

## Acknowledgments

Scouting America greatly appreciates the National Range and Target Activities Subcommittee members for their expertise and recommendations in the development of the *National Range and Target Activities Manual*.

We would also like to acknowledge the longstanding relationship with the National Rifle Association (NRA) in the goal of training youth and adults in the safe use of firearms.

Scouting America would like to acknowledge the relationship with USA Archery for the relationship in developing and training youth and adults in safe archery experiences.

## SCOUTING AMERICA'S COMMITMENT TO SAFETY

In Scouting, we will not compromise the safety of our youth, volunteers, and employees. Safety is a value that must be taught and reinforced at every opportunity. We are all responsible and must hold each other accountable to provide a safe environment for all participants.

We are committed to abuse prevention by utilizing:

- Mandatory youth protection training.
- Criminal background checks.
- Banning one-on-one adult and youth interactions.
- Mandatory reporting of suspected abuse to law enforcement.
- A volunteer screening database.

We are committed to injury and illness prevention by integrating safety measures in our handbooks, literature, and training materials including the *Guide to Safe Scouting*. We expect leaders to use the four points of **SAFE** when delivering the program. **SAFE** Scouting measures include:

- Youth are **Supervised** by qualified and trustworthy adults who set the example for safety.
- Activities are **Assessed** for risks.
- Pre-requisite **Fitness** and **skill** levels are confirmed before participation.
- Appropriate **Equipment** is utilized and **Environmental** conditions are monitored.

When incidents do occur, we expect a timely, clear, and complete incident report. We are committed to learning from the data and modifying program guidance for the prevention of future occurrence.



## INTRODUCTION

The purpose of Scouting America's range and target activities is first and foremost centered around teaching firearm safety. Scouting America's range and target activities are developed and implemented through age-appropriate training and experiences. Scouting America adheres to its longstanding policy of teaching its youth and adult members the safe, responsible, and intelligent handling, care, and use of firearms, archery, and hand-held throwing sports in planned, carefully managed, and supervised programs for each youth who chooses to participate.

In addition, participating in range and target activities provides Scouts the opportunity to learn responsibility, self-discipline, problem solving, concentration, sportsmanship and acquire lifelong skills and hobby interest.

Scouting America follows the SAFE practices and requires all ranges to have Standard Operating Procedures (SOP) that are approved for that range. Range supervision and instruction are overseen by qualified staff with a key focus of Scout safety.

The Scouting America's National Range and Target Activities Subcommittee understands the need for clarification in the terminology and delivery of range and target activities. The Guide to Safe Scouting and this manual contains information for all the range and target activities and provides guidance for their implementation in Scouting. **No other range and target activities are authorized at this time.** Information on approved firearms, ranges, qualified supervision, training requirements, targets, and ammunition is included.



## Scouting is SAFE – Range and Target Activities

Scouting America adheres to its longstanding policy of teaching its youth and adult members the safe, responsible, and intelligent handling, care, and use of firearms, archery and hand-held throwing sports in planned, carefully managed, and supervised programs. Safety during range and target activities must remain top of mind.

### Supervision

Youth are supervised by qualified and trustworthy adults who set the example for safety. Supervision includes:

- Range Management - a range safety position(s) who oversee the shooting stations and participants. At a minimum, all Scouts BSA troops, Venturing crews, and Sea Scout ships who provide unit-level sponsored/planned range and target activities must have at least one registered unit leader 21+ years of age take the Range Activity SAFETy online training at my.Scouting. This individual must be present at the range during the activity.
- Instruction – participants with the right demeanor, skills, abilities and validated credentials to teach safety and develop the participant’s ability at that activity.
- During live fire, range safety positions and instructors may be supplemented by coaches, registered leaders, and even parents and partners to support a safe experience for participants.
- Cub Scout range and target activities are only conducted and supervised by local Councils. Cub Scout pack unit level sponsored range and target activities are prohibited.

### Assessment

Activities are assessed for risks during planning. Leaders have reviewed applicable program guidance or standards and have verified the activity is not prohibited. Risk avoidance or mitigation is incorporated into the activity. Assessment includes:

- Validating the range and target activities are age-appropriate for the participants being served. Please review the Guide to Safe Scouting Age-Appropriate Guidelines Chart prior to beginning the activity.
- When utilizing council’s nationally authorized camp property’s range(s) or commercial ranges, standard operating procedures for each venue are available, fitting the discipline, equipment and ammunition being used.
- Verification of state and local laws regarding range and target activities are followed.

### Fitness and Skill

Participants’ Annual Health and Medical Records are reviewed, and leaders have confirmed that prerequisite fitness and skill levels exist for participants to take part safely. This includes:

- An instructor reviewing participant’s ability (with or without accommodations) to safely operate the device, firearm, or bow, or throwing object.
- Participants have received the appropriate on-site safety briefing before participation including the three rules of firearm safety.

### Equipment and Environment

Safe and appropriately sized equipment, courses, camps, campsites, trails, or playing fields are used correctly. Leaders periodically check gear use and the environment for changing conditions that could affect safety. This includes:

- Before any use, and periodically, all equipment (shooting devices, firearms, bows, slingshots, hawks, knives, target frames or targets, etc.) should be inspected by a range supervision and instruction and qualified gunsmiths or archery retailer.
- Safe and secure storage and transportation for firearms, ammunition, bows, etc.
- Personal Protective Equipment for all participants and observers is available and used as required. Including:
  - Eye protection
  - Hearing protection
  - Armguards
  - Finger Tabs or finger savers
  - Appropriate attire

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# CHAPTER 1: QUALIFIED SUPERVISION—ROLES AND RESPONSIBILITIES

## Introduction to Range and Target Activities and the Positive Aspects

Throughout Scouting America from Cub Scouting to Venturing and Sea Scouting, all programs use responsible outdoor activities to promote character development and values-based leadership training. Range and target activities have the ability to attract and retain youth in the movement. Millions of young people participate in one or more of the sports annually—archery, rifle and shotgun activities, etc.—guided by adults who have the certification, skills and knowledge to provide quality programs in a safe and effective way.

Key to safe and effective unit activities is informed, trained, and conscientious unit leadership. Various activities can present some degree of risk; those risks can be mitigated by training and commitment of Scouting volunteer leaders. When activities are properly conducted under the appropriate guidelines, they can be safe, fun filled, exciting, and rewarding.

The registered adult leader(s) in charge are always responsible for ensuring that all activities adhere to the age appropriate guidelines and follow the program design of Scouting America. However, Scouting America policy does not specify that the unit leader must be the one to satisfy all the criteria for supervision of specific program activities. All Scouts BSA troops, Venturing crews, and Sea Scout ships who provide unit-level sponsored/planned range and target activities must have at least one registered unit leader 21+ years of age take the Range Activity SAFETY online training available on my.Scouting.org. This individual must be present at the range during the range and target activity(s). Participating in this training will help ensure a unit understands Scouting America's range and target activities policies.

For range and target activities, the unit leader may or may not hold specified certification(s) for the supervision of the range and in the case of Cub Scouting, range and target activities are not approved for a unit activity.

There are two main aspects of range supervision:

1. Range Management – Those individuals who are in charge of range safety and overseeing the shooting stations and participants. These people are responsible for following the approved Standard Operating Procedures (SOP) for the range and overall range supervision. This person is the safety officer.
2. Range Instruction – Those individuals whose primary concern is instruction in the type of shooting, referred to as a shooting discipline. This person is responsible to train in the proper use of and care for the equipment being used. This person may instruct advancement or recognition pieces. Their main responsibility is to instruct and foster competency in the participant.

This publication provides guidance on how to ensure proper safeguards are in place for a range and target activity, whether those safeguards are implemented by the facility operator or the unit. Skills and certifications are reviewed, as well as requirements for a proper facility. After reviewing this material, the leader should be confident in their ability to judge when a range and target activity is safe, when the risk is unacceptable, or when their background is insufficient to make that determination. Experienced, informed leaders develop a sense or intuition regarding an action. When an activity exceeds the leader's comfort zone, it should be curtailed or modified.

## Range and Target Activities Personnel Descriptions

Beginning September 1, 2024, the position previously titled "Shooting Sports Director" will be renamed "Range Activities Director." Individuals holding a valid certificate from the Shooting Sports Director section of the National Camping School retain their certification until it expires. Expiration dates are indicated on an individual's official National Camping School certificate card. In this manual, the title "Range Activities Director" may also refer to those previously certified as "Shooting Sports Directors," provided their certification remains valid.

### Range Activities Director

- Twenty-one years of age or older and currently certified with a valid certificate of training from the Range Activities Director or Shooting Sports Director section of National Camping School within the past five years.
- In charge of all range and target activities, including rifle, shotgun, muzzleloaders, throwing sports and archery during camp program.
- Manages staff that includes properly qualified instructors with current certifications and trains support staff.
- Sees that all areas are maintained and used properly, keeps an updated inventory of equipment, and is in charge of the safe and proper maintenance and use of this equipment.
- Can serve as a Range Safety Officer if the National Camping School certified Range Activities Director holds current NRA Range Safety Officer Certification.
- Can serve as an NRA Instructor if the National Camping School Range Activities Director holds current NRA Instructor certifications for the discipline for which supervision and instruction is required.



### **NRA Certified Instructor**

- Twenty-one years of age or older. Current NRA Instructor rating in the specific program for which supervision and instruction is required. The National Camping School Range Activities Director can be the NRA Instructor.

### **NRA Assistant Instructors**

- Eighteen years of age or older and holds current NRA assistant instructor's certificate in the appropriate discipline
- Can assist the NRA Instructor in supervising a range; however, this does not include running a live firing line.

### **NRA Range Safety Officer**

- Twenty-one years of age or older and holds current NRA Range Safety Officer credentials
- In charge of the firing line at any time it is in operation
- May not leave the firing line at any time while it is in operation

### **Range and Target Activities Program Counselors and Aides**

- Sixteen years of age or older and trained for specific duties by a National Camping School Range Activities Director
- Under on-site supervision of an NRA Range Safety Officer, may exercise crowd control, serve as training assistant for specified topics assigned by the NRA Range Safety Officer, move and maintain equipment, and act as a coach in a student coach/pupil setting
- May NOT supervise any live fire

### **Scouting America BB Gun Rangemaster**

- Eighteen years of age or older and trained by a National Camping School Range Activities Director or National Rifle Association rifle instructor
- Is in charge of the firing line at any time it is in operation
- BB gun rangemaster training must be renewed every two years, and this person must have a current Training Course Certificate, No. 33767

### **Scouting America Archery Director**

- 18 years of age or older
- An Archery Rangemaster who is trained by a National Camping School Range Activities Director or is instructor certified by the USA Archery using USA Archery Level 1 instructor course by a USA Archery Level 2 Instructor Trainer or a National Camping School Range Activities Director or a USA Level 1 Archery Instructor and would receive a Rangemaster certification.

- Responsibilities include the setup and operation of a safe archery range for Cub Scout, Scouts BSA, Venturing or Sea Scouting programs, Archery merit badge instruction, and management of an archery staff at camp.

### **Scouting America Archery Rangemaster**

- Eighteen years of age or older and trained by a National Camping School Range Activities Director or USA Archery Level 1 Archery Instructor to set up and operate a safe archery range for a Cub Scouts, Scouts BSA, Venturing or Sea Scouting archery program according to the standards located in this manual, "Archery and BB Guns."
- Archery rangemaster training must be renewed every two years, and this person must have a current Training Course Certificate, No. 33767.

### **Council Range and Target Activities Coordinator/Chair**

- 21 years old or older. National Camping School certification as a Range Activities Director is recommended.
- National Rifle Association certified instructor for one or more of the appropriate disciplines is recommended.
- Current NRA Range Safety Officer or NRA Chief Range Safety Officer certification is recommended.
- USA Archery Level 1 Archery Instructor certification recommended.

### **Definition of "Instructor Qualified"**

**To be instructor qualified means the individual holds one or more of the following certifications depending on the discipline.**

Trained and currently documented by:

- Scouting America National Camping School as a Range Activities Director for rifle, shotgun, co-op muzzleloading rifle, and archery.
- The National Rifle Association as a currently certified instructor for the specific discipline where instruction is taking place (rifle, shotgun, pistol, co-op muzzleloading rifle, or NRA/NMLRA muzzleloading instructor)
- USA Archery as a currently certified USA Archery Level 1 instructor or higher.

A copy of the current training certificate or document is to be on file at the local council office and/or camp.

The following Chart describes the disciplines for Scouting programs, and the supervision required to operate these programs. All range and target activities must follow the guidelines of the Guide to Safe Scouting and the age appropriate guidelines of Scouting America.

Program	Participants	Safety equipment	Minimum program supervision requirements	Qualified staff to open the range	Minimum number of staff to operate	Ratio instructor : participant	Additional information
BB (Scouting America Accredited Camp)*	All program levels <i>except</i> Lion Cub Scouts	Eye Protection	BB gun Rangemaster	BB Gun Rangemaster National Camping School Range Activities Director NRA Rifle Instructor Certified Military shooting instructor** Certified Law Enforcement Shooting Instructor** Certified 4-H Shooting Instructor**	1 qualified staff and appropriate assistants	1:1 adult to participant for Tiger Cubs 1:8 all others	Cub Scout participation at District or Council events Only
BB (Unit Activity)	Scouts BSA, Venturing, Sea Scouting	Eye protection	BB gun Rangemaster	BB Gun Rangemaster National Camping School shooting Sports Director NRA Rifle Instructor	1 qualified staff and appropriate assistants	1:8	Not approved as a Cub Scout unit activity
Slingshot (Scouting America Accredited Camp)*	All program levels	Eye Protection	BB gun Rangemaster	BB Gun Rangemaster National Camping School Range Activities Director NRA Rifle Instructor Certified Military shooting instructor** Certified Law Enforcement Shooting Instructor** Certified 4-H Shooting Instructor**	1 qualified staff and appropriate assistants	1:1 adult to participant for Cub Scout (all levels) 1:4 adult to participant Scouts BSA, Venturing, Sea Scouting	Cub Scout participation at District or Council events Only
Slingshot (Unit Activity)	Scouts BSA, Venturing, Sea Scouting	Eye Protection	BB gun Rangemaster	BB Gun Rangemaster National Camping School Range Activities Director NRA Rifle Instructor	1 qualified staff and appropriate assistants	1:4 adult to participant	Not approved as a Cub Scout unit activity
Pellet Rifles	Scouts BSA, Venturing, Sea Scouting, Webelos and Arrow of Light Scouts (Long-term camp only)	Eye Protection	NRA Rifle Instructor	National Camping School Range Activities Director NRA Rifle Instructor Certified Military shooting instructor** Certified Law Enforcement Shooting Instructor** Certified 4-H Shooting Instructor**	1 qualified staff and appropriate assistants	1:8	Webelos Scouts and Arrow of Light Scouts may use pellet rifles on a council operated range while attending a long-term camp. All pellet rifles (CO2, pump, break barrel, etc.) are limited to singleshoot, designated for target shooting, velocity of 500 to 540 feet per second, with a minimum of 2.5 pound trigger pull. See also Multigun Airsoft Experience Operations Guide in appendix for additional operational guidance.

\*Scouting America accredited camp means, Day Camp, Short-term Camp and Long-term camp following the NCAP standards. If a council or district has a day activity, standards for “unit activity” apply. Unless otherwise stated the supervision standard is the same for a camp or unit activity. | \*\*Requires approved waiver. In addition, if these positions are used, these individuals need to also be familiar with and follow the program outlined in the Cub Scout Range and Target Activities Guide located in chapter 23 of this manual. | † Required waiver for long-term camp only



Program	Participants	Safety equipment	Minimum program supervision requirements	Qualified staff to open the range	Minimum number of staff to operate	Ratio instructor : participant	Additional information
Archery (Scouting America Accredited Camp)	All program levels	Arm guards on bow arm, finger protection	Archery Rangemaster	Archery Rangemaster for Cub Scout; OR USA Archery Level 1	1 qualified staff and appropriate assistants	1:8	
Archery (unit activity)	Scouts BSA, Venturing, Sea Scouting	Arm guards on bow arm, finger protection	USA Archery Level 1 or higher	USA Archery Level 1 or higher	1 qualified staff and appropriate assistants	1:8	
Tomahawks/ knives	Scouts BSA, Venturing, Sea Scouting	Eye protection	Responsible adult (18+) familiar with the use of tomahawk/knife throwing	Responsible adult (18+) familiar with the use of tomahawk/knife throwing	1 qualified staff and appropriate assistants	1:4	Activity must be approved by a council Range and Target Activities committee chair or National Camping School Range Activities Director.
Catapults (see catapults in chapter 10)	All program levels (as appropriate)	Eye protection	NRA Range Safety Officer				Activity must be approved by council range and target activities chair or National Camping School Range Activities Director.
Chalkball/ Paintball (Scouting America accredited Camp programs only)	Scouts BSA, Venturing, Sea Scouting	Eye and hearing protection	NRA Range Safety Officer	NRA RSO	1 qualified staff and appropriate assistants	1:1	See also Chalkball Shooting Program Guide, in the appendix. Council must apply to operate this activity.
Multi-gun Airsoft experience	Scouts BSA, Venturing, Sea Scouting	Eye Protection	BB Gun Rangemaster with Airsoft endorsement Coach (authorized by airsoft instructor) Volunteer (as needed for event)	BB Gun Rangemaster with Air Soft endorsement National Camping School Range Activities Director NRA Rifle Instructor with Airsoft endorsement	2 qualified staff and appropriate assistants	1:1 1 Instructor per bay 1 Coach per bay	See also Multi-gun Airsoft Experience Operations Guide, in the appendix. Airsoft endorsement is conducted through the council Range and Target Activities committee. Council must apply to operate this activity.
Sporting arrows (Scouting America accredited Camp programs only)	Scouts BSA, Venturing, Sea Scouting	Arm guards on bow arm, finger protection	USA Archery Level 1 or higher instructor	USA Archery Level 1 or higher instructor	1 qualified staff and appropriate assistants	1:3	See also Sporting arrows Shooting Program Guide, Appendix 19, page 251. Council must apply to operate this activity

## CHAPTER 2: SCOUTING AMERICA RANGE AND TARGET ACTIVITIES — A WEALTH OF YEAR-ROUND OPPORTUNITIES

### CUB SCOUT PROGRAMS

Cub Scout range and target activities programs may be conducted only on a district or council level. Archery, slingshot and BB gun shooting are restricted to day camps, Cub Scout/Webelos Scout long-term camps, council-managed short-term camps, or to council or district sponsored activities where there are properly trained supervisors and all standards for Scouting America range and target activities are enforced. Archery, slingshot and BB gun shooting are prohibited at the pack level.

The use of pellet air rifles is restricted to Webelos Scouts and Arrow of Light Scouts in a long-term camp setting only.

### SCOUTS BSA, VENTURING AND SEA SCOUT PROGRAMS

Firearm programs may only take place on a nationally authorized camp property's range(s) or at a commercial firearm range. This does not apply to district or council programs that utilize BB devices, but applies to pellet rifles, airsoft (any type), rifles, pistols, shotguns, and muzzle loading rifles and shotguns. Some states, counties, or other jurisdictions may regulate BB guns as firearms depending on their design and capabilities. Councils must review and follow any local regulations before conducting programs.

The council's camp may be an ideal location for range and target activities. Here, safely designed ranges may be established for the long-term camping program. Under qualified leadership, Scouts, should be given a chance to participate in these skills year-round. Alert unit, district, and council leadership will discover community resources that will be available to units throughout the year. Local archery, National Rifle Association, and sportsmen's groups will often provide facilities and resources.

Scouts BSA, Venturing and Sea Scout members can shoot small-bore rifle, shotgun, muzzleloading rifle, muzzleloading shotguns, and archery following the five levels of shooting described in the chart in Chapter 1.

Scouts BSA members who are 14 years of age or older, or are 13 years of age and have completed the eighth grade, Venturing and Sea Scout members may participate in the NRA FIRST Steps Pistol Orientation sponsored by their council or district. No other pistol program is allowed, except for potential participation in approved council cowboy action programs. Pistol use is limited to pistols and revolvers as follows: .177 pellet pistol; .22 long rifle rimfire; .38 caliber special; or 9 mm only.

For information about the Scouts BSA Merit badge programs refer to the following publications:

- Rifle Shooting merit badge pamphlet, No. 35942
- Shotgun Shooting merit badge pamphlet, No. 35948.
- Archery merit badge pamphlet, No. 35856.

**Long-term and Short-term camp programs.** Scouting America camp programs offer a wide variety of range and target activities opportunities for Scouts. Each local council will serve as a resource for more information on what that council's camp offers.

**Hunter education** (Scouts BSA/Venturing and Sea Scouting). Contact your local department of natural resources for more information on hunter safety and education, or find information online at [www.hunter-ed.com](http://www.hunter-ed.com) (Hunting programs are only approved for Venturing and Sea Scouting).

**Venturing Range and Target Activities Outstanding Achievement Award.** While working on the Ranger Range and Target Activities elective, Venturers and Sea Scouts are to complete one of the following disciplines: pellet pistol, air rifle, archery, muzzleloading rifle, shotgun, or small-bore rifle. However, Venturers and Sea Scouts who go beyond the basic requirement and complete five of the seven disciplines will earn the Venturing Range and Target Activities Outstanding Achievement Award. This medal and certificate are sponsored by many companies and organizations to recognize outstanding achievement in shooting sports.

For more information, go to <https://www.scouting.org/awards/awards-central/venturing-shooting/>

## CHAPTER 5: RANGE OPERATION

In planning any range and target activities, consideration must be given to what equipment is required for that specific shooting discipline and venue. Care must be taken to provide, or arrange for, the safety of non-participants as well as personal protection of the participant. This chapter examines some of the items that should be considered.

The use of personal firearms and personal ammunition is prohibited in all Scouting programs at a camp property (see Standard SA-001). Personal firearms and personal ammunition may be used at a commercial firearm range, subject to restrictions regarding caliber, gauge, and action as described in this manual.

### General Equipment Common to All Scouting Program Levels and Range Disciplines

**Range safety flag.** As an indicator that the range is active, the range safety flag is to be displayed on a flagpole in a prominent place visible to approaching spectators and participants. Each range should have its own flagpole. It is recommended the flag be made of a bright red material approximately 48-by-36 inches in size. (This flag can be purchased from the NRA's online store.) The flag should be removed at the end of the shooting session.

**Eye and hearing protection.** Each participant must wear hearing and eye protection appropriate for the shooting discipline. Spectators in the immediate, designated area must also wear protection as appropriate. ANSI Z87.1 is the approved rating and the industry standard. Shooting sports safety glasses with this rating should be worn anytime safety glasses are prescribed.

This personal safety equipment may be provided by the event or furnished by the individual participant. If provided by the individual, the Range Safety Officer or NRA instructor should verify that eyeglasses have adequate lens area to offer protection. Hearing protection must fit properly.

If eye and hearing protection is furnished by the event organizers, an assortment of sizes should be on hand to ensure proper fit. Youth sizes are available from many vendors of safety glasses. Earmuffs might be preferable to earplugs. When exchanging common-use items, be sure to clean and disinfect them before wearing them. Earplugs are NOT to be exchanged.

**Empty-chamber indicator.** An added safety measure while transporting or storing, or while the firearm is, UNLOADED AND NOT BEING USED ON THE FIRING LINE a visual empty-chamber indicator should be installed. Several commercial models are available which when installed in the chamber displays a brightly colored flag readily visible.

A simple alternate method is to use a piece of high-visibility, heavy monofilament trimmer line, cut approximately 12 inches longer than the barrel of the firearm. When inserted through the barrel, approximately 6 inches of line is visible at both the muzzle and the breech.

**Ammunition control.** A simple ammunition block, with an appropriate number of 15/64-inch-diameter holes drilled in a pattern of a multiple of five, should be used to control the ammunition being dispensed to the participants. Range personnel will load the blocks from the bulk ammunition storage, and issue only the number of rounds being fired for a given relay. If magazines are being used, range personnel will load magazine prior to distribution.

### Comfort items.

- Sling. A leather or web sling will aid participants in the prone, kneeling, and sitting positions. They are easily adjustable to each participant and will steady the participant.
- Prone mat. A padded shooting mat of approximately 30-by-60 inches should be provided at each prone shooting position.
- Kneeling roll. A piece of carpet remnant approximately 8 inches wide and tightly rolled and bound to approximately 4 to 6 inches in diameter may be placed under the ankle of the down leg when shooting in the kneeling position.

**First-aid kit.** A first-aid kit must be readily accessible to the range or classroom. It should be well stocked and include items appropriate for potential injuries unique to the specific range and target activities venue. A medical log must be included in each kit. Details of each incident should be recorded. Any injury requiring first aid of any kind must be recorded in the First Aid Log for camp if the activity is a part of a Council long term, short term or day camp and if required, submit an incident report. Expended materials should be replaced before the next activity. Contents should be monitored and replaced as needed.

**Emergency communications device.** The procedure to summon emergency help must be considered during planning and be verified before the start of the event. The details of the exact location should also be noted in the event of an emergency. All range personnel should be familiar with the emergency procedures of the event and understand how to reach help.

## Range Equipment Appropriate to Each Scouting Program Level

**NOTE:** The Cub Scout range and target activities programs are authorized for District and Council events only and are not approved for use at the unit level. For approved shooting activities for each age level, refer to the age appropriate guidelines within the *Guide to Safe Scouting*.

### BB Gun

**BB Gun.** Only a smoothbore, spring-type air gun propelling a coated steel ball projectile commonly known as a “BB” may be used.

**Target.** The target line is usually 16.5 feet from the firing line. The TQ-40 and AR-4 are the common targets for this distance. Paper plates or aluminum pie tins are also popular targets for Cub Scouts and training new shooters. Animal, zombie, and human form silhouettes are not approved for Cub Scout use. Appropriate animal silhouettes including wild game species normally hunted are appropriate for Scouts BSA, Venturers, or Sea Scout use. Zombie and human form silhouettes are not approved for use in any Scouting America range and target activities programs.

**Personal Protection.** All participants must wear eye protection.

### Pellet Rifle

**Pellet Rifle.** Spring, piston or pneumatic (single stroke, multi-pump, air, or CO2 gas) pellet rifles with rifled barrels bored for .177-caliber skirted pellets may be used. Pellet rifles (CO2, pump, break barrel, etc.) are limited to single-shot, designed for target shooting with a look comparable to approved .22 rifles. Rifles may be used by Webelos Scouts, Arrow of Light Scouts, Scouts BSA, Venturers and Sea Scouts. Webelos and Arrow of Light use is restricted to long-term camps only.

- The pellet rifle range meets or exceeds Scouting America and NRA recommendations and appropriate Scouting America Outdoor Programs/Properties design standards.
- All pellet rifles in good repair are provided. All pellet rifles used in Scouting America range and target activities have a trigger pull in excess of 2.5 pounds and are tested with a 2.5-pound weight or scale at least once a week while in use. If any trigger mechanism fails, the pellet rifle is immediately removed from service. Documentation of the tests is maintained.
- **Webelos and Arrow of Light Scouts Only:** All pellet rifles (CO2, pump, break barrel, etc.) are limited to single-shot designated for target shooting, velocity of 500 to 540 feet per second, and energy levels not to exceed 7.5 joules.

- Pellet rifle propellant is limited to CO2 cylinders or air compressor/scuba tanks. Refilling is conducted by qualified/trained adults with appropriate controls. If scuba tanks are used, each tank must be visually inspected annually and hydrostatically tested every five years by a qualified technician. Scuba tanks used for range and target activities purposes may not be used for scuba purposes.

**Pellet Rifle Target.** The target line is usually set at 33 feet from the firing line. The TQ-18 and AR-5 are the common targets for this distance. Paper plates or aluminum pie tins are also popular targets for training new shooters. Animal, zombie, and human form silhouettes are not approved for Webelos or Arrow of Light Scout use. Appropriate animal silhouettes including wild game species normally hunted are appropriate for Scouts BSA, Venturers, or Sea Scout use. Zombie and human form silhouettes are not approved use in any Scouting America range and target activities programs.

**Personal Protection.** All participants must wear eye protection.

### Rifle

#### Rifle.

**Scouts BSA, Venturing and Sea Scouts.** May only use .22 caliber breech-loading, single-shot or a repeater type bolt-action rifles with a box-style magazine. (Only .22 caliber Short, long, long rifle may be used.) (Rifle tubular magazines are not allowed.) \*Note: Tubular magazines may be used in approved Cowboy action programs only following the guidelines in the Cowboy action guide in the appendix of this manual. Councils must be approved by the National Council to offer Cowboy action programs using the NCAP Intent to Operate form each year.

**Ammunition.** Current-manufacture cartridges appropriate for the caliber firearm being used. **Reloading and use of reloaded ammunition is not approved for BSA programs. Tracer, armor-piercing and exploding ammo are not allowed.**

#### Sights.

- Open sights found on most rifles are limited to elevation adjustment.
- Aperture (peep) sights are fully adjustable and have an easy-to-learn sight picture. The easy adjustment will aid in qualification shooting.
- Optical (red dot, telescopic) sights are also fully adjustable.

**Targets.** TQ-1, TQ-5, and A-17 targets are recommended at 50 feet. The A-23 is a popular small-bore rifle target at 50 yards and the A-25 is sized for 100 yards. Scouts BSA, Venturers, and Sea Scouts are allowed to use tasteful and appropriate animal silhouette targets (paper and 3-D targets) with all firearms approved for their use. Appropriate animal silhouettes



include wild game species that are normally hunted. Human form and zombie silhouette targets are not approved for use. Metallic silhouette animal targets are also approved for use.

Exploding targets are NOT approved for ANY shooting activity.

**Personal Protection.** All participants must wear eye and hearing protection.

## Shotgun

**Shotgun.** Modern, age-appropriate, target shotgun models, 12-, 16- or 20-gauge, may be used. Experience shows that beginning shotgun participants are more successful with a 20- or 12-gauge shotgun, putting more shot to the target.

**Chokes.** At the muzzle end of the shotgun is a “choke.” Just as the nozzle of a garden hose determines the width of a jet of water, the choke affects the spread pattern of the pellets exiting from the barrel. There are four main chokes: skeet, IC (improved cylinder), M (modified), and F (full). For camp use, skeet and IC are recommended. If these are not available, modified would be the best choice.

**Ammunition.** Current-manufacture shotshells of the appropriate gauge contain No. 7½ to No. 9 shot. A shot size larger than 7½ is not to be used. **Reloads may not be used in Scouting America range and target activities programs.**

**Trap/thrower.** Hand throwers, manual traps, or automatic traps may be used. Care should be taken to match the target speed and flight path to the shooter’s ability. Always refer to the manufacturer’s operations and safety instructions before operating this equipment.

**Trap location.** For new shooters and merit badge qualification, the trap should present a straight-away, rising target, at a reasonable speed. Trap systems on trap and skeet fields and on sporting clays courses will provide the participant with some challenging presentations as skills are mastered.

**Personal Protection.** All participants must wear eye and hearing protection.

## Muzzleloading Firearms

Because of the historical significance of muzzleloading firearms, Scouts BSA members, Venturers, and Sea Scouts are encouraged to learn to safely load and shoot a muzzleloader. On the range, each participant must be under the direct supervision (one-on-one) of a currently certified NRA or NRA/NMLRA muzzleloading instructor (for the appropriate discipline) when loading or firing the muzzleloader.

**Scouts BSA, Venturing and Sea Scouts. May only use muzzleloading rifles or muzzleloading shotguns. (No muzzleloading handguns are permitted in the Scouting America program.)**

**Muzzleloading rifles.** Recently manufactured (or assembled from a kit) percussion cap muzzleloading rifles or inline muzzleloading rifles of any caliber may be used. All muzzleloading rifles are subject to safety inspection by the instructor or range officer. Rifles made from kits must be checked by a qualified gunsmith.

**Propellant.** Only a commercially manufactured, sporting-grade black powder or black powder substitute offered for sale by a reputable firm should be used in muzzleloading firearms. For new shooters, the amount of propellant in grains should be at the minimum of the gun manufacturer’s recommended load range.

### Accessories.

- **Ramrod.** The ramrod is used to seat the patch and shot. It is usually mounted in the fore-end of the stock, just beneath the barrel. It is recommended that a more durable work rod be obtained for use on the range. The first time a new rod is used, it should be inserted into the empty barrel all the way down. A permanent mark should be scribed on the rod at the end of the muzzle. Then the same procedure should be used after a standard charge (powder, patch, and ball) has been placed in the barrel. This will enable the shooter to know whether the barrel is empty or has a standard charge.
- **Powder flask and powder measure.** Propellant shall be transferred from the original bulk container to a brass or plastic powder flask to be taken to the range. It shall then be poured into the powder measure before pouring into the barrel.
- **Shot starter.** (ml rifle) This tool allows the shooter to first get the ball and patch just started into the muzzle, and second to drive the ball a short distance down the barrel, before using the ramrod to seat the patch and ball against the powder charge.
- **Shot measure.** (ml shotgun) A small cup with a handle that allows the shooter to measure the exact amount of shot and then pour it directly into the barrel.
- **Nipple wrench and nipple pick.** The nipple wrench is simple tool used to remove the cap nipple should it become fouled. A nipple pick is a stiff wire that is used to clear debris in the nipple orifice (flash channel).
- **Capper.** Percussion caps are packaged 100 per tin. The capper allows the caps to be dispensed one at a time right onto the nipple.
- **Patch puller, ball puller.** These tools fit onto the end of the ramrod to remove the ball or patch from down in the barrel. Care must be taken when using these items.

- **CO<sub>2</sub> ball discharger.** This tool has a fitting to fit onto the nipple and has a small CO<sub>2</sub> cartridge to provide pressure to blow a patch and ball out of the muzzle of the gun. **Always point the muzzle-loader in a safe direction when using this device.**
- **Loading bench.** Many Scout ranges are equipped with a loading bench that provides a stable and easy-to-reach platform for the muzzleloading firearm during the loading process.

**Personal Protection.** All participants must wear eye and hearing protection.

### **Pistols**

**Scouts BSA members who are 14 years of age or older, or are 13 years of age and have completed the eighth grade, Venturing and Sea Scouts may participate in the NRA FIRST Steps Pistol Orientation sponsored by the district or council. No other pistol program is allowed, except for potential participation in approved council cowboy action programs. No unit level sponsored pistol program is approved in any Scout America programs.**

**Handguns of any type are NOT permitted for Cub Scouting.**

**Pistols and Revolvers.** Pistol use is limited to pistols and revolvers as follows: .177 pellet pistol; .22 long rifle rimfire; .38 caliber special; or 9 mm only.

**Sights.** Open sights may be fixed or adjustable. Optical sights (red dot and telescopic) sights are also fully adjustable, but care must be taken to provide an appropriate scope for the shooting distance. Laser sights have become extremely popular as a training aid for pistol shooting; however, they may not be permitted for certain qualification programs.

**Targets.** A 9-inch paper plate is recommended for training new shooters at 15 feet. The TQ-6, slow-fire, and TQ-7 rapid-fire targets are recommended at 25 feet. B-2, slow-fire, and B-3, timed and rapid-fire are popular pistol targets at 50 feet. The B-16, slow-fire, and B-8, timed and rapid-fire, targets are sized for 25 yards. Appropriate animal silhouettes include wild game species that are normally hunted. Human form and zombie silhouette targets are not approved for use. Metallic silhouette is becoming a popular target discipline at many clubs and ranges. **NO exploding targets are allowed in any Scouting America program.**

**Personal Protection.** All participants must wear eye and hearing protection.

**Pointing any type of firearm or simulated firearm at any individual is unauthorized. Units with council approval may participate in formally organized historical reenactment events where firearms are used and intentionally aimed over the heads of reenactment participants. Leaders and the council approvers for participation must complete the SAFE Checklist during planning for attendance or participation.**

### **Archery**

#### **Bows.**

**Cub Scouts.** A light-draw-weight (15- to 20-pound), 54-inch, take-down, recurve bow is recommended because the bow will fit many archers who have different lengths of draw.

**Scouts BSA.** A light-draw-weight (20- to 25-pound), 62-inch or 66-inch, take-down, recurve bow is recommended because the bow will fit many archers who may have different lengths of draw.

**Venturers and Sea Scouts.** A light-draw-weight (20- to 35-pound), 62-, 66-, or 70-inch, take-down, recurve bow is recommended because the bow will fit many archers who may have different lengths of draw.

All bows should be equipped with an arrow rest in good condition and with a proper-length, well-served, 10- to 12-strand string with properly placed nock locator.

Always inspect the bow for cracks and splinters, and the condition of the bowstring and serving.

A universal draw length bow is popular in youth programs because it provides all the advantages of a compound bow but with an adjustable draw weight to accommodate participants of all abilities.

True compound bows are not recommended at this level because they must be set up to fit each individual archer.

**Arrows.** Care should be taken to inspect arrows before use.

- **Shaft material.** Wood arrows are light but susceptible to warping and splintering. Fiberglass arrows are heavier, and more durable, and will last several seasons. Aluminum arrows are light and shoot true, but cannot be repaired if bent or kinked. Carbon fiber arrows are lighter, stronger, and preferred by most competitive shooters.
- **Length.** An appropriate length arrow for Cub Scout age youth will be approximately 24 to 26 inches. For Scouts BSA use will be approximately



26 to 30 inches. For Venturers and Sea Scout use, arrows will be approximately 28 to 32 inches. Care must be taken to avoid shooting an arrow that is too short for the archer or too short for the bow.

- **Point.** Arrows must be fitted with target points. No field points or broadheads.
- **Nock.** The nock should fit the serving of the bow being used. The arrow should not fall from the string if the nock opening is correct.
- **Fletching/vanes.** Either may be used; however, plastic vanes provide longer service with young participants.

#### **Personal protection.**

- **Quiver.** For each archer, either a personal side quiver or a ground quiver must be provided to store arrows during shooting.
- **Finger protection.** Archers must wear a finger tab or glove unless there are “no gloves” on the string.
- **Arm protection.** Each archer **must** wear an arm guard on the bow arm. Arm guards may be obtained in junior sizes for small arms.
- **All protective equipment must be properly sized for the archer.**

#### **Sights.**

- Not recommended for Cub Scouts.
- As the fundamentals of archery are learned, it is recommended that sights be added to the bow. Least expensive may be a simple quilter’s pin affixed at the sight window by foam tape applied to the back of the handle.
- Relatively inexpensive target sights may be added to the bow, which will be a tremendous aid to the shooter for qualifying or competition.

#### **Targets.**

**Cub Scouts.** It is recommended that large-diameter target mats and faces be used to ensure success and to reduce the number of lost arrows. Ethafoam mats are commercially available in 48-inch, 36-inch, and 32-inch diameters, with five-color target faces to match. Animal, zombie, and human silhouettes are not approved for Cub Scout use.

Set the target line at no more than 10 yards in front of the shooting line, adding to the success of young archers. The mat should be mounted relatively low to the ground to make it easier to extract arrows from the target.

**Scouts BSA.** It is recommended that large-diameter target mats and faces be used to ensure success and to reduce the number of lost arrows. Ethafoam mats are commercially available in 48-inch, 36-inch, and 32-inch diameters, with five-color target faces to match.

Scouts BSA participants are allowed to use tasteful and appropriate animal silhouette targets (paper and 3-D targets). Appropriate animal silhouette targets include wild game species that are normally hunted. Human form and zombie silhouettes are not approved for use.

**Venturers and Sea Scouts.** For new shooters, it is recommended that large-diameter target mats and faces be used to ensure success and to reduce the number of lost arrows. Ethafoam mats are commercially available in 48-inch, 36-inch, and 32-inch diameters, with five-color target faces to match. As Venturers and Sea Scouts develop skill, various target games and shooting distances may be introduced to provide a challenge for the participant. Venturers and Sea Scouts are allowed to use tasteful and appropriate animal silhouette targets (paper and 3-D targets). Appropriate animal silhouette targets include wild game species that are normally hunted. Human form and zombie silhouettes are not approved for use.



## CHAPTER 6: SAFETY

Scouting America adheres to its longstanding policy of teaching its youth and adult members the safe, responsible, and intelligent handling, care, and use of firearms, throwing equipment and bow and arrow in planned, carefully managed, and supervised programs.

Safe gun handling is of paramount importance. You must treat every firearm as if it were loaded. With that in mind, there are several universal rules of safe gun handling that must always be followed.

1. **Always** keep the gun pointed in a safe direction.
2. **Always** keep your finger off the trigger until ready to shoot.
3. **Always** keep the gun unloaded until ready to use.

### Communications

Each range should have reliable communication with the appropriate staff overseeing the event or activity.

### Emergency Response Plans

A complete first-aid kit should be centrally located near the ranges. The location of the first-aid kit should be prominently marked. In the event of an accident, the established emergency protocols for the camp or activity should be followed.

### National Camping Standards

For standards related to range and target activities and day camp, short-term and long term camp operation and management procedures, refer to the current National Camp Accreditation Program Standards at [www.scouting.org/NCAP](http://www.scouting.org/NCAP).

### Standard Operating Procedures

All ranges must have their own written standard operating procedures (SOP) and have them posted at the range. See Appendix for a sample of an SOP.

### Equipment Inspections—Firearms and Archery

Prior to range operation, equipment must be inspected for safety and proper function. This inspection includes the firearm or apparatus being used as well as all protective equipment. During this inspection if any equipment is deemed unsafe or not sized appropriately for the participants, it must not be used. These inspections should be in advance of the activity or camp so if needed, corrective action can take place.

### SAFE checklist

All shooting and throwing sports activities are expected to follow the Scouting America SAFE checklist. Leaders and staff conducting shooting sports activities must conduct this checklist prior to the event or activity. For a model SAFE checklist for range and target activities see the SAFE checklist at the beginning of this manual.

## CHAPTER 7: ADDITIONAL CONSIDERATIONS

### General

**Lead protection.** Lead is a soft, dense metal that is an integral part of most bullets. Lead is toxic to humans in relatively small concentrations, with the most susceptible organs being the eyes, central nervous system, and gastrointestinal tract. Handling ammunition, setting up a range for shooting, counting out rounds for firing, loading and unloading a firearm, discharging a firearm, and cleaning a firearm can all leave lead residues on the skin. Two easy precautions can minimize the risk of inhaling or ingesting lead residues. First, when handling ammunition or a recently discharged firearm, minimize contact of the hands with other parts of the body, particularly the eyes, mouth, and skin. When you are finished handling ammunition or firearms, immediately wash your hands with soap and cold water. It is strongly recommended that a handwashing station be next to all ranges and storage areas where ammunition or firearms may be handled or used. Food and drink should not be permitted on a range or in storage areas.

The use of lead can also be an environmental concern and may require some additional consideration for a local council or the landowner. Care needs to be taken to contain the impact of the range on the environment.

Other environmental impacts: The discharge of a firearm can cause a loud report. This noise can also become an environmental concern when the range is close to neighbors or other land owners. Care must be taken in the selection of range locations keeping in mind the noise that could be caused during range and target activities.

**Cleaning solvents.** Solvents used for cleaning firearms typically contain petroleum distillates, ammonia, caustics, and other potentially hazardous chemicals. Hazards may include skin damage, lightheadedness caused by vapors, and risk of fire. In addition, once the solvent has done its job of cleaning a firearm, it not only contains the original chemicals, but now contains the residues from the firearm, which may include lead, copper, gunpowder, and burned plastic. As with lead, contact with the eyes, mouth, and skin should be discouraged while handling firearm cleaning solvents. Use of appropriate gloves and eye protection are strongly recommended when using any cleaning materials and solvents. Food and drink should not be allowed in areas where cleaning takes place. A hand washing station with soap and cold water should be available near the firearm maintenance/cleaning area.

**Considerations for people with special needs and disabilities.** Another consideration concerns participants who may have physical, intellectual, cognitive and/or developmental challenges. Every effort should be made to serve all youth and adults in Scouting. This may require modification of facilities, equipment, content delivery or processes. Safety is the number one concern. The question may need to be asked to how accommodations can be made so that any individual can shoot safely. Considerations to influence the course of action may include: What challenges are afforded by the special need or disability? Does the participant have someone helping them? Can you communicate effectively with the participant and helper? Ask the participant, parent, and/or unit leader what is the best way to accommodate the participant (never assume disability is synonymous with inability). It may be necessary to temporarily close the range to other participants so you can work one on one on the range with a participant with the special need. Consideration must also be given to the provisions of the Americans With Disabilities Act.

For information about adaptive shooting with range and target activities, visit the inclusion toolbox <https://ablescouts.org/toolbox/>

## CHAPTER 8: TRAINING COURSES

In Scouting events and activities, our primary consideration is the safety of youth and adult members. To achieve that goal, Scouting America, in consultation with other organizations, has created specific guidelines for range and target activities. These organizations also provide training and instructor certification by discipline-specific subject matter experts to prepare those individuals who will serve in a leadership or supervisory role in the various shooting sports activities.

In general, for all certifying organizations, the instructor candidate must meet specific eligibility requirements, satisfactorily complete the instructor training curriculum, understand and agree to the responsibilities of a certified instructor, and maintain active certification status.

Listed here are the shooting sports training certifications recognized by Scouting America.

### Scouting America Training

#### ***Range SAFETY Online Training for Units***

At a minimum, all Scouts BSA troops, Venturing crews, and Sea Scout ships who provide unit-level sponsored/planned range and target activities must have at least one registered unit leader 21+ years of age take the Range Activity SAFETY online training at my.Scouting. This individual must be present at the range during the activity.

#### ***Scouting America National Camping School***

Annually, seven-day National Camping Schools are conducted. The purpose of the National Camping School is to prepare Scouters who will be serving in management or supervisory roles in a council camp. Those who successfully complete the range activities section of the National Camping School, will be given a certificate of training as a Range Activities Director, which is valid for five camping seasons.

Participation must be approved by a local Scout executive, and enrollment is administered through the local council. For more information about National Camping School visit <https://www.scouting.org/outdoor-programs/national-camping-school/>

It is also expected that the Scouting America range and target activities will serve the council as a resource year-round and be an active member of the council's range and target activities committee.

### ***Rangemaster Training***

Operation of BB, archery, and slingshot ranges for activities and events, including day camp, long-term camp, and short-term camping programs require qualified, trained Rangemasters.

BB/slideshot rangemaster and archery rangemaster training (2 separate courses) are administered by the council's range and target activities committee and conducted by a National Camping School certified range activities director or a council approved currently certified National Rifle Association rifle instructor for the BB/slideshot rangemaster and a USA Archery instructor certification for archery rangemaster. In either case the instructor must be familiar with the Scouting America program for which they are instructing (ex. NRA rifle instructor must be familiar with Cub Scout range and target activities if instructing BB range course for Cub Scout BB rangemaster.)

These BB/Slideshot rangemaster and Archery Rangemaster certifications are valid for two years from the date of the training.

A currently certified NRA rifle instructor is qualified to serve as a BB/slideshot rangemaster only if that person is familiar with the program policies and delivery of the Scouting America program they will oversee. A currently certified USA Archery Level 1 instructor or higher may serve as the Archery Rangemaster for archery activities.

### ***National Rifle Association Training***

#### ***NRA Certified Rifle Instructor***

A NRA Certified Rifle Instructor is required to provide instruction for Scouting America rifle shooting activities involving Scouts BSA, Venturers, and Sea Scouts.

The NRA rifle instructor may teach the Scouting America 30-Minute Rifle Briefing, the NRA FIRST Steps Rifle Orientation, Scouting America Rangemaster training, the Rifle Shooting merit badge using the Rifle Shooting Merit Badge Teaching Guide, and the eight-hour NRA Basic Rifle Course.

A currently certified NRA rifle instructor is qualified to serve as a BB Rangemaster for BB shooting and slideshot shooting activities provided the individual is familiar with the programs of Scouting America they will oversee.

### ***NRA Certified Shotgun Instructor***

An NRA certified shotgun instructor is required to provide instruction for Scouting America shotgun shooting activities involving Scouts BSA, Venturers, and Sea Scouts.

The NRA shotgun instructor may teach the Scouting America 30-Minute Shotgun Briefing, the NRA FIRST Steps Shotgun Orientation, the Shotgun Shooting merit badge using the Shotgun Shooting Merit Badge Teaching Guide, and the eight-hour NRA Basic Shotgun Course.

### ***NRA Certified Pistol Instructor***

An NRA certified pistol instructor is required to provide supervision for Scouting America pistol shooting activities involving Scouts BSA, Venturers and Sea Scouts.

The NRA pistol instructor may teach the Scouting America 30-Minute Pistol Briefing, the NRA FIRST Steps Pistol Orientation involving older Scouts BSA youth, Venturing and Sea Scouts. Older Scouts BSA members must be 13 years of age and have completed eighth grade or be 14 years of age.

### ***NRA Co-Op Muzzleloading Rifle Certified Instructor***

An NRA certified Co-Op muzzleloading rifle OR an NRA/NMLRA certified muzzleloading instructor is required to provide supervision for BSA muzzleloading rifle shooting activities involving Scouts BSA, Venturers, and Sea Scouts.

### ***NRA/National MuzzleLoading Rifle Association Certified Muzzleloading Rifle Instructor***

The NRA certified co-op muzzleloading rifle or full NRA/NMLRA muzzleloading instructor is required to provide supervision for Scouting America muzzleloading rifle shooting activities involving Scouts BSA, Venturers, and Sea Scouts.

The NRA Co-Op muzzleloading rifle instructor or the NRA/NMLRA muzzleloading instructor may teach the NRA Basic Co-Op Muzzleloading Rifle Shooting Course and the muzzleloading option of the Rifle Shooting merit badge.

The NRA co-op muzzleloading rifle instructor may teach the NRA Basic Co-op Muzzleloading Rifle Shooting Course, and the Muzzleloading option of the Rifle Shooting merit badge.

### ***NRA/National MuzzleLoading Rifle Association Certified Instructor***

An NRA/NMLRA certified muzzleloading instructor is required to provide supervision for Scouting America muzzleloading shotgun shooting activities involving Scouts BSA, Venturers, and Sea Scouts.

The NRA/NMLRA muzzleloading instructor may teach the NRA Basic Muzzleloading Shooting Course and the muzzleloading option of the Shotgun Shooting merit badge.

The NRA/NMLRA muzzleloading instructor may teach the NRA Basic Muzzleloading Shooting Course to Venturers and Sea Scouts.

### ***NRA Range Safety Officer***

An NRA Range Safety Officer is required to provide live firing range supervision for all shooting activities involving Scouts BSA, Venturers, and Sea Scouts. No other certification is accepted.

The NRA Range Safety Officer is responsible for the range management.

### ***NRA Chief Range Safety Officer***

An NRA chief Range Safety Officer or an NRA training counselor is qualified to teach the NRA basic Range Safety Officer course. The Chief Range Safety Officer may also assist Scouting activities in the role of the Range Safety Officer.

### ***NRA Training Counselor***

Qualified, experienced, certified instructors may apply for appointment as a training counselor to recruit and train new instructors to teach basic firearms training courses. For information about becoming a NRA training counselor visit [www.nrainstructors.org](http://www.nrainstructors.org).

## **Archery Training**

### ***USA Archery Level 1 Instructor***

The USA Archery Level 1 Instructor Certification course is administered by USA Archery, the national governing body for the Sport of Archery in the U.S., USA Archery, the National Field Archery Association and the Archery Shooters Association jointly recognize all certification levels.

Candidates for the USA Archery Level 1 instructor certification are primarily camp archery staff and those working with entry-level students. The USA Level 1 Archery Instructor Certification Course provides



graduates the necessary tools to maintain a high level of safety both on and off the archery range. The Level 1 Instructor will learn about range safety, range setup, the steps of shooting, equipment and repair, programs and lesson plans and is well prepared to teach beginner archery programs to people of all ages and abilities in a variety of disciplines.

USA Archery Level 1 Archery Instructors may teach the Basic Archery course and the Archery merit badge.

In addition, the certified instructor may serve as a Rangemaster for a Cub Scout archery activity.

### ***USA Archery Level 2 Instructor***

The Level 2 Archery Instructor Certification Course includes the USA Level 1 Archery Instructor Certification Course and provides students with an introduction to the National Training System (NTS) Steps of Shooting for recurve and compound, equipment and accessory setup, athlete development and events. Candidates for the Level 2 instructor certification are instructors age 18 and older and Level 2 instructors may also take an online course to become a USA Archery Instructor Trainer so that they may train USA Archery Level 1 and USA Archery Level 2 instructors.

## Glossary

**action.** A group of moving parts used to cock, compress air (in some models), load, fire, and unload an air gun.

**anchor point.** The particular spot on the archer's face to which the index finger comes on the draw to give consistency to shooting.

**arm guard.** A piece of leather or plastic that is worn on the inside of the forearm to protect the arm from the bowstring.

**arrow plate.** A substance on the side of the bow to give point contact with the arrow.

**arrow rest.** An extraneous device on the bow to provide point contact; also a resting point.

**back.** The side of the bow that is away from the shooter.

**BB.** The term BB is used to describe spherical steel pellets that are .177 inch (4.5 mm) in diameter. However, steel BBs actually have a maximum diameter of .175 inch. BB projectiles for air guns should not be confused with the .181-inch-diameter BB pellets used in shotgun shells.

**blunt.** A blunt-tipped arrow, often used for small game.

**bolt.** A hard, metal projectile with a sharp, pointed nose and plastic fins inserted in the rear portion of the projectile.

**bore.** The inside of the barrel of a gun.

**bow arm.** The arm that holds the bow (not the string).

**bow sight.** A device attached to the bow that allows the shooter to sight directly on the target (which cannot be done with the arrow tip except at point-blank range).

**bowstring.** The string of a bow, usually made of Dacron.

**broadhead.** An arrow with a sharpened metal tip for hunting live game.

**butt.** A backstop for holding arrows shot at a target. The shoulder end of a rifle stock.

**caliber.** The diameter of a projectile, the distance between the lands in a rifled barrel, or the bore diameter in a smoothbore barrel.

**cant.** The act of holding the bow tilted or slightly turned while shooting.

**cast.** The distance a bow can shoot an arrow.

**CO<sub>2</sub> cylinder or tank.** A metal cylinder tank that contains carbon dioxide gas (CO<sub>2</sub>). Available in small disposable cylinders for insertion in some models of CO<sub>2</sub> pneumatic air guns; also available in large tanks that are used to charge refillable cylinders and internal gas reservoirs in other models.

**cocking lever.** The part of a spring-piston air gun used to cock a spring-loaded piston that compresses air at the instant of firing.

**compressed CO<sub>2</sub> /air pneumatic gun.** A type of air gun using carbon dioxide gas (CO<sub>2</sub>) or air that has been compressed and stored in a metal cylinder, or air that is compressed by an external air pump. This type of air gun allows the firing of multiple shots without recharging.

**creeping.** Letting the string hand edge forward before release.

**crest.** Paint or decoration on the arrow shaft near the feathers.

**cylindrical pellets.** A cylindrically shaped air gun pellet that usually has a raised band encircling its base to act as an air seal.

**dart.** A hard metal projectile with a sharp pointed nose and organic or artificial hair or feathers inserted in the rear portion of the projectile.

**dieseling.** The ignition and detonation of low-flash point lubricants due to the high temperature generated during the rapid compression of air in a spring-piston air gun.

**draw.** The acting of pulling the bowstring back into the anchor position.

**drawing arm.** The arm that draws back the bowstring.

**drift.** Natural deflection of an arrow from its normal path due to outside factors, such as wind.

**end.** A specified number of arrows shot at one time (or from one position) before retrieving.

**end loop.** The part of the string that fits over the bow nock.

**face.** The part of the bow facing the shooter; also a target face.

**fast.** An expression used to warn people of arrows being shot.

**field archery.** A competitive round shot at various distances and laid out like a golf course.

**field arrow.** An arrow with a field point; used outdoors for field archery, stump shooting, roving, and small game.

**finger tab.** A tab worn on the drawing hand to protect the fingers and give a smooth release of the bowstring.

**fletching.** The feathers of the arrow that give guidance to the arrow's flight.

**flight.** A competitive round of shooting for distance; also, the path of an arrow.

**forearm.** The part of the arm between the elbow and the wrist.

**free style.** Shooting with the aid of a bow sight.

**front sight.** The sight on the muzzle of a gun.

**glove.** A covering worn to protect the fingers from the string.

**grooves.** The shallow, spiral cuts in a bore that, together with the lands, make up the rifling in the bore of a barrel.

**handle riser.** The center part of the bow.

**head.** The tip or point of the arrow.

**hold.** The act of gripping the bow; hesitating at full draw.

**index.** The raised piece of plastic on the nock of an arrow that is in line with the cock feather.

**index vain.** The arrow feather at right angles to the nock; often of a different color than the other feathers.

**instinctive shooting.** Aiming and shooting arrows instinctively rather than using the pre-gap or point-of-aim methods or a bow sight.

**jerking.** Letting the drawing hand jerk too far back as the arrow is released.

**kick.** The recoil of the bowstring and bow after the arrow is released.

**laminate.** A composite bow, usually of wood and fiberglass.

**lands.** The ridges of metal between the grooves in a rifled barrel.

**limbs.** The two ends of a bow, from the handle riser out.

**longbow.** A bow with no recurve.

**multi-pump pneumatic air gun.** A type of pneumatic air gun that uses several strokes of a lever to compress and store enough air in a reservoir or chamber for one shot.

**muzzle.** The front end of the barrel from which a projectile exits.

**NRA.** National Rifle Association.

**nock.** The groove in the end of the arrow in which the bowstring fits; also, the groove at each end of the bow which holds the bowstring in place.

**nock locator.** The material on the bowstring used to indicate the exact nocking point for the arrow.

**nocking point.** The marked place on the bowstring where the arrow nock is placed before drawing and releasing.

**over-bowed.** Using a bow that is too heavy for the individual.

**overdraw.** Drawing the arrow back too far so that the tip passes the face of the bow. This is a dangerous practice.

**pellet rifle.** A gun that propels a projectile through its barrel by use of compressed air or carbon dioxide gas (CO<sub>2</sub>). Gunpowder is not used in this type of gun.

**plinking.** Informal shooting at a variety of targets.

**pneumatic air gun.** A type of air gun that uses stored compressed air. Divided into two subcategories: single-stroke or multi-pump pneumatics and air pneumatics.

**point.** The tip on the end of the arrow.

**point-blank range.** The only distance from the target at which the point-of-aim is right on the target center.

**point-of-aim.** A method of aiming using a point, usually in front of the target, with which the point of the arrow is aligned; allows for trajectory of the arrow.

**pre-gap (pre-draw gap).** A method of aiming.

**projectile.** A body projected forward such as a bullet from a gun.

**quiver.** A container to hold arrows; can be ground, back, side, or pocket type.

**range officer.** A trained, certified, on-site adult who directs the operation of a range program in a shooting sport.

**rear sight.** The sight nearest the breech of a gun.

**recurve.** A bow that is curved on the ends.

**reflexed bow.** A bow with limb ends curving toward the back rather than toward the face of the bow.

**release.** The act of letting the bowstring slip off the fingertips.

**rifling.** Spiral grooves and lands in the barrel bore that provide a stabilizing spin to a projectile so that it will be more accurate in flight.

**roving.** An outdoor game played by two or more in which natural targets such as stumps, trees, or bushes are selected for accuracy competition.

**self arrow.** An arrow made entirely of one piece of wood.

**self bow.** A bow made entirely of one piece of wood, as opposed to other types of bows such as laminate.

**serving.** The thread wrapped about the bowstring to prevent fraying of the string.

**shaft.** The middle of an arrow; an unfletched arrow.

**shelf.** The place on the bow where the arrow rests.

**shooting sports director.** The person who has overall responsibility for the operation of the shooting program for council camps and activities.

**sight alignment.** The relationship between the front and rear sights, where the shooter sees that the post bead, disc, or front sight device is aligned properly with the rear sight.

**sights.** Mechanical, optical, or electronic devices used to align the axis of the barrel on the target.

**sinking.** The gradual loss of a bow's power.

**single-stroke pneumatic air gun.** A type of pneumatic air gun that uses one stroke of a lever to compress and store enough air in a reservoir or chamber for one shot.

**small of stock.** The narrow part of a rifle stock.

**smoothbore.** An informal name for a gun that has a smoothbore barrel.

**smoothbore barrel.** A barrel that does not contain rifling.

**solid bow.** A common reference to a bow that is made entirely of fiberglass or plastics.

**spring-piston air gun.** A type of air gun that uses a manually operated lever or other device to cock a spring-loaded piston, which compresses air at the instant of firing. The air that propels the projectile is not stored in a reservoir prior to firing.

**stance.** A standing position assumed when shooting an arrow.

**stock.** The wooden or metal piece to which the barrel or mechanism of a rifle are attached.

**string.** Preparing a bow for shooting; also, the bowstring.

**string fingers.** The three fingers used to draw back the bowstring.

**string height.** The distance between the bow and the bowstring at the handle.

**strung bow.** A bow that is ready to shoot.

**target archery.** A competitive round shot at affixed distances in an open area.

**target arrow.** A lightweight arrow with a target point.

**throwing.** Moving the bow hand to the left upon release.

**understrung.** A bow with a bowstring that is too long.

**vane.** A plastic fletching on an arrow.

**weight.** The amount of effort (in pounds) required to draw the bow a given length (normally measured at 28 inches).

**weight in hand.** The actual weight of the bow.

**windage.** The amount of drift in the flight of an arrow caused by wind.

**wobble.** The erratic motion of a flying arrow.

## APPENDIX 6 - PROHIBITED ACTIVITIES

To review all Scouting America unauthorized activities,  
please visit <https://www.scouting.org/health-and-safety/gss/gss07/>

## APPENDIX 10 - MULTIGUN AIRSOFT EXPERIENCE

### ACKNOWLEDGEMENTS

Scouting America, in cooperation with the National Rifle Association, is proud to present the Multi-Gun Airsoft Experience, a fun recreational program for new and intermediate shooters. This guide is a Scouting America adaptation of the *NRA 3 Gun Experience Guidebook*. Scouting America greatly appreciates the NRA for their continuing commitment and contributions to Scouting.

Multi-Gun Airsoft Experiences offer a great introduction to the fastest growing shooting sport in the world, 3 Gun. These safe, family-friendly events can help councils reach new members and retain existing ones.

No council, district, or unit is authorized to host, demonstrate, or otherwise present any sort of airsoft program unless the policies and procedures in this *Operations Guide* are followed.

### INTRODUCTION

Airsoft uses plastic 6-millimeter spherical balls that are sometimes called airsoft BBs or pellets. Airsoft guns use compressed gas or a spring or electric motor to drive air out of the gun to propel the BBs. Airsoft guns come in two authorized formats: rifle and shotgun.

The Multi-Gun Airsoft Experience differs from most range activities in that all participants use one or both types of the airsoft guns. Note that fully automatic use of airsoft guns is prohibited. Airsoft guns that have a “select fire” capability must remain in semi-automatic or safe mode at all times.

Each individual shooter is paired with an instructor in their own dedicated shooting bay. A coach may also assist the shooter using the coach/pupil method. All shooting is done from a standing position except to accommodate shooters with special needs.



### A WORD ABOUT SAFETY

While every attempt has been made in this guide to outline a fun and safe program, those efforts cannot replace review and vigilance at the point of program execution.

The [Event Safety Checklist](#) in the *Guide to Safe Scouting* and the [Program Hazard Analysis](#) found in the [Scouting Safely](#) section on [Scouting.org](#) can assist local operators in discussing safety conditions specific to their area.

Safety is integrated into the program by design but is not necessarily called out as such. This includes range layouts, limitations on the guns used, and requirements for eye protection as well as the need for qualified supervisors who know and understand the equipment being used.

This *Operations Guide* contains the program in its entirety. Multi-gun activities outside of these parameters have not been evaluated and are not considered official Scouting activities.

This operations guide will be revised occasionally as changes are made to equipment, operation, and technology, so please keep an eye out for updates. The latest version is available [online](#).

### SCOUTING AMERICA-AUTHORIZED AIRSOFT ACTIVITY

All councils, districts, and units are required to follow the specifications in this guide when sponsoring or conducting Multi-Gun Airsoft Experiences. Districts and units are prohibited from using airsoft guns unless permission is provided by their council. This program may only be offered on an NCAP accredited camp property or at a commercial range.

The use of airsoft is not authorized in the Cub Scout program.

\* Districts must receive permission from the council Scout executive, or authorized delegate, and the council range and target activities committee before conducting any events involving airsoft guns. Permission is granted on a calendar-year basis and is good for all district-sponsored events to be conducted that year.

\*\* Units must receive permission from their district executive and the council range and target activities committee before conducting any event involving airsoft guns. Permission is granted on a per-event basis.

### REQUIRED STAFF

Volunteers, coaches, and instructors are vital to the success of a Multi-Gun Airsoft Experience. It takes a good team to accomplish a successful event—several people handling registration, managing logistics, and, of course, overseeing range operations. The operations staff (below) must include: The **airsoft volunteer** is needed to set up the range and also to help with cleanup after the event. Volunteers also assist in managing participants in and out of the range and oversee all non-shooting, non-instructional activities.



AIRSOFT ROLE	AGE	MINIMUM CERTIFICATIONS REQUIRED	HOW MANY
Volunteer	14+	None	As needed for the event
Coach	14+	Authorized by airsoft instructor	1 Per bay as authorized
Airsoft instructor	18+	NRA instructor or National Camping School certified Range Activities Director bb-gun Rangemaster plus airsoft endorsement	1 Per bay

The **airsoft coach** should be present with the participant in the bay. Using the coach/pupil method, the coach must always remain behind or within arm's reach of the participant; this ensures that they can take immediate physical control of the airsoft gun from the participant if required. If a malfunction occurs, the participant must immediately cease fire and transfer control of the airsoft gun to the coach. Airsoft coaches—with the approval of the airsoft instructor—may reload airsoft guns.

The **airsoft instructor** is qualified in the safe use, care, and operation of airsoft pistols, rifles, and shotguns, and has been so endorsed. This endorsement is provided by the council hosting the airsoft event and is only good within that council. The endorsement must be renewed anytime there is a change in the make/model of airsoft guns or a significant change in the operation of the Multi-Gun Experience format. The council Scout executive or their authorized delegate provides this endorsement. Any person applying for the endorsement must be at least a qualified BB-gun Rangemaster as defined in the *National Range and Target Activities Manual*; Appendix 5 provides the list of requirements. An airsoft instructor must conduct any required training before a participant can enter a bay with the airsoft coach.

The instructor may be appointed to sign off on all required documentation and applications to authorize the event. An instructor may serve as a coach. If no other coach is available, the instructor assumes the role.

## AIRSOFT RANGE LAYOUT

The Scouting America Multi-Gun Airsoft Experience is designed for an individual participant to shoot multiple guns, one at a time, at a given set of targets in a single bay. One or more bays, a waiting area, and an optional training area make up the complete airsoft range. Range design guidelines for the Multi-Gun Airsoft Experience can be downloaded from <https://www.scouting.org/outdoor-programs/properties/resources/design-guidelines/>.

## RANGE DESIGN

Each bay is designed to accommodate one participant and their coach in addition to the targets and airsoft guns with containers. It is recommended that you have a 10-foot-high backstop and ballistic cloth sidewalls on the right and left that connect with the backstop. The sidewalls must be at least 8 feet high to ensure the safety of others and structures surrounding the shooting area.

A safe minimum shooting distance (SMSD) of no less than 15 feet between airsoft guns and targets should be established to minimize the effects of ricochets to shooters, staff, and observers. This distance may be increased depending on the target materials in use and the velocity of the airsoft gun BBs. If multiple bays are used, they must be designed to prevent any risk of injury if someone is resetting targets downrange in an adjacent bay. These recommendations assume a maximum target height of 4.5 feet.

## SINGLE-BAY DESIGN

The range design guidelines online at [scouting.org](https://www.scouting.org) has a sample single-bay design in which pistol, rifle, and shotgun airsoft guns are used and there is a dedicated shooting lane for each type of gun. Each lane is set between the container for a particular gun and the targets intended to be shot by that gun.

All spectators must remain behind the control line. Up to five participants who are next in line may be positioned between the ready line and control line. Anyone stepping forward of the control line must wear eye protection. Some type of highly visible and elevated barrier (e.g., rope or a fence) should be positioned at the control and side barriers with closable entrances as needed to manage entry into various areas of the range. Raised barriers with gates at the bay and ready lines are also suggested if you anticipate a lot of participants.

## MULTIPLE-BAY DESIGN

The range design guidelines online at [scouting.org](https://www.scouting.org) also shows a sample range with multiple bays. Note the suggested dedicated training area for first-time shooters

and traffic flow. Each bay in a multi-bay range layout is operated independently of the others, and ballistic cloth sidewalls are required to prevent crossfire between the bays. Each bay must have its own instructor and shooting sequence. Once a participant is trained for a course of fire, repeat training at the same event is at the discretion of the instructor. Participants could be given wristbands or another indicator so they may be easily identified as “trained.” A separate training area may be established for single- or multiple-bay layouts.

An airsoft pistol, rifle, or shotgun is placed on the shooting table when a bay is ready for a course of fire. The gun must have the safety on and be pointing downrange. After shooting is completed, the gun must be placed in a container next to the shooting station; the ideal container is a plastic, non-marring barrel or trashcan where the guns are placed muzzle down. In the case of pistols it may be more appropriate to have a smaller container on a table. To help reduce damage, a soft cloth or pillow may be used in the container where the gun will be placed. If the muzzle cannot be placed in a down position it must be pointing downrange in a safe direction. Airsoft guns must have the safety engaged when in the container.

Obstacles within a bay are optional and provide a challenge as participants move from one shooting lane to another. If participants must go around an obstacle they must always go around the end farthest from the targets—toward the bay line. Participants must not cross over or under obstacles. Obstacles must not be taller than 4 feet above the ground to ensure there are no line-of-sight obstructions within the bay.

The backstop and walls should be constructed of material that will not allow airsoft BBs to penetrate them when fired from any distance.

Targets should be “responsive”—providing some sort of visual and/or audible indicator when struck. They can be made of materials to cause a sound (e.g., metal) or constructed so they will visibly move when hit. Moving or auto-resetting targets used for pellet guns or firearms usually will not work for airsoft because the BBs lack enough force to cause much movement.

## SELECTING AND BUILDING TARGETS

When planning your event, make sure that the targets selected are appropriate for the range layout and the equipment being used.

Questions to consider when choosing targets:

- What is the safe minimum shooting distance participants will be shooting from?
- How many shooters do you anticipate will attend?
- What is the specific type and style of airsoft gun that will be used? If you construct the targets instead of purchasing them from a vendor, any solid

material will work—Plexiglas, sheet aluminum, and plywood are a few possibilities. Base your choice and the construction on the purpose each target will serve. If a target will be used multiple times, it should be easy to clean quickly between rounds. If you want it to fall on impact, the only requirement is that the target body be hinged at the base. Pay careful attention to the angle of the target to be sure that none of the airsoft BBs will travel back toward the firing line or outside the bay. This appendix offers an example of how to build a simple sheet-metal target.

## PLANNING THE COURSE OF FIRE

An airsoft instructor should plan each *course of fire*—the sequence of actions that take place inside a bay. This sequence must include the start and end locations of the participant and coach as well as the shooting order of guns at each shooting lane and the number of shots per lane. To assist in this process, see Appendix 3 for a list of commonly used range commands and view the range design guidelines online for a single-bay range layout with three shooting lanes.

Typically, the participant and coach begin at the starting station as defined by the airsoft instructor who designed the course of fire. The instructor is in control of the bay and will provide commands to commence and cease fire. At the instructor’s command the participant and coach will walk or run to the first shooting lane immediately behind the gun container. The participant then retrieves the airsoft gun from the table (always keeping the gun pointed in a safe direction), assumes a proper shooting stance, aims, disengages the safety, and proceeds to fire the prescribed number of shots at that station. The airsoft gun is then made safe and put back in the container. This sequence continues until all lanes have been visited or a “cease fire” command is given. When a participant and coach complete their last shooting lane, they go to the end station and await further instruction.

The airsoft coach remains immediately behind the participant at all times to ensure safe operation of each gun. The coach has the authority to call “cease fire” and to regain control of the gun. The coach is responsible for reloading the gun if empty and helping participants if they have difficulty operating the gun action (e.g., cycling a pump shotgun). *At no time may a participant reload an airsoft gun.*

When planning the multi-gun course, remember that the sequence of gun formats (pistol, rifle, shotgun) can be in any order—as decided by the airsoft instructor—if you are using self-resetting targets. If the targets reset manually, the course of fire should move from bay to bay so targets can be reset in one bay while another is active. The setup of a course is at the discretion of the airsoft instructor and is only limited by the range being utilized.

## SHOPPING FOR AIRSOFT GUNS

When purchasing guns for the BSA Multi-Gun Airsoft Experience, consider the intended use, cocking force, and accuracy level, as well as how much you plan to spend. Remember that this is not a high-precision sport but, rather, it is intended for youth and novice shooters. You will want to make sure that the guns are affordable, reliable, and can withstand long periods of shooting. Do not be afraid to contact the manufacturers if you have specific questions.

Scouting America-approved airsoft guns are listed in this appendix. All Airsoft guns must resemble rifle or shotgun models that are Scouting America approved and are age appropriate. Your selections should be determined by the budget available, operating characteristics of the airsoft guns, and the number of expected participants.

You will need to budget for miscellaneous items such as clipboards, shot timers or stopwatches, spray paint, eye protection, stakes and rope, trash cans and foam for placing empty guns at the end of a course of fire, tables, canopies, chairs, signage, and building supplies for barricades.

**Note:** By registering your Multi-Gun Airsoft Experience as an NRA Day Event, you can receive 50 T-shirts, 15 staff hats, gun safety rules cards, lapel pins, the *Winchester/NRA Marksmanship Qualification Program Book*, and as many participant and staff certificates as you need. The application fee is \$20.00. For more information visit <https://nraday.nra.org/Web/HostEvent.aspx> or call 1-800-672-7435, option 1.

## NRA FOUNDATION GRANTS

Consider applying for an NRA Foundation Grant to obtain different types of guns and support materials for your event.

The NRA Foundation is a 501(c)(3) tax-exempt organization that raises tax-deductible contributions to support qualified educational, training, and developmental programs. The *Friends of NRA* program raises money through dinners and auctions. Half of the monies raised

are utilized by The NRA Foundation nationally, with the other half used for grants to qualified organizations in the state in which the money was raised. Each state has a *Friends of NRA* State Fund Committee that reviews grant applications and recommends grant funding to The NRA Foundation's board of trustees for final review. For more information about grants or to apply online, visit

<http://nrafoundation.org/apply-for-a-grant.aspx> or contact The NRA Foundation at (800) 423-6894.

## RELEASES

Advice from local legal counsel should be sought on the development of statements pertaining to event liability waivers, assumption of risk statements, and/or hold harmless agreements.

## EVENT PREPARATION

Establish well in advance the range layout and a list of volunteers and what they will be doing. Meet with all people who will serve in staff roles (airsoft instructors, coaches, etc.) and ensure they have adequate certification and training.

Be sure all airsoft guns are in working order and that backup guns are available. Have plenty of ammunition and supplies on hand. If new equipment or supplies must be purchased, ensure that vendors are contacted early to provide enough lead time for delivery, inspection, and any required training of staff.

Use the [Scouting America Event Checklist](#) to ensure all aspects of the event are considered.

The Program Hazard Analysis (PHA) Narrative and the PHA Matrix documents can be reviewed, discussed, and approved by the council's Enterprise Risk Management Committee.

Finally, advertise and market the Multi-Gun Airsoft Experience event and register with NRA's Recreational Shooting Department!

## APPENDIX 10.a

### GLOSSARY

**AIRSOFT GUNS.** Pneumatic gun replicas that function like real guns, used for training and recreation. They may be electric or powered by gas or spring action.

**AIM.** The process of aligning the gun with the target, usually by means of the sights.

**BACKSTOP.** A structure made to stop or collect the projectiles that hit it.

**BAY.** A square or rectangular area that is surrounded by two sidewalls and a backstop.

**BALLISTIC CLOTH.** A thick, tough, synthetic nylon fabric that is used to stop or slow down projectiles that hit it. Used as a backstop for airsoft.

**BARRICADE.** A structure or object for shooting from or behind. It may be used to aid or challenge the shooter's ability to make the shot.

**BERM.** A large pile of dirt on an outdoor shooting range that functions as a backstop.

**BOLT.** The mechanism in some guns that holds the cartridge in place during the firing process.

**CEASE FIRE.** To stop firing and remain in position. The muzzle must be pointed downrange with the finger removed from the trigger. The mechanical safety on each shooter's rifle is placed on "safe," the "cease fire" command is repeated to be sure all have heard it, and everyone waits for further instructions from the Range Safety Officer.

**CONTAINER.** A barrel, bucket, or other container that holds the airsoft gun when not in use.

**COURSE OF FIRE.** A predetermined instruction as to how and where the shots will be taken.

**DOWNRANGE.** The direction toward the target area of the range, where guns are pointed when they are fired.

**EXTERNAL SAFETY.** Accessible safety devices on the outer surface of a gun.

**FIRING LINE.** An imaginary or marked line from which shooters fire downrange. In an airsoft bay there may be separate firing lines for each gun station.

**LANE.** The shooting area between the airsoft gun and targets.

**MAGAZINE.** A device for holding ammunition ready for loading into the chamber of a repeating gun.

**MUZZLE.** The end of the barrel where the airsoft BB exits the gun.

**NO-SHOOT TARGET.** A downrange target that is painted red or black and should not be engaged. If a no-shoot target is shot it is a procedural penalty.

**RANGE IS COLD.** The phrase used when the firing line is safe and people may move freely about the range. Guns must not be handled when anyone is ahead of a lane firing line.

**RANGE IS HOT.** The phrase used when shooters are on the firing line preparing to shoot. Protection is worn and non-authorized persons must remain in the ready line behind the shooters.

**SAFE MINIMUM SHOOTING DISTANCE.** The smallest distance between target and airsoft gun to minimize the effects of ricochets to shooters, staff, and observers. For rifles, this distance is recommended to be no less than 20 feet. For pistols and shotguns, this distance should be no less than 15 feet.

**SELF-RESETTING TARGET.** A target designed with springs, weights, or wires so it will reset to the original stance after being shot.

**SEMI-AUTOMATIC.** A gun designed to fire shots and reload each time the trigger is pulled.

**SHOOTING PROTECTION.** Eye protection (mandatory) and ear protection (optional).

**STAGE.** A segment in an event program with its own course of fire, time limits, and target layout. Multiple stages may be incorporated into an event.

**STAND BY.** A command given to the shooter to wait with gun loaded and safety on. The command to start the course of fire will be given verbally or by a shot timer.

**TARGET ENGAGEMENT.** A specified sequence in which targets will be shot, usually set by the course of fire in the event program or by the event director.



## APPENDIX 10.B

### FREQUENTLY ASKED QUESTIONS

#### WHAT TYPES OF TARGETS ARE USED WITH AIRSOFT GUNS?

In the Scouting America program, airsoft guns may not be pointed at any living thing. Only paper, plastic, metal, or other suitable targets may be used. Care must be taken to ensure suitable backstops and targets must be arranged so there is no damage to nearby humans, animals, plants, or structures.

#### ARE FULLY AUTOMATIC AIRSOFT GUNS ALLOWED?

No. Fully automatic fire, shooting more than once per single pull of the trigger, is prohibited. If the airsoft gun has the ability to shoot in fully automatic and semi-automatic mode, only semiautomatic mode is permitted. Airsoft guns that are only fully automatic are prohibited. Please note airsoft shotguns that shoot multiple airsoft BBs per single pull of the trigger are not considered fully automatic.

#### WHAT MODELS OF AIRSOFT GUNS MAY BE PURCHASED OR USED BY SCOUTING AMERICA ORGANIZATIONS?

Appendix 10G lists by manufacturer and model the only airsoft guns and accessories permitted in Scouting America. No other types are permitted regardless of similarity.

#### WHAT IS THE BAY?

An airsoft bay is a protected area or zone with multiple targets to accommodate one participant and one airsoft coach. Targets may be set up for each type of gun being shot in that bay. If multiple bays are used, each must be adequately secured so that participants and coaches can retrieve or reset their targets in other bays without risk of being hit by an airsoft BB.

#### IS SPECIAL SAFETY EQUIPMENT REQUIRED FOR AIRSOFT ACTIVITIES?

All people within a bay and everyone within the control area as determined by the instructor must wear adequate eye protection. Hearing protection is not required but may be worn by those sensitive to the noise of an airsoft gun. As with all Scouting activities, proper clothing including footwear must be worn at all times.

#### WHO MAY PARTICIPATE IN SCOUTING AMERICA MULTI-GUN AIRSOFT EXPERIENCE EVENTS SPONSORED BY COUNCILS AND DISTRICTS?

All participants must have a sufficient level of maturity and physical dexterity to safely operate an airsoft gun. The use of an airsoft pistol, rifle, or shotgun is left to the discretion of the airsoft instructor and council policies. All participants must receive training in the safe handling and operation of an airsoft gun before use. If they cannot demonstrate safe handling or operation they are not allowed to use the airsoft gun.

#### MAY UNITS CONDUCT A MULTIGUN AIRSOFT EXPERIENCE EVENT?

Scouts BSA troops, Venturing crews, Sea Scout ships, and Exploring posts may conduct a full BSA Multi-Gun Airsoft Experience. Any unit conducting one of these events must have all required personnel as defined in this guide. The unit should get confirmation from its district executive and the council range and target activities committee before conducting any event involving airsoft guns. Permission is granted on a per-event basis.



## APPENDIX 10.C

### SAFETY BRIEFING

All participants must go through a safety briefing at the start of any Scouting America Multi-Gun Airsoft Experience. The briefing should be about five minutes long to avoid losing the participants' attention. Be sure to cover each of the five main areas in this NRA sample briefing:

#### 1. PURPOSE OF THE EVENT

Introduce yourself and the staff. Inform all shooters about the course of fire and emphasize that the event is for new and intermediate shooters.

#### 2. RANGE LAYOUT AND LIMITS

- Explain the range setup and point out where the spectator area is located. There should also be a holding area where participants can wait for their turn to shoot.
- Show the participants which targets are designated for each gun they are shooting.

#### 3. SAFETY RULES AND SITE SPECIFIC RULES

- Demonstrate how to operate each airsoft gun.
- **ALWAYS** keep the gun pointed in a safe direction.
- **ALWAYS** keep your finger off the trigger until ready to shoot.
- **ALWAYS** keep the gun unloaded until ready to use.
- Cover site-specific rules as needed.

#### 4. FIRING LINE COMMANDS

Firing commands must be simple and clear. Ensure that all participants know and understand what is meant and what is expected of them. Depending on the range environment, make use of a loud speaker system to clearly communicate with those on the firing line. A possible firing command sequence might proceed as follows:

- A. "Range is hot."
- B. "Shooter, do you understand the course of shooting?" (Answers yes or no.)
- C. "Make ready."
- D. "Are you ready?" (Yes or no.)
- E. "Shooter indicates they are ready."
- F. "Stand by."
- G. "Start" or timer tone.
- H. Stage ends when last shot fired.
- I. "Time."
- J. Time is read from timer.
- K. "Range is cold."
- L. Command to staff only: "Reset stage."

#### 5. EMERGENCY COMMANDS AND PROCEDURES

"Stop."

"Cease fire."

In the event of an emergency, all shooting must cease. All staff must be aware of the emergency plan.

## APPENDIX 10.D

### FIRST AID AND EMERGENCY PLANNING

No one wants an injury or emergency to occur during an event, so preparation is crucial. If your range does not have a first-aid kit, one should be purchased and placed in a central location accessible to everyone. You may also set up a designated first-aid station or ask a local rescue squad to have a trained paramedic at your event if none of your instructors or volunteers are certified in first aid and CPR.

You may have an emergency plan already in place, but if not, all staff and volunteers should review the steps for responding to an emergency. Be sure they all know the location of the first-aid kit or the people responsible for administering first aid.

Establish procedures to be followed in case of an emergency:

- Take charge of the situation.
- Call for help, if required.
- Render aid within your scope of training.
- Direct responders to the location.
- Take notes for a report.





## APPENDIX 10.E

### AIRSOFT ENDORSEMENT

A person is entitled to an airsoft endorsement by their council if they demonstrate the following to the council shooting sports director or their authorized representative.

- Present a current BB-Gun Rangemaster certification or any NRA instructor certification. An NRA Range Safety Officer certification is not sufficient because this is not equivalent to an NRA instructor rating.
- Know and explain the three Fundamental Rules for Safe Gun Handling.
- Know and explain the fundamental operation of battery-, gas-, and spring-powered airsoft guns.
- For each Scouting America-approved airsoft gun type demonstrate the following:
  - How to put the gun on “safe” and take it off
  - How batteries are changed in an electric gun
  - How a gas-powered gun is recharged
  - How to cycle the action of a spring-powered gun
  - How to load airsoft BBs into the gun
  - How to unload the BBs if the gun is already loaded
  - The proper holding of an airsoft gun
  - The proper airsoft shooting position while standing
  - How to aim and fire an airsoft gun (requires a safe location). A full range of gun formats is not required.
  - How to change magazines and cartridges (e.g., multi-BB shotgun shells, CO2 gas) if so equipped
- Explain a typical airsoft bay layout and the importance of each component.
- Explain targets that are suitable for different types of airsoft guns.
- Explain airsoft BBs.
- Explain the different airsoft roles:
  - Participant
  - Coach
  - Instructor
- Demonstrate in a simulated shooting environment how an airsoft coach and participant would conduct a course of fire in a typical Multi-Gun Airsoft Experience.
- Explain or demonstrate when it is necessary to take physical control of an airsoft gun from the participant.

The airsoft endorsement, once earned, is valid for two years. An endorsement card (No. 33767/SKU 615012) shall be issued and signed by the council range and target activities chair or their authorized representative. The training code is S100/Multi-Gun Airsoft Training.

## APPENDIX 10.F

### APPROVED VENDORS

#### AIRSOFT SUPPLIERS

##### AIRSOFT GI

1077 Commerce Pointe Drive  
Walnut, CA 91789  
Company phone 909-869-0671  
Website: [www.airsoftgi.com](http://www.airsoftgi.com)  
Scouting America liaison: Ed Gatti, 804-909-7380;  
[edwardg@airsoftgi.com](mailto:edwardg@airsoftgi.com) or Frank Chu, 909-869-0671,  
[manager@airsoftgi.com](mailto:manager@airsoftgi.com)

##### AIRSOFT MEGASTORE

100 N. Providence Road, Unit A  
Chesterfield, VA 23235  
Phone: 818-495-6502  
Email: [support@airsoftmegastore.com](mailto:support@airsoftmegastore.com)  
Website: [www.airsoftmegastore.com](http://www.airsoftmegastore.com)

##### PYRAMYD AIR

5135 Naiman Parkway  
Solon, OH 44139  
Phone: 888-262-4867  
Fax: 216-896-0896  
Email: [sales@pyramydair.com](mailto:sales@pyramydair.com)  
Website: [www.pyramydair.com](http://www.pyramydair.com)

##### C.A.T. COMMAND AIRSOFT TECHNOLOGIES

125 Wes Walker Memorial Drive  
Ball Ground, GA 30107  
Phone: 770-704-7949  
Fax: 770-720-7861  
Email: [sales@catairsoft.com](mailto:sales@catairsoft.com)

##### CROSMAN

7629 Routes 5 & 20  
Bloomfield, NY 14469  
Phone: 1-800-7AIRGUN (724-7486)  
Website: [www.crosman.com](http://www.crosman.com)

#### TARGET MANUFACTURERS

##### TACTRAINERS

2012 Downrange Blvd.  
Fresno, CA 93720  
Phone: 559-451-1132  
Email: [instructor@tactrainers.com](mailto:instructor@tactrainers.com)  
Website: [www.tactrainers.com](http://www.tactrainers.com)

## APPENDIX 10.G

### PERMITTED AIRSOFT GUNS AND ACCESSORIES

<b>AIRSOFT SHOTGUNS</b>
Airsoft shotgun models used for this program must resemble a model that would be age-appropriate and Scouting America approved for normal shotgun shooting.
<b>AIRSOFT BOLT ACTION RIFLES</b>
Airsoft rifle models used for this program must resemble a model that would be age-appropriate and Scouting America approved for normal bolt-action rifle shooting.

## APPENDIX 10.H

### SAMPLE AIRSOFT TARGET CONSTRUCTION

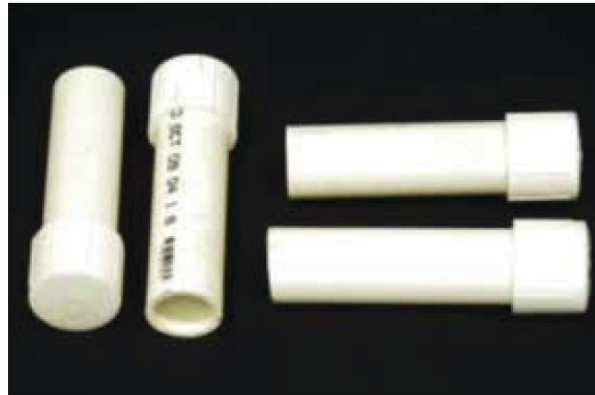
The targets for the Scouting America Multi-Gun Airsoft Experience can be simple yet effective in construction. This example consists mainly of 1¼-inch PVC components and a simple sheet-metal target that can be cut at any local metal shop. Targets may be constructed in 2-, 3-, or 4-foot heights. The metal target face can be cut in three uniform sizes: 3-inch circle, 4-inch circle, or a 4½× 6-inch rectangle; the sizes are modeled to scale to simulate the sight picture of current NRA 3 Gun Experience or Steel Challenge targets. Each target should be cut with a 1" × 1" square tab on the perimeter that can bend at a 90-degree angle for mounting to the main beam of the target stand.

ITEM	QTY	PRICE
1¼" X 10' SCHEDULE 40 PVC PIPE	1	\$5.00
1¼" FIVE-WAY PVC FURNITURE FITTING	1	\$3.10
1¼" PVC CAP	5	\$3.00
* 16-GAUGE STEEL TARGET	1	\$2.40
4" METAL BAR	1	MIN
NUT/SCREW	2	MIN
NUT/BOLT	1	MIN
<b>TOTAL PER TARGET</b>		<b>\$25.50</b>

\*The 16-gauge steel targets can be manufactured at any local metal fabrication shop in three uniformed sizes (3" circle, 4" circle and 4½" x 6" rectangle). The sizes are modeled to scale to simulate the same sight picture of current NRA 3 Gun Experience or Steel Challenge targets.

1. Cut a 4-foot piece from the PVC pipe to serve as the main target beam.

2. Cut four 1-foot pieces of PVC and place a cap on one end of each piece.



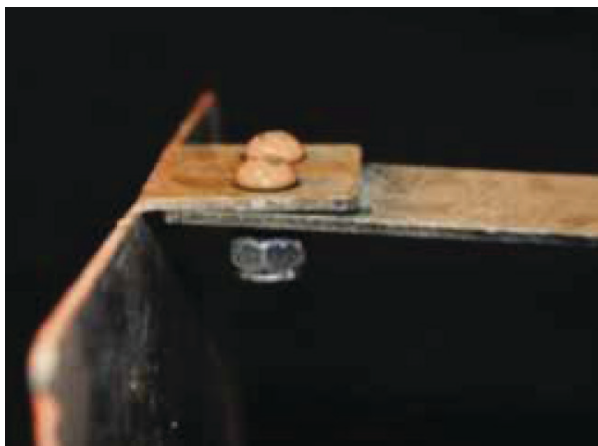
3. Place the four capped pieces inside the four perpendicular openings of the PVC furniture fitting.



4. Insert the main target beam into the remaining opening of the five-way connector. You can add weight for stability by filling the bottom of the stand with sand or other material. If even more stability is required, put the base in a large planter pot and then fill the pot with sand or gravel.



5. To attach the target face, start by drilling two holes into the bent 1" × 1" tab. Then drill two corresponding holes into the 4-inch metal bar and affix the target to the bar with two screws secured by nuts. It is **IMPORTANT** not to tighten the nuts against the target: Leaving the nuts loose will allow the target to tilt backward when it is hit. Then the BBs travel downward, preventing them from ricocheting back to the firing line. A dab of metal adhesive such as Loctite will prevent the screw from backing too far off during use.



6. Drill a hole in the opposite end of the metal bar and secure it to the remaining PVC cap with a nut and bolt.



7. Attach the PVC cap to the main beam to complete the target construction.

