

Top Shot Marksmanship Challenge

Camp Davy Crockett

May 21-22, 2021

Participant's Guide



What is TOP SHOT

Top Shot is a shooting sports competition for all Scouts BSA and Venture scouts. Not a great shot, that's ok! This is for fun and we will teach you along the way.

All firearms and bows will be provided.

Scouts BSA - will compete in one of the 2 divisions, ages 11-13 & ages 14-17. Competition is in rifle, shotgun, black powder, archery & action archery.

Venturing - Will compete in rifle, shotgun, black powder, steel challenge, archery & action archery.

There will be awards presented to 1st, 2nd and third place winners in each division.

Divisions are determined by your age as of May 21, 2021

Limited to the first 24 Scouts BSA & 24 Ventures.

Where is TOP SHOT

Top Shot will be held at Camp Davy Crockett in Whitesburg, TN, May 21 - 22, 2021.

Physical Address: 142 Boy Scout Road
Whitesburg, TN 37891

Who May Participate

Any registered Scout BSA or Venture Scout.

What is the fee for TOP SHOT?

The fee for TOP SHOT is:

\$35 for youth (must have at least 1 adult attend). Fee includes a snack on Friday night, 3 meals on Saturday, ammo and awards.

\$20 for adults. Fee includes a snack on Friday night, 3 meals on Saturday. Adults will be allowed to shoot if there is time and the ammo is a la carte. Adult shooting fees are:

Rifle - \$1 for 10 shots

Shotgun - 50 cents per shot

Black Powder - 50 cents per shot.

How to register for TOP SHOT

Register online at:

<https://www.scoutingevent.com/713-TopShot>

Registration closes on May 14, 2021.

No Walk-ons and All fees must be paid by May 14, 2021



Arrival and Check-In

Check-In will be at the headquarters building from 5:00 PM - 8:00 PM. There will be a snack on Friday night, but no meal.

When you check-in you will be assigned a cabin in a campsite. Wrist bands will be issued and **must be worn at all times while at camp.**

Safety Briefing

Everyone is required to attend the safety briefing Friday evening at 8:15 PM (**NO EXCEPTIONS**). This meeting will cover all range safety procedures.

Vehicles and Parking

Vehicles will be allowed to take equipment into the campsite and drop it off. Once you have dropped off your equipment you must move your vehicle back to the parking lot.. **NO VEHICLES CAN STAY IN CAMPSITES.**



Campsites

You will be assigned a cabin during check-in. There are beds provided in each cabin you will need to bring an air mattress or sleeping pad.

You can not attach anything to the cabins or shelters including hammocks

Fires will be permitted if there are no fire bans. All fires must be in the fire rings only and must be attended at all times.

First Aid

We will have a Health Officer on camp at all times for medical issues. All emergencies need to be reported immediately to the first aid building or a staff member.

Packing List

- Underwear
- Socks
- T-shirts
- Shorts
- Long Pants
- Light Jacket
- Rain Gear
- Soap
- Shampoo
- Toothbrush
- Toothpaste
- Deodorant
- Lip Balm
- Towels & Washcloths
- Sleeping Bag or sheets & blanket
- Sleeping Pad or air mattress
- Flashlight with extra batteries
- Insect Repellent

Do not bring personal firearms or bows



Weekend Schedule

Time	Activity
	Friday
5:00 - 8:00 PM	Check-In
5:00 - 8:00 PM	Free Time / Games
8:15 - 8:45 PM	Safety Briefing (Mandatory)
9:00 - 10:45 PM	Movie / Cracker Barrel
11:00 PM	Taps (lights out)
	Saturday
7:30 AM	Reveille (wake up)
8:00 - 8:30 AM	Breakfast
8:45 - 12:15 PM	Competition Morning Block
12:30 - 1:15 PM	Lunch
1:30 - 5:00 PM	Competition Afternoon Block
5:00 - 5:30 PM	Free Time (prepare for Dinner)
5:30 PM - 6:30 PM	Dinner
6:30 - 7:00 PM	Awards Ceremony
7:00 - 7:30 PM	Pack up and Depart

Times are subject to change



Rules & Scoring

Scouts BSA 11 - 13(Heats J4, J5 & J6)

Scouts in this division shall be at least age 11 but no older than 13 as of May 21, 2021. Heats will be set by the administrative staff of the event and can not be changed. Scouts will be scored using the criteria below. Scouts will must use the firearms provided.

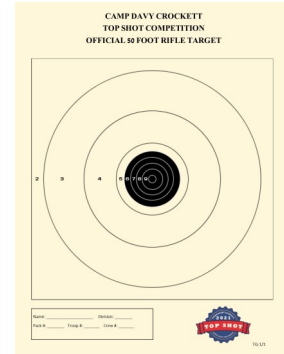
Rifle

Scouts will shoot benchrest using a TQ-1/1 target at 50 feet.

Scouts will be given 1 target of 5 shots to practice and get a feeling for the rifle.

Scouts will shoot 2 targets of 10 shots each. Targets will be scored. The best of the 2 targets will be counted. Ties will be broken by adding both targets together, with the highest combined score winning.

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



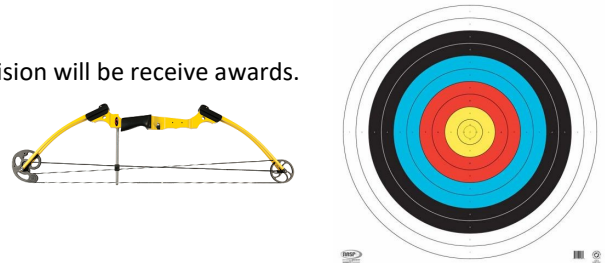
Archery

Scouts will shoot Genesis compound bows at a 34" target using a distance of 15 yards.

Scouts will get 1 end of 5 arrows to practice and get the feeling of the bow.

Scouts will shoot 5 ends of 5 arrows. Each end will be scored and added for a total score. Ties will be broken using the tie breaker rings on the targets.

The top three highest combined scores in the Scouts BSA 11-13 Division will be receive awards.

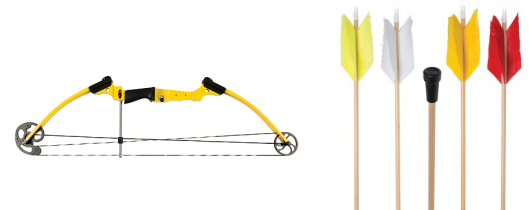


Action Archery Trail

Scouts will shoot Genesis compound bows and Flu Flu Arrows.

Scouts will walk a trail to four stations where they will fire five arrows at different action archery targets. Each station will be scored based on the instructions given prior to shooting at that station. Scores will be totaled from all events.

The top three highest combined scores in the Scouts BSA 11-13 Division will be receive awards.

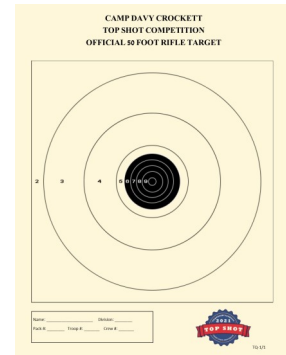


Black Powder

Scouts will shoot benchrest using a TQ-1/1 target at 50 feet.

Scouts will shoot 2 targets of 1 shot each. Targets will be scored. The best of the 2 targets will be counted. Ties will be broken by adding both targets together, with the highest combined score winning.

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Shotgun

Scouts will shoot clay pigeons using trap.

Scouts will get 5 shots to practice and get the feeling of the shotgun.

Scouts will shoot 5 shots from each window for a total of 20 shots. Tie breaker will be shooting doubles (sudden death style)

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Scouts BSA 14 - 17(Heats J7 & J8)

Scouts in this division shall be at least age 14 but no older than 17 as of May 21, 2021. Heats will be set by the administrative staff of the event and can not be changed. Scouts will be scored using the criteria below. Scouts will must use the firearms provided.

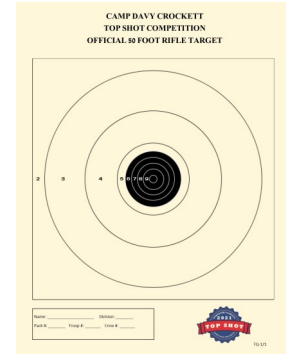
Rifle

Scouts will shoot benchrest using a TQ-1/1 target at 50 feet.

Scouts will be given 1 target of 5 shots to practice and get a feeling for the rifle.

Scouts will shoot 2 targets of 10 shots each. Targets will be scored. The best of the 2 targets will be counted. Ties will be broken by adding both targets together, with the highest combined score winning.

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Archery

Scouts will shoot Genesis compound bows at a 34" target using a distance of 15 yards.

Scouts will get 1 end of 5 arrows to practice and get the feeling of the bow.

Scouts will shoot 5 ends of 5 arrows. Each end will be scored and added for a total score. Ties will be broken using the tie breaker rings on the targets.

The top three highest combined scores in the Scouts BSA 11-13 Division will be receive awards.



Action Archery Trail

Scouts will shoot Genesis compound bows and Flu Flu Arrows.

Scouts will walk a trail to four stations where they will fire five arrows at different action archery targets. Each station will be scored based on the instructions given prior to shooting at that station. Scores will be totaled from all events.

The top three highest combined scores in the Scouts BSA 11-13 Division will be receive awards.

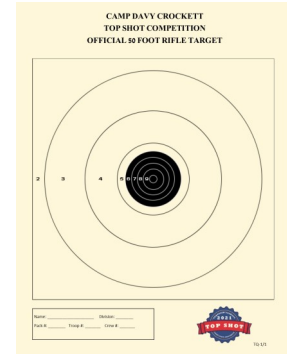


Black Powder

Scouts will shoot benchrest using a TQ-1/1 target at 50 feet.

Scouts will shoot 2 targets of 1 shot each. Targets will be scored. The best of the 2 targets will be counted. Ties will be broken by adding both targets together, with the highest combined score winning.

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Shotgun

Scouts will shoot clay pigeons using trap.

Scouts will get 5 shots to practice and get the feeling of the shotgun.

Scouts will shoot 5 shots from each window for a total of 20 shots. Tie breaker will be shooting doubles (sudden death style)

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Venturing(Heats J9)

Scouts in this division shall be registered as a Venture Scout as of May 21, 2021. Heats will be set by the administrative staff of the event and can not be changed. Scouts will be scored using the criteria below. Scouts will must use the firearms provided.

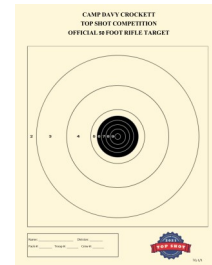
Rifle

Scouts will shoot benchrest using a TQ-1/1 target at 50 feet.

Scouts will be given 1 target of 5 shots to practice and get a feeling for the rifle.

Scouts will shoot 2 targets of 10 shots each. Targets will be scored. The best of the 2 targets will be counted. Ties will be broken by adding both targets together, with the highest combined score winning.

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Archery

Scouts will shoot Genesis compound bows at a 34" target using a distance of 15 yards.

Scouts will get 1 end of 5 arrows to practice and get the feeling of the bow.

Scouts will shoot 5 ends of 5 arrows. Each end will be scored and added for a total score. Ties will be broken using the tie breaker rings on the targets.

The top three highest combined scores in the Scouts BSA 11-13 Division will be receive awards.



Action Archery Trail

Scouts will shoot Genesis compound bows and Flu Flu Arrows.

Scouts will walk a trail to four stations where they will fire five arrows at different action archery targets. Each station will be scored based on the instructions given prior to shooting at that station. Scores will be totaled from all events.

The top three highest combined scores in the Scouts BSA 11-13 Division will be receive awards.

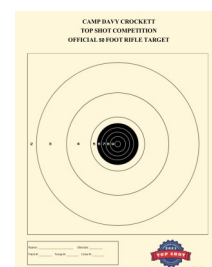


Black Powder

Scouts will shoot benchrest using a TQ-1/1 target at 50 feet.

Scouts will shoot 2 targets of 1 shot each. Targets will be scored. The best of the 2 targets will be counted. Ties will be broken by adding both targets together, with the highest combined score winning.

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Shotgun

Scouts will shoot clay pigeons using trap.

Scouts will get 5 shots to practice and get the feeling of the shotgun.

Scouts will shoot 5 shots from each window for a total of 20 shots. Tie breaker will be shooting doubles (sudden death style)

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.

Steel Challenge

Scouts will shoot clay pigeons using trap.

Scouts will get 5 shots to practice and get the feeling of the shotgun.

Scouts will shoot 5 shots from each window for a total of 20 shots. Tie breaker will be shooting doubles (sudden death style)

The top three Scouts in the Scouts BSA 11-13 Division will receive awards.



Overall Awards

Each division will have an overall award winner. Those awards are calculated by using the point system below from each event.

Top three Scouts in each division will receive awards.

All Scouts who participate in the competition will receive a participation medal.

1st Place	4 Points
2nd Place	3 Points
3rd Place	2 Points
All other places	1 Points

