

CHISHOLM TRAIL

**RANGE &  
TARGET  
ACTIVITIES  
DAY**

CAMP JAMES RAY  
SEPTEMBER 27, 2025

**LEADER GUIDE  
CAMP JAMES RAY  
SEPTEMBER 27, 2025  
HOSTED BY CHISHOLM TRAIL**



**RATADAY Leader Guide 2025**  
**Range and Target Activities Day**  
**Hosted by Chisholm Trail**  
**Camp James Ray**

**9/26-27/2025**

**EVENT SCHEDULE**

**Friday**

6:00-8:30 p.m.	Check-In at Fry Center (if camping Friday night)
9:00 p.m.	Cubmaster/Volunteer/Staff Meeting
11:00 p.m.	Lights out

**Saturday**

7:30 - 11:30 a.m.	Morning Check-In at Fry Center
8:45 a.m.	Opening Flags at Range
9:00 – 9:30 a.m.	Slingshot, Archery, & BB guns per registration
9:30 - 10:00 a.m.	Slingshot, Archery, & BB guns per registration
10:00-10:30 a.m.	Slingshot, Archery, & BB guns per registration
10:30-11:00 a.m.	Slingshot, Archery, & BB guns per registration
11:00-11:30 a.m.	Slingshot, Archery, & BB guns per registration
11:30 a.m. -12:00 p.m.	Slingshot, Archery, & BB guns per registration
12:00-1:00 p.m.	Lunch at Campsite with Pack
12:45 p.m.	Watermelon Social at Range
12:30-3:30 p.m.	Afternoon Check-In at Fry Center
1:00-1:30 p.m.	Slingshot, Archery, & BB guns per registration
1:30-2:00 p.m.	Slingshot, Archery, & BB guns per registration
2:00-2:30 p.m.	Slingshot, Archery, & BB guns per registration
2:30-3:00 p.m.	Slingshot, Archery, & BB guns per registration
3:00-3:30 p.m.	Slingshot, Archery, & BB guns per registration
3:30-4:00 p.m.	Slingshot, Archery, & BB guns per registration
4:00– 5:00 p.m.	Open Time Slingshot, Archery, & BB guns (first come, first served)
5:00 p.m.	Range Closes
5:15 p.m.	Closing Flags
6:00 p.m.	Event Over

## **COSTS:**

- Participants/siblings/potential scouts: early bird \$10, \$15 after September 1, 2025
- Parents of participants: early bird \$10, \$15 after September 1, 2025
- Staff/volunteers: early bird \$5
  - Covers Insurance, Black Pug, and patch fees.
- Staff/volunteer food cost: additional \$5 (breakfast, lunch, watermelon)
  - MUST register in Black Pug as eating with staff and indicate allergies, restrictions, and which meals you will eat with staff.

## **FOOD:**

- Packs/Dens will be responsible for bringing/preparing their own food for the entirety of the event.
- Staff and volunteers have a meal option.
  - Staff and Volunteer optional meal cost: \$5 Black pug option, including restrictions, allergies, etc. Saturday breakfast, lunch, and watermelon.
- All are responsible for their own food Friday night.

## **PACK INFORMATION**

- Registrations:
  - Registrations may be entered by the Pack for everyone, or individuals may register themselves
  - All Individual registrations will be grouped at the Pack level for the event by the event staff
- Camping:
  - Packs will have the option to camp Friday night
    - Please indicate in Black Pug if you are camping
  - Please note that you may not be the only Pack in a campsite. While we will do our best to limit the number of people per site, please consolidate your group the best you can within the campsite to allow room for others.
  - Gates will be open during non-event times to drop off gear, if needed. Driving around at camp will NOT be allowed during event times (safety issue). Please unload your gear and return the car to the parking lot. ONLY towing vehicles

and cars for families with special needs will be allowed to be parked at the campsite. A special-needs parking pass MUST be obtained from Event Staff during check-in.

- Cooking:
  - Packs will need to prepare their own food. Please coordinate this so your Pack is not left hungry!
  - All Packs may prepare food at their campsites.
  - Those attending for the day only may bring sack lunches
  - No meals will be provided by District during this event for Packs other than the watermelon social.
- Activities include:
  - BB guns (No Lions)
  - Archery (All Ranks)
  - Wrist Rockets/Sling Shots (All Ranks)
- Health forms:
  - All participants, youth and adult, MUST show a current annual health form that expires after September 27, 2025, at the time of check-in with other required forms.
- Checkout:
  - Packs will be responsible for cleanup of their assigned campsite. Ensure your Pack portion of the campsite is clean.
  - District personnel will inspect campsites before close of the event.

## **TROOP VOLUNTEER INFORMATION**

- Registrations:
  - Registrations may be entered by the Troop for everyone, or individuals may register themselves.
  - Registration is open to all who wish to volunteer starting 8/1/2025
- Shooting Sports: Volunteers will coordinate with Dan Brummer and Eric Meyler.
  - BB guns
  - Archery
  - Wrist Rockets/Sling Shots
- Volunteers are NOT required to camp.
- Volunteers are required to be in camp Saturday, 7:00 am to 5:30 pm to assist in setting up and cleaning up the event.
  - Please indicate during registration if the volunteer is camping or coming for the day only.
- Volunteers have the choice to bring their own food or pay for food prepared by Staff
  - Registration in Black Pug MUST indicate which meals the volunteer will eat with staff. As well as all allergies, restrictions, etc.

- Service hours for volunteers are NOT offered by event staff. This is up to each individual troop to allow/disallow and sign off.
- OA service hours allowed. See Cha'wat chapter advisor Nick Clark to get hours signed off.
- Volunteer Hosted Activity:
  - Please indicate your preferred activities from selection during registration.
  - Volunteers will be assigned to activities ahead of the event as registration allows.
  - How to run the activity and where to get supplies will be discussed at the SPL/Staff meeting Friday night.
  - Activity supplies will be provided by District.
  - All activities should be completely set up and ready for visitors no later than 9 am on Saturday.
- Camping:
  - Troop volunteers can camp on Friday night.
  - OA volunteers will be consolidated into 1-2 campsites.
  - Gates will be open during non-event times to drop off gear, if needed. Driving around at camp will NOT be allowed during event times (safety issue). Please unload your gear and return the car to the parking lot. Only tow vehicles with troop trailer and cars for families with special needs will be allowed to be parked at the campsite. A special-needs parking pass MUST be obtained from Event Staff during check-in.
- Cooking:
  - Troop volunteers have the option to cook in their campsites or eat with Staff.
  - Meals will be provided by District during this event for volunteers who register as eating with staff during registration (additional \$5 fee). If eating with staff, please indicate which meals during registration.
- Health forms:
  - All participants, youth and adult MUST show a current annual health form that expires after September 27, 2025, at time of check-in with other required forms
- Checkout:
  - Volunteers will be responsible for cleanup of their assigned campsite. Ensure your portion of the campsite is clean.
  - District personnel will inspect campsites before close of the event.



## Instructor Safety Guidelines for Non-Firing Range Session

### For Use with Combined Archery, BB Gun, and Slingshot Lesson (No Live Fire)

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#### Purpose of Guidelines

These instructions ensure that:

- Scouts treat **props as real equipment** for the duration of the activity.
  - Scouts **build safe habits** before ever handling real shooting equipment.
  - The environment simulates an active range—even without actual projectiles.
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#### General Safety Philosophy

##### "If it looks like a gun or bow, treat it like one."

From the moment a Scout picks up a training prop, they must:

- Treat it **as if it's loaded**
  - Follow **all range rules**
  - Use **correct muzzle discipline**, even with a broomstick or foam cutout
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#### Before the Session

##### 1. Prep Props:

- Use **broomsticks**, foam cutouts, wooden sticks, or toy bows labeled as:
  - “BB Gun Trainer”
  - “Archery Trainer”
  - “Slingshot Trainer”
- Clearly mark prop status when deactivating (e.g., red band = active, green band = safe)

##### 2. Create a Mock Range:

- Use chalk, cones, rope, or tape to create:
  - Ready/Waiting Line

- Shooting Line
- Target Line
- Optional: Targets on walls or stands (no projectiles used)

### 3. **Set the Tone:**

- Instructors and Scouts **must model discipline**
- No pretending to “shoot” others or horseplay is tolerated
- Make it clear: **“This is a range, not a playground”**

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## **During the Session**

### **Instructor Behavior:**

- Speak using real range terms and whistle commands (National Range and Target Activities Manual, pages 243, 249, and 252)
- Carry a whistle and give live demos with props
- Say clearly: **“This is now a BB gun / bow / slingshot”** when handing out a prop
- Only the instructor can declare: **“This is no longer a BB gun”**

### **Scout Rules:**

#### **The 4 BB Gun Safety Reminders** (especially for BB segment):

1. **Stop**
2. **Don’t Touch**
3. **Leave the Area**
4. **Tell an Adult**

#### **Plus:**

- Always point the muzzle **downrange** (even with a stick)
- Keep **fingers off the trigger area** until "firing"
- Don’t cross the shooting line until told
- When "cease fire" is called or 5+ whistle blasts: **freeze immediately**

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## Specific Discipline Guidelines

### ◆ BB Gun Practice (with props)

- Assign a prop “BB gun” (e.g., broomstick)
- Show them how to:
  - Hold it prone, seated, or benchrest
  - Keep barrel pointed downrange
  - Simulate loading and putting on safety (e.g., “rack pump,” “safety on”)
- Use "pretend" targets to simulate aim and trigger squeeze
- Have them “secure” the gun on command

### ◆ Archery Practice

- Use string-less bows or bent sticks
- Practice:
  - Stance (sideways to target)
  - Drawing and anchoring
  - Keeping the arrow imaginary, but aligned with eye
- Pretend to nock, draw, anchor, aim, release, and follow through

### ▲ Slingshot Practice

- Use Y-shaped props or foam replicas
- Practice:
  - Straight-armed hold
  - Drawing pouch evenly
  - Aim with dominant eye
- Cover safe ammo types and proper grip



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## Deactivating a Prop

At the end of an activity or transition, say clearly:

**“This is no longer a BB gun (or bow, slingshot). You may now set it down.”**

- Until this is said, the prop is treated as **live and dangerous**
- Never allow Scouts to put down a “loaded” (simulated) piece of equipment

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## Key Takeaways for Instructors

- Simulate **as real as possible**, even without projectiles
- **Correct and reinforce** safe habits every time
- The goal is for Scouts to **automatically follow safe practices** at the live range
- Make it fun—but firm—by rewarding attention to safety and discipline

## One-Hour Combined Cub Scout Lesson Plan (No Live Fire)

### For Archery, BB Gun, and Slingshot Adventures – Classroom-Only

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#### Part 1: Welcome & Overview (5-10 min)

- Introduce the activities: Archery, BB Gun, and Slingshot
- Today's focus is **safety, equipment, positions, eye dominance**—no live fire
- Live range will happen at a future council event
- Complete Eye Dominance Tests:



## EYE DOMINANCE

Eye dominance is the unconscious preference to use one eye rather than the other to aim. The dominant eye often corresponds with the archer's dominant hand, but not always. There are a number of people who are "cross dominant," meaning they may be right-hand dominant and left-eye dominant, or vice versa.

It is important to understand how to determine eye dominance in the event a shooter or archer is struggling to aim or hit the target consistently. Eye dominance needs to be addressed when a shooter or archer is shooting with their dominant hand, but trying to aim with their opposite dominant eye. They may try to line up their dominant eye to the target by tipping their head over the bow or gun, causing their shots to be consistently left or right of center on the target.

**Important Note: It is not necessary to make a Cub Scout who is cross dominant shoot with the non-dominant hand. The shooter may simply choose to continue shooting with the dominant hand and cover or close the non-dominant eye.**

#### To Find the Dominant Eye

To find which eye is dominant, have participants extend both arms in front of them and form a small hole with their thumbs and index fingers. Instruct them to look at a distant object through the opening and then pull their hands back to their face. The eye that is in line with the object is dominant.



## Part 2: Safety & Range Rules (10 min)

### 1. All Range Safety:

- Always Keep the equipment pointed in a safe direction
- Always keep the equipment unloaded until ready to use
- Always keep your finger off the trigger/string until ready to fire

### 2. BB Gun Specific:

- What to do if you find a gun:  
**“Stop, Don’t Touch, Leave the Area, Tell an Adult”**

### 3. Range Setup/Rules:

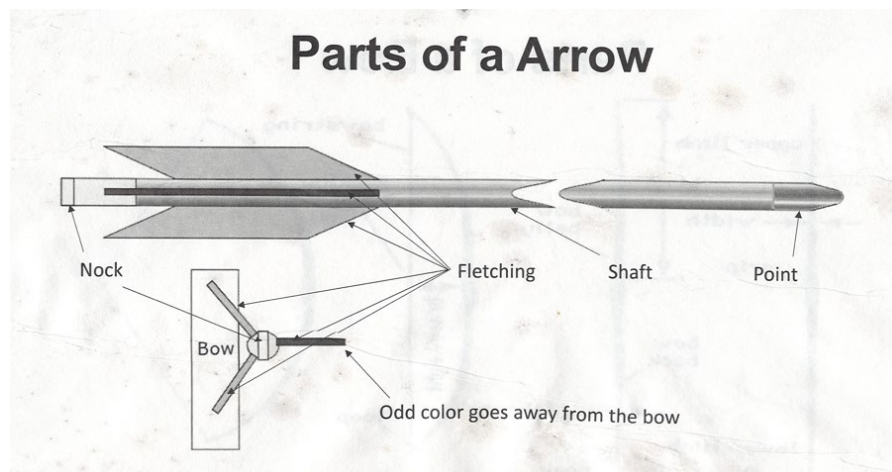
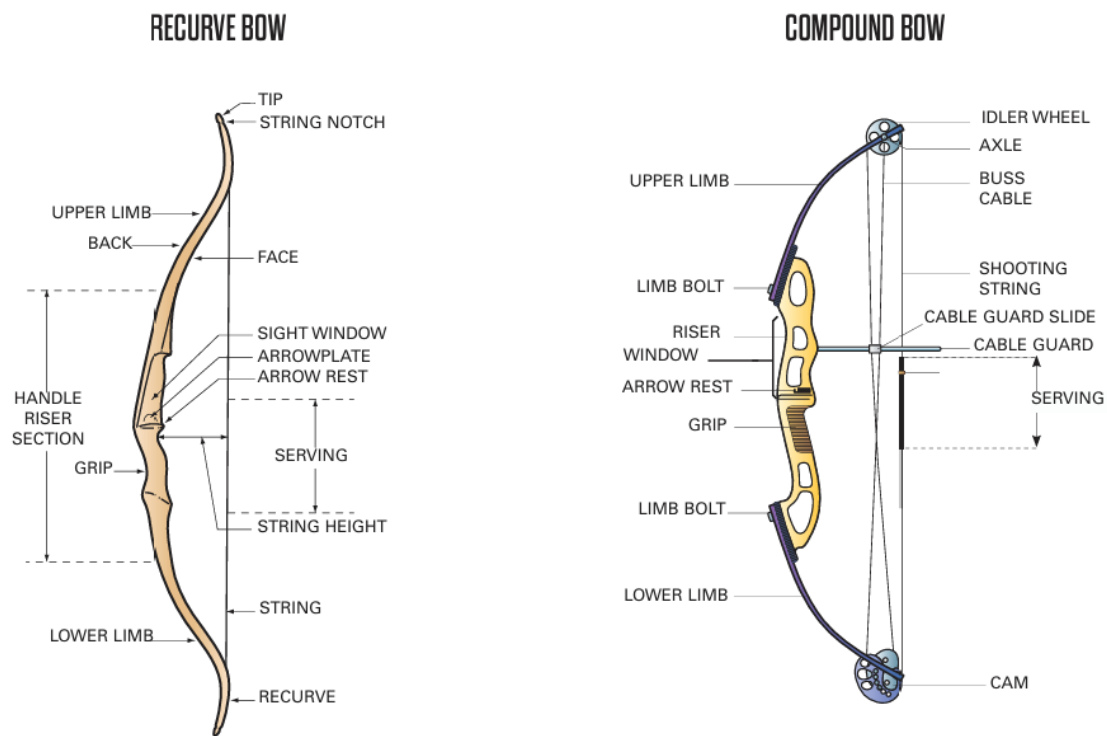
- Identify the ready line, shooting line, target line (appendix A)
- Have Scouts **stand at appropriate lines as you instruct**
- Explain the Range Rules:
  1. This range may be opened only by a certified Cub Scout shooting sports range master.
  2. All commands issued by the range master must be obeyed immediately.
  3. Stay behind the firing line. Do not straddle the firing line.
  4. Do not pick up a gun, bow, arrow, or slingshot unless told to by the range master.
  5. Always walk on the range.
  6. No horseplay or unnecessary talking on the range.
  7. If in doubt about the rules, ask your leader or range master for advice or help.

### Part 3: Equipment Identification (10-15 min)

#### Archery:

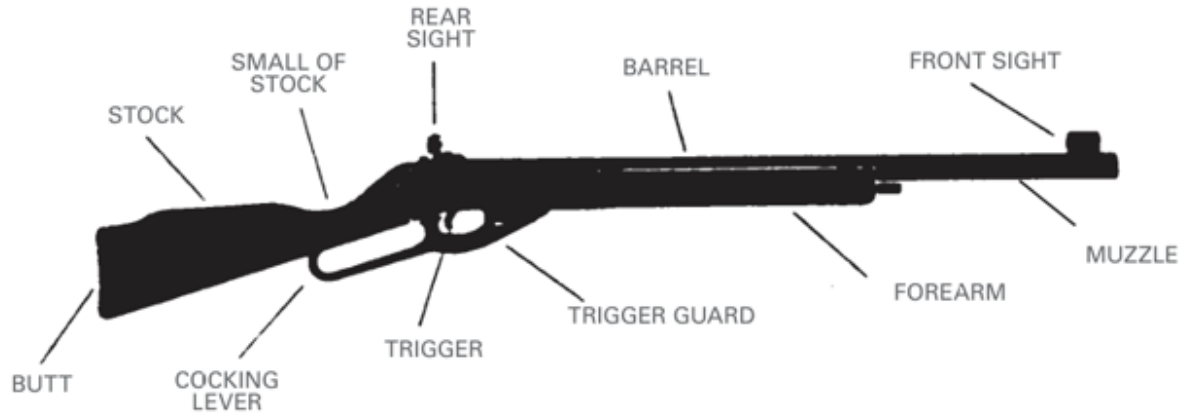
- Bow parts: grip, string, nock, limbs, shelf/arrow rest
- Arrows: shaft, nock, fletching, point

## TYPES OF ARCHERY BOWS



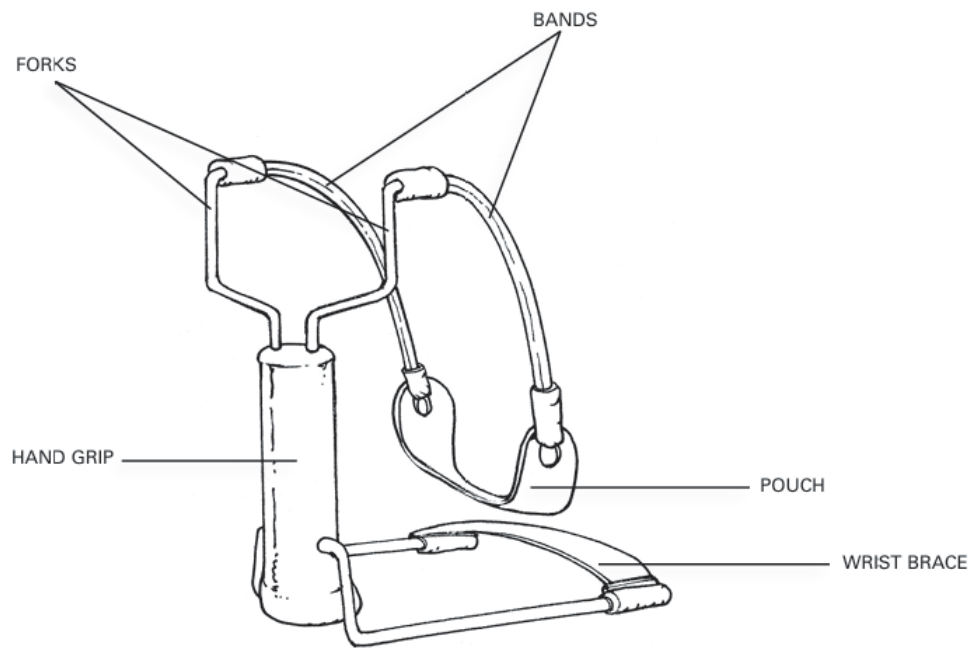
#### BB Gun:

- Identify parts: safety, trigger, muzzle, lever



### Slingshot:

- Parts: frame, bands, pouch



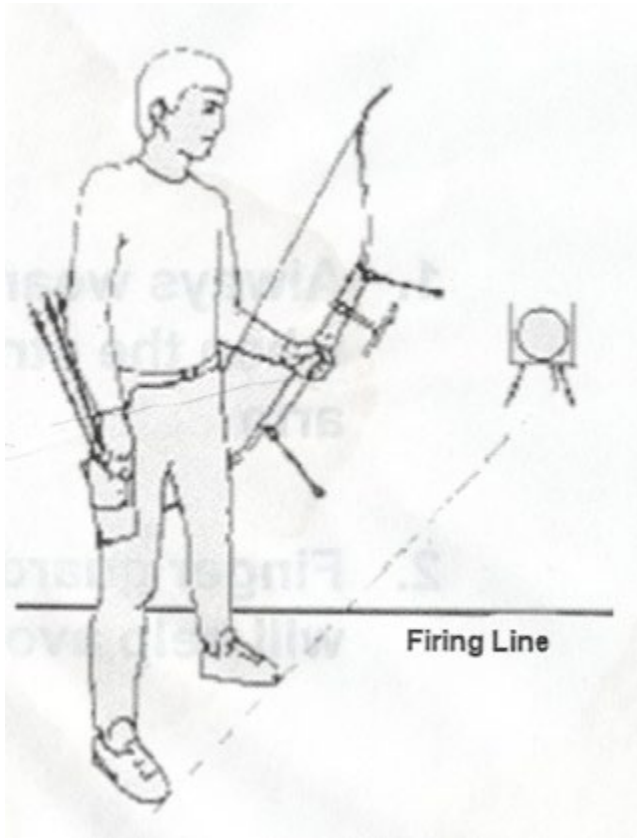
- Types of acceptable ammo: paintball/chalkball, clay balls, animal feed (like dog food)

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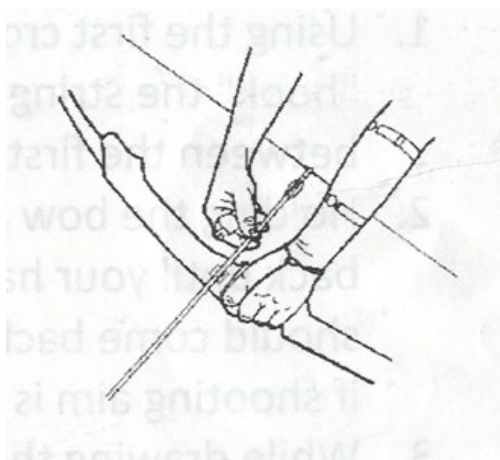
## Part 4: Proper Grip & Positions (20 min)

### Archery

- **Grip:** Light “V” grip on bow
- **Position:** Stand sideways to target, feet shoulder-width



- **Nocking an Arrow:** odd color fletching away from bow

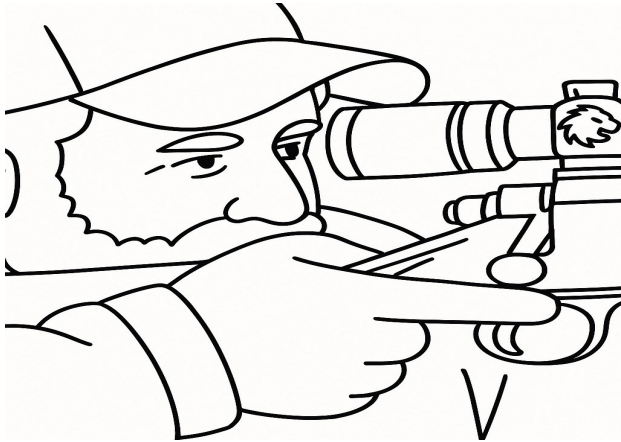


- **Anchor Point:** Chin or corner of mouth

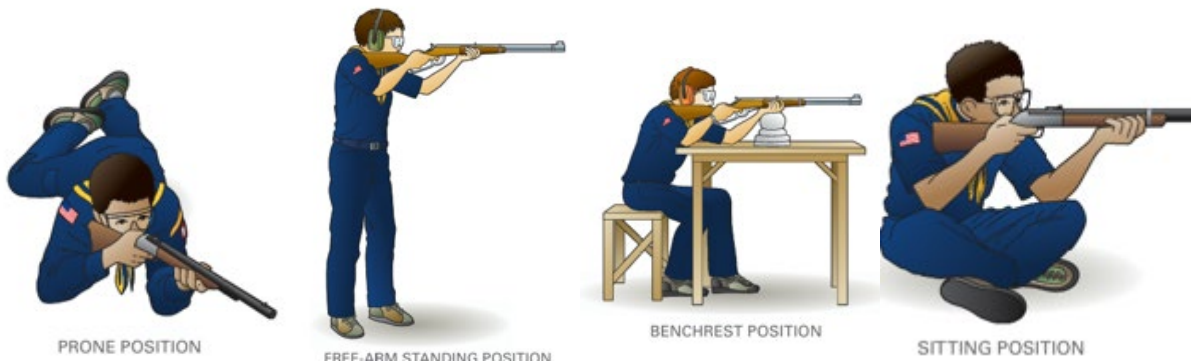


## BB Gun

- **Grip:** Firm on trigger hand, support forearm, cheek to stock

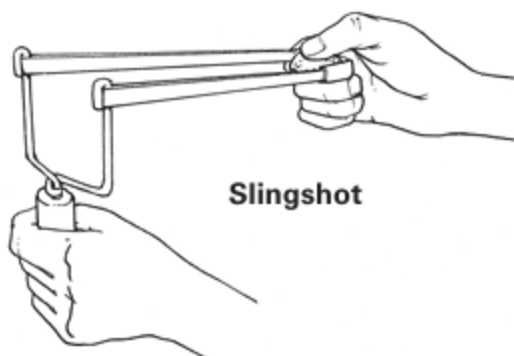


- **Positions:**



## Slingshot

- **Grip:** Frame in non-dominant hand, pouch pulled back



- **Position:** Standing, arm straight, firm base

Encourage Scouts to **simulate** positions without actual equipment

### Part 5: Equipment Storage & Wrap-Up (5-10 min)

- **How to Store Equipment:**
  - Arrows in quivers, bows on racks
  - BB guns: unloaded, safety on, stored securely
  - Slingshots and ammo in designated cases or bins
- Review key takeaways
- Sign off completed requirements
- Provide checklist or take-home note if applicable

### Bonus: Fun Target Activities to Play at Future Events (Optional Add-on or Close with Excitement)

These games help reinforce accuracy, focus, and safety—all while having fun. Discuss types of targets allowed for slingshots here (see National Range and Target Activities Manual pages 68).

Fun Activity Name	Discipline(s)	Description
Balloon Pop	Archery, BB, Slingshot	Balloons taped to targets; pop as many as possible within 5 arrows/BBs/shots
Playing Card	Archery, BB Gun	Try to shoot a playing card
Tic-Tac-Toe Target	All	Shoot at a tic-tac-toe board to compete against a buddy—first to 3 in a row wins



<b>Fun Activity Name</b>	<b>Discipline(s)</b>	<b>Description</b>
<b>Spin the Target</b>	Slingshot, BB Gun	Use spinner-style or cowbell targets for sound and movement on impact
<b>Point Zones</b>	Archery, BB Gun	Create targets with zones (10/5/1 points); see who can score the highest
<b>Sticker Shoot</b>	All	Small stickers on paper targets—hit your color to score

All games should only be played **under rangemaster supervision** with safety rules enforced. Find additional target activities in the National Range and Target Activities Manual Appendix 2.

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### **Requirements Covered (All Without Shooting)**

#### **Discipline Completed Requirements**

**Archery** 1, 2, 3, 4, 5, 8

**BB Gun** 1, 2, 3, 6, 8

**Slingshot** 1, 2, 3, 4, 5, 6, 8

## Appendix A - Range Setup

