

each success. For patrols with fewer than five members, score 1½ points for each success.

**FOOTBALL PASSING.** Suspend an auto tire from a tree limb at about the 6-foot level. Scratch a line on the ground about 10 yards away. Keep the tire center opening facing the passer.

Each Scout has three tries to pass the ball through the center of the tire.

**Scoring:** Count one point for each successful pass. Find the average number of passes for the patrol. The patrol with the highest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

**FRISBEE GOLF.** The course is a series of targets ("holes") spaced about 50 yards apart. "Holes" might be particular trees, small buildings, garbage cans, etc. Include "hazards"—ravine, small stream, marsh, wooded area, etc. Station judges at each "hole" to make sure Scouts hit the targets.

Unlike regular golf, the number of shots makes no difference; the aim is to go around the course in the fastest time, regardless of the number of "strokes."

Each player must be timed separately. He tees off at the starting line by sailing the frisbee at the first "hole," then runs immediately to the Frisbee and shoots again. And so on, around the course.

**Scoring:** The patrol's score is the average time taken by all members. The patrol with the fastest average scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

**SCOUT'S PACE RELAY.** The Scout's pace is an old Scoutcraft skill, requiring the boy to learn to run and walk a measured mile within a few seconds of 12 minutes.

Use a quarter-mile track, or measure a mile on back roads at the camp. In the Scout's Pace Relay, there are eight legs of 220 yards each. In patrols with fewer than eight Scouts, some must run twice.

If you are using a quarter-mile track, each patrol stations four of its members at the start, the rest at the halfway point around the track. If you are on camp roads, one Scout would be placed at every 220-yard mark. (In that case, of course, all patrols would need eight members.)

**Scoring:** The patrol finishing the race closest to exactly 12 minutes (without using watches to help) scores 10 points; second, 8 points; third, 6 points; fourth, 4 points; fifth, 2 points.

### **Everybody Up**

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with soles of their feet touching, knees bent, and hands tightly grasped. From this position, they try to pull themselves into a standing position. If they are successful, ask another Scout to join them and try standing up with three Scouts, then four, etc. As the group grows, all players must be grasping the hands

of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get everybody up.

**Variation.** Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. Do not allow interlocked arms for safety reasons (possible shoulder dislocations).

### **Inchworm**

Pair off Scouts. They sit on each other's feet and grasp elbows or upper arms. They advance by having the Scout whose back is to the direction of travel lift his bottom off the other's feet and rock backwards. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, they simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

### **Human Ladder**

**Purpose:** To develop trust and to learn to be responsible for each other's safety.

**Materials:** Six to 10 smooth hardwood dowels about 3 feet long, ¼-inch in diameter.

**Directions.** Scouts are paired and given one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds to move from one rung to another. As the climber passes by, the pair holding that rung may leave their position and go to the front end of the ladder, extending the ladder length indefinitely.

The direction of the ladder may change at any time (make a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.

### **The Boy Scout Shuffle**

For this initiative test, you need a 30-foot telephone pole laying on a flat area. Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action and give a 15-second penalty for every touch of the turf. After a completed attempt, encourage the group to talk it over and try again.

As with all timed initiative problems, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Beating a "personal best" is the best kind of competition.