

EXPLORER SERVICE BOY SCOUTS OF AMERICA

2 Park Avenue  
New York 16, N. Y.

F I E L D S P O R T S

HOW TO RUN FIELD SPORTS EVENTS

1. Moskeeto
2. Rifle Marksmanship
3. Archery
4. Bait Casting
5. Skish Rules

This information gives the equipment as well as the leadership pointers on instructions.

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## EXPLORER FIELD SPORTS

### "MOSKEETO"

#### EQUIPMENT:

1. Two Moskeeto shotguns
2. One or two traps
3. Breakable skeet targets ("Clay pigeons")
4. Seven shells per man
5. One ramrod
6. Cleaning patches
7. Screwdriver
8. Sign
9. Iron pole and can
10. Rope and clothes pins

#### COMMENTS:

1. Talk briefly on safety precautions;
  - A. This is a gun - same precautions on the rifle range. Bolt open - point it away from people - only at target.
  - B. Fire only when Director is ready.
2. Demonstrate how to hold gun to shoulder and fire quickly.
3. Issue ammunition (7 rounds per man)
4. Have each man step up and:
  - A. Break target on string (use broken targets)
  - B. Hit can by coming up on it and firing as you raise shotgun.
5. Each person - (2 Persons with each trap) shoot alternately, when they say "PULL." Man on right shoot first.
6. Scoring - Give 5 points for each target broken by shots.
7. Salvage as many targets as possible after each Crew has completed shooting.
8. After the event is completed the Director should see to it that the area is completely cleaned of all paper, pieces of broken targets, shells, etc. Also, that the shotguns are cleaned thoroughly and turned in with the other gear. Please report any lost or damaged equipment.

## EXPLORER FIELD SPORTS

### RIFLE MARKSMANSHIP

#### EQUIPMENT:

1. Rifles - 6
2. Targets - 1 per person plus 10 demonstration Total \_\_\_\_\_
3. Shells - 5 per man plus 25 rounds for demonstration Total \_\_\_\_\_
4. Cardboard backing
5. Stapler
6. Ground cloths
7. Ammo holders, Number \_\_\_\_\_
8. Two red flags
9. Sign

#### COMMENTS:

1. Give brief safety rules on the range:
  - A. Bolt open - muzzle toward targets.
  - B. Give instruction on how to find target in sight.  
(Set black bullseye on top of front sight.)
  - C. Demonstrate positions.
  - D. Director of Range explains procedure.
    - 1) Get rifles from rack and go to position-either prone, standing, sitting or kneeling.
    - 2) Issue ammunition.
    - 3) "Ready on Firing Line" - "Fire at will."
2. Each man then pick up rifle.  
One half have rifles - one half coaches - Coaches stand back of man shooting and help him with position, spotting hits, etc.
3. After first group have fired all shots - "Each man remains in place 'til all have fired.) Range Master directs them to place rifles in rack - take new targets, retrieve their own and replace with new ones.
4. Scoring - as indicated on target.
5. Same process is renewed with coaches now on the firing line.
6. After all have completed and obtained targets, each man polices up the empty cartridges, etc. and places in waste container.
7. After Field Sports events are completed, Range Master cleans up range and checks in all equipment to Gun Room, reporting all broken gear.
8. All weapons must be carefully oiled, but bores need not be cleaned.

REFERENCE: Marksmanship Merit Badge Pamphlet

## EXPLORER FIELD SPORTS

### ARCHERY

#### EQUIPMENT:

1. Bows - 6
2. Arrows - 6 matched arrows per shooting position plus 6 extra
3. Two targets (at 60 feet) and tripods
4. Four ground quivers (wire)
5. Six finger tabs
6. Six arm guards
7. Tackle stand
8. Sign

#### COMMENTS:

1. Give directions on shooting which might include the following:
  - A. Stance.
  - B. How to hold the bow and nock the arrow.
  - C. How to pull the string and sight towards the target using an aiming point.
  - D. Releasing arrow.
2. Scoring - 9 (for bullseye) - 7 - 5 - 3-1.
3. Divide the group into coach and pupil method unless enough bows and arrows are available for all. No more than two shooters to a target (Best - one to target).
4. Demonstrate stringing a bow and keeping the equipment off the ground.
5. Start shooting, watching safety precautions.
6. After all have shot their 6 arrows, then retrieve arrows and count points.
7. After the Field Sports is completed the range master cleans up the range and checks in equipment to Gun room reporting all broken or lost gear.

#### REFERENCE:

Archery Merit Badge Pamphlet

## EXPLORER FIELD SPORTS

### BAIT CASTING

#### EQUIPMENT:

1. Rods
2. Reels
3. Lines
4. Plugs
5. Skish Rings
6. Sign
7. Skish rules

#### COMMENTS:

1. Give a brief talk on casting.
  - A. Hold the rod so that the handles of the reel are up in order that the wrist will move freely.
  - B. The whip of the rod starts at approximately nine o'clock back to two and forward on the whip which sends the plug shooting towards its mark.
2. Organize the group into coach and pupil method with only the pupils having the rods and the coaches helping on form and method.
3. Each man gets a chance to make five practice casts after instruction.
4. Read attached "Skish" rules for rules of the game and set-up.
5. After the Field Sports is completed, the Director cleans up the range and checks in the equipment, reporting any lost or damaged equipment.

#### REFERENCES:

- Fishing Merit Badge Pamphlet
- South Bend Bait Company catalog

# THE GAME OF SKISH

## OFFICIAL RULES

### ACCURACY SKISH BAIT CASTING

- Rod -Unrestricted.
- Reel -Level-winding reel. Reel handle no less than 2 1/8 over-all length.
- Line -No less than 9 pound test or .013 inches in diameter.
- Plug -No plug heavier than 5/8 oz.
- Casting -Single handed only.
- Scoring -Two casts at each of 10 targets. Six points for a "perfect" first cast, four points for a perfect second cast. "Perfect" means plug falls on or within target. Outside target-zero.
- Targets -Ten, not to exceed 30 inch rings or discs - scattered at random, anchored at distances unknown to the caster. Nearest target 40 to 45 feet and furthest 70 to 80 feet from caster. Targets may be tilted up 6" on far side. Casting space is 4 feet square.

### Methods of casting

Free style. Casters rotate from one to ten taking two casts at each target.

Each target has own casting point. If you use 5 stations, put two targets at each station.

Winner -is person who scores highest on 20 casts.

### MODIFICATION

We may use only five rings and five stations. Player is allowed five practice casts before he begins competition. Scoring is done on ten casts.

6/19/52-vv