



Skating, Skiing, Cycling, and other outdoor-related merit badges.

PARENT PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by:

- Asking qualified parents to assist with instruction for the fitness skills.
- Inviting parents to serve as judges, scorers, timekeepers, etc. for the Scout decathlon.
- Asking parents to provide transportation to the decathlon site, if necessary.

PATROL LEADERS' COUNCIL

The PLC should meet in the middle of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue your planning at PLC meetings after each troop meeting.

- Decide whether to make the Scout decathlon a 1-day event or the highlight of a weekend campout. Choose a site for it and arrange to secure permissions, if needed.
- Plan the 10 events for the decathlon. See the ideas on the following pages. Arrange to secure the necessary equipment; ask for help from the troop committee, if necessary.
- Inventory the troop's camping equipment, if you have not done this recently.
- Make a list of possible Good Turns for the community.
- Plan details of troop meetings for the month. Consider inviting counselors for the Personal Fitness or Athletics merit badges to help with instruction.

- Hold a junior leader training session on planning (*Scoutmaster Handbook*).
- Coordinate any intertroop competitions.

FEATURE EVENT

Scout Decathlon

Choose 10 of the following events or devise your own.

600-METER RUN/WALK RELAY. Measure a 600-meter course (656 yards). If your decathlon site has a football field, the course could be three laps from end zone line to back end zone line, then three laps from goal line to goal line, making the course 660 yards long. In camp, the course might be laid out on a smooth, relatively level trail. Run as a patrol relay. Avoid having Scouts run more than one leg because it would exhaust them for later events; instead, combine patrols, if necessary to equalize numbers.

Scoring: 10 points for the winning patrol, 8 for second, 6 for third, 4 for fourth, and 2 for fifth. Combined patrols each score whatever the combined group earned.

STANDING LONG JUMP. Follow the procedure in the *Boy Scout Handbook*.

Scoring: To find the patrol score, average the distance jumped by each patrol member. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

RUNNING LONG JUMP. Score the same as for the Standing Long Jump.

JAVELIN THROW. Use a Scout stave or 6-foot pole cut from a dead sapling. Each Scout gets three throws; score only the longest. The thrower may run up to the line.