour)	2	
Long Lunch or Drinks (1.5	3	Include a pupil (+2)
hours)		Upload a photo to GroupMe (+2)
Dinner (2+ hours)	4	Wildcard bonus missions, to be announced (+?)
Service Project (2+ hours)	5	
Adventure Activity (2+ hours)	5	a

Reporting/Communication





Action items

- Respond to email with group contact info
- Schedule a series of meetings now
- Update mentor chair after every meeting via GroupMe photos are encouraged
- Respond to regular check-ins from mentor chair
- Evaluation at year end



Discussion topic ideas

- Emerging trends in the IP legal market
- What you've done right, and wrong, in your career so far
- Whether, and how you are finding balance, passion and joy in your practice
- Lessons learned from best and worst experiences with opposing counsel in litigation or negotiations
- How to deal with ethical quandaries created by clients or colleagues
- How to advance in a firm or corporate legal department



Discussion topic ideas

- How to spot a client or matter that you shouldn't take
- IP opinions and due diligence ethical traps, best practices