



# Ranger Award

## Shooting Sports



### Elective Requirements Checklist

This Checklist can help you document your progress as you work toward earning the award.  
The Venturer must do each requirement.

No one may add or subtract from the official requirements found in [Venturing Awards and Requirements](#)  
The requirements were last revised in 2014 • This workbook was updated in November 2016.

Venturer's Name: \_\_\_\_\_ Unit: \_\_\_\_\_

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

Please submit errors, omissions, comments or suggestions about this **checklist** to: [Workbooks@USScouts.Org](mailto:Workbooks@USScouts.Org)  
Comments or suggestions for changes to the **requirements** for the **award** should be sent to: [Advancement.Team@Scouting.Org](mailto:Advancement.Team@Scouting.Org)

- a. General knowledge
  - i. Recite, explain, and demonstrate the three primary shooting safety rules.
  - ii. Recite and explain the range commands.
  - iii. Identify the parts of a pistol, rifle, or bow (whichever one you select) and explain the function of those parts.
  - iv. If you chose air pistol, air rifle, muzzle-loading rifle, pistol, or small-bore rifle for your shooting discipline, explain how "minute of angle" is used to "zero" the airgun or firearm.
  - v. If you chose muzzle-loading rifle as your shooting discipline, recite the proper steps for loading a muzzle-loading rifle and the proper sequence of firing the shot. Explain each step.
  - vi. If you chose archery as your shooting discipline, recite and explain the nine steps to the 10 ring.
  - vii. If you chose shotgun as your shooting discipline, explain how you sight a shotgun differently than you would a rifle.
- b. Complete a basic training course and the course of fire for one of the following shooting disciplines: i, ii, iii, iv, v, vi, or vii.  
**(Restrictions: Telescopic sights, electronic sights, and laser sights are prohibited in all disciplines except archery.)**  
**For this elective, shooting must be under the supervision of a certified instructor/coach and with equipment approved by that instructor.**
  - i. **Air Pistol**
    - Sporter Course:** Shoot five shots each at eight TQ7 targets at a distance of 25 feet for a total of 40 shots. You must score 240 out of a possible 400. (You may use any .177 air pistol with a maximum retail value of \$75 and may use a one hand grip, two-hand grip, or a combination of both.)  
OR
    - International Course:** Shoot five shots each at eight bull's-eye B-40 targets at a distance of 33 feet for a total of 40 shots. You must score 220 points of a possible 400. You may use any .177 air pistol. All targets must be fired in the standing position only using only one hand to support the pistol.
  - ii. **Air Rifle**
    - Sporter Course:** Shoot two shots at each bull (10 shots per target) from a distance of 33 feet using six AR5/5 targets. Of the 60 shots total, shoot 20 shots in each position - prone, standing (off-hand), and kneeling. You must score 225 of a possible 600. (You may use any stock, out-of-the-box .177 air rifle.)  
OR

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- Precision Course:** Shoot two shots at each bull (10 shots per target) from a distance of 33 feet. Of the 60 shots total, shoot 20 shots in each position - prone, standing (off-hand), and kneeling. You must score 420 of a possible 600. (You may use any .177 air rifle.)
- iii. **Archery** (Magnifying sights are OK to use in this discipline.)
- Recurve Bow**  
**Indoor:** Shoot 30 arrows at 18 meters on a 60-centimeter five color target. You must score 150 of a possible 300.  
**Outdoor:** Shoot 30 arrows at 40 meters on a 122-centimeter five color target. You must score 200 of a possible 300.  
 OR
- Compound Bow**  
**Indoor:** Shoot 30 arrows at 18 meters on a 40-centimeter five color target. You must score 150 of a possible 300.  
**Outdoor:** Shoot 30 arrows at 40 meters on a 122-centimeter five color target. You must score 210 of a possible 300.
- iv. **Muzzle-Loading Rifle:**
- Shoot one shot at each bull's-eye on 10 targets (M02400-NMLRA) for a total of 50 shots from the standing (off-hand) position at a distance of 25 yards. You must score 250 of a possible 500.
- Then, shoot five shots at one target (M02406-NMLRA) from the standing (off-hand) position at a distance of 50 yards. You must score 25 of a possible 50.
- Then, shoot five shots at one target (M02406-NMLRA) from the sitting position, resting the rifle on "crossed sticks" at a distance of 50 yards. You must score 25 of a possible 50.  
 (Total shots for muzzle loading is 60 shots.)  
 (NMLRA = National Muzzle Loading Rifle Association)
- v. **Pistol:**
- Shoot: 10 shots at each of six targets (B-2) from the standing (off-hand) position in a maximum time of 10 minutes per target from a distance of 50 feet. You must score 360 of a possible 600. (You may use any .22-caliber pistol or revolver and can use either the one- or two-hand grip or both.)  
 (Total shots for pistol is 60 shots.)
- vi. **Shotgun:**
- Break 25 clay birds of a possible 50 on a skeet course and 25 clay birds of a possible 50 on a trap course.  
 OR
- Break 50 clay birds of a possible 100 on a skeet course.  
 OR
- Break 50 clay birds of a possible 100 on a trap course.
- vii. **Small Bore Rifle**
- Sporter Course:** Using six A17 targets, shoot one shot at each record bull from a distance of 50 feet for a total of 60 shots. Of the 60 shots, you must shoot 20 shots in each position - prone, standing (off-hand), and kneeling. You must score 225 of a possible 600. (you may use any .22 rifle with a maximum retail value of \$235.)  
 OR
- Precision Course:** Using six A36 targets, shoot one shot at each record bull from a distance of 50 feet for a total of 60 shots. Of the 60 shots, shoot 20 shots in each position - prone, standing (offhand), and kneeling. You must score 420 of a possible 600. (You may use any .22 rifle.)
- c. Make a tabletop display or presentation for your crew, another crew, a Cub Scout or Boy Scout unit, or another youth group about what you have learned about shooting sports. Include information about shooting sports in the summer and winter Olympics.
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**Important excerpts from the Guide To Advancement - 2015, No. 33088 (SKU-620573)****[1.0.0.0] — Introduction**

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals and previous editions of the *Guide to Advancement*.

**[Page 2, and 5.0.1.4] — Policy on Unauthorized Changes to Advancement Program**

**No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements.** There are limited exceptions relating only to youth members with special needs. For details see section 10, "Advancement for Members With Special Needs".

**[Page 2] — The "Guide to Safe Scouting" Applies**

Policies and procedures outlined in the *Guide to Safe Scouting*, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects.