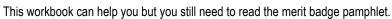


# Golf

# Merit Badge Workbook



The work space provided for each requirement should be used by the Scout to make notes for discussing the item with his counselor, not for providing the full and complete answers. Each Scout must do each requirement.

No one may add or subtract from the official requirements found in **Boy Scout Requirements** (Pub. 33216 – SKU 34765).

	The requi	rements were last issued or revised in 2003			
Scouť	's Name:				
	Please submi	http://www.USScouts.Org  • it errors, omissions, comments or suggestions stions for changes to the requirements for the	http://www.MeritBadge.Org s about this workbook to: Workbooks@USScouts.Org e merit badge should be sent to: Merit.Badge@Scouting.Org		
1.	Discuss safety or	n the golf course.			
	,				
	Chay that you kn		ould occur while golfing including boot regetions, debuggetion		
	blisters, sprains,	and strains.	ould occur while golfing, including heat reactions, dehydration,		
	Heat reactions:				
	Dehydration:				
	DII (				
	Blisters:				

Golf			Scout's Name:
	Sprains:		
	Strains:		
2.		USGA Rules of Golf now in use. Fell about the three categories of golf	f atiquette
	1		i enquene.
	2		
	3		
	b. Show that you know about the definit		
		Term	Definition

Golf Scout's Name:

Golf		Scout's Name:
	C.	Show that you understand the "Rules of Amateur Status."
3. 1	Tell abo	out your understanding of the USGA system of handicapping.
4. [		following:
	a.	Tell about the early history of golf.

Golf		Scout's Name:		
	b.	Describe its early years in the United States.		
	C.	Tell about the accomplishments of a top golfer of your choice.		
5.	Discuss	with your counselor vocational opportunities related to golf.		
0.	Discuss	with your counscion vocational opportunities related to gon.		
6.	Do the f	following:		
	a.	Tell how golf can contribute to a healthy lifestyle, mentally and physically.		

Golf						Scout's Name:		
	b.	Tell ho	Tell how a golf exercise plan can help you play better.					
		Show t	two exercises that wo	uld improve y	our game.			
	П	1.		. ,				
		2.						
7.	Show the	<u> </u>	vina:					
	a.		•	ture, and key	fundamentals of a good	d swing.		
		Gr	rip		-			
		_	ance					
		_	osture					
	Key fundamentals of a good swing.							
	<ul><li>□ b. The full wood shot, played from a tee.</li><li>□ c. The fairway wood shot.</li></ul>							
	☐ d.		The long iron shot.					
	<ul><li>e. The short iron shot.</li><li>f. The approach, chip-and-run, and pitch shots.</li></ul>							
	f.	-		and pitch sh	OTS.			
			oproach					
		_	nip-and-run					
	~	_	tch shot.	or books, roug	rh raaayam, ahata			
	<ul><li>g. The sand iron shot, bunker, or heavy rough recovery shots.</li><li>Sand iron shot</li></ul>							
		_						
		_	unker recovery shot eavy rough recovery s	hot				
		_	eavy rough recovery s nd putting stroke	HOL				
□ 8.			. •	udo or ono 19	halo round of golf with	another gelfer about your	r ago and with your	
□ 0.		Play a minimum of two nine-hole rounds or one 18-hole round of golf with another golfer about your age and with your counselor, or an adult approved by your counselor.						
	1. Dat			Course:		Score	e:	
	2. Dat			Course:		Score		
	Do the fo		y•					
		-	the "Rules of Golf".					
	☐ b.		ce good golf etiquette.					
		c. Show respect to fellow golfers, committee, sponsor, and gallery.						
				Requirement	resources can be found	here:		
				-	/wiki/index.php/Golf#Requ			

## Important excerpts from the Guide To Advancement - 2013, No. 33088 (SKU-618673)

#### [1.0.0.0] — Introduction

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals, including *Advancement Committee Policies and Procedures*, *Advancement and Recognition Policies and Procedures*, and previous editions of the *Guide to Advancement*.

#### [Page 2, and 5.0.1.4] — Policy on Unauthorized Changes to Advancement Program

No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements. There are limited exceptions relating only to youth members with special needs. For details see section 10, "Advancement for Members With Special Needs".

#### [Page 2] — The "Guide to Safe Scouting" Applies

Policies and procedures outlined in the *Guide to Safe Scouting*, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects.

#### [7.0.3.1] — The Buddy System and Certifying Completion

A youth member must not meet one-on-one with an adult. Sessions with counselors must take place where others can view the interaction, or the Scout must have a buddy: a friend, parent, guardian, brother, sister, or other relative—or better yet, another Scout working on the same badge—along with him attending the session.

When the Scout meets with the counselor, he should bring any required projects. If these cannot be transported, he should present evidence, such as photographs or adult verification. His unit leader, for example, might state that a satisfactory bridge or tower has been built for the Pioneering merit badge, or that meals were prepared for Cooking. If there are questions that requirements were met, a counselor may confirm with adults involved. Once satisfied, the counselor signs the blue card using the date upon which the Scout completed the requirements, or in the case of partials, initials the individual requirements passed.

Note that from time to time, it may be appropriate for a requirement that has been met for one badge to also count for another. See "Fulfilling More Than One Requirement With a Single Activity," 4.2.3.6.

#### [7.0.3.2] — Group Instruction

It is acceptable—and sometimes desirable—for merit badges to be taught in group settings. This often occurs at camp and merit badge midways or similar events. Interactive group discussions can support learning. The method can also be attractive to "guest experts" assisting registered and approved counselors. Slide shows, skits, demonstrations, panels, and various other techniques can also be employed, but as any teacher can attest, not everyone will learn all the material.

There must be attention to each individual's projects and his fulfillment of *all* requirements. We must know that every Scout —actually and *personally*— completed them. If, for example, a requirement uses words like "show," "demonstrate," or "discuss," then every Scout must do that. It is unacceptable to award badges on the basis of sitting in classrooms *watching* demonstrations, or remaining silent during discussions. It is sometimes reported that Scouts who have received merit badges through group instructional settings have not fulfilled all the requirements. To offer a quality merit badge program, council and district advancement committees should ensure the following are in place for all group instructional events.

- Merit badge counselors are known to be registered and approved.
- Any guest experts or guest speakers, or others assisting who are not registered and approved as merit badge counselors, do not accept the
  responsibilities of, or behave as, merit badge counselors, either at a group instructional event or at any other time. Their service is temporary, not
  ongoing.
- Counselors agree not to assume prerequisites have been completed without some level of evidence that the work has been done. Pictures and
  letters from other merit badge counselors or unit leaders are the best form of prerequisite documentation when the actual work done cannot be
  brought to the camp or site of the merit badge event.
- There is a mechanism for unit leaders or others to report concerns to a council advancement committee on summer camp merit badge programs, group instructional events, and any other merit badge counseling issues—especially in instances where it is believed BSA procedures are not followed. See "Reporting Merit Badge Counseling Concerns," 11.1.0.0.
- There must be attention to each individual's projects and his fulfillment of all requirements. We must know that every Scout—actually and personally—completed them.

### [7.0.3.3] — Partial Completions

A Scout need not pass all the requirements of one merit badge with the same counselor. It may be that due to timing or location issues, etc., he must meet with a different counselor to finish the badge. The Application for Merit Badge has a place to record what has been finished—a "partial." In the center section on the reverse of the blue card, the counselor initials for each requirement passed. In the case of a partial completion, the counselor does not retain his or her portion of the card. A subsequent counselor may choose not to accept partial work, but this should be rare. A Scout, if he believes he is being treated unfairly, may work with his unit leader to find another counselor. An example for the use of a signed partial would be to take it to camp as proof of prerequisites. Partials have no expiration except the Scout's 18th birthday. Units, districts, or councils shall not establish other expiration dates for partial merit badges.

#### [7.0.4.8] — Unofficial Worksheets and Learning Aids

Worksheets and other materials that may be of assistance in earning merit badges are available from a variety of places including unofficial sources on the Internet and even troop libraries. Use of these aids is permissible as long as the materials can be correlated with the current requirements that Scouts must fulfill. Completing "worksheets" may suffice where a requirement calls for something in writing, but this would not work for a requirement where the Scout must discuss, tell, show, or demonstrate, etc. Note that Scouts shall not be required to use these learning aids in order to complete a merit badge.