

Golden Arrow District Merit Badge Fair

Classes Offered – Spring 2010

1. **Aviation '07: 3 hrs.** Bring completed requirement #4.
2. ****Carpentry '10: 3 hrs.** Learn about tools for woodworking. Requirement #6 **must** be done in advance or a partial will be given. Must bring a picture of the article of furniture built with signature from Scoutmaster.
Extra fee of \$10 applies – Bring money to counselor.
3. ***Citizenship in the Community '05: 3 hrs.** 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.
4. ***Citizenship in the Nation '05: 3 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.
5. ***Citizenship in the World '06: 3 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.
6. ***Communications '04: 3 hrs.** Bring completed requirements #3, 4, 5, 7 & 8 or a partial will be given. Item 3 speech **MUST** be prepared in advance and brought to the event.
7. **Computers '10: 3 hrs.** Learn about computers. Be prepared to answer and discuss requirements #1, 2, 3, 4, 8, and 9.
8. **Crime Prevention'06 & Fingerprinting '04 (2 Badges): 3 hrs.** For Crime Prevention, bring requirements #2 & 4 and Scoutmaster's signature for requirements #5 & 6 or a partial will be given.
9. **Electronics '04: 3 hrs.** Learn about electronics.
10. ***Emergency Preparedness '09: 3 hrs.** First Aid merit badge is a prerequisite. Bring completed requirements #2bc, 7, 8 & 9 or a partial will be given.
11. ***Family Life '10: 3 hrs.** 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.
12. ***First Aid '08: 6 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 applies – Bring money to counselor.**
13. **Painting '09: 3 hrs.** Learn about painting.
14. ****Pathfinding '10: 3 hrs.** Learn how to guide people to important places and learn local geography.
15. ***Personal Fitness '10: 3 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.
16. ***Personal Management '04: 3 hrs.** Bring proof of completion for requirements #1, 2a, 5, 9a, & 9b or a partial will be given. Recommended for older scouts.
17. **Plumbing '05: 3 hrs.** Learn plumbing skills.
18. **Public Speaking '03: 3 hrs.** Prepare and bring requirement #4 speech.
19. **Signaller '10: 3 hrs.** Learn how to send and receive Morse code messages plus the use of semaphore flags.
Extra fee of \$5 applies – Bring money to counselor.
20. **Skating '06: 3 hrs.** Bring in-line skates, helmet, knee, elbow, and hand guards. Bring merit badge book.
21. **Space Exploration '05: 3 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.**
22. **Wood Carving '02: 3 hrs.** Must have Totin' Chip card with you. Bring approved Scout knife. Bring requirements #6 & 7 to class or a partial will be given.

*Eagle required

** Special BSA 2010 Historical Merit Badge (must be completed in 2010).

Note: Year reflects the latest Merit Badge Requirements (pamphlet is released the year before in most cases).

MUST READ MERIT BADGE BOOK AND BE PREPARED!