



An Example of How to Modify the Arts & Hobbies Bronze Award Requirements to Fit a Unique Crew

Crew 141, Columbus, OH

Crew Specialty - Collecting Scouting Memorabilia



Do 8 of the following:

- 1. Keep a journal for 3 months. Introduce this journal by explaining how you became interested in Scouting memorabilia. Include all transactions made (buying, selling, trading) during that time period. Include the amount of time spent on organizing and researching your collection and others. Include the amount of time spent at Trade-o-Rees or other shows.**
- 2. Show your complete collection of Scouting memorabilia (including at least 3 of the following categories: CSPs, flaps, neckerchiefs, hats, uniform parts, mugs, books, pins, papers, other) to the crew. Explain its origin, history, and how you have built it over at least 6 months. Explain the future of your collection, and what you plan to do with it.**
- 3. Interview two persons (outside the crew) who have been involved in collecting Scouting memorabilia for at least 10 years each. Find out how they became involved, what they collect/trade, and what keeps them interested. Learn about various opportunities and organizations for collectors and how you can participate in them.**
- 4. Attend and participate in two Trade-o-Rees (not including the Trade-o-Ree used for requirement 6). Write and present at a crew meeting a critique of each one. Include physical arrangements, location, type of activities, housing opportunities, and over-all impressions.**
- 5. Prepare promotional flyers for a fictitious Trade-o-Ree. Create 3 different flyers for different target audiences. Use a computer to make these flyers, and explain to your crew how the flyers work. Explain 3 different methods of getting promotional flyers to the target audiences. Explain two other methods of promotion besides flyers, and the uses of each. Explain how some methods are better than others in different situations. Give examples.**
- 6. *Must have completed requirements #4 and #5 before doing this requirement.* Organize and serve as activity chair for a crew-sponsored Trade-o-Ree. Be responsible for all phases of the project, including pre-registration, daily registration, food services, set-up, cleanup, and crew finances. After the event, write a critique similar to those in requirement #4 suggesting ways to improve the next crew Trade-o-Ree. Present this critique at a crew meeting.**

- 7. Design each of the following patches: CSP, lodge flap, and event patch. For each of these patches, demonstrate that you understand and have used the elements of design, symmetry, color, symbolism, and shape. Ask at least 5 people (at least two of whom are outside the crew) for feedback. Report on how you felt about the feedback.**
- 8. Design 4 of the following: event mug, T-shirt, neckerchief, book cover, hatpin, and medal. For each of these patches, demonstrate that you understand and have used the elements of design, symmetry, color, symbolism, and shape. Ask at least 5 people (at least two of whom are outside the crew) for feedback. Report on how you felt about the feedback.**
- 9. Visit a patch-making or t-shirt making business or company. Explore their technology and the processes involved in creating a patch. Learn how global economies affect the final price and quality of a patch. Report your findings to the crew.**
- 10. Explore 3 different ways to sell/buy/trade Scouting memorabilia through a computer. Bid on at least one item in an on-line auction. Report your findings and what you learned to the crew.**
- 11. Participate in a crew-sponsored activity (other than a Trade-o-Ree) where the crew teaches others about proper trading/buying/selling etiquette when dealing with Scouting memorabilia. Help teach Scouts about proper trading etiquette and responsibilities. Write a critique and report to your crew about how the information was received, and some suggestions to increase its effectiveness next time.**