



Golf

Merit Badge Workbook

This workbook can help you but you still need to read the merit badge pamphlet.

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 requirements were last issued or revised in 2003 • This workbook was updated in April 2012.

Scout's Name: _____ Unit: _____

Counselor's Name: _____ Counselor's Phone No.: _____

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about improving this workbook to: Workbooks@USScouts.org

1. Discuss safety on the golf course. _____

Show that you know first aid for injuries or illnesses that could occur while golfing, including heat reactions, dehydration, blisters, sprains, and strains.

Heat reactions: _____

Dehydration: _____

Blisters: _____

Sprains: _____

Strains: _____

2. Study the USGA Rules of Golf now in use.
- a. Tell about the three categories of golf etiquette.
1. _____

2. _____

3. _____

b. Show that you know about the definitions of golf terms.

c. Show that you understand the "Rules of Amateur Status." _____

3. Tell about your understanding of the USGA system of handicapping. _____

4. Do the following:

a. Tell about the early history of golf. _____

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. _____

6. Do the following:

a. Tell how golf can contribute to a healthy lifestyle, mentally and physically. _____

b. Tell how a golf exercise plan can help you play better. _____

Show two exercises that would improve your game.

- 1. _____
- 2. _____

7. Show the following:

a. The proper grip, stance, posture, and key fundamentals of a good swing.

 Grip Stance Posture Key fundamentals of a good swing. b. The full wood shot, played from a tee. c. The fairway wood shot. d. The long iron shot. e. The short iron shot.

f. The approach, chip-and-run, and pitch shots.

 Approach Chip-and-run Pitch shot.

g. The sand iron shot, bunker, or heavy rough recovery shots.

 Sand iron shot Bunker recovery shot Heavy rough recovery shot h. A sound putting stroke 8. 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. Date: _____ Course: _____ Score: _____

2. Date: _____ Course: _____ Score: _____

Do the following:

 a. Follow the "Rules of Golf". b. Practice good golf etiquette. c. Show respect to fellow golfers, committee, sponsor, and gallery.**Requirement resources can be found here:**http://www.meritbadge.org/wiki/index.php/Golf#Requirement_resources

Important excerpts from the [‘Guide To Advancement’](#), No. 33088:

Effective January 1, 2012, the ‘Guide to Advancement’ (which replaced the publication ‘Advancement Committee Policies and Procedures’) is now the *official* Boy Scouts of America source on advancement policies and procedures.

- **[Inside front cover, and 5.0.1.4] — 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 disabilities. For details see section 10, “Advancement for Members With Special Needs”.)
- **[Inside front cover, and 7.0.1.1] — 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. [Note: Always reference the online version, which is updated quarterly.]
- **[7.0.3.1] — The Buddy System and Certifying Completion**
Youth members must not meet one-on-one with adults. 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 certification. 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.
- **[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. Because of the importance of individual attention in the merit badge plan, group instruction should be limited to those scenarios where the benefits are compelling.
- **[7.0.3.3] — Partial Completions**
Scouts need not pass all requirements with one counselor. 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, he or she does not retain the counselor’s 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 Scoutmaster to find another counselor. An example for the use of a signed partial would be to take it to camp as proof of prerequisites. Partial completions have no expiration except the 18th birthday.