

ON MY HONOR I WILL DO MY BEST . . .

This oath has been repeated many, many times over the years for over 72 million boys, young men and women, and adult volunteers have participated in the American Scouting Movement since its beginning in 1910. The mission of Scouting is "to serve others by helping to instill values in young people and prepare them to make ethical choices over their lifetime."

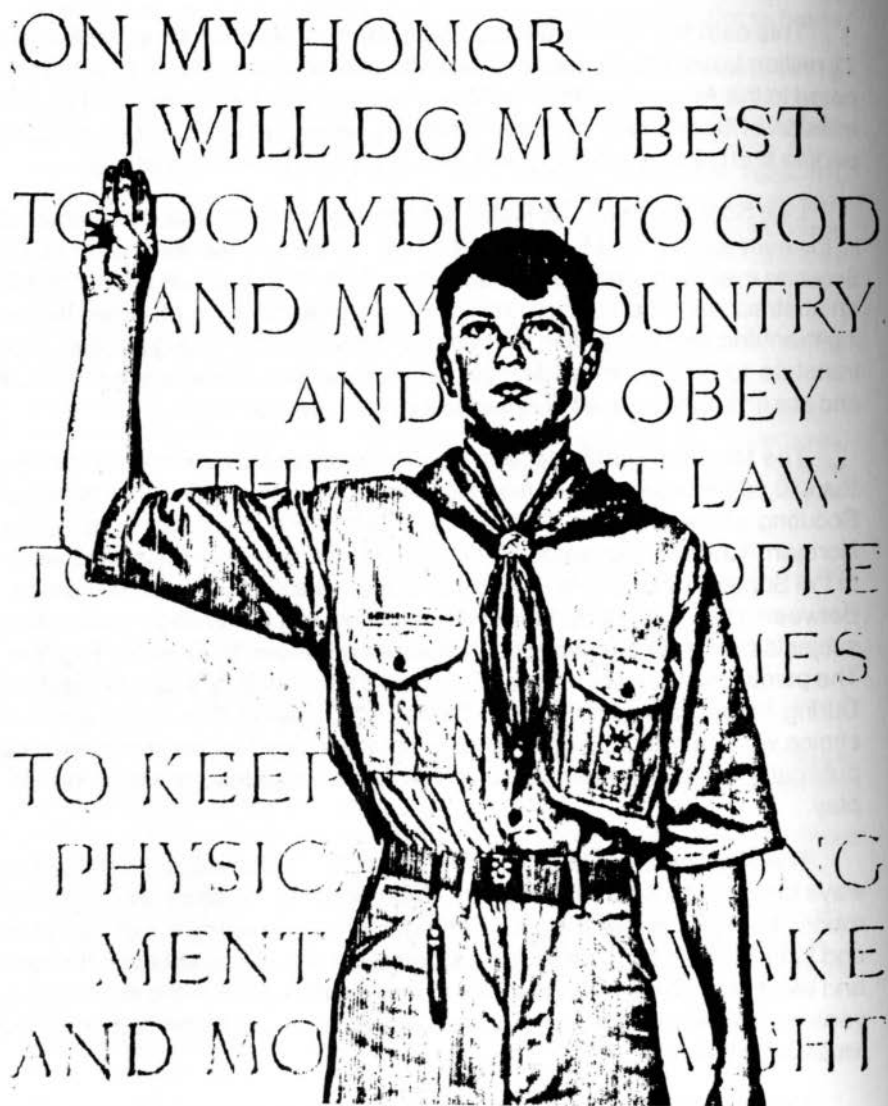
Like Scouting itself, the National Museum of the Boy Scouts of America is for everyone. The Museum has been created as an extension of the Scouting mission to instill the life-shaping values. These values are not merely an abstract oath memorized; they are an approach to life, modeled by caring men and women, and in turn lived and modeled by young people. They translate to character-building experiences which shape each individual and are an important part of America's heritage and strength.

The Museum's artifacts, archival holdings, and library consist of more than 30,000 individual items from Scouting's 75 year heritage. The National Scouting Museum owns 54 original Scouting Rockwell paintings. Even Norman Rockwell, the famous American painter, could not resist the beauty of the Scouting Movement. With oil and brush, he skillfully put it on canvas. Between 1925 and 1976, Rockwell produced 50 oil paintings of Scouting subjects for the annual Boy Scout calendar produced by Brown & Bigelow. The paintings also were on each February's cover of **Boy's Life Magazine**. During these years, Norman Rockwell was usually Scouting's artist of choice when a major piece of art was commissioned for an important new publication or special anniversary. The actual oil paintings will be on display.

The National Scouting Museum brings to life the values that have always been at the heart of Scouting. Upon entering the Museum, a life-size robot, "Murray," is there. He's an entertainer who is ready to talk, tell jokes and sing but also he'll introduce a storehouse of exciting exhibits, theaters and electronic games—all planned to include the visitor in the scouting adventure. This like scouting is fun with a purpose and from the beginning the Museum is fun.

Murray, the robot guide, becomes a guide to a circular theater filled with colorful scenes and sounds of scouts screaming and laughing whether setting up a camp, walking down a forest trail, or bobbing up and down on rafts. Then, he travels on to the Time Tunnel and from there to an exhibit entitled, "Boys Will Be Boys," showing the curiosity and shenanigans of youngsters at the turn of the century. But it also reveals, urban living and working conditions were very poor.

In the "Founders Gallery," are the life-like animated characters of the men who created the Scouting Movement . . . Lord Robert Baden-Powell, Ernest Thompson Seton, Daniel Carter Beard, and James E.



I Will Do My Best

Original oil painting for Boy Scout poster-calendar, 1945,
Brown & Bigelow, Inc.

Photo: Courtesy of Boy Scouts of America Museum.

West . . . discussing how it all came about. The "Scout-stats" is a unique electronic billboard with colorful maps and animated graphics all relating to Scouting history. The test of scouting skills and courage is the "A-Mazing Adventure." Upon leaving their cozy tent, the scouts ford a creek, tip-toe past a bear, avoid a skunk and have even more daring adventures.

The magic and originality of this Museum is a pleasant surprise. It is no attic full of boring dusty relics; no lengthy speeches but instead a Museum alive with activities and exhibits for an exciting adventure in Scouting.

The Museum's ultimate object is to so move people, emotionally, and intellectually, that they weigh the meaning and applicability of Scouting Ideals for their own lives. This Boy Scout Museum is located on the Murray State University Campus in Murray, Kentucky.

CHILDHOOD CHOICES

The National Scouting Museum is loaning several objects from its collection to the Library of Congress for a 1986 exhibition entitled "Childhood Choices." This exhibit focuses on children's leisure activities from 1900 to 1950, including materials showing the spirit and ideals of the early Boy Scout movement. Objects to be loaned include Boy Scouts of America jacket & campaign hat, a brass bugle and a Scout game.

The khaki cotton twill jacket with rounded collar and patch pockets belonging to Charles S. Bishop of Troop 13 in Elizabeth, New Jersey, was manufactured by the Sigmund Eisner Company and is a typical BSA uniform from the World War I Era.

From the looks of the jacket, it obviously belonged to a very active Scout. The Eagle medal has always represented outstanding achievement but this particular badge has added significance. It was awarded by the Chief Scout of the World, Lord Robert S.S. Baden-Powell at a ceremony in Madison Square Garden shortly after World War I. Young Bishop also received The Liberty Loan Medal with 3 bars and War Savings Stamp Medal and ribbon with nine palms. Both of these decorations are engraved with Bishop's name and the date of issue.

The headgear has certainly changed over the years. From the overseas style cap of the 1950's and 1960's, came the red beret and it was replaced by the billed cap worn today. For nearly forty years from 1910 to 1950 the campaign hat with its broad brim and high crown made of olive drab wool felt was the official headgear. The brown cloth headband is embossed with a delicate Boy Scout fleur-de-lis motif and the leather hatband is stamped with BSA name and seal. The classic hat is still recognized as an option for the modern uniform.



These and other items from the Boy Scouts Museum collection will be part of an exhibit entitled, "Childhood Choice," displayed at the Library of Congress in 1986.

Photo Courtesy of The Boy Scouts Museum, Murray, Kentucky

The bugle has a mystery surrounding its origin. It has no manufacturer's stamp nor serial number . . . just the Boy Scout name and eagle emblem.

Scout card and board games were very popular throughout the 1920s and 30s. "The Game of Scouting," produced by Milton Bradley Company, consists of fifty-two playing cards. Each card is illustrated with either a Scout award, merit badge or badge of rank. Like Scouting, the object of the game is to work up thru the ranks, earn merit badges and win the coveted Eagle badge.