

CAMP SQUANTO

APPLICATION FOR MERIT BADGE

Ranges _____

Week# _____

Date: ____ / ____ / ____

Scout: _____ Unit: _____ Town: _____

Scoutmaster's Approval for application: _____

The above named Scout has appeared before me and demonstrated, to my satisfaction, that he has met all or *partial requirements for the **Shotgun Shooting** Merit Badge.

Camp Counselor (Signature)

Scoutmaster (Signature when completed)

All relevant paperwork is attached to this form.

*If a partial was earned, circle all the requirements that **were not met**.

1. Do the following:

- A. Explain why BB and pellet air guns must always be treated with the same respect as firearms.
- B. Describe how you would react if a friend visiting your home asked to see your or your family's firearm(s).
- C. Explain the need for and use and types of eye and hearing protection.
- D. Explain the main points of the laws for owning and using guns in your community and state.
- E. Explain how hunting is related to the wise use of renewable wildlife resources.
- F. Successfully complete a state hunter education course, or obtain a copy of the hunting laws for your state, then do the following:
 - 1. Explain the main points of hunting laws in your state and give any special laws on the use of guns and ammunition, and
 - 2. List the kinds of wildlife that can be legally hunted in your state.
- G. Explain to your counselor the proper hygienic guidelines used in shooting.
- H. Identify and explain three shotgun sports. Identify places in your community where you could shoot these sports and explain how you can join or be a part of shooting sports activities.
- I. Give your counselor a list of sources that you could contact for information on firearms and their use.

2. Do ONE of the following options:

OPTION A --- SHOTGUN SHOOTING (MODERN SHOTSHELL TYPE)

- A. Identify the principal parts of a shotgun, action types, and how they function.
- B. Identify and demonstrate the rules for safely handling a shotgun.
- C. Demonstrate how to handle shotguns in a safe manner.
- D. Identify the parts of a shotgun shell and their functions.
- E. Identify the various gauges of shotguns. Explain which one you would pick for use and why.
Explain what a misfire, hangfire, and squib fire are, and explain the procedures to follow in response to each.
- F. Identify and demonstrate the fundamentals of safely shooting a shotgun.
- G. Identify and explain each rule for shooting a shotgun safely.
- H. Demonstrate the knowledge, skill and attitude necessary to safely shoot moving targets, using the fundamentals of shotgun shooting.
- I. Identify the materials needed to clean a shotgun.
- J. Demonstrate how to clean a shotgun safely.
- K. Discuss what points you would consider in selecting a shotgun.
- L. Shooting score required. - Hit at least 24 (48 percent) out of 50 targets (two 25 target rounds). The two rounds do not need to be shot in consecutive order.

Shooting skill rules:

- Targets may be thrown by a hand trap, manual mechanical, or on any trap or skeet field. Note: if using a hand trap or manual mechanical trap, the trap operator should be at least 5 feet to the right and 3 feet to the rear of the shooter. If throwing left-handed with a hand trap this should be reversed.
- All targets should be thrown at a reasonable speed and in the same direction.
- Targets should be generally thrown so as to climb in the air after leaving the trap.
- Scores may be fired at any time, either in formal competition or in practice.
- Any gauge shotgun not exceeding 12 gauge may be used.
- Standard clay targets customarily used for trap and skeet are to be used.
- Any ammunition, either factory or hand loaded, may be used.
- Shooters must shoot in rounds of 25. Rounds need not be shot continuously or on the same day (the term "round" refers to a single series of 25 shots).

- If using a trap field, shoot station 3 with traps set to throw straightaway targets.
- If using a skeet field, shoot station 7 low house.

OPTION B --- MUZZLE-LOADING SHOTGUN SHOOTING

- A. Discuss a brief history of the development of the muzzle-loading shotgun.
- B. Identify principal parts of percussion and flintlock shotguns and discuss how they function.
- C. Demonstrate and discuss safe handling rules of a muzzle-loading shotgun.
- D. Identify the various grades of black powder and their proper use.
- E. Discuss proper safety procedures pertaining to black powder use and storage.
- F. Discuss proper components of a load.
- G. Identify proper procedures and accessories used for loading a muzzle-loading shotgun.
- H. Demonstrate knowledge, skill, and attitude necessary to safely shoot a muzzle-loading shotgun on a range, including range procedures.
- I. Shoot a moving target with a muzzle-loading shotgun using the five fundamentals of firing the shot.
- J. Identify the materials needed to clean a muzzle-loading shotgun properly and safely.
- K. Demonstrate how to clean a muzzle-loading shotgun safely.
- L. Identify the causes of a muzzle-loading shotgun's failing to fire and explain or demonstrate proper correction procedures.
- M. Discuss what points you would consider in selecting a muzzle-loading shotgun.
- N. Shooting score required. -- Hit at least 5 out of 15 targets. The two groups need not be shot in consecutive order.

Shooting skill rules:

- Targets may be thrown by a hand trap, manual mechanical, or on any trap or skeet field. Note: if using a hand trap or manual mechanical trap, the trap operator should be at least 5 feet to the right and 3 feet to the rear of the shooter. If throwing left-handed with a hand trap this should be reversed.
- All targets should be thrown at a reasonable speed and in the same direction.
- Targets should be generally thrown so as to climb in the air after leaving the trap.
- Scores may be fired at any time, either in formal competition or in practice.
- Any gauge shotgun not exceeding 10 gauge may be used.
- Standard clay targets customarily used for trap and skeet are to be used.
- On a standard trap field, the shooter should be positioned 8 yards behind the trap house. The trap should be set to throw only straightaway targets.
- If using a skeet field, shoot station 7 low house.