



Scoring: Find the patrol's average throw, in feet, from where the javelin's point strikes the ground. The patrol with the best average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

HIGH JUMP. Use regular standards or make them from 6-foot poles driven into the ground. To hold the crossbar, have finishing nails in the poles at 2-inch intervals above 3 feet. Give each Scout two jumps; count the higher.

Scoring: Find the average height jumped by all patrol members. Patrol with the highest average height jumped scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

JUMP AND REACH. The Scout is given a piece of chalk and, while standing flat-footed, he makes a mark as high as he can reach on a smooth-barked tree trunk. He then leaps as high as he can and makes a second mark. His score is the difference in inches between the marks. Give each Scout two tries and score the better.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

BASEBALL BATTING. Each patrol member is given five swings at pitches thrown by a leader at batting-practice speed. Score 1 point for each fair ball; 5 points extra for balls that travel more than 300 feet, including the roll.

Scoring: Find the average of the scores of all patrol members. The patrol with the highest average gets 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

ROPE CLIMB. Hang a rope at least 1 inch in diameter from a tree limb or other support about 18 feet overhead. Award 2 points for patrol members who make the climb using both hands and legs; 4 points for those who use hands only.

Scoring: Find the average of all patrol members' scores. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

SHOT PUT. Use a 5- to 6-pound rock. Scratch a circle about 6 feet in diameter on the ground. Scouts must not leave the circle as they put the shot. Shot must be put by tucking it against chin and pushing, not throwing like a baseball.

Scoring: Find the average distance for all patrol members. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

PULLUPS. Use a chinning bar not more than 1½ inches in diameter and about 6½ feet off the ground. Follow the procedure in the *Boy Scout Handbook*.

Scoring: Find the average of the number of pullups done by all patrol members. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

ROPE SWING. Hang a 1-inch rope from a tree limb or other support about 10 feet above ground. Mark lines for take-off and landing 6 feet on either side of the hanging rope. Each patrol member takes one swing, observing the take-off and landing lines.

Scoring: For patrols of eight Scouts, score one point for each successful traverse. For patrols of six, score 1¼ points for