

High Adventure Crew
Hunting Guideline standards
{BSA Specialty Code 1011}

1. The hunting program will be complete programs consisting of:
 - A. Range Time
 - B. Education
 - C. The Actual Hunt

For example, a "complete" pronghorn antelope hunting trip might include several trips to the gun range shooting calibers ranging from .243 to 7mm, at distances up to 300 yards. This might be followed by a program by a state wildlife antelope biologist teaching the participants about the unique qualities of the target species. Lastly, the participants would combine these first two parts (A. Range Time + B. Education) to complete C. The Actual Hunt.

Purpose: To educate the participants and show the youth different career choices and create better hunters and outdoorsmen and outdoorswomen.

2. All participants, both youth and adults, must be willing to participate in all Venture HUNTING Crew activities, including, but not limited to:
 - a. Shooting appropriate calibers and gauges matched to the activity;
 - b. Hunting and taking targeted animals;
 - c. Field dressing (gutting), skinning, processing, and caring for all edible parts of that animal;
 - d. Getting up early and sitting in a hunting blind in extreme weather conditions for many hours;
 - e. Participating in Service Project for the Landowner that a hunt takes place on either before or during the time of the hunt to improve wildlife habitat;
 - f. Attend state and federal workshops to learn about the biology of targeted species;
 - g. Attend state and federal workshops to improve marksmanship and shot placement for clean and ethical kills; and

h. Any other activities (High Adventure) that scouts may participate.

** Important Note: Participants WILL get:

- Dirty
- Bloody
- Tired

Purpose: To ensure all Hunting Venture Crew participants know that they are expected to take part in all aspects of the hunting experience, and not negatively affect the enjoyment of the other participants.

3. All participants, both youth and adults, must complete and pass their state's approved Hunter Education Course. This includes individuals that might be exempt or grandfathered from taking the course.

Purpose: To ensure safety so everyone practices the same uniformed safety procedures.

4. Youth and adult members must be WILLING to be National Rifle Association (NRA) certified Range Safety Officers (RSO), Pistol, Rifle, and Shotgun (Adult {21 and older}, Assistant {ages 18-20}, or Apprentice {ages 13-17}) Instructors, depending on the individual's knowledge and marksmanship skills.

Purpose: To provide safe guidance and training to not only this Venture HUNTING Crew, but all who are registered with BSA. The Assistant/Apprentice Instructor certification provides members a good foundation for a lifetime of safe and proper shooting techniques. These certifications also provide the Boy Scout Council with a group of trained and certified individuals ready to assist with shooting activities.

5. Youth and Adult participants must maintain their NRA Instructor Credentials.

Purpose: To ensure the Hunting Venture Crew is not wasting resources by training individuals that do not maintain their earned NRA Instructor Credentials.

6. Before each hunt, all participants, both youth and adult, must submit:
- Current YPT (if expires within the year, participant has 30 days to retake and submit new certificate)
 - Current NRA credentials
 - Current Hunter Education certification card
 - Current Hunting License (new license submitted each September)
 - Current BSA Medical Form

Purpose: To ensure all participants are complying with BSA rules, state and federal laws, and NRA credential requirements.

7. On each hunting trip, at least one (1) adults will act as the primary Armorer, and one (1) adult will act as the backup. The Armorer will be responsible for collecting, securing, and issuing firearms and ammunition immediately before and immediately after each hunt, during each hunting trip. The Armorer will work with the youth quartermaster in securing all firearms and ammunition.

Purpose: To ensure all firearms are accounted for and secured while in camp or during non-hunting times.

8. Youth must be accompanied by at least one (1) adult relative, 21 or older (father, mother, grandparent, sibling, etc.), on hunting trips unless the Venture Crew can provide enough guides to maintain two-deep leadership. Exception: The type of hunting does not require individuals being separated from the group.

Purpose: Many ranches require one of their own guides to be in the hunting blind with the youth hunter and their parent or Crew leader. This satisfies two-deep leadership, which is why one of the two needs to be a YPT trained leader and/or a parent. Oftentimes a blind may only be large enough for two individuals making two-deep leadership impossible. This is the reason why a parent or guardian must accompany the youth on these hunting trips.

NOTE: The parent or guardian still must be a registered adult and YPT trained, because he or she is still interacting with other members of the Crew.

9. All hunting, with centerfire rifles, will be restricted to Bolt Action Rifles. Exceptions for the use of a semi-automatic rifle for hunting can be made with Crew Advisor's approval, but only one round can be loaded at a time. Semi-automatic shotguns are allowed when hunting birds.

Purpose: To prevent accidental discharges resulting in injuries.

10. All semi-automatic rifles will be allowed on a bench-rest at the shooting range.

Purpose: To allow Venture Crew members to experience different types of firearm actions.

11. A Blaze Orange vest will always be worn while on hunting property, even while at camp and not hunting, with the following exceptions:

- a. In a tent or sleeping quarters;
- b. While dove, turkey, waterfowl, crane, or any other type of bird hunting,

NOTE: Blaze Orange will be worn to and from the hunting area while bird hunting.

Purpose: To prevent shooting accidents by wearing safety clothing.