

SCOUTMASTER'S MINUTE • PERSEVERANCE

Mile Thirteen

After a Hard Campout

Summer Camp

Nobody quits at mile one. People quit at mile thirteen, when they're tired, the destination still feels far away, and quitting suddenly sounds reasonable. Almost everything worth doing in life has a mile thirteen — a point where it stops being fun and starts being work. The scouts who make Eagle, who finish hard hikes, who get good at things — they're not the ones who never hit mile thirteen. They're the ones who kept walking anyway.