

# **Shotgun Shooting**

## 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 2007 • This workbook was updated in June 2012. Scout's Name: Counselor's Phone No.: \_\_\_\_\_ Counselor's Name: http://www.USScouts.Org • http://www.MeritBadge.Org Please submit errors, omissions, comments or suggestions about this workbook to: Workbooks@USScouts.Org Comments or suggestions for changes to the requirements for the merit badge should be sent to: Merit.Badge@Scouting.Org 1. Do the following: a. Explain why BB and pellet air guns must always be treated with the same respect as firearms. Describe how you would react if a friend visiting your home asked to see your or your family's firearm(s). Explain the need for and use and types of eye and hearing protection. Give the main points of the laws for owning and using guns in your community and state. Explain how hunting is related to the wise use of renewable wildlife resources. \_\_\_\_\_

Shotgun Sh	ootin	ıg		Scout's Name:		
f.	Su	ccessfully complete a	state hunter education course, or obta	ain a copy of the hunting laws for your state,		
Ш		n do the following:				
	1.	Explain the main po ammunition, and	oints of hunting laws in your state and o	give any special laws on the use of guns or		
	2.	List the kinds of will	dlife that can be legally hunted in your	state		
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g.	Exi			n shooting.		
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h.	lde	entify and explain thre	e shotaun sports			
***	140	many and explain and	o onotgan opono.			
		entify places in your o	ommunity where you could sheet these	e sports and explain how you can join or be a part of		
		ooting sports activities	•	• • • • • • • • • • • • • • • • • • • •		
		• .				
i.	Giv	e your counselor a li	st of sources that you could contact for	information on firearms and their use.		
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2. Do ONE of the following options

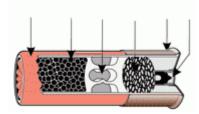
## **OPTION A - Shotgun Shooting (Modern Shotshell Type)**

a. Identify the principal parts of a shotgun, action types, and how they function.



	Identify and demonstrate the rules for safely handling a shotgun
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- Demonstrate how to handle shotguns in a safe manner.
- $\hfill \Box$  c. Identify the parts of a shotgun shell and their functions.



Explain which one you would pick for use and why.

Gauge & use:

Why?\_\_\_\_\_

Gauge & use:

Whv?

Gauge & use:

Why?\_\_\_\_\_

Gauge & use:

Shotgur	Sho	poting Scout's Name:			
		Why?			
	e.	Identify and demonstrate the fundamentals of safely shooting a shotgun.			
	f.	Identify and explain each rule for shooting a shotgun safely.			
	g.	Demonstrate the knowledge, skill, and attitude necessary to safely shoot moving targets, using the fundamentals of shotgun shooting.			
	h.	Identify the materials needed to clean a shotgun.			
	i.	Demonstrate how to clean a shotgun safely.			
	j.	Discuss what points you would consider in selecting a shotgun.			
	k.	Shooting score required - Hit at least 12 (48%) out of 25 targets in two 25-target groups. The two groups need not be shot in consecutive order.			
		1st Round Score:			
		2 <sup>nd</sup> Round Score:			
She	ootir	ng skill rules:			
0	ma	gets may be thrown by a hand trap, manual mechanical, or on any trap or skeet field. Note: If using a hand trap or nual mechanical trap, the trap operator should be at least 5 feet to the right and 3 feet to the rear of the shooter. If owing left-handed with a hand trap this should be reversed.			
0	All	targets should be thrown at a reasonable speed and in the same direction.			
0	Tar	gets should be generally thrown so as to climb in the air after leaving trap.			
0	Sco	cores may be fired at any time, either in formal competition or in practice.			
0	Any	gauge shotgun not exceeding 12 gauge may be used.			
0	Sta	ndard clay targets customarily used for trap and skeet are to be used.			
0	Any	ammunition, either factory or hand loaded, may be used.			
0		poters must shoot in rounds of 25. Rounds need not be shot continuously on the same day (the term "round" refers to ingle series of 25 shots).			
0	If u	sing a trap field, shoot station 3 with traps set to throw straightaway targets.			
0	If u	sing a skeet field, shoot station 7 low house.			

Shotgu	ın Sho	poting Scout's Name:		
O	PTIOI	N B - Muzzle-Loading Shotgun Shooting		
	] a.	Discuss a brief history of the development of the muzzle-loading shotgun.		
	] b.	Identify principal parts of percussion and flintlock rifles and discuss how they function.		
	] C.	Demonstrate and discuss safe handling rules of a muzzle-loading shotgun.		
	] d.	Identify the various grades of black powder and their proper use.		
	] e.	Discuss proper safety procedures pertaining to black powder use and storage.		
	] f.	Discuss proper components of a load.		
	] g.	Identify proper procedures and accessories used for loading a muzzle-loading shotgun.		
	] h.	Demonstrate knowledge, skill, and attitude necessary to safely shoot a muzzle-loading shotgun on a range, including range procedures.		
	] i.	Shoot a moving target with a muzzle-loading shotgun using the five fundamentals of firing the shot.		
	] j.	Identify the materials needed to clean a muzzle-loading shotgun properly and safely.		
	] k.	Demonstrate how to clean a muzzle-loading shotgun safely.		
	] I.	Identify the causes of a muzzle-loading shotgun's failing to fire and explain or demonstrate proper correction procedures.		
	] m.	Discuss what points you would consider in selecting a muzzle-loading shotgun.		
	] n.	Shooting skill required Hit at least 5 out of 15 targets. Score:		
Shoot	ing sl	<u>kill rules:</u>		
@	ma	Targets may be thrown by a hand trap, manual mechanical, or on any trap or skeet field. Note: If using a hand trap or manual mechanical trap, the trap operator should be at least 5 feet to the right and 3 feet to the rear of the shooter. If throwing left-handed with a hand trap this should be reversed.		
@	) All	targets should be thrown at a reasonable speed and in the same direction.		
@	) Tai	Targets should be generally thrown so as to climb in the air after leaving trap.		
@	) Sco	Scores may be fired at any time, either in formal competition or in practice.		
@	) Any	Any gauge shotgun not exceeding 10 gauge may be used.		
@	) Sta	ndard clay targets customarily used for trap and skeet are to be used.		
@	<b>)</b> If u	sing a trap field, shoot station 3 with traps set to throw straightaway targets.		
@	<b>)</b> If u	sing a skeet field, shoot station 7 low house.		
@	On	a standard trap field, the shooter should be positioned 8 yards behind the trap house.		

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

#### 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.