

Golden Arrow District Merit Badge Fair

Classes Offered - Fall 2007

Use Boy Scout Requirements 2007! 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 '06: 4 hrs. Bring completed one of requirements #2a,b,c,d,f or g or a partial will be given.
3. Art '06: 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. Electronics '04: 4 hrs. Learn about electronics
14. 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.
15. Engineering '00: 4 hrs. Bring completed requirements #2 & 5.
16. Entrepreneurship '06: 4 hrs. Bring completed requirement #2.
17. 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.
18. 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 \$ 10.00 applies - Bring money to Counselor.
19. Law '02: 4 hrs. Requirements #4 & 6 must be completed in advance or a partial will be given.
20. Medicine '02: 4 hrs. Bring completed requirements #7 & 10 with Scoutmaster's signature or partial will be given.
21. Painting '02: 4 hrs. Requirements #3 & 4 bring proof and Scoutmaster's signature or partial will be given.
22. Personal Fitness '06: 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.
23. 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.
24. Photography '05: 8 hrs. Bring camera, film and money to develop pictures.
25. Plumbing '04: 4 hrs. Learn plumbing skills.
26. Public Speaking '02: 4 hrs. Prepare and bring requirement #4 speech.
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 '06: 4 hrs. Must have Totin' Chip card with you. Bring approved Scout knife and \$3.00 for materials. 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!