

The obstacle field shown in the cut was constructed at the Schiff Scout Reservation at Mendham, New Jersey. This field has two courses that are run by two Scouts at the same time. These are the rules for two Patrols running the course: The Scouts of each Patrol wear a distinctive neckerchief or band on their arms for easy identification. Each runner passes a stick or neckerchief to his teammate when he completes his round of the course. One half of each Patrol will be placed on starting line on inside course, the other half on the outside course. The two courses cross each other at Obstacle Number 10, so that the Scout who heretofore has had the advantage of the inside course, now takes the outside one. All obstacles must be cleared successfully. If a competitor fails to clear, he must repeat the attempt until he succeeds.

1. From the starting line, make a turn, then go into a *roll*, with muscles of body relaxed.

2. The *crawl rack* is 12' long, 5' wide. Repeat attempt if crossbars are knocked down.

3. The *balancing rails* are made from 2" x 4" pieces. Start again if you fall off.

4. Logs across the *water hazard* should be 14' to 16' long. Use a brook if available. (See cut.)

5. Build a well-supported *scaling wall*, 7' to 7½' high. Contestant must scale it without help. (See cut.)

6. The *stepping stones* may actually be stones of uneven height, or round blocks of wood.

7. Make the *jumping ditch* 7¼' wide. The deeper it is, the more it looks like a real obstacle.

8. Each *overhead ladder* is 10' to 12' in length. Each course has two, so each contestant will do it twice. (See cut.)

## The Boy Scouts Learn How To Get Tough

EDITOR'S NOTE: The following article (in part) and accompanying pictures are herewith reprinted by permission of Mr. Fred C. Mills, National Director, Health and Safety Service, Boy Scouts of America, from the November issue of "Boys' Life" in response to many requests from Journal readers who saw it there. We feel sure, as they do, that anyone who is interested in scout work or obstacle courses will enjoy the article and the description of the course.

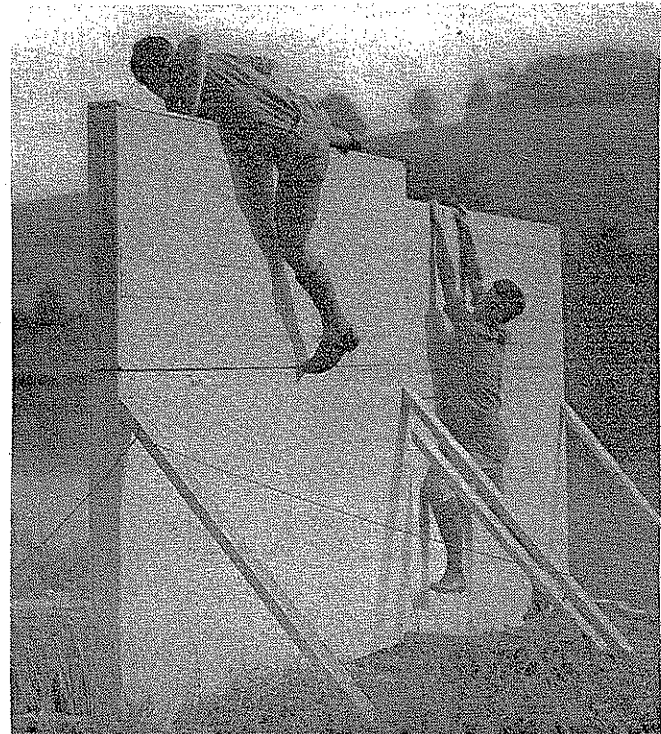
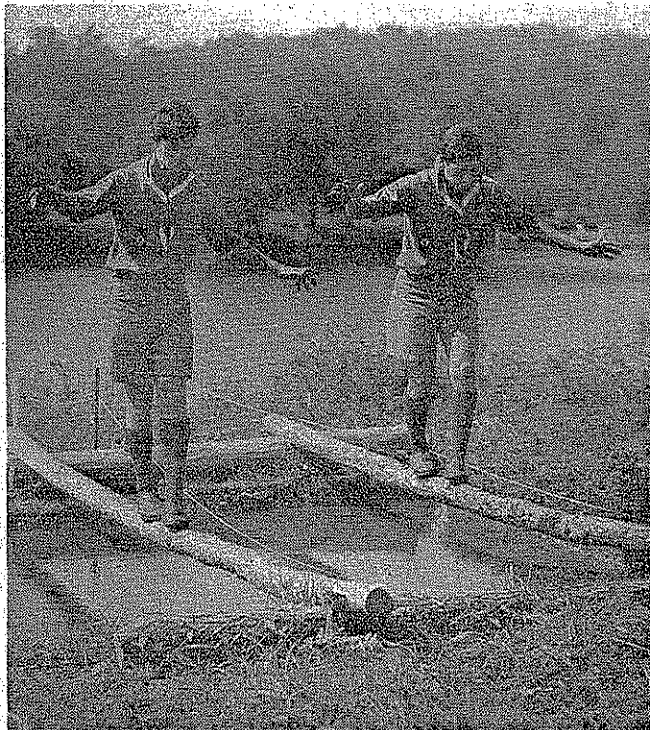
9. The *scaling ladder* is 8' high. Climb up with front to ladders, down with back to them.

10. In the *culvert crawl*, competitors crawl through one barrel and jump over the other, changing courses.

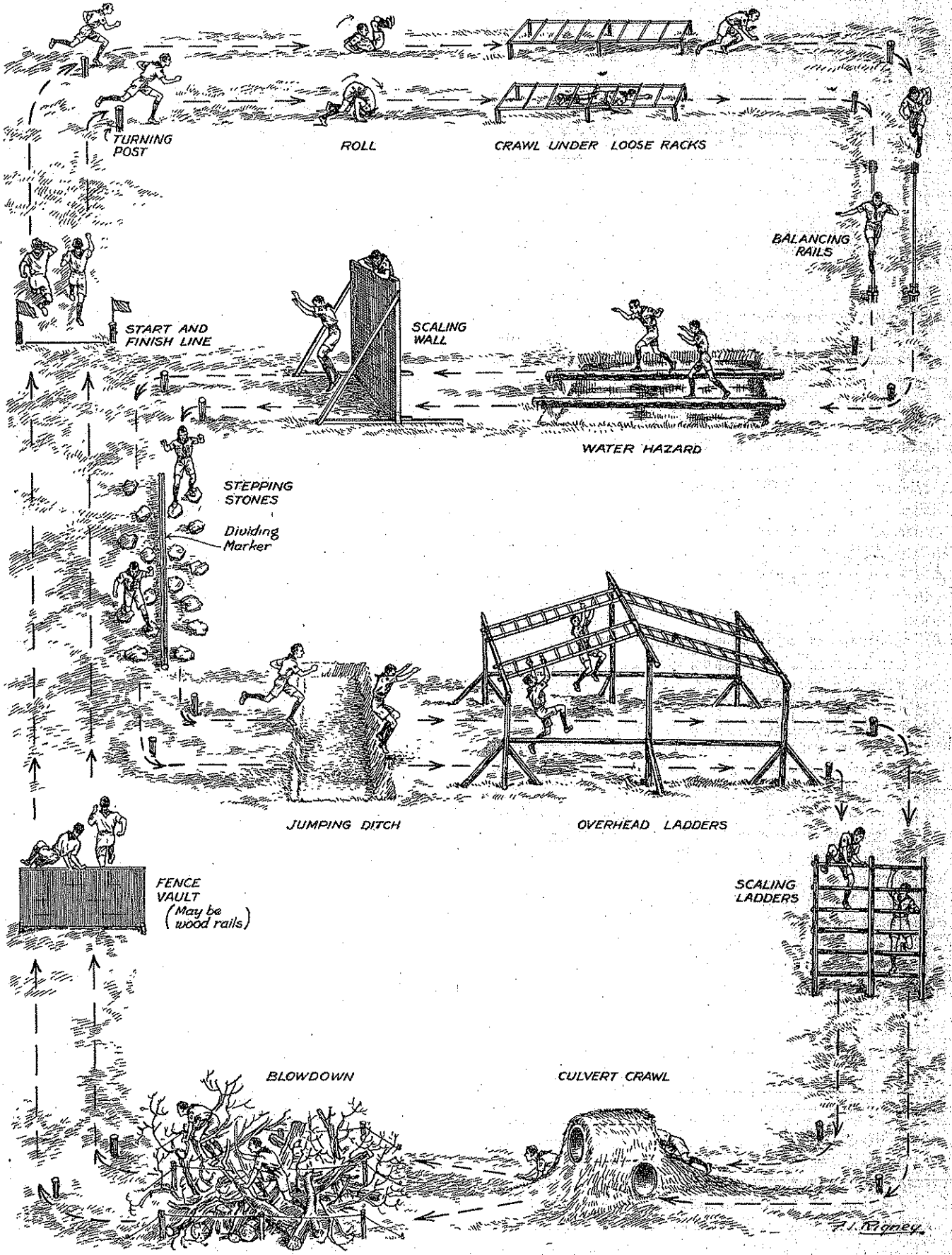
11. The *blowdown* represents storm or bombing wreckage.

12. The *fence vault* is 3½' high. Competitors jump it and run to their teammates who then start off. »«

(Entire course is pictured on opposite page.)



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