

SEA SCOUT MARKSMANSHIP PROGRAM

Approved October 2013

This award for Sea Scouts has been implemented as a part of the special activities a Sea Scout can participate in during times when they are not engaged in their nautical programs. It is designed to give programming for the ship when they are not able to get on the water, as extracurricular program.

A Sea Scout would begin with the Basic Shooter requirements. He or she chooses which discipline or disciplines they would like to participate in. Note that they can choose to learn how to shoot more than one firearm. A special "Sea Scout Shooting Sports Medal" is being designed to be earned after a Sea Scout earns their first level, no matter what discipline they shoot. From the main medal, we would have small medal bars that would hang off of this original medal. The bar would state what the discipline is they shot and the level they are currently at. For an example, there would be 4 Bars for each discipline – i.e.: Rifle –Basic, Intermediate, Advanced, and Expert. Each discipline would have these 4 bars. The Sea Scout would only wear the bar for the highest level they have achieved. If the Sea Scout shoots all 3 disciplines, they could only have a maximum of 3 bars hanging off of their medal showing the highest level achieved for each discipline.

Basic Shooter

- o Complete one of the following discipline requirements. (Note that the requirements can be completed in more than one discipline if a Sea Scout wants to learn to shoot more than one type of firearm.)
 - **Rifle** – Complete the following requirements:
 - Basic Shooter program for rifle shooting.
 - Using a .22 caliber rimfire rifle, and shooting from the benchrest position at 50 feet, fire five groups (three shots per group) that can be covered by a quarter. Using these targets, explain how to adjust the sights to zero a rifle.
 - **Shotgun** –Complete the following requirements:
 - Basic Shooter program for shotgun shooting
 - Using a 20 or 12 gauge shotgun, hit 11 or more out of 25 targets in one 25-target group.
 - **Pistol** - Complete the following requirements:
 - Basic Shooter program for pistol shooting covering both revolvers and semi-automatic pistols.
 - Using a .22 caliber revolver or semi-automatic, shooting from the benchrest position, two hands, at 15 feet, using 9" paper plates or paper disks, shoot 10 plates with five shots on each plate. All shots must be inside a half-inch margin from the edge of the plate. The 10 plates do not have to be fired in succession or on the same day. (Note that by achieving this score, the Sea Scout has also earned the Pro-Marksman level in the Winchester/NRA Marksmanship Qualification program for Pistol Qualification and would be eligible for their award.)

• Intermediate Shooter

- Complete the following requirements for the discipline or disciplines you are shooting from the previous level.
 - **Rifle** – Complete the following requirements:
 - Complete the NRA Basic Course for rifle shooting
 - Using a .22 caliber rimfire rifle, A-17 or A-32 target, and shooting from the prone or benchrest position at 50 feet, fire 2 rounds of 20 shots in each round scoring a minimum score of 100 out of a possible 200 points in each round. *Note that by achieving this score, the Sea Scout has also earned the Pro-Marksman level in the Winchester/NRA Marksmanship Qualification program for Rimfire Rifle Prone/Benchrest shooting and would be eligible for their award.
 - **Shotgun** – Complete the following requirements:
 - Complete the NRA Basic Course for shotgun shooting.
 - Using a 20 or 12 gauge shotgun, Trap or Skeet Course, hit 11 or more out of 25 targets two times. *Note that by achieving this score, the Sea Scout has also earned the Pro-Marksman level in the Winchester/NRA Marksmanship Qualification program for Shotgun Qualification.
 - **Pistol** – Complete the following requirements:
 - Complete the NRA Basic Course for pistol shooting.
 - Using a .22 caliber revolver or semi-automatic, shoot from the Standing position, two hands, at 15 feet using 9” paper plates or paper disks and shoot 10 plates with 10 shots on each plate. All shots must be inside a 1 ½ inch margin from the edge of the plate. The 10 plates do not have to be fired in succession or on the same day. *Note that by achieving this score, the Sea Scout has also earned the Marksman level in the Winchester/NRA Marksmanship Qualification program for Pistol Qualification and would be eligible for their award.

• **Advanced Shooter**

- Complete the following requirements for the discipline or disciplines you are shooting from the previous level.
 - **Rifle** – Complete the following requirements:
 - Using a .22 caliber rimfire rifle, A-17 or A-32 target, and shooting from the standing position at 50 feet, fire 4 rounds of 10 shots in each round scoring a minimum score of 40 out of 100 points in each round. *Note that by achieving this score, the Sea Scout has also earned the Pro-Marksman level in the Winchester/NRA Marksmanship Qualification program for Rimfire Rifle Standing Course shooting and would be eligible for their award.
 - **Shotgun** – Complete the following requirement:
 - Using a 20 or 12 gauge shotgun, Trap or Skeet Course, hit 13 or more out of 25 targets four times. *Note that by achieving this score, the Sea Scout has also earned the Marksman level in the Winchester/NRA Marksmanship Qualification program for Shotgun Qualification.
 - **Pistol** – Complete the following requirement:
 - Using a .22 caliber revolver or semi-automatic, shoot from the Standing position, two hands with strong side and weak side stages. Note: Strong side means the strong hand, usually the writing hand – grips the gun first and functions the trigger while the weak hand provides additional support. Weak side means the weak hand grips first and functions the trigger while the strong hand provides additional support.
*Note that this is conducted in two stages. Both stages must be completed in the same session to qualify as one completed course of fire.
Using a AP-2 target at 15 feet –
 - Stage 1 Strong side – fire at 5 targets with 10 shots each in 6 minutes.
 - Stage 2 Weak Side – fire at 5 targets with 10 shots each in 6 minutes.
(A total of 10 shots per target with a possible score per target of 100.)
- Scoring Requirements:
Shoot 10 targets, 5 with a score of 46 or better and 5 with a score of 56 or better.
(Note that by achieving this score, the Sea Scout has also earned the Marksmanship First Class level in the Winchester/NRA Marksmanship Qualification program for Pistol shooting.)

- **Expert Shooter**

- Complete the NRA Rifle Instructor Training Course, the NRA Shotgun Instructor Training Course or the NRA Pistol Instructor Training Course (Sea Scout's Choice). Upon successful completion, the Sea Scout will be either an NRA Apprentice or Assistant Instructor.
- After completing the NRA Instructor Training Course, volunteer to assist at two separate rifle, shotgun or pistol shooting activities held by your Council's shooting sports committee. These can be open shoots held at a camp range, or a District or Council sponsored shooting event for Boy Scouts, Venturers, or Sea Scouts.

- **Rifle** – Complete the following requirements:

- Using a .22 caliber rimfire rifle, A-17 or A-32 target, and shooting from the standing position at 50 feet, fire 6 rounds of 10 shots in each round scoring a minimum score of 50 out of 100 points in each round. *Note that by achieving this score, the Sea Scout has also earned the Marksman level in the Winchester/NRA Marksmanship Qualification program for Rimfire Rifle Standing Course shooting and would be eligible for their award.

- **Shotgun** – Complete the following requirement:

- Using a 20 or 12 gauge shotgun, Trap or Skeet Course, hit 15 or more out of 25 targets 6 times. *Note that by achieving this score, the Sea Scout has also earned the Marksman 1st Class level in the Winchester/NRA Marksmanship Qualification program for Shotgun Qualification.

- **Pistol** – Complete the following requirements:

- Using a .22 caliber revolver or semi-automatic, shoot from the Standing, ready, position, two hands with strong side and weak side stages. Note: Strong side means the strong hand, usually the writing hand – grips the gun first and functions the trigger while the weak hand provides additional support. Weak side means the weak hand grips first and functions the trigger while the strong hand provides additional support.

*Note that this is conducted in two stages. Both stages must be completed in the same session to qualify as one completed course of fire.

Using a AP-2 target at 15 feet –

- Stage 1 Strong side – Five shots in 20 seconds
- Stage 2 Weak Side – Five shots in 20 seconds.

(A total of 10 shots per target with a possible score per target of 100.)

Scoring Requirements:

Shoot 10 targets, 5 with a score of 60 or better and 5 with a score of 65 or better. The 10 targets do not have to be fired in succession or on the same day.

(Note that by achieving this score, the Sea Scout has also earned the Sharpshooter level in the Winchester/NRA Marksmanship Qualification program for Pistol shooting.)