



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 "billings."
- 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	bird study
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
 Indian lore
 camping gear
 model trains
 first aid
 star study
 fishing
 ceramics

neckerchief slides
 still photography
 nature conservation
 model airplanes
 insect collections
 pets
 chess or checkers
 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 50-foot length of 1/2-inch rope.

Method: Patrols line up in relay style at starting line, 25 feet from 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 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 timber hitch, pulls rope from crossbar, carries one end to starting line, and touches off next Scout in his patrol. That Scout repeats the performance, as do all eight members of the team. A Scout who fails to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish is the winner.