

Golden Arrow District - Merit Badge Fair – Spring 2008

Classes Offered – Spring 2008

1. **American Heritage '05: 4 hrs.** Please bring completed requirements #2, 3c & 5.
2. **Art '06: 4 hrs.** Bring scoutmaster's signature for requirement #4.
3. **Aviation '06: 4 hrs.** Bring one of #2 (excluding e) requirements completed or a partial will be given.
4. **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.
5. **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.
6. **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.
7. **Collections '03: 4 hrs.** Bring completed requirements #1 short written report, #5b collection, and #5e list or a partial will be given.
8. **Communications '03: 4 hrs.** Eagle Badge. Bring completed requirements #3, 4, 5, 7 & 8 or a partial will be given.
9. **Computers '05: 4 hrs.** Learn about computers.
10. **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.
11. **Electricity '04: 4 hrs.** Bring requirements #2, 8 & 9a or a partial will be given.
12. **Electronics '04: 4 hrs.** Learn about electronics.
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 '06: 4hrs.** 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 '07: 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 (#2d) 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 applies – Bring money to counselor.**
18. **Golf**
19. **Law '03: 4 hrs.** Requirements #4 & 6 **must** be completed in advance or a partial will be given.
20. **Painting '02: 4 hrs.** Bring completed requirements # 3 & 4 with Scoutmaster's signature or partial will be given.
21. **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.
22. **Personal Management '03: 4 hrs.** Eagle Badge. Bring proof of completion for requirements #1, 2, 5, 8, 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. **Skating '05: 4 hrs.** Bring in-line skates, helmet, knee, elbow, and hand guards. Bring merit badge book.
27. **Space Exploration '04: 4 hrs.** Bring requirements #2 & 7 or a partial will be given. **Extra fee of \$10 applies – must bring to counselor.**
28. **Textiles '03: 4 hrs.** Learn about textiles.
29. **Wood Carving '06: 4 hrs.** Must have Totin' Chip card with you. Bring approved Scout knife and \$3 for materials. Bring requirements #6 & 7 to class or a partial will be given.