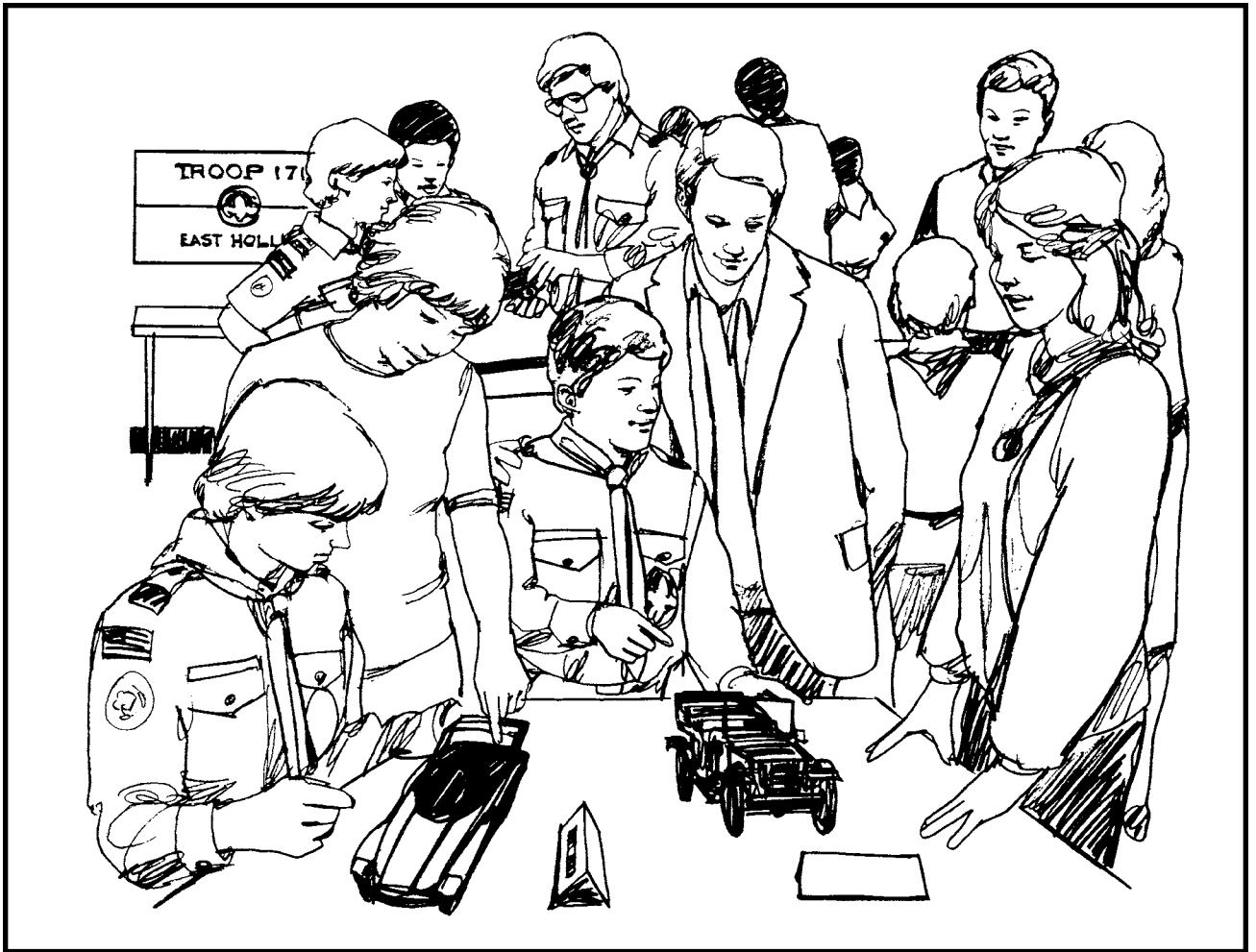


HOBBIES



Here's a chance for your Scouts to show off their hobbies and for those who don't have a hobby to find one. The merit badge program offers a wide variety of hobby interests, and the Scouts in your troop could have an opportunity to explore some of these programs at a hobby show or with an individual hobbyist.

Even though the feature this month deals with hobbies, the patrol leaders' council will want to plan an overnight outing for the troop. Scouts working on Tenderfoot through First Class ranks still need the opportunity to be outdoors.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- Improved physical fitness
- Increased self-confidence in their ability to be comfortable on the trail and in camp
- Exposure to new and interesting hobbies

ADVANCEMENT OPPORTUNITIES

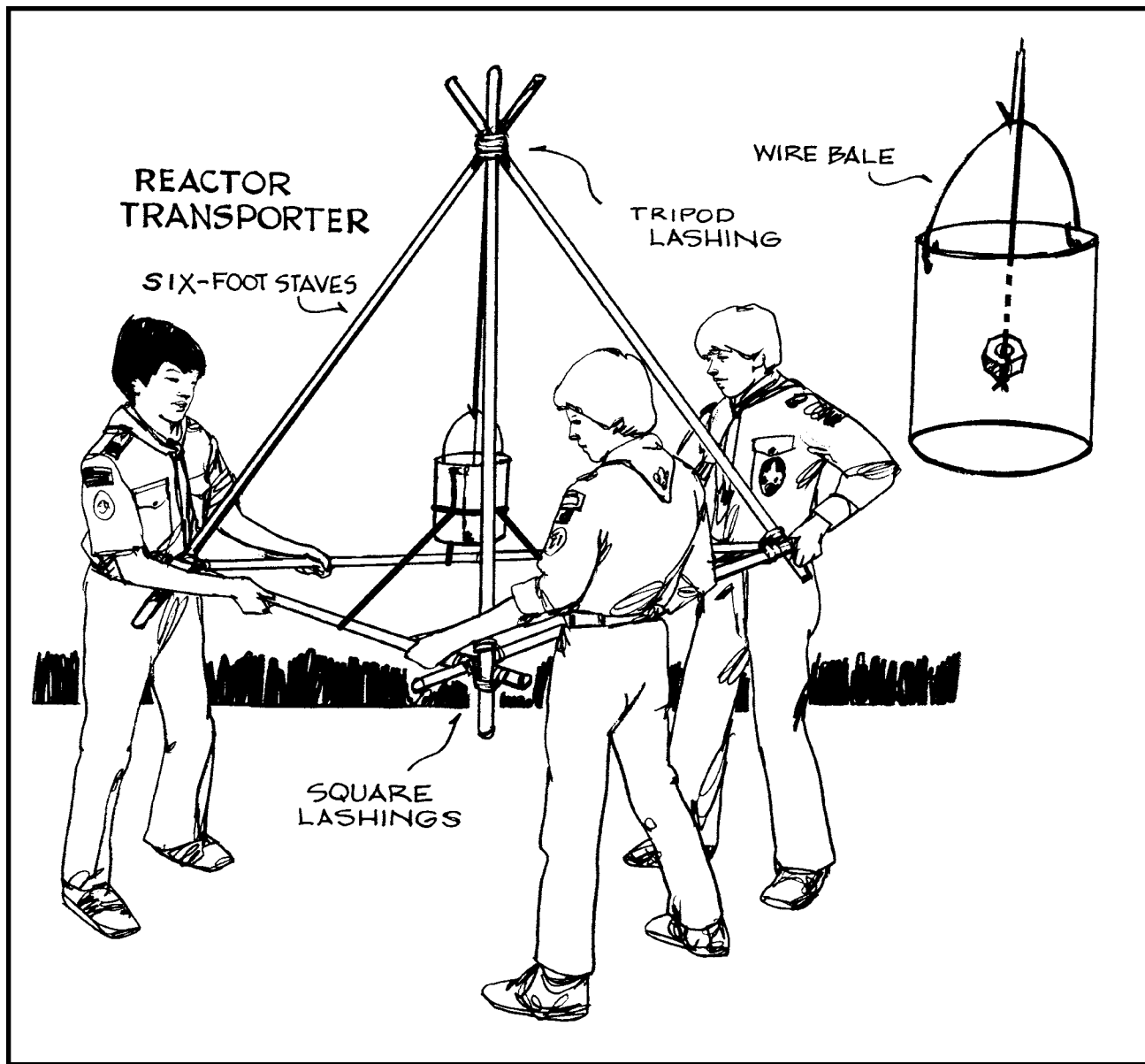
By month's end, all Scouts should meet many of their basic pioneering and camping requirements through First Class. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law



First Class

- Outdoor—camping, hiking, cooking, nature
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Collections merit badge this month; they should be able to complete many of the requirements. Depending on activities during the campout, they may also cover requirements in Orienteering, Backpacking, Pioneering, Wilderness Survival, Hiking, Camping, and other nature or hobby-related merit badges.

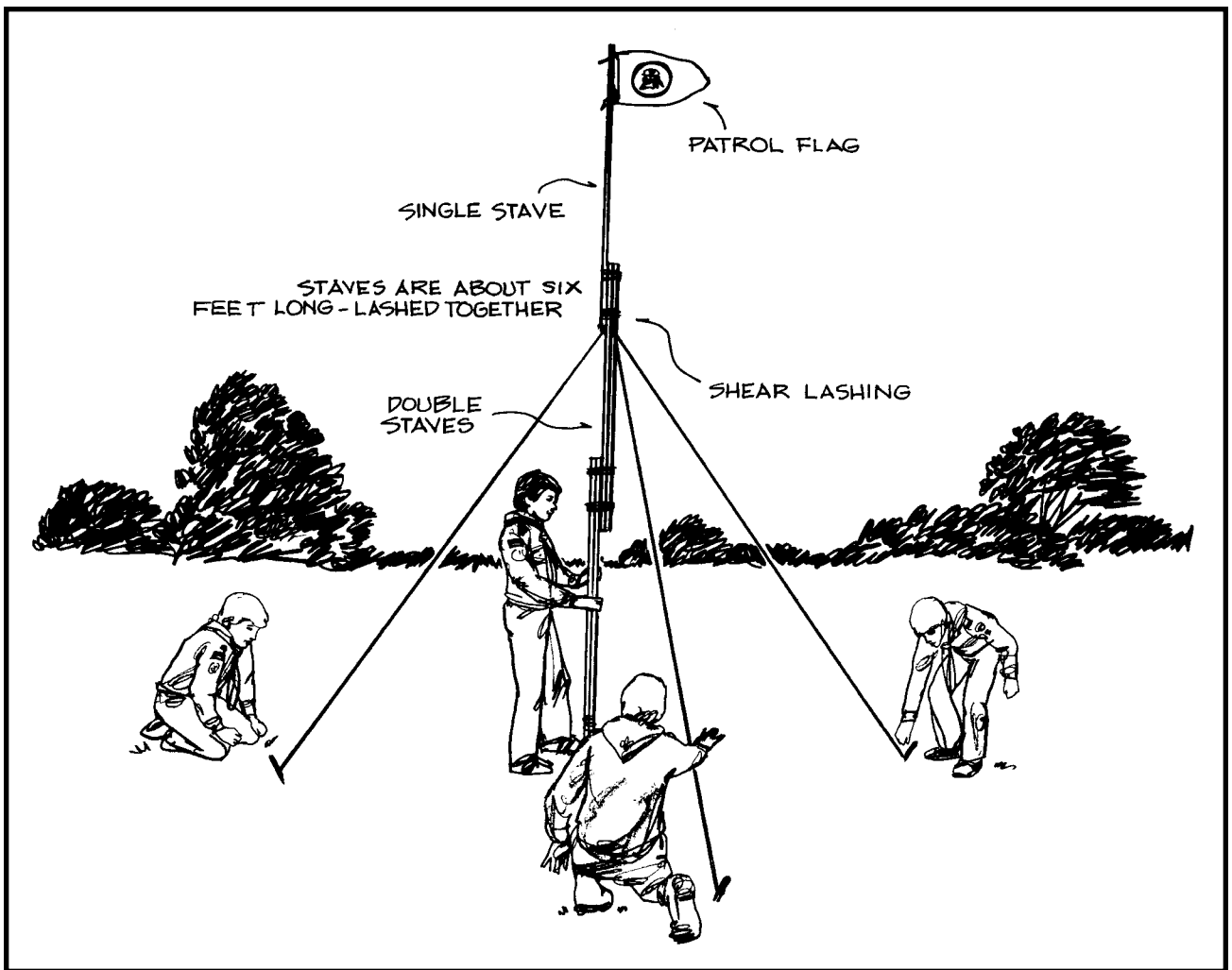
PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council may involve parents in the program feature this month by

- Inviting them to the hobby show
- Asking them to provide transportation to the camp, if necessary
- Asking them to demonstrate their hobbies

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.



- Decide on the location for the outing. If permission will be needed, assign someone to secure it.
- Plan whether it will be a day outing or a campout.
- Review skills needed for the outing.
- Plan the special activities for the campout. If special gear will be needed, assign someone to obtain it. Seek help from the troop committee, if necessary.
- Plan the location for the hobby show.

The activities for this program feature could be unique and an opportunity to expose Scouts to some varied learning experiences. Explore your community for people who have unusual hobbies, and consider having one or more guest hobbyists visit a troop meeting and give a miniworkshop on their specialties. You may find expert hobbyists among merit badge counselors. Hobby and craft store and local clubs also are sources for names of experts. Outdoor hobbies such as birding, kite flying, photography, and fishing could lead to an exciting outdoor activity.

FEATURE EVENT

Hobby Show

When your Scouts share hobbies with others at a hobby show, it makes for an interesting event. A little advance planning by your troop leaders, plus preparation by the Scouts, will guarantee that your show is a real sparkler.

You could plan a hobby show as the preopening activity for your Scouting Anniversary Week parents' night and open house during February, or at any regular troop meeting. Invite members of the family and troop alumni to attend.

Here are some suggestions:

- Scouts who do not have a hobby or special interest should be encouraged to select one, if only for the hobby show.
- They will get more enjoyment if they take part. Encourage displays on subjects related to the merit badge program.

- Have each Scout display his hobby on a card table brought from home. Decorations are to be furnished by each Scout.
- On each table, place a sign telling what hobby is displayed. Furnish pegboards and coat-hanger wire for those who need to hang up articles.
- Each hobby should be displayed within an area equal to the top of a regular card table and the equivalent space on a wall in back of the table. This gives each participant equal “billing.”
- Have your patrol leaders’ council decide on the various categories of winners. There should be plenty of prizes. Select a team of judges. Award simple prizes to the winners and a ribbon or certificate to all entrants.
- You can arrange for recorded background music while parents and friends visit the exhibits.

Here is a list of subjects often found in hobby shows:

Coin collections	Model cars
Freestyle biking	Birding
Archery	Pioneering models
Gun safety	Woodworking
Rock collections	Fire making
Paintings	Artwork
Woodcarving	Computers
Plaster casting	Fly tying
Stamp collections	Birdhouses and feeders
Video photography	Neckerchief slides
Indian lore	Still photography
Camping gear	Nature conservation
Model trains	Model airplanes
First aid	Insect collections
Star study	Pets
Fishing	Chess or checkers
Ceramics	Matchbook covers

OUTDOOR INTERPATROL CONTESTS

Log-Raising Relay

Equipment: For each patrol, a crossbar 10 feet high, a 3-foot log about 12 inches in diameter, and a 50-foot length of ½-inch rope.

Method: Patrols line up in relay fashion at the starting line, 25 feet from the crossbar. On signal, the first Scout in each patrol coils the rope and throws one end of it

over the crossbar. He runs forward and ties one end of the rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties the timber hitch, pulls the rope from the crossbar, carries one end to the starting line, and touches off the next Scout in his patrol, who repeats the performance until all eight members have run the course. Any Scout failing to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish wins.

Fireman, Save That Child

Equipment: One burlap bag per patrol, one 4-foot rope per boy.

Method: The “child” (one Scout of the patrol) sits on a burlap bag (or cardboard) about 30 feet in front of the first Scout in each patrol. On signal, the last Scout in each patrol line ties his rope with a sheet bend to the rope of the Scout in front of him, who in turn ties it to the next, etc. The front Scout in each patrol ties a bowline around himself, “swims” to the child, sits down behind him on the bag, holds onto him, and is pulled back by the rest of the patrol. The first patrol to finish wins.

Bridge Trestle Lashing

Equipment: Logs, 2 to 2½ inches in diameter as follows: two 8-foot uprights, one 5-foot top crosspiece, one 5½-foot bottom crosspiece, two 6½-foot diagonals; nine 15-foot lengths of ¼-inch rope, whipped at both ends.

Method: If you have sufficient materials for each patrol, all patrols build a trestle simultaneously. If not, time each patrol.

See the illustration in the *Pioneering* merit badge pamphlet for the construction.

Lashings must be firmly tied. All are square lashings except for the diagonal lashing in the middle of the two diagonal pieces.

Scoring: The first patrol to finish (or the best time) wins. For each incorrect or poor lashing, add 1 minute to the patrol’s time.

HOBBIES

TROOP MEETING PLAN

Date _____ Week 1

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Display various hobbies of troop members and parents. Include hands-on demonstrations of hobbies.		
Opening Ceremony _____ minutes	Form the troop by patrols in two lines, facing each other. The color guard marches with the U.S. flag between lines as Scouts salute. At the head of the lines, the color guard about-faces and leads the Pledge of Allegiance.		
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on whipping and fusing ends of rope and learn shear, square, and diagonal lashings. • Experienced Scouts begin planning a hobby show for this month. The show might be held during the last troop meeting of the month or at another time. Urge all Scouts to show a hobby; also invite parents and merit badge counselors to have displays. • Older Scouts work on the Venture program or begin planning a 50-mile survival hike. Plan to take minimal equipment and live off the land as much as possible without harming the environment. 		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure every Scout knows his assignments. If the outing will be an overnighter, begin planning meals, the patrol duty roster, equipment distribution, and tent needs. Any Scouts who have not been camping will need extra help. All other patrols work on plans for activities toward the next rank advancement.		
Interpatrol Activity _____ minutes	Play Reactor Transporter. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Conduct a silent prayer. • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.		

*Troop Program Resources for Scout Troops and Varsity Teams, Supply No. 33588

HOBBIES

TROOP MEETING PLAN

Date _____ Week 2

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Invite a hobbyist with a unique hobby to put on a demonstration.		
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts continue lashings practice and play the Flagpole Raising game. (See the Games section of the <i>Troop Program Resources</i>.) • Experienced Scouts continue planning the hobby show. • Older Scouts work on the Venture program or continue planning a 50-mile survival hike. 		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on procedures for hiking and camping. All other patrols continue to work on activities for advancement on the outing. Review plans for the hobby show.		
Interpatrol Activity _____ minutes	Play Roman Chariot Race. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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HOBBIES

TROOP MEETING PLAN

Date _____ Week 3

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	<ul style="list-style-type: none"> • New Scouts work on first-aid requirements for Tenderfoot through First Class. • Experienced Scouts finish plans for the hobby show and share them with the rest of the troop. • Older Scouts work on the Venture program or finalize plans for a 50-mile survival hike. 		
Patrol Meetings _____ minutes	Finalize menus for this month's outing and make sure everyone knows what to bring. Review clothing and equipment needs and collect any necessary fees. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Do Tripod Lashing. (See the Games section of the <i>Troop Program Resources</i> .)		
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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HOBBIES

TROOP MEETING PLAN

Date _____ Week 4

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes	Conduct the feature event, Hobby Show.		
Skills Instruction _____ minutes			
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	<ul style="list-style-type: none"> • Scoutmaster's Minute. • Retire colors. 	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the campout. Finalize work on next month's program feature.		

HOBBIES

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location, leave for camping area. Plan only a light meal en route.	SPL
	Arrive at campsite, off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags. Pack canoes for trip, if planned.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Patrol competitions—Crossing the Alligator Pit; Log-Raising Relay; Fireman, Save That Child. (See page 88 and the Games section of <i>Troop Program Resources</i> .)	SPL
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
	Free time	
1:00 P.M.	Continue patrol competitions—Log-Rolling Relay; Remote Clove-Hitch Tying; Bridge Trestle Lashing. (See page 88 and the Games section of <i>Troop Program Resources</i> .)	
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	
9:00 P.M.	Cracker barrel	
10:00 P.M.	Lights out	

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TIME	ACTIVITY	RUN BY
Sunday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Patrol games—Use four games from the Games section of <i>Troop Program Resources</i> . *	
11:00 A.M.	Break camp.	
Special equipment needed	Scout staves, rope, spars, troop camping equipment	

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