



Camping, Swimming, Sports, 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 serve as judges, scorers, timekeepers, etc.
- Inviting families to the outing.
- Asking parents to provide transportation to the outing site.
- Recruiting parents to coach specific sports.

#### PATROL LEADERS' COUNCIL

The PLC should meet about 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 field day a 1-day event or the highlight of a weekend campout. Choose a site for it and secure permissions if needed.
- Plan the events for the field day. See the ideas on the following pages.
- Secure necessary equipment; ask for help from the troop committee, if necessary.
- Determine if you want to hold the outing in conjunction with other troops; if so, invite them.
- Plan the details of troop meetings for the month. Consider inviting counselors for the Personal Fitness or Athletics merit badge to help with instruction.
- Make a list of possible patrol Good Turns to perform for the community.
- Hold a junior leader training session on planning (*The Scoutmaster Handbook*).
- Coordinate any intertroop competitions.

#### FEATURE EVENT

##### Athletics Field Day

Here are some possible events for your field day.

**FRISBEE GOLF.** Lay out a 9- or 18-hole course. The "holes" are trees, small buildings, large rocks, patrol flags, etc. Mark each one with a colored cloth. Make the course challenging by using such "hazards" as ravines, streams, and slopes. Players count their strokes from "tee" to "hole" as in real golf.

Divide into foursomes or twosomes. The team with the lowest score gets 100 points for its total team score, or set some other value.

*Variation.* Make it a speed contest. The winning team is the one taking the least amount of time to go around the course, regardless of the number of strokes.

**OBSTACLE COURSE.** Use both serious and fun obstacles. Time each runner. Set point values for first, second, and third place, etc.

**DOUBLE ACTION VOLLEYBALL.** Have two balls in play simultaneously. (If possible, have different colored balls.) A point is not completed until both balls are dead. Play 5- or 10-point games so they go fast.

**FIVE-MAN SLOW PITCH SOFTBALL.** The pitcher is on the same team as the batter. The other players in the field may take any position they like. Play two-out innings and five-inning games.

**10K BICYCLE RACE.** Lay out a course about 10 kilometers long. Have races for various classes—size of bikes, height and weight of Scouts competing.

*Variation.* Make it a bicycle orienteering course.

**2K ORIENTEERING RACE.** Lay out an orienteering course about 2 kilometers long. The course could be run by individual Scouts or two-man teams.