

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.

Sports Tourney

This can either be held outdoors or indoors in a gym, depending on your climate. Have an interpatrol competition in two or more team sports—basketball, volleyball, team handball, indoor soccer.

Play patrol against patrol in abbreviated games (two 5-minute halves of basketball, for example). If possible, have every patrol play all other patrols.

If the patrol leaders' council desires a full scale tourney, with regulation games, schedule one that covers two or three Saturdays.

Bike Games

BULL'S EYE. For each patrol, set out four empty 1-pound coffee cans, open end up, about 8 feet apart in a straight line. Give each Scout four marbles. The object of the game is to drop one marble into each can while riding down the line at as fast a speed. Score one point for each hit; subtract one point if the rider touches his foot to the ground.

SLALOM RELAY. For each patrol, set out four empty 1-pound coffee cans about 6 feet apart in a straight line. The rider must weave in and out without touching a can and without his feet touching the ground. If he touches a can or the ground, he must return to the starting line and begin over. Run as a relay. The fastest patrol wins.

SNAIL RACE RELAY. Mark a 3-foot wide lane about 50 feet long with string or chalk for each patrol. Half of the patrol lines up at either end of the lane. The object is to ride as slowly as possible without touching the ground or allowing a bike wheel to touch a line. The race starts with the first rider at one end riding to the other end of the lane; then the first Scout in line rides the other way, and so on until all patrol members have ridden the course. The slowest patrol time wins.