

Golden Arrow District - Merit Badge Fair – Spring 2008

⇒⇒⇒ FAIR PARTICIPATION IS LIMITED TO FIRST 400 SCOUTS ⇐⇐⇐

WHEN: **SATURDAY, APRIL 26, 2008** 8:00 am - 4:00 pm.
Troop check-in at 8 am. Classes begin at 8:30 am. Lunch is from 12:00-12:30 pm.

WHERE: **Paul Revere Middle School**

COST: **\$12 per scout. Fee is required at registration to reserve space!**
Fee covers **lunch**, registration, insurance, supply costs and participation patch.
Extra fees may be required for specific classes; please check class listing.

Lunch: One “Chick-fil-A” sandwich, chips, and bottle water.
Additional snacks available for purchase. Bring money.

DRESS: **CLASS A UNIFORM IS REQUIRED!**

Registration on line:

<https://www.samhoustonbsa.org/Home/Forms/GoldenArrowMeritBadgeF/>

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.

IMPORTANT PROCEDURES - READ CAREFULLY!

1. Class assignments will be available to each Troop Advancement Chair prior to the Fair. Class assignments will **NOT** be sent to an individual scout. The Advancement Chair will notify scouts and may swap classes within the Troop. Other changes are **NOT** possible. Do not show up the day of the Fair to see "What's available?" **NO EXCEPTIONS!**
2. The number of scouts per merit badge class will be limited to 15 (fifteen) to better teach and complete the badge work. Because of this limit, **no scout will be added after the registration deadline.**
3. Scouts must provide their own merit badge book, **WHICH MUST BE READ BEFORE THE CLASS.**
4. Scouts may need to bring items to participate and complete requirements. Check MERIT BADGE LIST.
5. EAGLE badges have requirements that need to be met before the Fair in order to complete the badge that day. Check individual MERIT BADGE requirements. Check MERIT BADGE LIST!
6. Classes will not all end at the same time; therefore, scouts will be required to go to a common activity area when their class concludes. Roaming of the halls will **NOT** be allowed.
7. **NO** scout should leave without checking with the adult volunteer from his troop and the registration table.
8. **If a scout is unable to attend once registered, please contact Troop Advancement Chairperson.**

NOTE: All visits required by various badges must be done **AFTER** the scout has begun the badge, that is, after he obtains a merit badge card from the Scoutmaster. Visits done years earlier and not in connection with the badge do not count.

NOTE: Scouts who have not read the merit badge book and are not prepared for the class may be asked to leave the class. Scouts that do not behave appropriately in class will be asked to leave. There will be **NO** refunds for those asked to leave a class because of failure to be prepared or because of behavior.