

Archery

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 2012 • This workbook was updated in April 2012. Scout's Name: 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. Do the following: a. State and explain the Range Safety Rules: 1. Three safety rules when on the shooting line Explanation: Rule: Explanation: Rule: Explanation: 2. Three safety rules when retrieving arrows Rule: Explanation: _____ Rule: Rule: _____ Explanation:

3. The four whistle commands used on a range and their related verbal commands

Whistle Command:

Verbal Command:

Whistle Command:

Verbal Command:

Whistle Command:

Verbal Command:____

Whistle Command: ____

Verbal Command:

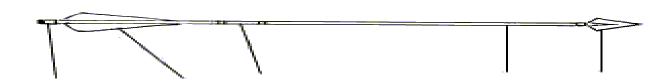
b. State and explain the general safety rules for archery.

Demonstrate how to safely carry arrows in your hands..

c. Tell about your local and state laws for owning and using archery tackle.

2. Do the following:

a. Name and point to the parts of an arrow.

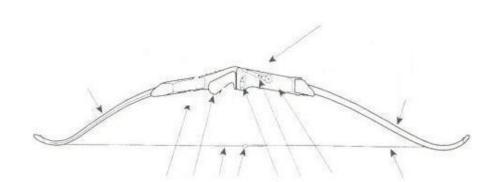


Archery	Scout's Name:	
b.	Describe three or more different types of arrows.	
D.	Type & Description:	
	Type & Description:	
	Type & Description:	
	Type & Description:	
C.	Name the four principle materials for making arrow shafts.	
0.	1	
	2	
	3	
	4	
d.	Make a complete arrow from a bare shaft.	
e.	Explain how to properly care for and store arrows	
3. Do	ne following:	
a.	Explain how to properly care for and store tabs, arm guards, shooting gloves, and quivers.	
	Tabs:	
	Arm quarda:	
	Arm guards:	
	Shooting gloves:	
	Quivers:	

Archery	Scout's Name:							
b.	Explain the following terms: cast, draw weight, string height (fistmele), aiming, spine, mechanical release, freestyle, and barebow.							
	Cast:							
	Draw weight:							
	String height (fistmele):							
	A incident							
	Aiming:							
	Spine:							
	Spine:							
	Mechanical release:							
	Freestyle:							
	Barebow:							
C.	Make a bowstring.							
4. Ex	plain the following:							
a.	The importance of obedience to a range officer or other person in charge of a range							
b.	The difference between an end and a round.							
C.	The differences among field, target, and 3-D archery							

4.

rchery	Scout's Name:
d.	How the five-color National Archery Association (NAA) or Federation Internationale de Tir a l'Arc (FITA) target is scored.
e.	How the National Field Archery Association (NFAA) black and-white field targets and blue indoor targets are scored. Black and-white field targets:
	Blue indoor targets:
f.	The elimination system used in Olympic archery competition

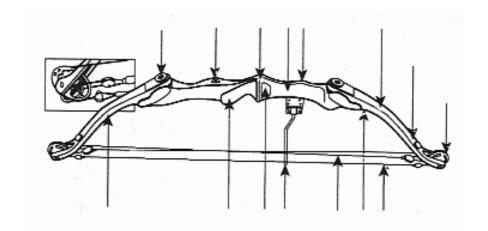


a. Name and point to the parts of the recurve or longbow you are shooting.

☐ Option A-Using a Recurve Bow or Longbow

Archery			Scout's Name:					
b.	Explain	how to pr	operly care for an	d store recurve bo	ws and longbov	WS		
	Chow th	ho nino et	one of good shoot	ng for the require	how or longho	www.ara.ahaatina		
C.			. •	ing for the recurve	•	w you are shooting.		
□ d.				ng a recurve bow				
e.	e. Locate and mark with dental floss, crimp-on, or other method, the nocking point on the bowstring of the boyou are using.							
f.	Do ONE							
	1. Using a recurve or longbow and arrows with a finger release, shoot a single roun following BSA, NAA, or NFAA rounds:						nd of ONE of the	
		☐ a.	An NFAA field ro	und of 14 targets a		re of 60 points	Score	
			A BSA Scout field	d round of 14 targe		score of 80 points	Score	
		c.	A Junior 900 rou	nd and make a sco		s :	Score	
		☐ d.	A FITA/NAA indo	or* round I and ma		80 points	Score	
		e.	An NFAA indoor*	round and make	•	pints	Score	
	Shooting 30 arrows in five-arrow ends at an 80-centimeter (32-inch) five-color target at 15 using the 10 scoring regions, make a score of 150.							
	3. As a member of the NAA's Junior Olympic Development Program (JOAD), qualify as a Ye Bowman, and Bowman.							
	4 .	As a me	mber of the NFAA	s Junior Division,	earn a Cub or	Youth 100-score Pro	ogression Patch.	
			* The indoor rour	nds may be shot o	utdoors if this is	more convenient.		

- Option B-Using a Compound Bow
 - a. Name and point to the parts of the compound bow you are shooting.



Show the nine steps of good shooting for the compound bow you are shooting.
1
2
3
4
5
6
7
8 9

f. Do	ONE of the following:						
1.	Using a compound bow and arrows with a finger release, shoot a single round of BSA, NAA, or NFAA rounds.	ot a single round of one of the following					
	a. An NFAA field round of 14 targets and make a score of 70 points Date:	Score					
	b. A BSA Scout field round of 14 targets and make a score of 90 points Date:	Score					
	C. A Junior 900 round and make a score of 200 points Date:	Score					
	d. A FITA/NAA indoor* round I and make a score of 90 points Date:	Score					
	e. An NFAA indoor* round and make a score of 60 points Date:	Score					
<u> </u>	 Shooting 30 arrows in five-arrow ends at an 80-centimeter (32-inch) five-color target at 10 yards and using the 10 scoring regions, make a score of 160						
☐ 3.							

Scout's Name:

Requirement resources can be found here:

http://www.meritbadge.org/wiki/index.php/Archery#Requirement resources

Archery

Attachment – (NOTE: It is not necessary to print this page.)

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. Partials have no expiration except the 18th birthday.