



ACTION ARCHERY BIATHLON. Set up an action archery course, with a running course between archery sites. Make sure that all safety rules are observed at archery sites. Scoring may include both the number of hits at archery sites and time taken to complete the course.

Interpatrol Activities

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. Have them 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. First pair to return to the start wins.

HUMAN LADDER. This game will help Scouts to develop trust and learn to be responsible for each other's safety.

Materials: 6 to 10 smooth hardwood dowels about 3 feet long, 1/4-inch 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 can 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 change positions 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.