

Arts and Hobbies Bronze Award



Men and women ages 14 (who have completed the 8th grade) through 20 years of age are eligible to join a unique new program called **Venturing**.

One of the strengths of the Venturing program is its ability to meet the interest of all Venturers. Sometimes Venturers like to investigate new, different areas. Variety in a crew always seems to make it more fun to go to meetings and outings. Also, Venturers probably have many interests or would like to have more. Because of that desire, and to provide a pathway to many different experiences, the Venturing Bronze Awards Program is offered.

The Bronze Award is designed as the entry-level award for a Venturer so that they can acquire usable skills that carry them along the trail of life, and will also look good if applying for colleges.

YOUTH YOU KNOW MAY BE INTERESTED IN EARNING THIS AWARD!!!

The Arts and Hobbies Bronze Award combines elements of experience, learning a skill, and sharing experiences and skills with others.

For the Arts and Hobbies Bronze Award, a Venturer must complete at least nine of twelve requirements established for the Award. All completed requirements must be Arts and Hobbies requirements

To find out how to join the crew, and begin work on your Bronze Award, drop us an e-mail at thecrew@rulestheweb.com or check us out on the web at:

<http://thecrew.rulestheweb.com>



ARTS AND HOBBIES

<http://thecrew.rulestheweb.com>

Arts and Hobbies

Bronze Award



To earn the Bronze Award for ARTS AND HOBBIES activities, Complete nine of the following numbered tasks:

1. Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.
 2. Do the following:
 - a. Choose a product that you are familiar with. Create an advertising plan for this product, then design an advertising plan layout.
 - b. Using your resources, create a clean, attractive tabletop display highlighting your advertising plan for your chosen product.
 - c. Show your display at your crew meeting or other public place.
3. Do the following:
 - a. Learn about backstage support for artistic productions.
 - b. Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.
4. Do the following:
 - a. Choose a new hobby such as CD, sports card, or stamp collecting; in-line skating; or marksmanship.
 - b. Keep a log for at least 90 days of each time you participate in your hobby.
 - c. Take pictures and/or keep other memorabilia related to your hobby.
 - d. After participating in your hobby for at least 90 days, make a presentation or tabletop display on what you have learned for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group.



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5. Do one of the following:

- a. Tour a golf course. Talk to the golf pro, caddy, groundskeeper, manager, or other golf course employee about what it takes to operate a golf course. Play at least nine holes of golf.

OR

- b. Tour a golf driving range. Talk to the manager or other driving range employee about what it takes to manage a driving range. Hit a bucket of balls.

6. Do the following:

- a. Develop a plan to assess the physical skill level of each member of a group such as your crew, a Cub Scout or Boy Scout group, a retirement home, or a church group.

- b. Once you have determined your starting point or base, develop a plan with each member of your group to develop a physical training improvement program.

- c. Test your group members on a regular basis over a 90-day period to see if there is improvement.

- d. Share your results with the group and/or your crew.

7. Do the following:

- a. Lead or participate in a crew discussion on the merits of a young person choosing a sports hobby such as golf, jogging, or cycling for a lifetime. Discuss health benefits, opportunity to associate with friends, costs, etc.

- b. Ask an adult who is not active in your crew and who has an active sports hobby to join your discussion to get his or her point of view.

8. Visit a hobby store. Talk with the manager about what the most popular hobby is relative to what is purchased and the type and age of people who participate in different hobbies. If they have free literature about beginning hobbies, share it with your crew members.

9. Teach disadvantage or disabled people a sport and organize suitable competitions, or help them develop an appreciation for an art or hobby new to them.

10. Organize a hobby meet (a place where people gather to display and share information about their hobbies) for your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.

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11. Organize a photography contest in your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group. Secure prizes and judges. Plan an awards program.
12. Using your artistic ability, volunteer to do the artwork for an activity for your crew, another crew, a Cub Scout or Boy Scout group, a district, or council. Example: do the posters and promotional materials for a district Cub Scout day camp.
[Activities or projects that are more available in your area may be substituted with your Advisor's approval for activities shown above.]

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