SHOOTING

Shooting sports are on the rise in this country. Archery and rifle, shotgun, and black-powder shooting are all popular.

The Boy Scouts of America has promoted safe shooting for many years. This month your troop can learn about one or more of the shooting sports and have a lot of fun.

If your Scout council camp has shooting ranges, you are encouraged to use them, under proper supervision from the council. Other possible resources are archery clubs, gun clubs, black-powder clubs, the military, law enforcement agencies, and community groups. Be sure to follow the guidelines on shooting sports as outlined in the *Guide to Safe Scouting,* No. 34416.

The highlight activity can be a weekend campout with emphasis on shooting sports. Stress good camping practices for the younger Scouts. Each patrol might be asked to prepare a special activity based on a particular outdoor skill.

SCOUTING OUTCOMES

This month's patrol and troop activities should give your Scouts

- The knowledge and skills to be comfortable in camp
- A sense of communion with nature and God
- A greater respect for the outdoors

- Increased self-confidence
- Improved skills in shooting sports and a knowledge of safety practices

ADVANCEMENT OPPORTUNITIES

By month's end, all Scouts should meet many of their basic camping and cooking requirements through First Class rank. Depending on the campout activities, they may also complete all or part of the following rank requirements:

Tenderfoot

- Outdoor—cooking, hiking, camping
- Citizenship—flag ceremonies
- Patrol/troop participation—patrol identification
- Personal development—Scout Oath and Law

Second Class

- Outdoor—cooking, camping, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

First Class

- Outdoor—cooking, camping, nature, hiking
- Citizenship—flag ceremonies
- Patrol/troop participation
- Personal development—Scout Oath and Law

Merit Badges. Older Scouts can concentrate on the Archery, Shotgun Shooting, and Rifle Shooting merit badges; they should be able to complete many of the requirements. Depending on activities during the campout, they may also complete requirements in Cooking, Hiking, Backpacking, Wilderness Survival, and other nature-related merit badges.

PARENT/GUARDIAN PARTICIPATION

The patrol leaders' council can involve parents in the program feature this month by

- Asking qualified people to assist with instruction for shooting skills
- Inviting parents on the campout
- Asking parents to provide transportation to the camp

PATROL LEADERS' COUNCIL

The patrol leaders' council should meet during the early part of the previous month to plan troop activities for this program feature. If you don't complete all items on the following agenda, continue planning at patrol leaders' council meetings after each troop meeting.

- Decide on a campsite for the campout. If permission will be needed, assign someone to secure it.
- Plan the special activities for the campout. See the ideas on these pages. If special gear or tools will be needed, assign someone to obtain them; ask the troop committee for help, if necessary.
- Inventory the troop's camping equipment, if it has not been done recently.
- Plan details of troop meetings for the month. Assign patrol demonstrations for the month, covering skills that will be needed for the campout activities.

FEATURE EVENT

Shooting Campout

The primary purpose of this campout will be to give the Scouts in your troop a positive camping experience and introduce them to a sport that is both safe and fun.

The campsite might be at your council camp, or perhaps you could use a military reservation or other site that is open to the public. This means you will need to present your campout as a clean and organized operation.

To encourage patrols to keep a safe, orderly campsite, conduct a formal site inspection sometime during the weekend. Scouts working on First Class rank will have an opportunity to complete a number of the outdoor-related requirements.

Campout Activities

There are many other possibilities for campout activities. The troop might concentrate on one outdoor skill, such as pioneering, star study, fishing, orienteer-

ing, conservation, tracking and trailing, bird study, or nature. Or, especially if you have a lot of young Scouts, the patrol leaders' council might plan to have instruction and practice in a variety of basic outdoor skills—campcraft, outdoor cooking, estimating heights and distances, bow saw and ax safety, map and compass, and so on.

For good practice in basic skills, try the following contests from the Games section of *Troop Program Resources for Scout Troops and Varsity Teams*.

- String-Burning Race
- Knot-Tying Relay
- Blindfold Compass Walk
- Nature Scavenger Hunt
- Wet-Weather Fire Building
- Flagpole Raising
- Bow-Saw Relay
- Remote Clove-Hitch Tying

If your site has a large wooded area, the patrol leaders' council could plan a wide game, too. Most wide games require at least a half-square-mile and at least 30 minutes. The best known is Capture the Flag. Another good wide game is described below.

Commandant

The object of this night game is for one person, the Commandant, to keep the rest of the players from making it back to home base in the dark. You will need a powerful flashlight. Establish a home base for the Commandant—a shed, boulder, or the Scoutmaster's car. The field area that you choose for play should be free of rocks, stones, and whatever else that could injure Scouts.

The Commandant stands at the home base and counts to 50 slowly, while the rest of the players scatter. Each player must touch two large, announced objects (tree, cabin, etc.) in the field of play before he is allowed to try to get back to home base. These two objects must be in the Commandant's field of vision and at opposite ends of the field (or at least 90 degrees apart). The Commandant turns on his light at the end of the count to 50, which starts the game. Players at this point may be no closer than 10 yards from a mandatory-touch object. The light may then be turned off or on as the Commandant chooses.

The Commandant may either stay near the base or roam far afield to try to catch someone. A catch is made if the Commandant spots someone and calls his name. In the initial stages of the game, a name must be called. Toward the end of the game, as Scouts are dashing toward home base, simply "hitting" a player with the light beam is enough for a catch. A successful player, upon touching the home base, yells, "Free!" A caught player walks back to home base and shares humorous insights with the growing number already there. The first person to make it back free is the next Commandant if the game is to be played again.

SHOOTING

TROOP MEETING PLAN

Date _____ **Week 1**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes	Meet outdoors. Let Scouts inspect some rifles, shotguns, bows, and black-powder muzzle-loaders. Explain safety rules and proper handling.		
Opening Ceremony _____ minutes	• Form the troop. • Repeat the Scout Law. • Present colors. • Repeat the Pledge of Allegiance.		
Skills Instruction _____ minutes	• New Scouts work on basic camping techniques, campsite selection, knots, and meal planning. Play Crowded Circle. (See the Games section of *Troop Program Resources.**) • Experienced Scouts become familiar with parts of a bow and learn the terms used with archery. Plan an archery area that meets BSA standards and could be set up on your outing this month, or become familiar with the parts and operation and safety practices for using a rifle, shotgun, or muzzle-loader. See the *Rifle Shooting, Shotgun Shooting,* and *Archery* merit badge pamphlets. • Older Scouts work on the Venture program or join experienced Scouts in a session on archery or guns.		
Patrol Meetings _____ minutes	Discuss plans for the outing this month and make sure everyone knows what his assignments are and what he will need to bring for the campout. The new Scouts need to know what support they will provide for the campout. Any Scouts who have not been camping will need extra help. All other patrols plan activities to work on advancement. Patrol leaders review the interpatrol activities that will take place and what skills need to be worked on for them.		
Interpatrol Activity _____ minutes	Play The Tangle Knot. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Sing "Taps." *(Boy Scout Songbook)* • Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Begin work on next month's program feature.		

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SHOOTING

TROOP MEETING PLAN

Date _____ **Week 2**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts practice use and care of the knife, ax, and bow saw. Do Split-the-Match Relay. (See the Games section of *Troop Program Resources.**) • Experienced Scouts go to an area where an archery target range can be set up that meets BSA standards, or to a private range (indoor/outdoor). Begin shooting, under proper supervision. Or go to a rifle, trap, or BB range. Practice firing under proper supervision. Or learn how to load and fire a muzzle-loader. • Older Scouts work on the Venture program or join experienced Scouts in their program.		
Patrol Meetings _____ minutes	Review assignments for the campout. First-time campers continue working on basic camping techniques. All other patrols continue planning activities for advancement during the outing. Practice interpatrol activities.		
Interpatrol Activity _____ minutes	Play All Aboard. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the troop outing. Continue work on next month's program feature.		

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SHOOTING

TROOP MEETING PLAN

Date _____ **Week 3**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on knots related to lashing, then practice the square, diagonal, and shear lashings. Do Ladder Relay. (See the Games section of *Troop Program Resources.* *) • Experienced Scouts continue to practice safe shooting as in last week's program. • Older Scouts work on the Venture program or join experienced Scouts in their program.		
Patrol Meetings _____ minutes	Finalize menus for this month's outing and make sure everyone knows what he will need to bring. Review clothing and equipment needs and collect any necessary fees. If you need to have a shakedown campout with your patrol or an outdoor practice for patrol activities, schedule it now. Older Scouts can plan to take pictures at the campout to add to your troop's scrapbook, or to shoot slides to show at the troop's next family gathering.		
Interpatrol Activity _____ minutes	Do Crab-Crawl Relay. (See the Games section of *Troop Program Resources.* *)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and plans for the outing. Continue work on next month's program feature.		

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SHOOTING

TROOP MEETING PLAN

Date _____ **Week 4**

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New Scouts work on nature requirements for First Class rank by learning to identify 10 kinds of wild animals and plants found in your community. • Experienced Scouts continue safe shooting exercises. • Older Scouts continue to work on the Venture program or continue shooting exercises with experienced Scouts.		
Patrol Meetings _____ minutes	Review plans and assignments for the campout. Make sure everyone knows the travel plans and equipment needs. Go over the patrol duty roster. Practice interpatrol activities that will take place.		
Interpatrol Activity _____ minutes	Play Moonball. (See the Games section of *Troop Program Resources.**)		
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute. • Retire colors.	SM	
After the Meeting	Patrol leaders' council reviews the next meeting and checks last-minute details for the outing. Finalize work on next month's program feature.		

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SHOOTING

TROOP OUTDOOR PROGRAM PLAN

Date _____

TIME	ACTIVITY	RUN BY
Friday evening	Load gear at meeting location and leave for camping area. Plan only a light meal en route.	SPL
	Arrive at campsite. Off-load equipment and set up patrol sites.	SPL/PL
Saturday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30–11:30 A.M.	Conduct shooting activities under qualified supervision, or hold these contests from the Games section of *Troop Program Resources.** • Blindfold Compass Walk • Knot-Tying Relay • Flagpole Raising • String-Burning Race	SPL
	Work on pioneering project.	
11:30 A.M.	Cooks prepare lunch.	Cooks
Noon	Lunch	
12:30 P.M.	Clean up.	Cooks
1:30 P.M.	Continue shooting exercises under qualified supervision, or play the following from the Games section of *Troop Program Resources.** • Remote Clove-Hitch Tying • Nature Scavenger Hunt • Roman Chariot Race • Capture the Flag	SPL
4:30 P.M.	Start dinner preparation.	Cooks
5:30 P.M.	Dinner	SPL
6:00 P.M.	Clean up.	Cooks
8:00 P.M.	Campfire	SPL
9:00 P.M.	Cracker barrel	

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TIME	ACTIVITY	RUN BY
10:00 P.M.	Lights out	
Sunday 6:30 A.M.	Cooks and assistants up. Prepare breakfast. (Cooks should be working on First and Second Class requirements.)	Cooks, assistants
7:00 A.M.	Everyone else up. Take care of personal hygiene, air tents, hang out sleeping bags.	
7:30 A.M.	Breakfast	
8:00 A.M.	Clean up.	Cooks
	Patrols put up the gear for morning activities, clean up patrol site.	
8:30 A.M.	Worship service	
9:00–11:00 A.M.	Older Scouts do orienteering course.	
	Younger Scouts—Play four games from the Games section of *Troop Program Resources.**	
11:00 A.M.	Break camp.	
Special equipment needed	Troop camping equipment, topographic maps, clipboard, compasses, contest equipment	

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