



This list of requirements is from the Venturer Handbook (#33494B), 2005 printing. It is provided for the sole purpose of offering Venturers and Advisors the ability to preview the award and is not a replacement for the Handbook. To earn the award, using the Handbook is necessary, as additional information about the advancement program and resources are contained therein.

ARTS AND HOBBIES BRONZE AWARD

Do nine of the following:

1. Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.
2. Do all:
 - 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 all:
 - 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 all:
 - 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.
5. Do all:
 - 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 all:
 - 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 all:
 - 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, another crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.

11. Organize a photography contest in your crew, another 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.