



MEETING PLANS & IDEAS: SHOTGUN SHOOTING

Shotgun Shooting	Information	Troop Meetings	Main Event
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OBJECTIVES

This month's activities should:

- Introduce the rules of safe gun handling.
- Teach Scouts to identify the parts of a shotgun and a shotgun shell.
- Demonstrate the fundamentals of shotgun shooting.
- Let Scouts experience the satisfaction of improving their shotgun skills.
- Show Scouts how to react to shotgun shell malfunctions.
- Introduce Scouts to popular games of shotgun shooting.

LEADERSHIP PLANNING

As a leadership team, you may want to discuss the following items when choosing shotgun shooting as your program feature during your planning meetings.

- What is our unit's current skill level?
- Do we have a copy of the current [BSA National Shooting Sports Manual](#) for reference?
- Do we need firearms for our demonstrations, and what are the BSA rules for handling them?
- What certified BSA National Camping School shooting sports director or NRA Shotgun Instructor or NRA Coach will assist us?
- Where can we hold meetings and outings?
- How will we cover the cost of shotgun shells and other expenses?
- What will we do for our main event?
- What changes should we make to the sample meeting plans that would fit our needs better?

The image shows a sample 'Meeting Plan' form for Shotgun Shooting. It includes fields for Troop Name, Date, and a table for planning activities. The table has columns for 'ACTIVITY', 'DESCRIPTION', 'HOW OFTEN', and 'WHERE'. Activities listed include: Preopening (Introduction, Safety, etc.), Opening Ceremony (The Oath, etc.), Shotgun Demonstration (Safety, etc.), Shotgun Instruction (Safety, etc.), Shotgun Shooting (Safety, etc.), and Shotgun Display (Safety, etc.). There is also a section for 'How the Meeting Will Be Held'.

Click above for fillable troop meeting planning form.

PREOPENING IDEAS

[Link to Preopening Ideas on Troop Program Resources](#)

- Invite a Shotgun Shooting merit badge counselor to set up a display of different types of shotguns that early arrivers can examine.
- Invite a Shotgun Shooting merit badge counselor to set up a display of different types of shells that early arrivers can examine. Provide copies of the [Shotgun Shooting merit badge requirements](#).
- Show an Internet video of different shooting games including skeet, sporting clays, and others.
- Set up computers or tablets that early arrivers can use to research state hunting laws and state hunter education courses, or provide information on these topics. (This relates to requirement 1f of the Shotgun Shooting merit badge.)

OPENING IDEAS

[Opening Ideas on Troop Program Resources](#)

GROUP INSTRUCTION IDEAS

NRA Rules and Parts of a Gun

- Have an NRA instructor teach the fundamentals of safe gun handling.

Ammunition

- Discuss the importance of knowing what type of ammunition you need and where you would find this information. Explain the difference between 20-gauge and 12-gauge shells and how to identify the proper shells for a gun.

Clays and the Fundamentals of Shooting

- Review the various types of clay targets and launchers, and describe the differences. If possible, have spring, automatic, and hand-thrown launchers on hand to show.


Caring for a Shotgun


- Discuss the importance of cleaning, proper care, and storage of shotguns.


SKILLS INSTRUCTION IDEAS






NRA Rules and Parts of a Gun

-  • Learn the parts of semiautomatic and pump action shotguns.

-  • Learn the parts of semiautomatic and pump action shotguns.

-  • Learn the parts of semiautomatic, pump-action, hinge action, and bolt-action shotguns, or learn the parts of a black powder shotgun.

Ammunition

-  • Learn how to properly load and unload a semiautomatic shotgun using dummy ammunition.
 - Discuss different ammunition malfunctions and what to do if one occurs._____
-  • Learn how to properly load and unload semiautomatic and pump-action shotguns using dummy ammunition.
 - Discuss different ammunition malfunctions and what to do if one occurs._____
-  • Learn how to properly load and unload semiautomatic, pump-action, hinge-action, and bolt-action shotguns using dummy ammunition.

- Discuss different ammunition malfunctions and what to do if one occurs.

Clays and the Fundamentals of Shooting

- Review the five fundamentals of shotgun shooting: shooting position, shot preparation, swing to target, trigger pull, and follow-through.
 - Have Scouts learn how to determine their eye dominance.
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- Review the above skills.
 - Discuss how to select a shotgun that fits the user.
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- Review the above skills.
- Discuss additional considerations that relate to black powder shooting.

Caring for a Shotgun

- Learn how to clean a semiautomatic shotgun.
 - Review the [requirements for the Shotgun Shooting merit badge](#) and the [Winchester/NRA Marksmanship Qualification Program for shotgun](#).
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- Learn how to clean semiautomatic and pump action shotguns. Learn the basics of the games of trap and skeet.
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- Learn how to clean multiple action types.
- Learn the basics of the games of trap, skeet, and sporting clays.

BREAKOUT GROUP IDEAS

Getting Ready for the Main Event

- Menu Planning
- Duty Roster Planning
- Equipment check
- Collect any permission slips required for shooting activities.

Preparation for the meeting's game or challenge

GAME AND CHALLENGE IDEAS

[Library of Games and Challenges on Troop Program Resources](#)

- **Name That Shotgun Part**
 - *Materials:* For each patrol, a graphic of a shotgun enlarged and posted or projected on a wall with an arrow pointing to each part; the gun parts written on individual label cards (one set per team) with loops of painter's tape on the back [Click here for graphics of shotguns](#)
 - *Method:* Place label cards face down on a table at the start line, 10–15 feet from the wall. Teams line up relay-style. On a signal, the first Scout on each team runs to the table, picks up a label, and places it on the arrow that points to the correct part. He then runs back to tag the next Scout, who can place another card or correct what their teammate did.
 - *Scoring:* The team with the fastest time with all items correct wins.

- **Moving Targets**

- *Materials:* Several playground balls (or soccer balls, basketballs, etc.); three to five tennis balls per Scout

- *Method:* Form two teams. One team tries to roll the playground balls back and forth across an open area while the other team tries to hit those balls with tennis balls. Allow the tennis balls to be “reloaded” a couple of times and then have the teams change positions. Scouts must not aim tennis balls at each other. They should target the playground balls in the middle of the play area, not on either side.

- *Scoring:* Award 1 point for each playground ball hit by a tennis ball. After both teams have had the chance to throw the tennis balls, the team with the most points wins.

- **Follow-Through**

- *Materials:* A bright flashlight with a narrow beam and a laser pointer

- *Method:* While the game leader sweeps the laser pointer across a wall to represent a target, a Scout tries to intercept the path with the flashlight beam. The Scout assumes the proper shooting stance in line with the point where he expects to hit the target. When he calls “pull,” the game leader sweeps the laser beam across the wall at a reasonable, steady speed. Allow three to four pulls per Scout.

- *Scoring:* Hitting the target earns 1 point; the team with the most points wins.

- *Notes:* This game lets Scouts practice followthrough. A shotgun must continue moving after a shot is fired, making follow-through one of the most difficult fundamentals of shotgun shooting.

CLOSING IDEAS

- [Leader’s Minutes](#)

- [Closing Ceremonies](#)

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TROOP LEADER RESOURCE LINKS

[Advancement Resources](#)

[Awards Central](#)

[Boy Scouts](#)

[Guide to Safe Scouting](#)

[SCOUTBOOK](#)

[Scouting Forms from the National Council](#)

[ScoutCast](#)

[Scouting Magazine](#)

[ScoutStuff.org \(Retail Site\)](#)

[ScoutingWire](#)

[Sign in to MyScouting.org](#)

[Take Youth Protection Training](#)

[The Outdoor Adventure Planning Guide](#)

[Troop Leader Guidebook Appendix](#)

[Uniforms](#)