

# Golden Arrow District Merit Badge Fair

## Classes Offered – Spring 2007

**Use Boy Scout Requirements 2006! Read Merit Badge Pamphlet BEFORE Class!**

**CLASS A UNIFORMS MUST BE WORN! NO EXCEPTIONS**

**Scouts deemed unprepared or disruptive will NOT receive ANY credit for the class.**

1. **American Heritage '05: 4 hrs.** Please completed bring requirements #2, 3c & 5.
2. **Aviation: 4 hrs.** Bring completed one of requirements #2a,b,c,d,f or g or a partial will be given.
3. **Art '01: 4 hrs.**
4. **Cinematography '01: 8 hrs.** Learn about film and video production.
5. **Citizenship in the Community '05: 4 hrs.** Eagle Badge. Requirements #3, 4, 7 & 8 **must** be done in advance or a partial will be given. Scoutmaster's signature is required for #3, 4, 7 & 8. Scout must bring map of Houston Area.
6. **Citizenship in the Nation '05: 4 hrs.** Eagle Badge. Requirements # 2, 3 **must** be done in advance or a partial will be given. Scouts **must** bring #6 speech and #8 letter he wrote to Congressman, plus any reply.
7. **Citizenship in the World '05: 4 hrs.** Eagle Badge. Bring requirements # 4b, 4c, and 5c. Bring Scoutmaster's signature for requirement #7 or a partial will be given. Recommended for older scouts.
8. **Collections '03: 4 hrs.** Bring completed requirements #1 short written report, #5b collection, and #5e list or a partial will be given. Recommended for younger scouts.
9. **Communications '03: 4 hrs.** Eagle Badge. Bring completed requirements #3, 4, 5, 7 & 8 or a partial will be given.
10. **Computers '05: 4 hrs.** Learn about computers.
11. **Crime Prevention '05 & Fingerprinting '03 (2 Badges): 4 hrs.** Bring Crime Prevention requirements #2 & 4 and Scoutmaster's signature for requirements #5 & 6 or a partial will be given.
12. **Electricity '04: 4 hrs.** Bring requirements #2, 8 & 9a or a partial will be given.
13. **Emergency Preparedness '03: 4 hrs.** Eagle Badge. First Aid merit badge is a prerequisite. Bring completed requirements #2c, 7, 8 & 9 or a partial will be given.
14. **Engineering '00: 4 hrs.** Bring completed requirements #2 & 5.
15. **Entrepreneurship '97: 4 hrs.** Bring completed requirement #2.
16. **Family Life '05: 4 hrs.** Eagle Badge. Bring completed Requirements #3, 4, 5 & 6b with Scoutmaster's signature or a partial will be given. Scouts can plan to begin those requirements at the Fair and complete them later.
17. **First Aid '02: 8 hrs.** Eagle Badge. **Prerequisites: Must have completed First Aid requirements for Tenderfoot, Second, and First Class Ranks.** Bring note from Scoutmaster or signed Scout Handbook. Scout **must** bring First Aid Kit (#2b) to class. Review First Aid conditions in #5. Bring note from Scoutmaster that #7 (teaching a First Aid Skill) has been completed. **Extra Fee of \$ 3.00 applies – Bring money to Counselor.**
18. **Law '02: 4 hrs.** Requirements #4 & 6 **must** be completed in advance or a partial will be given.
19. **Medicine '02: 4 hrs.** Bring completed requirements #7 & 10 with Scoutmaster's signature or partial will be given.
20. **Painting '02: 4 hrs.** Requirements # 3 & 4 bring proof and Scoutmaster's signature or partial will be given.
21. **Personal Fitness '99: 4 hrs.** Eagle Badge. Requirement #1 (Doctor's visit) is **mandatory**. Bring Scoutmaster's signature for requirements #7 & 8 or a partial will be given. This class will get Scouts started on this badge.
22. **Personal Management '03: 4 hrs.** Eagle Badge. Bring proof of completion for requirements #1, 2a, 5, 9a, & 9b or a partial will be given. Recommended for older scouts.
23. **Photography '05: 8 hrs.** Bring camera, film and money to develop pictures.
24. **Plumbing '04: 4 hrs.** Learn plumbing skills.
25. **Public Speaking '02: 4 hrs.** Prepare and bring requirement #4 speech.
26. **Railroading '03: 4 hrs.** Bring completed requirement #8 or a partial will be given.
27. **Skating '05: 4 hrs.** Bring in-line skates, helmet, knee, elbow, and hand guards. Bring merit badge book.
28. **Space Exploration '04: 4 hrs.** Bring requirements #2 & 7 or a partial will be given. **Extra fee of \$10 for rocket must be paid in advance when the scout is advised that he is enrolled in class.**
29. **Textiles '03: 4 hrs.** Learn about textiles.
30. **Wood Carving '01: 4 hrs.** Must have Totin' Chip card with you. Bring approved Scout knife. Bring requirements #6 & 7 to class or a partial will be given.

**REQUIREMENTS MAY CHANGE BEFORE THE EVENT – YOU WILL BE ADVISED IF THIS OCCURS. PLEASE READ MERIT BADGE BOOK AND BE PREPARED!**