National Muzzle Loading Rifle Association's

Rules and Regulations

"A well regulated Militia, being necessary to the security of a free State, the right of the people to keep and bear Arms, shall not be infringed."

Second Amendment to the Consitution

August 2019 Edition

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Rules 1000 through 4130 and 10500 through 10790 in this rule book pertain to all ranges and types of competition unless the match or range rules specifically state otherwise.

EVERY PERSON IN COMPETITION IS EXPECTED TO BE FAMILIAR WITH THE RULES 1000 THROUGH 4130, 10500 THROUGH 10790, SECTIONS PARTICULAR TO THE DISCIPLINE(S) ENTERED .

2019 NMLRA RULES

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These rules are enacted by the NMLRA Board of Directors. Questions should be addressed to Stan Reed, Chairman, NMLRA Range Rules and Regulations Committee at flintlockone@aol.com; phone (304) 825-1863.

RANGE SAFETY

1000–DISCIPLINE The safety of competitors, range personnel, and spectators requires continuous attention by all to the careful handling of firearms, and caution in moving about the range. Self-discipline is necessary on the part of all competitors, range personnel, and spectators. Where such self-discipline is lacking, it is the duty of the range personnel to enforce discipline, and the duty of competitors to assist in such enforcement.

1010–EARLY SHOTS Any shot fired before the command of "COMMENCE LOADING, YOU MAY FIRE WHEN READY" is a serious infraction of many safety rules. Any competitor violating this rule will be disqualified from competition for a period of time determined by the sponsoring organization.

1020–LATE SHOTS Any shot fired after the command of "Cease Firing" without the express permission of the Range Officer is a serious infraction of the safety rules.

At the Range Officer's discretion any one, or combination, of the following will be enforced.

(1) Verbal reprimand

(2) Shot with the highest numerical value on the target will be counted as a miss.

(3) Target disqualification.

(4) Suspension of the competitor.

The Range Officer will sign the target, state the penalty and reason, and send it to the scoring room.

1025–LOADING EARLY Any person guilty of beginning to load a firearm before the command of "COMMENCE LOADING, YOU MAY FIRE WHEN READY" will be disqualified from competition for a period of time determined by the sponsoring organization.

1030–INTOXICATING BEVERAGES OR DRUGS The use of or impairment from intoxicating beverages and/ or drugs on the firing line shall be ample cause for disqualification.

1040–SMOKING No person shall be allowed to smoke on the firing line or loading area at any time. This includes e-cigarettes or "VAPING."

1050–SAFETY INSPECTION OF EQUIPMENT Range officials, acting under the authority of the Chief Range Officer, shall have the right to examine a shooter's equipment for safety concerns. The responsibility shall be on the shooter to submit questionable equipment for official safety inspection and approval in sufficient time prior to the beginning of a match so that it will not inconvenience either the shooter or the official.

1060–UNSAFE FIREARM No firearm shall be used in any competition if ruled unsafe by the Range Officer.

1070–MUZZLE LOADING FIREARM Any muzzleloading rifle, pistol, or shotgun that complies with the Range Safety regulations of this rule book and loads from the muzzle, or into the chamber of a revolver's cylinder and complies with Rule 1250, is approved. For compliance of break-open actions, see rule 2470.

1080–CARRYING FIREARMS Firearms will be carried between the loading benches and firing line with the muzzle above the shooters' head and pointed directly up. (Exception: pistol shooters and bench shooters need not keep the muzzle above the shooter's head.)

1085–FIREARM PLACEMENT BETWEEN RELAYS After the command "GROUND ALL FIREARMS AND MAKE THE LINE SAFE" is given, the firing line is considered SAFE. During this safe time competitors may be directed to go down range and post and retrieve targets and all firearms on the firing line will be positioned safely and not touched. Rifles must be placed with the butt plate on the ground with the barrel pointed up and leaned against the loading bench; pistols will be placed on the loading bench with the barrel pointed muzzle up.

1090–BLOWING DOWN THE BARREL There will be NO blowing down the barrel of any firearm during NMLRA matches in any manner that requires placing the head in front of the muzzle. A flexible blow tube may be used at the shooter's option, provided that the shooter's head is not placed in front of the muzzle.

1100–LOADING FLINTLOCK FIREARMS All flintlock firearms must be loaded with the frizzen and hammer in the forward position.

1110–SWABBING BETWEEN SHOTS Swabbing between shots with a damp patch to eliminate the possibility of glowing embers igniting the next powder charge is strongly recommended.

1120–FALSE MUZZLES All false muzzles must be attached by a cord or similar device so that the firearm may not be placed in a normal firing position without first removing the false muzzle from the barrel.

1130–WHEN TO LOAD No firearm will be loaded, or caps snapped, until the command "Commence loading, you may fire when ready."

1140–CAPPING/PRIMING After the command "Commence loading, you may fire when ready" has been given, shooters may cap/prime only on the firing line or designated area with the muzzle pointed downrange. Any competitors violating this rule will receive the minimum penalty of having their targets disqualified, along with such other actions as the Range Officer may deem necessary, including suspension. The Range Officer will sign the target, state the penalty and reason, and send it to the scoring room.

1150–LOADED FIREARM No loaded firearm shall be taken from the firing line.

1160–CLEARING MISFIRES Extreme caution must be used, including reasonable care to inform neighboring shooters. The removal of a ball or bullet must be done in such a manner that there is no danger to persons or property. The use of a CO_2 ball discharger is highly recommended, and is considered the safest method of ball removal.

1170–AMMUNITION Projectile is patched round ball except as noted in program or special rules.

1180–PATCHING Patching shall be of cloth or paper from natural fibers only, unless the match rules specifically state otherwise.

1190–PLASTIC SABOTS The use of plastic sabots with bullet-shaped projectiles is allowed only in designated matches. Plastic sabots with round ball ammunition are not permitted in any competition. Plastic wads and shot sleeves are not permitted in shotguns.

1200–LUBRICANT Any safe lubrication may be used at the shooter's option.

1210–PROPELLANT Propellant to be black powder or any BATF approved black powder substitute only.

1220–POWDER MEASURE A separate powder measure or holder will be used to carry the powder charge from container to the muzzle of the gun. Charging directly from horn or flask is unsafe and is not permitted.

1230–OPEN POWDER CONTAINERS There will not be any open containers of powder on the firing line or loading benches of any range.

1240–TRIGGERS Triggers must be of the pull type. Triggers that function on delay, release, or electronic or hydraulic mechanisms are prohibited.

1250–IGNITION Ignition must be one of the following: (a) flint stone or substitute, excluding metal, striking frizzen; (b) old type percussion cap that fits on the nipple; (c) primers may be used in all slug guns, and in-line actions in designated matches; (d) frizzens must be faced with steel soles only; (e) wheel locks with old type of ignition; (f) tube locks, pill locks, and Maynard tape primers may be used in or on an unaltered original. Matchlocks are not allowed in national competition. Any lesser type ignition may be used in a percussion match unless specified percussion only in the program.

1260–SAFETY SHIELDS All flintlock bench rifles and flintlock buffalo rifles must use a safety shield. Offhand flintlock matches fired under the covered firing line at the NMLRA range will be shot next to one of the safety shields provided.

1270–SAFETY GLASSES Safety glasses are strongly recommended for shooter's safety and are allowed on all ranges.

1280–HEARING PROTECTION Hearing protection is strongly recommended, but is the shooter's option.

1290–FIRING POSITION Competitors will take their position at the center of their numbered firing point marker. No portion of the shooter's body or equipment, except wind flags, may rest on or touch the ground forward of the firing point.

1300–PISTOL Also see Pistol section for safety rules pertaining to pistol competition.

RANGE RULES AND REGULATIONS

2000–DISQUALIFICATION The Chief Range Officer, upon proper presentation of evidence, may disqualify any competitor for violation of paragraphs included in this section. He may disqualify any competitors or order their expulsion from the range for violation of these rules, or for any conduct considered by the Chief Range Officer to be discreditable.

2010–SUSPENSION The Executive Committee of the National Muzzle Loading Rifle Association, upon presentation of evidence and hearings, as provided in the Association's By-Laws, may suspend or expel any member for violations of these rules.

2020–ALIASES AND FALSIFICATION Any competitors who fire under an assumed name, or any competitors who falsify their score or that of any other competitor, or are

an accessory thereto, will be disqualified.

2030–BRIBERY No person will offer a bribe of any kind to any of the range personnel, nor be an accessory thereto. Any person doing so will be disqualified. Further action may be taken by the proper officials.

2040–DISORDERLY CONDUCT No intoxicated or disorderly person shall be allowed on the firing line at any time.

2050–LOUD LANGUAGE Loud or abusive language will not be permitted. Competitors and range personnel will limit their conversations on the firing line to official business.

2060–REFUSAL TO OBEY No person will refuse to obey the instructions of the Range Officers or any other officer of the matches in the proper conduct of the affairs of his office.

2070–EVASION OF RULES No competitor will evade, nor attempt to evade, nor be an accessory to the evasion of any of the conditions of a match as prescribed in the program or in these shooting rules.

2080–DELAYING A MATCH No competitor may delay the start of a match through tardiness of returning from down range between relays.

2090–INTERFERENCE The firing line will be kept clear at all times, with the exception of shooters in competition and such range personnel as may be necessary. Any person or competitor who interferes with or annoys the competitors in any way will be warned, and upon failure to stop will be ordered off the firing line area.

2100–INTERFERENCE WITH TARGETS Competitors will not be permitted to interfere with the handling of targets by the range personnel at any time.

2110–TURNING IN COMPLETED TARGETS When the match program states that the competitors will pull and post their own targets, it is the competitors' responsibility to turn the targets in at the end of the relay in which they are fired. Leaving a target hanging after the start of the next relay may result in the disqualification of that target (see exceptions: Rules 2180, 2190, 5160, 6170, and 6300).

2120–REFIRING Any competitor who fires more than once for the same prize shall be disqualified, except in re-entry matches.

2130–CHANGING FIREARMS No competitor will change firearms during the firing of a match (except an aggregate match), unless it has become disabled and has been so designated by the Range Officer. For the purpose of this rule, the firing of a match is considered to have started when the competitor has fired the first record shot. A claim that a firearm is disabled must be made immediately. All shots fired up to the time that the claim is made will stand as a part of the official score. No score or partial score will be refired because of a disabled firearm.

2140–SUBSTITUTION No competitors shall be allowed to have another competitor do their firing.

2150–SHARING OF FIREARMS No more than one competitor may use the same firearm in the same relay.

2160–OTHER SHOOTERS' EQUIPMENT No shooter or official shall touch the equipment of another without first receiving permission, except for safety reasons or efficient range operation by range officials.

2170–INSPECTING AND WEIGHING OF GUNS All firearms in special matches must be weighed, inspected, and marked before firing the first record target. (Example: Buffalo, Musket, One Gun Agg., Squirrel Rifle Bench, As Issued, Kentucky Pistol) except pistols need not be weighed.

2180–TIME ALLOWANCE A competitor may claim inability to complete the score within the time limit because of a disabled firearm, or is ordered by the Range Officer to discontinue firing. If the Range Officer is satisfied that conditions are as claimed, the competitor will be allowed to finish that target in another relay. The time allowed to finish such targets will be equal to the amount of time remaining in the relay at the time of the claim.

2190–TIME LIMITS Relays are 30 minutes for the offhand rifle and pistol matches, and 45 minutes for bench, buffalo, chunk, and slug gun. Any other time limits for specific matches will be designated in the program.

2200–POSTING OF TARGETS It is the individual competitor's responsibility to insure that the proper targets have been assigned to the position they wish, and to see that they are hung there. Pistol competitors are responsible to mark their target with their competitor number before firing the match.

2210–COMPLETING OF TARGETS Once a competitor has posted an official target, said target must be completed in that relay, unless rule #2220, Malfunction, or rule #2230, Sighting-in Problems, is allowed by the Range Officer. Exception: See Slug Gun and Pistol rules.

2220-MALFUNCTION If the firearm fails to function properly due to mechanical defects in a firearm you must notify the Range Officer. If your claim is deemed valid by the Range Officer you will be allowed additional time equal to the time remaining at the time of the malfunction claim to finish that target after you have the gun repaired and inspected.

If the firearm is unable to be repaired to the satisfaction of the Range Officer, or if it is declared unsafe, see rule #2130, Changing Firearms.

Performance failure due to improper operation or loading, such as loading without powder, is not to be considered a malfunction.

2230-SIGHTING-IN PROBLEMS Sighting-in problems are defined as a competitor's inability to find the target due to equipment problems. If competitors have unusual sighting-in problems, they must notify the Range Officer; additional sighting time may be allowed, at the discretion of the Range Officer. The competitor must not have fired a record shot.

A competitor may not claim sighting-in problems due to changes in weather conditions, loading without powder, or the inability to shoot a tight group.

2240-TIME INTERVALS It is not the duty of the Range Officer to warn competitors of the passage of time intervals. Competitors may inquire of the Range Officer as to the time remaining before expiration of the time limit. Range Officers will give such information in a tone which will not disturb other competitors. Range Officers should give a five- , or two-minute warning over the P.A. system.

2250-TARGETS SHOT BY WRONG COMPETITOR If another competitor hangs and shoots one of your targets by mistake, that target will be disqualified, and the shooter firing the wrong target will not get a score. A new target may be issued to the competitor who was not at fault. (Example: I just posted and shot my wife's target by mistake. Can she get a new target? YES; Can we just put my number on her target? NO.) The Range Officer will sign the target, state the penalty and reason, and send it to the scoring room. If the Range Officer determines that the mistake was intentional, the person or persons responsible will be guilty of "Evasion of Rules" and could be stricken from competition.

2260-WRONG MARKINGS ON TARGETS The competitors are responsible for making sure that they receive the correct targets for each match. If the sponsoring organization gives you the wrong target, or a mis-marked target, and you shoot it anyway, that target will be disqualified. The Range Officer will sign the target, state the penalty and reason, and send it to the scoring room. CHECK YOUR TARGETS.

2270-PRACTICE TARGETS Practice targets may be shot when range space is available. All practice targets shot at national matches must be purchased at the national target desk, except the Pistol Line, where they administer a separate target program.

2280-VACANT POSITIONS In the event that a competitor is unable to find a vacant firing position and the Range Officer knows of a position that has been unattended, that position shall be deemed vacant, and the Range Officer may pull any equipment, shooting benches, or spotting scopes back off the firing line to make room.

2290-PROTESTS A competitor may formally protest:

A. any injustice they feel has been done to them, except the evaluation of a target, which is outlined under the "Challenges" rule;

B. the conditions under which another competitor has been permitted to fire;

C. the equipment that another competitor has been permitted to use.

2290.1-HOW TO PROTEST State the complaint orally to the Chief Range Officer; if not satisfied with the Chief Range Officer's decision - file, with the Protest Committee, a written appeal stating all the facts. At national matches, such appeals must be filed within twenty-four (24) hours after the decision of the Chief Range Officer. Protest fees may be established and shall be handled as in the Challenge rule.

2310-CHALLENGES When competitors feel that a match fired by themselves or by another competitor has been improperly evaluated or scored, they may challenge that evaluation or score. Such a challenge must be made within the challenge period. It shall be the challenging competitor's privilege to view the target during recheck.

2320-CHALLENGE FEE Competitors may challenge their own score once per match without charge, but if still dissatisfied, they must pay a challenge fee as set by the match sponsor. The official scoring committee, comprised of an odd number of individuals, will decide the target, and the majority decision will prevail and be final. A competitor challenging another competitor's target must pay the challenge fee to have the target re-scored. In both cases, if the challenge is sustained, the fee will be returned to the challenger. If the challenge is lost, the fee will be included in the shoot revenues. Any

challenge requiring a fee must be made on a challenge form, and the fee paid in advance of the re-examining of the target.

2330-CHALLENGE PERIOD It shall be the match sponsor's responsibility to state in the match program the time limits within which a challenge may be made.

2340-WIND FLAGS Wind flags are permitted, but may not be of any electronic nature. Flags or poles to which they are attached must not be of a size or placed to interfere with another shooter. Flags may be placed ahead of the firing line.

2350-SHOOTING JACKETS Shooting jackets up to and including a large- or small-bore jacket of standard weight will be allowed in all matches except musket matches or as otherwise stated for a particular match. Leather or international cinch-type jackets similar are NOT allowed.

2360-SLINGS Slings may not be used in any shooting position, unless so stated in the shoot program.

2370-ARTIFICIAL SUPPORT The use of artificial support is prohibited except in rest matches. Digging of, or use of, elbow or heel holes at the firing point, or the use of depressions that form artificial support, is prohibited.

2380-POSITION OF THE RIFLE BUTT In all positions, the butt of the rifle must be held against the front of the shoulder, on the outside of the shooting coat or shirt, and must not touch the ground, bench or bag.

2390-SPOTTING SCOPES The use of spotting scopes is permitted in all events except Primitive. The placement of a spotting scope shall not interfere with another competitor or range officials.

2400-FIRING POINTS The firing points are numbered. All ranges are measured from these firing points to the face of the targets when hung in their customary position in front of the backstop.

2410-FIRING LINE The firing line is that part of the range immediately to the rear of an imaginary line drawn through several firing points.

2420-SHELTER The firing line may be covered but not closed in. The shooter must be exposed to the prevailing winds.

2430-DISTANCE Outdoor ranges are 25 yards, 50 yards, 100 yards, 200 yards, 300 yards, and 500 yards.

2440-ILLUMINATION Lighting of the range is authorized.

2450-POLICING THE RANGE It is the duty of all competitors to police the firing points and loading benches after the completion of each match. All cleaning patches, empty cap boxes, etc., shall be picked up and placed in the proper receptacles behind the firing line.

2460-AIMING POINTS All paper targets used in competition have a printed front side. This printed front side must be posted with the printing towards the competitor, and no other spotters or aiming points may be attached to the target face.

Exceptions:

Slug gun targets may be posted backwards and small aiming points or circles may be drawn on the back side at the shooter's option.

Chunk and Table gun targets must be posted with the printed side forward; however, a spotter or aiming point may be attached to the target face, at the shooter's option.

2470 – BREAK-OPEN POLICY Sealed-ignition break-open muzzleloading firearms will be allowed on all ranges in specified matches.

a. Approved firearms will have a semi-permanent, mechanically fit breeching system.

b. Said breeching system shall be either threaded or welded in place.

c. Firearms with a press-fit breech plug secured by an O ring, such as the Harrington and Richardson Huntsman model, are prohibited.

d. Approved primers include the priming disk, 209 shotgun primer, center-fire cartridge primer, and percussion cap.

e. Each range will implement its own range procedures.

2480 – GUNS EQUIPPED WITH 209 PRIMERS

a. Side locks load like any other muzzleloader.

b. In-Line, manufactured, will load any other muzzle loader.

c. Side by side breech loading guns converted to muzzleloaders equipped with 209 primers will be equipped with dummy primers and red flags that protrude out of the breech when closed so that the range officer can tell at a glance that the gun is safe to load.

d. Over and Under guns converted to muzzleloaders equipped with 209 primers will be equipped with dummy primers and red flags that protrude out

of the breech when closed so that the range officer can tell at a glance that the gun is safe to load.

e. If there is a misfire with a 209 primer, the shooter must reseat the load with rifles before attempting to fire again. With shotguns, the shooter must go to the blowout area and unload his shotgun before reloading his shotgun.

TYPES OF COMPETITION and NATIONAL MATCH ELIGIBILITY

3010–NATIONAL COMPETITION National competition matches are held at various times during the year and must be designated as a National Match by the NMLRA.

3020–NATIONAL RECORDS Scores to be recognized by the NMLRA as national records must be fired at one of the designated annual National Competition Matches.

Separate Records shall be kept for each of these competitions. Chief Scoring Officers of each of the various ranges shall forward to the National Records Chairman a listing of winners and their scores for each non re-entry match as soon as possible after the matches are over.

3030–NATIONAL TERRITORIAL CHAMPIONSHIP COMPETITION NMLRA Charter muzzle loading gun clubs from designated TERRITORIES across the nation are selected once each year to host the NMLRA sponsored National Territorial Field Championship Matches.

3040–TERRITORIAL NATIONAL RECORDS Due to the variety of shooting conditions across the nation, no Field Territorial National Records are compiled. National Records are kept for the Territorial Championship Matches previously held each year at Friendship, Indiana.

3050–NATIONAL MATCH ELIGIBILITY To compete at any of the sanctioned National Match Competitions a person must be a member in good standing of the National Muzzle Loading Rifle Association, to include Benefactor, Endowment, Patron, Life, Annual, Associate, and Junior.

3060–SUB-JUNIOR AND JUNIOR SHOOTER ELIGIBILITY Any person meeting the age requirements of these two classifications will not be required to purchase a regular membership. These young people may purchase a Junior Shooter Membership.

The sponsorship of a member in good standing with the NMLRA is required.

The sponsor does not need to be related to the junior shooter, and there is no limit on the number of junior shooters that a member in good standing may sponsor.

Junior shooters will receive an NMLRA Junior Shooter Application Card that is valid for one year and will allow them to compete in all NMLRA-sponsored events.

Junior shooters will not receive a regular NMLRA membership card, and they will not receive a subscription to Muzzle Blasts.

3060.1 – SUB-JUNIOR, JUNIOR, AND INTERMEDIATE Offhand matches and aggregates may be shot on the Youth Range when it is open and supervised by an NMLRA Range Officer. The Youth Range operates on 45-minute relays with the bench, X-sicks, slug, and silhouette lines; however, if the competitor is shooting a match for record, the Range Officer must be notified to insure that the match/aggregate target is shot within 30 minutes.

3070–PHYSICALLY HANDICAPPED SHOOTERS A shooter who, because of physical handicap, cannot fire from the prescribed shooting position outlined in these rules, or who must use special equipment when firing, is privileged to petition to the NMLRA Executive Committee for permission to assume a special position or to use modified equipment, or both. This petition will be in the form of a written request from the person concerned to the Committee outlining in detail the reasons why the special equipment or position must be used. The petition will be accompanied by pictures of the shooter in the position he desires, and if special equipment is required, the pictures will show how this equipment is used. The petition and all pictures must be accompanied by a doctor's statement if the physical handicap is not completely evident in the pictures submitted.

(a) Each petition will be reviewed by the NMLRA Executive Committee. The committee may require additional or supplementary statements or pictures. After review, the NMLRA secretary will be instructed by the committee to issue a special authorization certificate to individuals who submit petitions and pictures that have been approved. Such certificates will have necessary pictures attached.

(b) Shooters who have received special authorization certificates will be required to carry them when competing in competition governed by NMLRA rules, and to present the certificates when requested by officials of the

competition or by NMLRA officials.

(c)In the event of a protest involving the position or the equipment used by such a shooter, the Range Officer will compare the questioned position or equipment with the certificate and photographs presented by the shooter. If the shooter's position or equipment does not, in the opinion of the officials, conform to that authorized by the NMLRA secretary (or if the shooter has no authorized certificate or pictures), the protest shall be allowed, and the shooter will be required to change immediately to the position or equipment that has been approved, or to an otherwise legal position or equipment.

(d) Should a protest be carried beyond the Range Officer, the original protest will be endorsed by the Chief Range Officer to show what action he has taken and will be forwarded to the NMLRA Executive Committee.

(e) National Records may be established by use of scores fired in special positions or with special equipment as may be authorized according to this rule.

(f) Two types of authorization are issued: temporary and permanent. Permanent authorizations are issued to competitors who are permanently handicapped.

TYPES OF MATCHES

3080–MATCH PARTICIPATION LIMITATIONS Any limitations pertaining to eligibility for competition must be stated in the match program.

3090–OPEN MATCH Competition that is open to any registered shooter. (Sometimes referred to as Men's matches)

3100–RESTRICTED MATCH A match in which competition is limited to specified groups, e.g., juniors, women, club members, etc. A match may be limited to NMLRA members, or members of a specified club, etc.

3110–INVITATIONAL MATCH A match in which participation is limited to those who have been invited to compete.

3120–SQUADDED MATCH A match in which each competitor is assigned a definite relay and target. Failure to report on the proper relay or firing point forfeits the right to fire.

3130–UNSQUADDED MATCH A match in which the competitor is not assigned a definite relay or target and may fire any match at any time during the shoot.

3140–RE-ENTRY MATCH A match in which the competitor is permitted to fire more than one score for record, one or more of the highest scores being considered to determine the relative ranking of competitors. Re-entry match scores are not eligible for National Records, unless records are already established.

3150–TEAM MATCHES May be squadded or unsquadded. Teams may be assigned one or more adjacent targets. All entries must be made before firing commences in that match.

The entire team must fire as a unit unless the program specifically provides otherwise.

No competitor may fire on more than one team in any one match. (Exception: see Junior /Senior Matches)

All team members must meet eligibility requirements as set forth by the sponsoring organization.

3160–INDIVIDUAL MATCHES Matches listed in a shoot program that are not part of an aggregate, or matches that are listed as part of an aggregate that are shot without entering the aggregate.

3170–AGGREGATE MATCH A total of the scores from two or more matches. Entries in aggregate matches must be made before the competitor commences firing in any of the matches making up the aggregate match.

3180–SUB-JUNIOR MATCHES Restricted to any competitors who have not reached their 12th birthday at the time of registration.

Sub-juniors may compete in junior, intermediate, and all open matches. Sub-junior girls may also compete in ladies' matches.

3190–JUNIOR MATCHES Restricted to competitors who have not reached their 16th birthday at the time of registration.

Juniors may also compete in intermediate matches, and all open matches. Junior girls may also compete in ladies' matches.

3200–INTERMEDIATE MATCHES Restricted to shooters who have not reached their 21st birthday at the time of registration.

Intermediate shooters may also compete in all open

matches. Intermediate girls may also compete in ladies' matches.

3210–SENIOR MATCHES Restricted to competitors who have reached their 60th birthday prior to the first day of competition. Senior matches are often designated old timers, seniors, 60 and over, etc.

Senior shooters may also compete in all open matches. Senior ladies may also compete in ladies' matches.

3220–LADIES' MATCHES Restricted to females only. Women may compete in all men's or open matches. Men may not compete in ladies' matches.

3230–MIXED DOUBLES Restricted to two-person teams consisting of one male and one female. Marital status requirements must be stated in the match program.

No competitor may compete more than once in this match.

3240–JUNIOR/SENIOR MATCHES A junior/senior match is a team match consisting of one registered junior, or sub-junior, shooter, and one adult registered shooter.

Junior shooters will be allowed to enter the match one time. Adult shooters will be allowed to re-enter this match with different junior shooters.

RANGE OFFICER

4000–CHIEF RANGE OFFICER The Chief Range and Safety Officer is in complete charge of all ranges.

4010–RANGE OFFICERS Range Officers are appointed by and work under the authority of, the Chief Range Officer. Range Officers will be in charge of a specific range, and enforce all safety and specific match rules. The Range Officers have full authority on the firing line. It is the duty of Range Officers to familiarize themselves with these regulations.

4020–BLOCK OFFICER A Block Officer is a range official operating under the authority of a certified Range Officer to assist in range operation and safety.

4030–COMPLYING WITH INSTRUCTIONS Every competitor must promptly comply with the instructions of the Chief Range Officer, Range Officers, and Block Officers. If competitors disagree with these instructions they may protest under Rule #2290; however the instructions must be followed.

RANGE COMMANDS

4040–STANDARD COMMANDS Whenever practicable, the Range Officer shall use these standard commands. However, when he feels additional or alternate commands are appropriate, the Range Officer is authorized and encouraged to employ them.

These commands are appropriate for the rifle and pistol lines, are not appropriate for shotgun, and may be used in primitive matches as appropriate.

4040.1 "Cease Firing" After this command, which may be given by the Range Officer, Block Officer, or any competitor, no firearm shall be discharged without permission of the Range Officer. The Cease Firing command may be given for either of two reasons:

#1 An unsafe condition exists on the range. (Any Officer or competitor)

#2 The specified time limit has expired. (Range Officer only)

If this command is given due to an unsafe condition, the clock will be stopped. After the unsafe condition has been corrected the command Commence Fire will be given, and the clock restarted.

4040.2 "Are there any hot loads?" This is an interrogatory to determine if there are any loaded or unsafe firearms after the command of Cease Firing. If any hot loads are reported, the other competitors will be directed:

4040.2A "We have a hot load. All other shooters, stand back from the firing line." When it is safe to do so, the person reporting the hot load will be directed:

4040.2B "Fire your hot load into the backstop, not into your target."

Hot loads fired after the command of Cease Firing must not be fired without the express permission of the Range Officer (see rule #1020–LATE SHOTS) and must not be fired at a record target (see rule #10660–RECORD SHOT FIRED AFTER EXPIRATION OF TIME)

4040.3 "Ground all firearms and make the line safe"–At this command all competitors will ground unloaded firearms with the muzzle safely pointed upward.

4040.4 "The line is safe"– The Range Officer will make this declaration when he is satisfied that all

firearms are safely grounded with the muzzle up.

4040.5 "Competitors may go forward to pull and post targets"–At this command competitors may step forward of the firing line to retrieve completed targets and post new targets.

4040.6 "No more targets may be posted"–When the Range Officer decides that competitors have had sufficient time to pull and post targets, this command will be given to prevent unnecessary delay.

4040.7 "Ready on the right?"–This is an interrogatory issued after competitors have returned behind the firing line. The Range Officer will look to the right to ensure that nothing is reported that should delay the start of the next relay.

4040.8 "Ready on the left?"––The Range Officer will look to the left to ensure that nothing is reported that should delay the start of the next relay.

4040.8 "Ready on the firing line"–This command announces that the line is ready and the next relay is about to begin.

4040.10 "Commence to load and fire, you have thirty minutes" – At this command the line is no longer safe and competitors may fire when ready At the Range Officer's discretion, he may announce five minutes remaining in the relay.

4050–ADDITIONAL COMMANDS These commands should be issued as the Range Officer deems appropriate. Some are reminders of important safety rules, such as Rule 1010–EARLY SHOTS and Rule 1020–LATE SHOTS. Others are dictated by unusual circumstances, such as:

4050.1 "As you were" –This command means to disregard the command just given. (Example: If the command "Ready on the firing line" was followed by "As you were," it would indicate that an unsafe condition might have been reported and the command "Commence to load and fire, you have thirty minutes" will not be forthcoming.)

4050.2 "Stand fast" –This command means to stop and hold your position. (Example: If the command "Competitors may go forward to pull and post targets" was followed by the command "Stand fast," competitors should stop and not go forward, as an unsafe condition may have been discovered.)

4075–ANY PERSON GUILTY OF BEGINNING TO LOAD A FIREARM BEFORE THE COMMAND OF "COMMENCE LOADING" WILL BE DISQUALIFIED FROM COMPETITION. This command is intended to remind the competitors of the importance of not having any loaded firearms while their fellow competitors are down range. This command may be used once or twice a day or at the end of every relay, at the Range Officer's discretion.

RIFLE LINE MATCH RULES

RIFLE LINE MATCHES Are defined as all Slug Gun, Silhouette, Chunk Gun, Round Ball, Bench, Cross Sticks, Offhand and Table Shoot matches. (Pistol, Shotgun, Musket, and Primitive are covered in separate sections)

5000–COACHING IN RIFLE MATCHES Coaching is defined as: reading of wind, changing of sights or suggesting sight changes, and indicating in any manner when to fire a shot. Loading of any firearm and placing a bench gun on the bench shall not be considered coaching.

Coaching is allowed in all ladies', juniors', and sub-juniors' matches. No coaching is authorized or allowed in any other matches unless specifically stated in the Match Program.

The coach of a sub-junior may also assist by helping to hold the rifle butt; however the sub-junior competitor must sight the rifle and squeeze the trigger unassisted.

SIGHTS

5010–OPEN FRONT SIGHT May be a blade, pin-head, post or barleycorn. The match program will state if it can be shaded or not. A globe-style front sight with a post blade is considered a open front sight with a sun shade.

5020–OPEN REAR SIGHT All rear open sights must be at least six inches forward of the breech end of the barrel or as placed by the commercial manufacturer. They must have a U, V, or rectangular opening, as wide at the top as any part of the notch. A buckhorn sight is legal provided the horns have a minimum of 1/4-inch opening at the top. Sun shades may or may not be permitted, as specified in the match program.

Fixed rear open sights may have no mechanical means of adjusting the elevation or windage, and therefore are non-adjustable in nature.

Adjustable rear open sights may have a mechanical means of adjusting elevation and windage.

5030–DEEP NOTCHED OR SLOTTED, (a.k.a "FRIENDSHIP CHEATER") REAR OPEN SIGHT Used on heavy bench rifle matches only.

This sight is actually a modified rear peep sight that may be mounted any place on the barrel, at the shooter's option. There is no center hole in the rear peep sight, but a narrow slot is cut in the top of a sighting blade or disk attached to the adjustable eye piece. The slot must be no wider at the bottom than it is at the top. This sight may be used with any legal front open sight, including a globe with a post.

5040–ANY METALLIC SIGHT (AMS) FRONT AMS front sights may be any open front sight with or without shades, or globe peep sights, at the shooter's option. A colored filter, without magnification, may be attached.

5050–ANY METALLIC SIGHT (AMS) REAR Any sight, open, or peep, including tube sights, not containing a system of lenses. A colored filter, without magnification, may be attached.

5055–DIOPTER LENS ATTACHMENTS A diopter lens not containing an aiming point may be attached to either the front or the rear sight in matches that allow the use of any metallic sights. No more than one diopter lens may be used at a time.

A diopter lens is defined as a precision ground optical lens in the aperture, with means of adjusting the focus to suit the eyesight of the shooter. The power of a diopter lens is a power of sight correction, and not a power of magnification and is to be disregarded.

5060–ANY SIGHT Any sight without restriction as to material or construction, including telescopes.

5070–IGNITION Unless the match rules state otherwise percussion guns may use a sealed type ignition with a percussion cap.

BENCH COMPETITION

Slug Gun/Unlimited Round Ball Bench/Light Round Ball Bench/Squirrel Rifle Bench

RULES THAT PERTAIN TO ALL BENCH MATCHES

5080–BENCH A bench rest may be used in all bench rest matches with or without a shooting stool. Benches shall be portable and of a size so as not to interfere with other shooters.

5090–BENCH REST POSITION The barrel may be rested on the front and the buttstock supported by the shooter for aiming and firing in such a manner that is NOT a so-called "double rest" or "machine rest." Shooting jackets and gloves are allowed. Bench legs may be sunk into the ground, but shall not have any other form of artificial support.

5100–ALTERNATE BENCH REST SHOOTING POSITION Any bench rest match may be fired from the offhand, cross sticks, prone, chunk gun, or bench rest position, at the shooter's option as long as the requirements outlined in rule #5090 are met.

SLUG GUN RULES

5110–SLUG GUN RIFLE No limit on weight or caliber.

5120–AMMUNITION Slug gun projectile to be patched lead slug.

5130–SIGHTS Any sight may be used in slug gun matches.

5140–IGNITION Sealed ignitions using rifle primers are permitted.

5150–BENCHES Benches need not be moved when changing from one shooting distance to another or positioned directly in line with the target frame numbers so long as shots passing through the target impact the backstop.

5160–TIME LIMITS In all slug gun matches there will be unlimited sighting shots allowed. Once the first record shot has been fired during a relay, that relay will count as the record relay for that target.

All five-shot matches must be completed in the relay during which the first record shot was fired.

All ten-shot matches within two, not necessarily consecutive, forty-five minute relays.

Example: In a ten-shot slug gun match a competitor may fire any number of record shots in the first relay. The remainder of the required ten shots can be fired in another relay of the competitor's choosing.

5170–TARGET Slug gun shooters may reverse target sides for improved spotting. Targets may be fired in any order. More than one target may be hung at any range if space permits.

5180–SLUG GUN STRING MEASURE MATCH In a two-target,

ten-shot string measure match, any competitor who fires more than five shots on one target and fewer than five shots on the other target will have the targets disqualified.

ROUND BALL BENCH RULES

HEAVY, LIGHT, AND SQUIRREL RIFLE

See rules # 5080 , # 5090, and #5100

5190–AMMUNITION Patched round ball only.

HEAVY BENCH MATCHES

5200–WEIGHT No weight restrictions

5210–CALIBER No caliber restrictions

5220–SIGHTS The type of sights will be specified in the shoot program. When the program calls for open sights a "Friendship cheater" rear and a globe front sight with a post are considered legal in heavy bench matches (See rule # 5030).

LIGHT BENCH MATCHES

5230–WEIGHT Fourteen pound maximum weight allowed. UNLOADED (including sights and ignition, without false muzzle, if applicable).

5240–CALIBER No caliber restrictions.

SQUIRREL RIFLE BENCH MATCHES

5250–WEIGHT Ten (10) pounds is maximum weight allowed UNLOADED (including sights and ignition, without false muzzle, if applicable).

5260–CALIBER 40 caliber maximum.

5270–SIGHTS Open sights only. Rear sight may be adjustable or fixed at the shooter's option.

CROSS STICKS RULES

5280–CROSS STICKS RIFLE WEIGHT Fourteen pound weight limit. UNLOADED (Including sights and ignition, without false muzzle, if applicable).

5290–CROSS STICKS RIFLE CALIBER No caliber restrictions.

5300–AMMUNITION Patched round ball only.

5310–CROSS STICK DESCRIPTION Two pieces of wood with MAXIMUM dimensions of 1 1/4" thick, 2 1/4" wide, and 40" in length, bolted together a few inches from one end to form an unequal X when opened. Legs should be pointed on the long end to facilitate insertion in the ground and may have a spike of up to 4" length for this purpose.

Cross stick provided by the NMLRA, to be used in competition may not be altered in length or shape by any competitor.

5320–CROSS STICKS PADDING No padding or sandbags may be used on the cross sticks; however, a single thickness of light material or leather may be used to protect the rifle.

5330–CROSS STICKS PLACEMENT The cross sticks are to be driven firmly into the ground at the firing line in a manner that will not allow them to be tipped over when the rifle is discharged.

5340–CROSS STICKS FIRING POSITION Cross sticks matches must be fired from the sitting position. A piece of padding no more than two inches thick may be placed on the ground to protect the shooter in the sitting position. No holes may be dug for the shooter's feet or heels, and the wearing of spiked soled shoes (such as golf shoes) is not allowed.

The rifle will be supported by the cross sticks, one shoulder, and one or both hands only.

5350–BUFFALO OR CROSS STICKS TARGETS When a record cross sticks or buffalo target is posted by a competitor, it must be the only record target of any type posted by that competitor during that relay. The record cross sticks or buffalo target must be the only target posted by that competitor at that distance during that relay. Posting a practice target at a distance not occupied by the record target is allowed. Any violation of these rules will result in the disqualification of the record cross sticks target that was posted.

In buffalo matches using a two-bull target, two shots must be fired on either bull and three shots on the other bull.

CHUNK GUN

5400–NUMBER OF SHOTS The target is a white X on a black background with three shots fired for score. More than the required number of hits will be the same as Rule #10590

5410–CHUNK GUN RELAYS The relays for this match will be 45 minutes in length, or as stated in the program.

5420–SIGHTS will be open fixed, as per rules #5010 and #5020

5430–CHUNK GUN RIFLE The rifle may be either flint or percussion ignition, of either the traditional hunting or traditional target type, or as specified in the program, with no limit as to weight or caliber. The rifle may not be equipped with a false muzzle.

5440–SHOOTING POSITION The match will be shot in the prone position with the muzzle of the rifle rested over the chunk. Kneeling or sitting behind the chunk is not allowed.

5450–TARGET SCORING The match will be scored by string measure. From the center of the X to the center of each shot hole, shortest total string measure wins.

5460–CHUNK DESCRIPTION The chunk may be any round, square, or rectangular block of wood that is of a size suitable to use. Small blocks of wood, padding , or sandbags may be used on top of the wood block to raise the muzzle.

5470–PAPER SPOTTERS Will be made by the shooter and may be of any size, shape, or color. The spotters may be pinned, stapled, or taped to the target the way the competitor wishes.

5480–GROUND COVER The use of shooter-supplied ground covers to lie on is permitted.

5490–TARGET DISTANCE The targets will be hung at a distance of 60 yards in front of the firing line.

5500–WIND FLAGS Are allowed in chunk matches, as per Rule #2340

5510–SPOTTING SCOPES Are allowed in chunk matches.

5520–COACHING Of a competitor is not allowed in chunk matches, in accordance with rule #5000

5530–BILL LARGE MATCH Flintlock or percussion rifle, 3 shots off a log or chunk at about 60 yards

A large X–center target is used.

Shooters place their own sighting marker.

Shortest total string measure wins. In case of ties, the widest shot looses.

Any caliber rifle, shaders, chunk blocks, spotters, and wind flags allowed.

No weight limit on rifles.

NO sandbags or coaching allowed.

Must be shot in the prone position.

OFFHAND COMPETITION

(Line Matches)

Juniors/Ladies/Open/Flint/Traditional Hunting Rifle/ Traditional Flint Hunting Rifle and Schuetzen

(Also see Silhouette, Primitive, and Musket sections for specific rules)

5600–RIFLE OFFHAND CLASSIFICATIONS The scores for the four classifications are as follows: Master – 88% to 100%, 176 points and above; Expert – 83% to 87%, 166–175 points ; Sharpshooter – 75% to 82%, 150–165 points; Marksman – below 75%, 149 points and below. These classifications are determined by completing the classification aggregate.

POSITIONS

5610–OFFHAND POSITION Standing on both feet, with no other portion of the body touching the ground or any other supporting surface. The rifle will be supported by both hands and one shoulder only. The rifle must lie in the palm of the forward hand.

5620–SCHUETZEN OFFHAND POSITION Same as offhand position; however, a palm rest is allowed.

5630–TRADITIONAL OFFHAND HUNTING RIFLE A firearm of approved ignition typical of the firearms commonly available prior to 1840. Locks shall be of exposed side hammer or mule ear design. Stock styling shall be in the same spirit as that of the ignition system and shall be of a hunting rifle design with provisions to carry a

ramrod. Set triggers are allowed. Radical target-rifle type stocks are not allowed. Sights shall be as the match program calls for.

5640-SIGHTED SMOOTHBORE (A.K.A. SMOOTH RIFLE) A Traditional Offhand Hunting firearm with the following added restrictions. Sights on these rifles shall be fixed open, front and rear. Barrel must be free of any rifling, or smooth bored. No limitations on caliber.

5650-TRADE GUN OR FOWLER (A.K.A. SMOOTHBORE) A traditional offhand hunting firearm originally intended to shoot either round ball or shot. Flintlock only. No set triggers. 28ga. (54 caliber) minimum. No rear sight above the plane of the barrel.

5660-TRADITIONAL OFFHAND TARGET RIFLE A firearm of approved ignition. (See rule #1250) The following items are prohibited on this class of rifle: in-line action, thumbhole or adjustable stock, an adjustable or rubber butt plate. Sights shall be as the match program calls for.

5670-UNLIMITED OFFHAND RIFLE A firearm of approved ignition (see rule #1250) . Stock and accessories may be of any safe design in compliance with existing rules. Sights shall be as the match program calls for.

5680-OFFHAND FREE RIFLE (Schuetzen) Same as Unlimited Offhand Rifle with the addition of a palm rest.

A palm rest is an attachment that extends below the forearm and aids the normal hand grip and support of the rifle by the forward hand and arm.

SILHOUETTE

5700-MATCH DESCRIPTION A match consists of 20 rounds:

- 4 crow targets at 50 yards
- 4 groundhog targets at 100 yards
- 4 buffalo targets at 150 yards
- 4 turkey targets at 175 yards
- 4 bear targets at 200 yards

5710-TARGETS The silhouette targets are made from steel plate and shall be 3/8" thick for the crow and groundhog, 1/4" thick for the buffalo, turkey, and bear. The feet upon which the silhouettes rest should be made from the same type and thickness of steel as the targets. The dimensions are as follows:

BASE SIZE:	SILHOUETTE SIZE:
Crow	2" x 4" x 3/8"
Crow	12" x 8 1/2" x 3/8"
Groundhog	3" x 6" x 3/8"
Groundhog	6 1/2" x 13 1/2" x 3/8"
Buffalo 3" x 5" x 1/4" (2 required)	Buffalo 22" x 15" x 1/4"
Turkey	3" x 7" x 1/4"
Turkey	18" x 21" x 1/4"
Bear 4" x 6" x 1/4" (2 required)	Bear 13" x 35" x 1/4"

All targets are to be placed on stands off the ground. The bears and buffalo shall be placed so that the center of gravity is no more than one inch in front of the topple point. As a simple explanation, the official width of the bears feet is four inches. The bear should be moved carefully backward on its stand with the feet overhanging to the back side until the topple point is achieved. From that point they may be moved forward to achieve stability - but since the rules call for not more than one inch forward of this topple point. It is suggested that this final resting place be marked by spraying around the feet with target paint or otherwise, so that the bears may be placed in the same place each time they are reset. Standard NRA silhouette targets may be used at the prescribed distances.

5720-EQUIPMENT ALLOWED Any rifle with open sights (shaders allowed) loaded with single patched round ball. Targets are designed to fall with a medium to light load for a hunting rifle. All targets can be easily toppled with a .45 caliber round ball and 60 grain charge. Any shooter who is destroying targets will be disqualified. Bullet loading blocks are allowed. Loading powder directly from flask or horn into muzzle of rifle is prohibited.

5730-FIRING PROCEDURE Firing is in four-round stages, five minutes per stage, in offhand position....except bear targets which can be fired in any position without artificial support. Each competitor has a bank of four metal silhouettes to fire against, one shot at each, left to right, in order. Hits out of sequence are misses. Only hits and misses are recorded, and a silhouette must be knocked from its rest to score a hit. Turning a silhouette

on stand does not count. Ricochet hits count. There are no re-fires or alibis except for mechanical malfunction; then the competitor will be allowed to repair, or use another rifle. Such completion firing may be done immediately or on a later relay, by the Range Officer's decision, based on length of delay involved, rifle repair, substitution, or other pertinent factors. Except, when such rifle failure occurs, the same rifle shall be used at all ranges in that particular match. Each shooter may have one coach with him/her on the firing line who has a scope or binoculars and advises the competitor where the shots are going, keeps time, or otherwise advises, but said coach may not handle the shooter's rifle or accessories or assist in any physical way once the command to fire has been given, except in the case of junior shooters.

5740-SCORING All shots are scored by marking either an "O" for a miss or an "X" for a hit, in the correct spaces on a score card. It is the scorekeeper's responsibility to see that the competitor observes the rules and time limits, fires no more than four rounds per series, and when strong winds exist, watches silhouettes closely so that he can tell when a silhouette is blown over and not knocked down by a shot. When a silhouette is blown down before a shot, the scorekeeper will instruct the shooter to fire remaining ones in order, then go back to the left end to fire unfired round or rounds at remaining silhouette or silhouettes. All scoring differences must be resolved immediately on completion of the series before either shooter or scorekeeper leaves the firing line.

5750-TIES If a tie occurs, the shooter with the greater number of bears will receive the higher position. If ties remain, the greater number of turkeys will be used, and so on to the buffalo, groundhogs, and crows, until a clear winner appears.

Range Officer shall have the option to hold shoot-offs on the same day of the match if time permits.

To break ties, each shooter shall fire one shot at a designated bear. If a tie remains, each shooter shall fire at a designated turkey, then at a buffalo, then at a groundhog, then crow, bear, and so on, following this sequence until the tie is broken. Regular loading, firing and time procedures shall be used.

5760-SAFETY Range Officer has the right to refuse or remove any shooter whose actions are unsafe or who has unsafe equipment.

All pertinent NMLRA rules and regulations will apply.

5770-RANGE LAYOUT

5770.1- LARGE BORE

Bears – 200 yards
Turkeys – 175 yards
Buffalos – 150 yards
Groundhogs – 100 yards
Crows – 50 yards

5770.2 - SMALL BORE

Chickens - 40 yards
Pigs - 60 yards
Turkeys - 80 yards
Rams - 100 yards

5780-DUTIES RANGE OFFICER Complete control of firing line, calls shooters to ready point, gives firing commands, keeps time and track of scores unless a spotter is used. The range officer or spotter confirm the score with shooter by signing the score sheet. The range officer will check all firearms for compliance with NMLRA rules, familiarize shooters with the course and procedure.

5790-RANGE OFFICER'S FIRING LINE COMMANDS

Shooters to the firing line

Shooters, load your arms

Is the line ready?

The line is ready, You may commence firing, You have five minutes

Cease firing

Clear and bench all firearms, (Fire unfired loaded round into ground).

Is the line clear?

The line is clear, target runners go forth and set targets, shooters move to the next firing station

(call name and number of next shooter)

"Joe Doe, No. 123" To the ready point

Are all target runners behind the firing line?

All target runners are behind the firing line, shooters to the firing line.

5800-SCORE SHEET

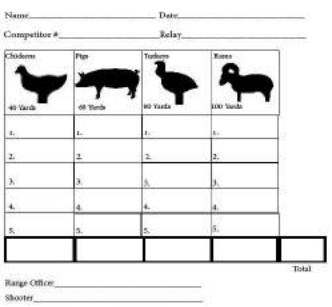
Name_____ Date_____
Competitor #_____ Relay_____
Chickens | Pigs | Turkeys | Rams
40 Yards | 60 Yards | 80 Yards | 100 Yards
1. | 1. | 1. | 1.
2. | 2. | 2. | 2.
3. | 3. | 3. | 3.
4. | 4. | 4. | 4.
5. | 5. | 5. | 5.
Total
Range Officer_____
Shooter_____

TABLE SHOOT

5900–NUMBER OF SHOTS The target is a white X on a black background (NMLRA SX) with one (1) shot per target fired for score. On each of three (3) targets. More than the required number of hits will be the same as Rule #10590. RELAYS–The relays for this match will be 45 minutes in length, or as stated in the program.

5910–SIGHTS Front Sights as per rule 5010. Rear sights must be of the following: open notch or peep sight. Peep sights may have an adjustable iris. However, it may not contain a system of lenses, including but not limited to color polarization or magnification. No tube sights. Adjustable rear sights will be allowed on the rifle but may not be adjusted after the competition begins.

5920–TABLE RIFLE The rifle may be either flint or percussion ignition, of either the traditional hunting or traditional target type, or as specified in the program, with no limit as to caliber. The rifle may not weigh than more than 13 pounds unloaded, including all apparatuses which will be on the rifle at the time of firing. The rifle may not be equipped with a false muzzle or rubber recoil pad.

5930–SHOOTING POSITION All shooters will use a common table or tables and seat provided by the range. The muzzle will be supported by a pyramid of 2X4s provided by range. The rest may be covered with no more than 2 layers of cloth or leather to protect finish of rifle. No double rest will be allowed. The rear portion of the rifle must be supported by the shooter. Cant blocks, sand bags or other devices intended to stabilize the rifle, shooting mitts, shooting coats or wind reading devices will not be allowed.

5940–TARGET SCORING The match will be scored by string measure. From the center of the X to the center of each shot hole, shortest total string measure wins.

5950–PAPER SPOTTERS Will be made by the shooter and may be of a size no larger than, 14" X 14", any shape, or color. The spotters may be pinned, stapled, or taped to the target the way the competitor wishes.

5960–TARGET DISTANCE The targets will be hung at a distance of 30 yards in front of the firing line.

5970—SPOTTING SCOPES Are allowed and may be placed behind the loading area, and in a manner as not to interfere with other competitors, and may not be placed on the shooting table.

5980–COACHING Of a competitor is not allowed in Table Shoot matches, in accordance with rule #5000.

RUNNING BOAR

5990 - NUMBER OF SHOTS Consist of 10 shots, 5 right and 5 left.

5991 - SHOOTING POSITION 5 shots from the left hand stall and 5 shots from the right hand stall at lead boar moving to the right. Shooter can begin at either the left or right stall, shoot five shots and then switch sides. Shooter calls for the target, as "pull" and "fire", before the target disappears behind the wall.

5992 - TARGET SCORING Failure to get the shot off does not count against his/her five shots. Caplock rifles are allowed two misfires and flintlocks are allowed four in each match (10 shots) with out penalty. After that number a misfire is scored as a zero. A shot that is late and that is in scoring rings on the wrong boar is scored a zero. Caliber size and shooter's own acknowledgment help determine which bullet hole belongs to the current shooter.

5993 - SHOOTING DISTANCE 50 meters.

5994 - PISTOL RULES Shooting Running Boar with pistol is allowed. Two hand hold permitted. If no one else is shooting, it is permissible to load 5 shots in a revolver and shoot them in succession from the stall If other shooters are present, load one chamber at a time.

PISTOL

6000 – SAFETY

- All pistols will be carried to and from the firing line with the muzzles pointed up (see Rule 1080). ▪ No capping or priming until the command "Commence loading, you may fire when ready," is given (see Rule 1130) and the handgun is pointed down range on the firing line.
- Load all flintlocks with frizzen open and the hammer down.
- Keep all powder containers covered; NO open powder containers (see Rule 1230).
- All false muzzles must be attached (see Rule 1120).
- Do not load directly from a horn or flask. You must use a measure or holder (see Rule 1220).
- Never load all chambers of a revolver cylinder (see Rule 6103.4).
- The cylinder of a revolver, whether it is in the pistol or not, is "hot" if it is loaded and will not be capped

until it is in the revolver and pointed down range on the firing line (see Rule 6103.4).

- All loaded chambers will be capped prior to firing the first shot (see Rule 6103.4).
- When the Range Officer asks for "hot loads," all loaded firearms (including loaded revolver cylinders) will be brought to the Range Officer's attention by raising the hand while remaining on the firing line with the firearm pointed safely down range. The hot load will be fired into the backstop upon the Range Officer's command (see Rule 4040.2).
- There will be no handling of any pistol between the commands of "The line is safe" and "Commence to load and fire," without the express permission of the Range Officer in charge of the pistol line (see Rule 4040).

6100 – EQUIPMENT

6101 – HANDGUN Any muzzle loading pistol or revolver designed to be held, aimed, and fired in one hand. Bench Rest Matches will use the same types of handguns.

6101.1 FIRING POSITION

6101.1A – OFFHAND Standing free without touching bench, post, etc.; pistol gripped with one hand only and with shooting arm unsupported.

6101.1B – TWO-HAND HOLD allowed in designated matches only.

6101.1C – BENCH MATCHES A stool may be used, or shooter may kneel. The handgun forward of the trigger guard may be placed on a rest. The handgun must be held by one or both hands or supported by a gloved hand with the muzzle forward of the bench. Nothing may be attached to the bench – no screws, bolts, clamps, straps, cords, etc. of any kind is allowable.

6101.1D – RAISED PISTOL POSITION In this position the hand holds the stock with the thumb and last three fingers, trigger finger extended outside the trigger guard, with the muzzle pointed down range.

6101.2 – LOADING All classified adult shooters must load their own guns unless the handicapped Rule 3070 applies. Junior shooters may, and sub-juniors shooters are required to have an adult load for them.

6101.3 – TRIGGERS Pull-type set triggers are permitted (see Rule 1240).

6102 – TRADITIONAL HANDGUN May be fired in any match.

6102.1 – KENTUCKY PISTOL

6102.1A – DESCRIPTION Any flintlock or percussion pistol, original or replica, with plow-handle design.

6102.1B – GRIP May be checkered. No saw-handle grips are permitted.

6102.1C – SIGHTS Adjustable sights are not permitted. Dovetail mounts are permitted.

6102.1C.1 – FRONT May be of a height necessary to group at 25 yards. Maximum thickness shall be .100" (7/64").

6102.1C.2 – REAR Maximum height 5/16" and maximum width 1/2". Sight notch may be a "V", or "U" with parallel sides or a square-bottomed notch.

6102.1D – AMMUNITION Round ball ammunition only. No conical bullets are allowed.

6102.2 – AS-ISSUED PERCUSSION REVOLVER

6102.2A – DESCRIPTION Any original or replica revolver as issued to Civil War troops.

6102.2B – GRIPS may not be checkered or altered. Target grips not allowed.

6102.2C – SIGHTS Adjustable sights are not permitted.

6102.2C.1 – FRONT Sight should be pinhead, narrow blade (maximum width of .080"), narrow pyramid or similar, but not broad Partridge type, appropriate to the revolver replicated. Remington front sight must retain original half-moon profile. Height of the front sight is unrestricted. Dovetailed front sights are permitted, but must conform to barrel flats.

6102.2C.2 – REAR Sight "U" or "V" may be deepened and widened, but not altered in configuration. A rectangular flat base notch is not permitted.

6102.2D – ACTIONS May be tuned as long as trigger pull is safe and half-cock safety is functional. Trigger stops are not permitted.

6102.2E – AMMUNITION Round ball and conical bullets are allowed.

6102.3 – SMOOTHBORE PISTOL

6102.3A – DESCRIPTION A flintlock pistol with unrifled bore having a minimum diameter of .433 inch.

6102.3B – GRIP May be checkered. Plow-handle or saw-handle grips are permitted.

6102.3C – SIGHTS Adjustable sights are not permitted. Dovetail mounts are permitted.

6102.3C.1 – FRONT May be of a height necessary to group at 25 yards. Maximum thickness shall be .100" (7/64").

6102.3C.2 – REAR Maximum height 5/16" and maximum width 1/2". Sight notch may be a "V", or "U" with parallel sides or a square-bottomed notch.

6102.3D – AMMUNITION Round ball ammunition only. No conical bullets are allowed.

6102.4 – INSPECTION Traditional handguns must be inspected for compliance with applicable rules by the Range Officer and inspection sticker attached prior to firing a traditional match. Sights may not be moved nor the firearm altered after inspection. At the discretion of the Range Officer, traditional sights temporarily rendered non-adjustable by wax, loc-tite, nail polish, etc., may be acceptable.

6103 – UNLIMITED HANDGUN May not be fired in Traditional or International matches.

6103.1 – SIGHTS Shall be open, uncovered, and may be adjustable.

6103.2 – PERCUSSION PISTOL Single- or multi-shot handgun fired by percussion cap or other approved ignition system (see Rule 1250-IGNITION).

6103.3 – FLINTLOCK PISTOL Single or multi-shot handgun fired by flint, or substitute excluding metal, striking frizzen. Frizzen may be faced, but with nothing other than steel. A flintlock pistol may be used in any percussion pistol match, and Rule 6402.1 will apply for LTF.

6103.4 – PERCUSSION REVOLVER Any multi-shot handgun employing a cylinder and percussion cap ignition system. Loading more than five chambers of a cylinder is prohibited. A safe position with the hammer down must be available: either an unloaded chamber or a safe position between chambers. All loaded chambers must be capped with the cylinder in the revolver prior to firing the first shot. A percussion revolver may be used in any percussion pistol match, but it must be loaded and fired one shot at a time and Rule 6402.1 will apply for LTF.

6103.5 – AMMUNITION Round ball and bullets are allowed.

6104 – NMLRA INTERNATIONAL HANDGUN May be fired in any match.

6104.1 – EVENTS

6104.1A – COMINAZZO Single shot smoothbore flintlock pistol, with a minimum bore diameter of .433 inches and that complies with Rule 6102.3.

6104.1B – KUCHENREUTER Single shot percussion pistol, rifled bore, any caliber that complies with Rule 6102.1.

6104.1C – MARIETTE Percussion replica revolver that complies with Rule 6102.2.

6104.1C.1 Round ball or picket bullet only.

6104.1C.2 To prevent the use of revolvers as single shot pistols, competitors must load five chambers for each of the first two strings.

6104.2 – TARGET NRA B-19 INTERNATIONAL TARGET (see Rule 10160) fired from 25 yards. Thirteen shots fired with ten high to count. Scoring in accordance with Rule 10730.

6104.3 – SIGHTS

6104.3A Contemporary 19th century. Adjustable sights not permitted.

6104.3B No colors other than black or white may be used on the front sight.

6104.3C – FRONT SIGHT May be of a height necessary to group at 25 yards. Maximum thickness shall be .100" (7/64") Remington front sight must retain original half-moon profile.

6104.3D – REAR SIGHT Maximum height 5/16" and maximum width 1/2". Sight notch may be a "V", or "U" with parallel sides or a square-bottomed notch. Rear sights of the Remington may be deepened or widened but not altered in configuration.

6104.3E – DOVETAILED Front sights are acceptable.

6104.3F – INTERNATIONAL PISTOLS Must be inspected

in accordance with Rule 6102.4

6104.4 – AMMUNITION No pre-rifled bullet may be used in a firearm that was not designed for use with such a bullet. Modern style or wadcutter bullets may not be used.

6105 – MISCELLANY

6105.1 – OPTIC SIGHTS Any sight that provides a lens, which places the sight and target on a single sighting plane, such as a telescopic or red dot sight. Optics can be with or without magnification and are allowed in designated Optic matches only. Laser sights, which project a light on the target, are prohibited.

6105.2 – ROTARY CHARGER The rotary charger has been tested and accepted as safe for use. It is a powder charger constructed with a plexiglass rotary center between 1 ¼" and 2" in length, which has no more than two charging holes placed 180 degrees apart. The plexiglass rotates between powder reservoir and the drop tube in such a fashion as to separate the charge from the reservoir until dropped. Maximum charging hole is 15 grains

6105.3 – FORWARD BENCHES Benches located forward of pistol loading positions are for the placement of a spotting scope, for resting the pistol during the relay, and to facilitate capping and priming on the firing line. The forward bench may be used for caps, small-enclosed flask of priming powder, and other small accouterments necessary to keep the shooter from turning back to the loading bench with a loaded pistol. At no time will any shooter load from the forward bench or have any powder other than a small-enclosed priming flask on the forward bench. The forward bench will not contain anything that will obstruct the Range Officer's view of the firing line, such as pistol cases with attached scopes. At the Range Officer's command to "bench all firearms" at relay's end, all pistols will be returned to the rear loading benches and placed in an upright position.

6106 – AMMUNITION Pistol matches may be fired using roundballs or bullets depending on the specific match. See the rules for the firearm used or the match program.

6200 – MATCHES The word match as used in this section refers to all individual, doubles, and team events, including aggregate matches.

6201 – NATIONAL MATCH COURSE (NMC) Is a 600-point aggregate match comprising 25 yard (Rule 10360) and 50-yard (Rule 10350) slow fire targets with the percussion revolver, percussion pistol and flintlock pistol.

6202 – NATIONAL CHAMPIONSHIP COURSE (NCC) Is a 1,000-point aggregate match, which includes a 300-point percussion pistol sub-aggregate, a 300-point flintlock pistol sub-aggregate, and a 400-point percussion revolver sub-aggregate. The percussion pistol and flintlock sub-aggregates comprise a 25-yard (Rule 10360) slow fire target, a 25 yard limited time fire target (Rule 10360) and a 50-yard slow fire target (Rule 10350). The 400-point percussion revolver sub-aggregate comprises a 25-yard slow fire target (Rule 10360), a 25 yard limited time fire target (Rule 10360), a 25-yard international target (Rule 10370) and a 50-yard slow fire target (Rule 10350).

6203 – NATIONAL TERRITORIAL FIELD CHAMPIONSHIP MATCH Is a 300 point sub-aggregate of the NCC which may be fired with any Traditional or Unlimited handgun at a designated Territorial Match.

6204 – TERRITORIAL CHAMPIONSHIP MATCH Is a 300 point sub-aggregate of the NCC which may be fired with any Traditional or Unlimited handgun annually at Friendship, Indiana. In order to qualify, competitors must have placed in a National Territorial Field Championship Match the previous calendar year.

6205 – COACHING Coaching is prohibited in all individual matches unless otherwise specified in the match program.

Exception: juniors, sub-juniors and new shooters may be coached in individual matches. Coaching is defined as: changing of, or suggesting sight changes, or indicating when to fire a shot.

6206 – PISTOL – TEAM Coaching is permitted in team matches. The coach may assist team members by calling shots, checking scores, ordering sight changes, etc., but must control voice and actions so as not to disturb other shooters. The coach will not assist in physically loading or in making sight changes. The coach must not touch the shooter when shooter is ready to fire. The coach will assume a position that will not interfere with any other shooter.

6207 – SIGHTING OR FOULING SHOTS Are allowed in pistol matches unless otherwise stated in the program.

6300 – TARGETS & SCORING

6301 – TARGETS See Rules 10340 through 10370.

6302 – TOTAL HITS Competitors shall be allowed a number of hits upon their target equal to the number of shots in the match. In the event of excessive hits upon a target, scoring shall begin with the ten hits of lowest value. It is the competitors' responsibility to inspect their target prior to the match for any hits on the target.

6303 – CROSS FIRE No competitor will deliberately fire on another target. In event of a cross fire on a competitor's target that can be assigned with certainty, the shot will be disregarded on the target it hit and shall be assigned to the competitor who fired same, and he shall lose one (1) point in value of the shot. The Range Officer must initial such target before the target goes to the scoring room.

6304 – SCORING OF TARGETS Targets will be scored at the firing point by the Range Officer or in the official scoring room of the pistol range. Ties will be broken according to the section on Breaking of Ties (Rules 10680 through 10790).

6305 – PROTESTS AND CHALLENGES See Rule 2290 for protests and Rules 2310-2330 for challenges.

6306 – NATIONAL RECORD SCORES The Chairman of the Pistol Committee is responsible for the keeping of record pistol scores fired in national competition and other NMLRA registered matches when scores are submitted to him by an official of the charter club responsible.

6400 – TIME LIMITS Relays are 30 minutes unless otherwise designated. A pistol target may hang for more than one relay, as long as no shots are fired on it. Once a record shot is fired on the target, that target must be completed within that relay.

6401 – SLOW FIRE Allows entire relay for completion of match including sighting and record shots. The firing of a match is considered to have started when the competitor has fired his first record shot.

6402 – LIMITED TIMED FIRE (LTF) Allows 10 or 12 minutes to fire a ten-shot match. The competitor must be timed by the Range Officer or a person designated by the Range Officer. Time limits are as follows.

6402.1 – PERCUSSION PISTOL Two (2) five-minute strings consisting of five (5) shots per string. Time for each string to start with competitor's first shot. Both strings must be completed in the same relay.

6402.2 – FLINTLOCK PISTOL Two (2) six-minute strings consisting of five (5) shots per string. Time for each string to start with competitor's first shot. Both strings must be completed in the same relay.

6402.3 – PERCUSSION REVOLVER One ten-minute string consisting of ten (10) shots beginning with no more than five (5) chambers of the cylinder loaded. Timing will start with the competitor's first shot.

6500 – MALFUNCTION Failure of the pistol to perform properly due to:

a. a mechanical defect.

b. a cylinder jammed by cap fragment or by lead shavings.

c. a broken flint requiring replacement in a LTF match.

d. a malfunction of a red dot sight or battery.

6501 – IN THE EVENT OF A MALFUNCTION, the shooter will:

1. Immediately assume and hold the raised pistol position or safely place the pistol on the forward bench,
2. Without disturbing fellow competitors, note the remaining time and announce to a Range Official, "I have a malfunction. Stop the clock."
3. Take appropriate action as determined by the Range Officer under Rule 2220-MALFUNCTION.

The following do <u>not</u> constitute a malfunction:

a. an unloaded cylinder.

b. a flint that fails to ignite priming powder.

c. an undersized cap that fails to make contact with the nipple face when struck by the hammer.

d. improper loading.

6502 – ADDITIONAL TIME If the Range Officer is satisfied that a claimed malfunction is valid, additional time will be allowed the competitor equal to the time remaining in the relay at the time of the malfunction claim (see Rule 2180 – Time Allowance).

6600 – CLASSIFICATION

6601 – TEMPORARY HIGH MASTER Open class for unclassified competitors. A Temporary High Master shall compete against the High Master Class and may attain any classification with the completion of a National Match Course (NMC) or National Championship Course (NCC). Alternatively, he may

achieve Marksman through Expert classification with any sub-aggregate of the NCC. Classification will occur subsequent to the match in which classification is achieved.

6602 – HIGH MASTER Any competitor who completes the National Match Course (NMC) or the National Championship Course (NCC) in national competition with a score of 91% or more (546/600 point aggregate or 910/1000 point aggregate) is thereafter classified as a High Master.

6603 – MASTER Any competitor who completes the National Match Course (NMC) or the National Championship Course (NCC) in national competition with a score of 88% or more (528/600 point aggregate or 880/1000 point aggregate) is thereafter classified as a Master.

6604 – EXPERT Any competitor who completes the National Match Course (NMC) or the National Championship Course (NCC) in national competition with a score of 83% or more (498/600 point aggregate or 830/1000 point aggregate) is thereafter classified as an Expert.

6605 – SHARPSHOOTER Any competitor who completes the National Match Course (NMC) or the National Championship Course (NCC) in national competition with a score of 78% or more (468/600 point aggregate or 780/1000-point aggregate) is thereafter classified as a Sharpshooter.

6606 – MARKSMAN Any competitor who completes the National Match Course (NMC) or the National Championship Course (NCC) in national competition with a score of less than 78% is thereafter classified as a Marksman

6610 – DISTINGUISHED MASTER Any competitor who scores 925 points or more three times in the 1000 point National Championship Course at the NMLRA National Championships.

6611 – SENIOR DISTINGUISHED MASTER Any senior competitor who scores 925 points or more in the Senior Optical Match or the Henry Palmer Seniors Match three times in the 1000-point National Championship Course at the NMLRA National Championships.

6620 – INCREASE OF CLASSIFICATION Any competitor already classified (except Temporary Master) will have their classification increased when they fire the complete National Match Course (NMC) or the National Championship Course (NCC) and meets the requirements of High Master, Master, Expert, Sharpshooter, or Marksman. No competitor may re-classify on a sub-aggregate.

6621 – DECREASE OF CLASSIFICATION The following shall be applied when any classified pistol competitor requests a decrease of classification.

6621.1 All requests for a decrease of classification must be made in writing to the Pistol Committee Chairman. Requests may be submitted by mail to the Pistol Committee Chairman, or sent through the NMLRA office marked "Attention Pistol Committee Chairman." Reclassification will be done only between shoots, and to be processed, requests must be received a minimum of three (3) weeks before a National Shoot. The request should contain an estimate of the period when qualifying matches were shot.

6621.2 The competitors making the request must be over 60 years of age during their three previous NMLRA national pistol competitions where they completed the full NCC (caplock, flintlock, and revolver aggregate program), and must have shot an aggregate score lower than their current classification in each competition.

6621.3 Any persons not meeting the age requirements in Rule 6621.2 must have shot an aggregate score lower than their current classification during their five previous NCC competitions where they competed in the full caplock, flintlock, and revolver aggregate program.

6621.4 Any competitor having his request approved will be re-classified down one class.

6621.5 This rule does not guarantee that match scores for past years will be available.

7000–NMLRA/ N-SSA MUSKET RULES

7010–MATCH ARMS Only original or reproduction military firearms issued to U.S. or C.S. military forces during the American Civil War, which meet the criteria set forth in these rules, shall be used for competition.

7020–DEFINITION OF "ISSUED TO U.S. OR C.S. MILITARY FORCES" The term "issued to U.S. or C.S. military forces" when used in these rules means a "production " military arm manufactured prior to 26 April 1865 in a quantity large enough to have been issued for use to some U.S. or C.S. national or state military force of company size or larger. Excluded are experimental arms

or arms issued to or used by only a few individuals. Also excluded are arms made primarily as sporting arms, or made and issued primarily for the purpose of sharp shooting and which are characterized by target sights, sporting stock configurations, and calibers other than .54, .58, or .69.

7030–FIREARMS DEFINITIONS The following definitions are accepted for NMLRA and N-SSA competition:

7031–MUSKET A muzzleloading shoulder arm having a smooth bore and a barrel length exceeding 36 inches.

7032–RIFLED MUSKET A muzzleloading shoulder arm having a rifled bore and a barrel length of approximately 40 inches.

7033–MUSKETOON A muzzleloading shoulder arm having a smooth or rifled bore and a maximum barrel length of 26.5 inches.

7034–RIFLE A muzzleloading shoulder arm having a rifled bore and a barrel length of approximately 33 inches.

7040–REPRODUCTION SHOULDER ARMS In recognition of the decreasing availability of original arms or parts for arms of the period specified, reproductions of entire arms and replacement parts for arms is permitted. However, such reproductions must be replicas of production arms, the originals of which would qualify for use in competition.

7050–MODIFICATIONS The only modification allowed for competitive arms shall be those allowed below in rules 7060 through 7066. Interchanging of parts as practiced by the issuing military forces of the period shall be allowed. No other modification, addition, or alteration that changes the original design or function of the arm shall be permitted.

7060–SIGHTS Sights may be modified or exchanged according to known changes made by military forces issuing the arm. In addition, modifications may be made to sights as follows; all sights and sight alterations shall be metallic:

7061–FRONT SIGHTS May be modified or rebuilt, provided the resulting sight is a metallic blade on an original-type base, in the original location for the model of arm concerned, not to extend beyond the base, and with no limitation as to height or thickness of blade. The addition of non-issue auxiliary front sights and sight hoods shall be prohibited.

7062–REAR SIGHT Modifications shall be limited to the modification of existing sight notches, substitution of new sight leaves, or the addition of sighting holes in the sight leaf. Modifications to the new or original sight leaf shall not include additional thickness from that of the original model concerned. All rear sight leaves must be in the same position in the base as the original for the model concerned, and the rear sight base must be in the same position as the original. The new sight leaf must function the same as the original. This rule shall apply to only simple leaf-type sights that consist of one or two sighting leaves with sighting notches or holes therein. Barrels may not be altered (machined, drilled, welded, etc.) to receive rear sight alterations.

Auxiliary rear sights or non-issue rear sight sunshades are prohibited.

7063–SIGHTING HOLES May be added to existing rear sights as long as the dimensions of the block, leaf, or ladder remain the same, and no additional material may be added except to fill a notch.

7064–FIXED–BLADE Kentucky-type rear sights may be modified only by the addition of an extra piece of metal to the rear sight. The addition should be the same width and no higher than 3/8" above the original sight height.

7065–REPLACEMENT LEAVES Of the "L" type may be no higher than the height of the 300 yd. leg and the 500 yd. leg of the original sight leaf.

7066–LONG–RANGE OR TANGENT SIGHTS May be modified only by the addition of metal to the vertical height of the sighting notch area of the ladder or slide. The added metal shall not exceed the width or thickness of the original area to which it is attached, and the total height of the notch area shall not exceed 3/8-inch.

7070–STOCKS AND GRIPS No additions to stock exteriors except as required in making repairs or in parts fitting, and then only in such a manner that the completed addition shall not change or alter the original external appearance of the piece for the model of arm concerned. Artificial cheek rests and recoil pads of any nature shall not be used. Composition bedding of barrels is permitted.

7080–POSITIONS FOR INDIVIDUAL MATCHES Unless otherwise specified in the match program, all individual matches shall be fired from the offhand position. The position of the supporting arm shall be at the competitor's discretion.

7090–ANY MILITARY POSITION Any military position is defined as prone, sitting, kneeling, or standing, whereby the rifle is supported by the body with no

artificial support, and by which no competitor or range personnel are endangered.

7100–PROHIBITED EQUIPMENT Slings shall not be used to support or to steady shoulder arms. Modern shooting jackets with shoulder pads may not be worn during individual matches.

PROCEDURE AND INSTRUMENTS FOR INSPECTION OF TRIGGER PULLS AND LOCKS ON COMPETITION ARMS

7110–WEIGHING TRIGGER PULL Trigger pull shall be weighted only with an Official three (3) pound NRA Trigger Test Weight. Failure of the trigger to meet the trigger pull requirements shall disqualify the competitor in the match previously fired. While the trigger pull is being weighed the firearm shall be held with the barrel perpendicular to the horizontal surface on which the test weight is supported. The rod, or hook, of the test weight shall rest on the lowest point of the curve in curved triggers, or on a point approximately one-quarter of an inch from the lower end of straight triggers. To pass the weight test the weight shall be lifted by the firearm while in the cocked position and while all safety devices are in firing position, from the horizontal surface on which it is resting. Failure of the trigger to pass the weight test is the competitor's responsibility. Where the slope or angle of the trigger is such that the hook of the weight shall not catch on the trigger with the barrel perpendicular to the horizontal surface, the barrel shall be inclined off the perpendicular just enough to allow the weight hook to catch on the trigger. When it becomes necessary to employ the modification stated above, the resting point for the hook should be considered to be the same as stated for straight triggers, i.e., approximately one-quarter of an inch from the lower end of the trigger.

Each firearm shall be allowed no more than three attempts to pass the trigger pull inspection. The firearm shall be surrendered to the Inspector for the trigger test. If the firearm fails the first two tries by the Inspector, the competitor may make the third and final try.

Set triggers are prohibited. Externally visible trigger stops are prohibited.

7120–LOCKS Lock parts may be replaced or fitted to insure competitive functioning of the mechanism. Removing the functioning of the half-cock notch is prohibited. Locks shall contain no externally controlled trigger pull adjustment.

7130–INSPECTION OF HALF-COCKS ON COMPETITION ARMS Half-cock of rifles and muskets shall be checked by putting the firearm in half-cock and suspending it by the trigger from the inspector's finger. If the hammer does not fall while the arm is suspended, the half-cock shall be considered functional.

8000–SHOTGUN SAFETY SECTION Safety and Scoring Rules pertain to all shotgun ranges

8010–SAFETY INSPECTION OF SHOTGUNS All shotguns must pass range safety standards. The Range Officer will be allowed to visually inspect all guns and pass judgment on them. Most obvious reasons for rejection are: (a) loose breeches, nipples, drums, stocks, ribs, and hammers; (b) broken stocks and poorly secured barrels; (c) worn full-cock notches and poor trigger let-off; (d) badly rusted barrels and breech plugs.

8020–SHOTGUN LOADING All adult shooters must load their own guns unless handicapped rule #3070 applies.

Junior shooters may, and sub-junior shooters are required to, have an adult load for them, and are required to have adult supervision.

8030–LOADS All guns must be loaded with black powder or approved black powder substitute and lead shot. No plastic wads or plastic shot sleeves of any kind are allowed.

8040–BLOW OUT AREA Shotguns that misfire more than the prescribed number of hammer falls must be moved to a predetermined area and have the load cleared or blown out.

8050–SNAPPING CAPS Will be done only in the blow out area.

8060–PRIMING OR CAPPING Will not be done until the shooter is on the shooting position or station.

8070–CAP REMOVAL The cap must be removed from the nipple before leaving the shooting station.

8080–MUZZLES UP Guns will be carried with the muzzle above head level at all times, loaded or unloaded, until it is your turn to shoot.

8090–RELOADING AFTER MISFIRES Any competitor's gun that misfires and must be taken to a blow out area and be cleared for any reason must not be returned to the

loading bench without the Range Officer's permission.

8100-MISFIRES AND MALFUNCTIONS The Range Officer may inspect any gun that misfires, or malfunctions for any reason. If the Range Officer determines that the gun is disabled, unfit, or unsafe, the gun will not be allowed to be used in competition until it has been repaired and re-inspected.

8110-REPEATED MISFIRES The Range Officer may remove a gun from competition if the gun continually misfires.

SHOTGUN SCORING

8130-SCORING The scoring of all matches will be done by a scorekeeper on approved score sheets, and the scorekeeper's decision of whether a clay bird is hit or missed will be final. Hits are designated by an (X) or (/) and misses are designated by an 0, and the scorer will call "live" if the bird is missed. At the beginning of any match, the scorer must be notified if the first shot is to be a practice bird; otherwise ALL birds will be scored.

When the scorer calls "live bird" it can be changed to "dead bird" only by the Range Officer or two or more competitors competing in the same match.

8140-HITS Clay birds must lose a visible piece to be scored as a hit, and birds only dusted will be scored as a miss.

8150-HITS AND MISSES The main powder charge must ignite for a bird to be scored as a hit or a miss. If only the caps snap or a flash in the pan occurs, the results will be no score and the bird will be shot over. Any target fired at, regardless of whether or not any shot has been loaded in the gun or a bad load was used, will be scored.

8160-MISFIRES a.) Trap percussion shotguns are allowed two (2) falls of the hammer, flint shotguns are allowed three (3) falls of the hammer, without ignition of the main powder charge, before the shot will be counted as a misfire and scored as a miss. b.) Skeet allows one (1) misfire, percussion or flint on championship day only.

8170-MISFIRES-QUAIL WALK AND SPORTING CLAYS One (1) fall of the hammer counts as a shot even if the main powder charge does not ignite.

8180-BROKEN BIRDS Broken birds thrown from the trap machine will not be scored, and must be shot over, whether fired at or not.

8190-SCORED AS MISSES Birds will be scored as misses if a shooter continually does not fire at reasonably well thrown and/or consistently thrown birds.

8200-DOUBLES If the first barrel fires, the second barrel must then fire in order to score a hit on the second bird. However if the first barrel misfires, both birds will be shot over. If the second barrel misfires, the second bird will be scored as a miss. If the second barrel is fired after the first barrel misfires, both birds will be scored.

8210-PROTECTION MATCHES If the first shooter's gun misfires and the second shooter fires, the bird will be lost. If the second shooter's gun misfires, the bird will be scored on the basis of the first shooter's shot. If the second shooter fires at a target broken by the first shooter, the bird is scored as a miss. If the first shooter's gun misfires and the second shooter's doesn't fire, both get a second bird.

8220-TIES will be broken in the following manners:

(a) longest string of hits;

(b) second longest string of hits;

(c) third longest string of hits;

(d) sudden-death shoot-off from a designated station;

(e) Championship match ties will be broken by method (d);

(f) Other methods listed in specific matches.

8225-DEFINITION OF "NOVICE" Any beginner or shooter who has not placed for an award in a shotgun match at any NMLRA event. This does not include junior matches.

EQUIPMENT

8230-GUN DESCRIPTION For compliance of break-open actions, see rule 2470.

8240-ORIGINAL GUNS All matches designated "Original" will require an original firearm manufactured prior to the year 1900. Original guns will be allowed any choke, and lace-on butt and cheek pads. No screw-in chokes allowed. Repairs are to be completed in the spirit of the original design, structure, and configuration.

8250-TRADITIONAL GUNS All matches designated "Traditional" will require guns that do not have in-line actions, ventilated top barrel ribs, permanently

mounted rubber butt plates, adjustable recoil pads, screw-in chokes, recoil reducers, or trigger shoes. Exception: If any of the disallowed items are present on a reproduction that is copied from the original, then the entire original gun must be faithfully reproduced to allow the reproduction to be a legal traditional gun. Proof in the form of photos or the original gun is required for odd guns under this exception.

8260–GUNS USED IN SHOOT OFF Any gun used in a shoot-off must qualify for the match being shot off.

TRAP RULES

8270–RANGE OFFICER AUTHORITY The Head Range Officer has the authority to change traps or alter the shoot program, and his/her decision is final.

8280–LOADING Loading may be done in any safe manner, but must be done at the loading benches. No open powder containers are allowed.

8290–SIZE OF SHOT The size of shot used shall be No. 6 or smaller diameter

8300–GUN POSITION In all trap matches the shotgun may be held to the shoulder, or held at the ready low position when the target is called.

> **DEFINITION: READY LOW POSITION** Gun ready for firing, muzzle elevated and pointing down range, stock not against the shoulder.

8310–COACHING Shooters may be coached provided that the coach and his coaching do not disturb or disrupt the other shooters or the conduct of the match.

8320–DISTANCES All national trap matches will be fired from 10 to 20 yards behind the trap, unless otherwise stated in the program. The trap to be used for specified distances will be listed in the program.

8330–INDICATOR BIRDS Indicator birds are birds of a different color loaded into a trap to indicate when the trap is about to run out of birds, and needs reloading. When an indicator bird is thrown it must be shot over.

8340–COMPLETING MATCHES All matches must be completed on the same day or night that they are started. No matches will be held in timed relays. One match must be completed before another match is started.

8350–PRACTICE BIRDS After a competitor has started for score, no practice birds will be allowed, even if they are thrown from a different trap.

8360–SHOOTING MISSED BIRDS Once a match has been started, no missed or broken birds may be shot from the blow out area.

8370–NOVICE SHOOTERS Are any competitors who have not placed first (1st) for an award with a shotgun in any NMLRA event.

8380–FLIGHT OF THE BIRDS The degree of angle, height, and distance will be determined by the Head Range Officer and/or trap committee at the beginning of each day or event.

8390–SLOW AND FAST PULLS Slow and fast pulls must be obvious under range conditions to reject the bird and not shoot at it.

8400–FIFTEEN (15) BIRD MATCHES Will be shot as follows: 2 birds each from stations 1 through 5, then 1 bird per station 1 through 5, for a total of 15 birds.

8410–SCORING TOWER No one is allowed in the scoring tower except the scorer or range officials.

SKEET RULES

8420–GUN POSITION The shotgun may be held to the shoulder, or held at the ready low position when the target is called.

> **DEFINITION: READY LOW POSITION** Gun ready for firing, muzzle elevated and pointing down range, stock not against the shoulder.
>
> (Exception: Low Gun Match must use the Ready Low Position.)

8430–SIZE OF SHOT The size of shot used shall be No. 9 or smaller diameter.

8440–CHAMPIONSHIP MATCHES 25 birds. Singles are shot first, stations 1 through 8 in a high-low sequence. Doubles are shot in the high-low sequence from stations 1 and 2, and in the low-high sequence from stations 6 and 7. All birds must be shot in proper sequence. All birds shot out of proper sequence shall be scored lost. All birds must be properly thrown to be scored a hit or a miss. The 25th bird is the option bird - shooter returns to the station where the first miss occurred. If a double bird is missed, the shooter shall call for another pair of doubles and shoot in the same

sequence as the original miss, with only the original missed bird counting for score.

8450-BROKEN BIRDS Birds breaking before the gun is fired will be shot over.

Doubles shooters must shoot at an unbroken pair in the air, or the pair will be shot over.

8460-HITS All birds must be fired at while clearly in the air, and properly thrown.

8470-DOUBLES MATCHES 14 Birds, Stations 1 through 7. Stations 1 through 3 are shot in high-low sequence. Station 4 shooter announces his option of either high-low or low-high sequence. Stations 5 through 7 are shot in the low-high sequence.

8480-SINGLES MATCHES 16 Birds. Stations 1 through 8 are shot in high-low sequence.

8490-SHOOT OFFS-SKEET In all ties, the shooters will start over and proceed, firing in the same sequence as the original match was fired. The first miss eliminates that shooter; match continues until one shooter remains and is declared the winner.

8500-STATION #8 All birds at station 8 shall be fired at before the bird passes a straight line drawn between stations 4 and 8. Only the scorer shall call a bird broken after the bird passes this line, a lost bird.

8510-LOW-GUN MATCHES Gun shall be lowered from the shoulder and be clearly down when the shooter calls for the bird. Delay can be as long as three seconds before release of the bird. Upon release of the bird, shooter shall raise the gun to the shooting position and fire.

QUAIL WALK RULES

8520-ENFORCING SAFETY All safety rules are enforced at all times, and all committee decisions are final.

8530-SIZE OF SHOT The size of shot used shall be No. 6 or smaller diameter.

8540-READY LOW POSITION In simulated hunting conditions and novelty matches, such as the Quail Walk, approved by the Trap Range Committee, where the shooter does not give the target release command, the shotgun will be held at the ready low position, according to rules of the match.

DEFINITION: READY LOW POSITION Gun ready for firing, muzzle elevated and pointing down range, stock not against the shoulder.

8550-CAP OR PRIME Do not cap or prime your gun until it is your turn to shoot.

8560-APPROACH Approach to all stations will start at red marker prior to your next shooting station.

8570-SIDE-STEPPING MARKERS No side-stepping marker. Competitor must step through stakes.

8580-STATIONS May be changed daily.

8590-BIRD IN THE BUSH All broken birds and birds shot in brush will be at the Range Officer's discretion to score. All good birds will be scored.

8600-HUNTERS MATCH For the Hunter's Match the competitor must use a traditional or original shotgun only. No screw-in chokes are allowed. (A traditional shotgun must have external hammers, double barrels, and ramrod ferrules.) The shooter may use a bench rod to load with. The first shot(s) may be loaded at the bench, but after the first shot the competitor must stay inside the fence to load or be disqualified. He must wear and use a traditional or original hunting pouch for this match. (A traditional pouch is a closed pouch with a shoulder strap.) Pre-load containers are not allowed in the Hunter's Match. Each bird broken will receive a score of 10 points. This match is scored on points, not string. If a tie occurs in the Hunter's Match the shooter repeats the entire match. If a second tie occurs, the winner will be decided by sudden-death shoot-off, one shot per bird.

8610-FLINTLOCK The flintlock, juniors, women's and hunter's matches run all week. All juniors, women and old timers are allowed to enter any daily match. All perfect scores in any match are eligible to shoot in the Championship.

8620-SHOOT-OFFS-QUAIL WALK All shoot-offs except the Hunter's Match will be sudden death, and shot the same as the match was shot. Shoot-off matches will be shot the following day, and competitors may pick the match they wish to be used for the shoot-off score. The competitor must specify the match chosen before his/her first shot. All daily tie shoot-offs will be before 11:00 A.M. the next day. Saturday tie shoot-offs will be before 12 noon.

8630 - GUN PLACEMENT WHEN NOT SHOOTING During the time that competitors are waiting for their rotation, all firearms will be either handled in a proper, safe manner

or placed in a stand that has been designated for that purpose. At no time are shotguns to be leaned against a tree.

SPORTING CLAYS

8740-SHOT The largest shot to be used is #7 1/2. No exceptions.

8750-LOADED GUNS No one will leave the cage with a loaded gun. The gun must be cleared unless otherwise instructed by the Range Officer.

8760-CLEARING GUNS All guns must be cleared, and caps snapped, over the designated barrier.

8770-WHEN TO PRIME OR CAP Guns may not be primed or capped until the shooter is in the cage.

8780-YELLOW TAPE BARRIER No gun, loaded or not, will be allowed inside the yellow tape barrier around the tower. NO EXCEPTIONS.

8790-GUN POSITIONS Shooters shall hold the shotgun in the hunting, or ready low, position while waiting for the birds to be thrown.

8800-CALLING FOR TARGETS If a shooter calls for a target from the trap, and the target is not broken, that target belongs to the shooter. If the shooter passes up the shot it will be scored as a miss.

8810-DOUBLES On doubles or following pairs, if the first target is good and the second target is not, nothing is established. Both targets will be shot over.

8820-MIS-CALLED BIRDS When the Range Officer calls "lost" it can be changed to "dead" only by another Range Officer or trap operator.

8830-SHOOTING CONDITIONS All matches will be shot under field conditions.

8840-COURSE SET-UP The Range Officer can change the course daily, or during a match, due to a mechanical failure or condition that the Range Officer deems unsafe. Unsafe conditions usually involve a wind condition.

8850-SCHEDULE CHANGES Any changes in the schedule or rules will be posted at the range, and the Range Officer's decision is final.

8860-TIE BREAKING Daily match ties will be settled by the longest string. If this is a tie also, the next longest string wins.

8870-CHAMPIONSHIP TIES Will be settled by sudden death starting at station #1.

8880-SCREW-IN CHOKES Shooters using shotguns with screw-in chokes may not change the chokes after the match begins.

8890-TOP GUN SHOOT-OFF During the Top Gun Shoot-Off, after a shooter's relay is over, the shooter must leave the designated shooting area and become a spectator.

PRIMITIVE

9000-INTRODUCTION These are the match rules and regulations that have been approved to govern the Primitive Range competitions held at Friendship during the Spring and Fall National Shoots. It will be noted that safety is given paramount importance; good competition and good fun are nonetheless desired, but must always give way to good safety.

The matches outlined have been developed over a period of time and are the ones that have been officially approved by the Primitive Committee. Although they are always included in the schedule of events, they are not the only matches that may be held. Any kind of match might be proposed and conducted if passed for safety by the Primitive Range Officer, if compatible with the existing schedule and range resources, and if properly supervised by a responsible Match Officer. A new match for trial must prove successful in two National Championship Shoots to be presented to the Primitive Committee for official approval and recognition. Separate women's and junior matches are held in certain matches as specified in the shoot program.

Primitive shooters must remember that these matches are not events that exist apart; they have been evolved by shooters and are conducted in turn by shooters; they are initiated, and they continue, to augment and to give some variety to the total schedule of matches held during the NMLRA National Shoots.

9010-RANGE AND MATCH ADMINISTRATION The Primitive Range Officer (PRO) has responsibility for overall supervision and maintenance of safety during the conduct of the Primitive Matches.

The Assistant Primitive Range Officer (APRO) is second to the PRO and assists that person in the conduct of the matches and the maintenance of safety.

A Match Officer is responsible for the safe and equitable conduct of a certain match or competition.

A shooter shall direct questions, protests, and challenges to the Match Officer first, and if not satisfied, to the PRO or APRO Any person on the Primitive Range must call an immediate "cease fire" if any unsafe act or situation is observed. A match officer, PRO, or APRO has the authority to remove a shooter for unsafe practices or equipment.

A shooter shall direct questions, protests, and challenges about their scores, or error in the postings, to the Primitive Scorer at the Scoring Room above the Club House.

9020-EQUIPMENT Primitive matches are conducted using traditional offhand hunting-style flintlock and percussion rifles, pistols, and smoothbore muzzleloading firearms. Certain matches require the competitor to be able to accurately throw knives and tomahawks and to quickly make a fire utilizing flint and steel. The competitor is required to furnish all the equipment for all matches. Certain matches require that all the equipment to be used in the match be carried on the competitor's person during the conduct of the match. The shoot program will give match specifications. The use of chaw straps is not permitted. A chaw strap is any mechanical device, string, or leather thong that is attached to the firearm and held in the mouth or around the body to be used to steady said firearm in any manner that is not consistent with rule #5610

9030-SAFETY Once a shooter has completed a match, he or she must "prove" to the match officer that his or her rifle, smoothbore, or pistol is unloaded and safe. There are two accepted methods of proof..

1. Put the ramrod into the empty barrel of the firearm and show the match officer the unloaded mark on the ramrod.
2. Drop the ramrod, metal tip first, down the empty barrel. The sound of the "click" of the tip hitting the breech plug must be distinct. Failure to do either of these safety checks will result in your target being thrown out and not scored. You will not have a chance to shoot the match over.

9040-IGNITION All flintlock and percussion rifles, pistols, and smoothbore firearms must use conventional ignition.

9050-SMOOTHBORE A traditional style long gun originally intended to shoot either round ball or shot. The smoothbore must be of 28 ga. (.54 caliber) or larger. No rear sight above the plane of the barrel, no set triggers. Smoothbores that are acceptable in the primitive smoothbore matches include musket, fowler and trade gun.

9060-SIGHTED SMOOTHBORE (A.K.A. SMOOTH RIFLE) A traditional style long gun with a barrel with no rifling (smooth bored). Smooth rifle may have set triggers and fixed open sights, front and rear. No limitations on bore size or caliber.

9070-RAMRODS Ramrods for Matches 602, 603, 609, 622, and 626, must be a traditional ramrod made with material readily available in the period 1750-1840. Those materials are wood, iron, horn, antler, brass, and bone. Non-traditional material are stainless steel, fiberglass, plastic, and so forth, or handles or parts made of aluminum, nylon, plastic, or such. Whether materials like these are traditional in style or not, they are not allowed.

9080-AMMUNITION Rifle and single-shot pistol matches to be cloth-patched round ball only. Securely seated naked round ball or conventionally loaded shot may be used in smoothbore firearms. No pre-measured charges, no military style cartridges allowed. All matches to be fired from pouch and horn or flask only. A separate powder measure or holder will be used to carry the powder charge from the horn or flask to the muzzle of the firearm; the practice of charging directly from the horn or flask into the muzzle of the firearm is unsafe and will not be permitted.

9090-SIGHTS Rifle and pistol front and rear sights must be open, fixed, and non-adjustable. Shaders and sight hoods are not permitted. The tips and interior of buckhorn sights must pass a 1/4" gauge. Rear sights on rifles must be six inches (6") or more in front of the rear of the barrel. Certain special matches may permit specific exemptions to the general rules; such exemptions will be defined in the rules for those certain special matches. The "sealing" of adjustable sights with substances such as wax, lead, or tape to render them "fixed" is permitted. Smoothbore: no rear sight above the plane of the barrel.

Front sight color shall be black, white, or a natural metallic color such as brass, silver, gold, or iron.

9100-EYEGLASSES Protective eyeglasses are allowed and encouraged without regard to whether modern or primitive in style. Any tinted corrective eyeglasses used on the Primitive Range are acceptable only if the user has a doctor's slip stating that the tinted glasses must be worn on a daily basis (due to glaucoma or other

eye disorders); in addition, any commercial shooting or safety glasses may be used, except those with a yellow, red, dark blue, or mirror-finished lenses. Final determination of acceptability shall be at the discretion of the Range Officer.

No sighting aids may be worn or added to eyeglasses.

9110–SPOTTING SCOPES AND COACHING The use of spotting scopes or binoculars by shooters, and the coaching of shooters by observers, will not be permitted. Supervision and/or coaching is allowed in women's matches, and required in junior matches as per Rule #5000

9120–SUB-JUNIORS When it is so stated in the shoot program a sub-junior shooter will be allowed to use a standing rest position in specific offhand matches, with the supervision and assistance of an adult registered shooter.

9130–COSTUMES Certain matches must be shot in a costume of the period 1750-1840. Such matches are specifically identified in the match program. The wearing of period clothing on the Primitive Range at any and all times is desired and encouraged, but is not required.

9140–PRIMITIVE RANGE MATCHES as approved by the Primitive Committee.

9150–GENERAL RULES FOR ALL OF THE SENECA MATCHES Start with an empty rifle or smoothbore. No pre-measured charges, no auxiliary ramrods, no timekeeping devices on shooter or coach. No military-style cartridges; load from pouch and horn. Load on the firing positions ONLY, no loading while running to the next position. Loading blocks are allowed. All Seneca targets are scored with a small bull overlay, counting the 8, 9, and 10 rings ONLY. Shortest time breaks ties after X's. There will be 5 varied targets at various distances of 30-100 + yards. If shooter is shooting the Aggregate, s/he must be in costume. Failure to be in costume disqualifies score from Aggregate.

9160–OPEN SENECA Flintlock or percussion rifle, 5 shots offhand from 5 stations at varied targets at various distances, running event, 10 minute time on approximately 300-yard round trip course. Load from the pouch and horn. No pre-measured charges. No auxiliary ramrod. No timekeeping devices allowed on person. Shortest time breaks ties in score after X's. Start with empty rifle, load on each station ONLY. No loading between stations. Targets used are of various types; they will be changed at the Range Officer's determination at the start of each shoot. A small bull overlay (8, 9, and 10 rings ONLY) will be used to determine exact scores. Distances to targets from the firing positions can be anywhere from 30 to 100 + yards.

9170–JUNIOR OPEN SENECA Same as Open Seneca, except junior may use flintlock or percussion, 10-minute time limit on approximately 150-yards round trip. Contestant may have a coach. Coach ONLY may carry a spare ramrod. No timekeeping devices on either the shooter or the coach.

9180–FLINTLOCK SENECA Same as Open Seneca, except Flintlock Only, and a costume of the 1750-1840 period required. Traditional ramrods only.

9190–WOMEN'S FLINTLOCK SENECA Flintlock only, costume of the 1750-1840 period and traditional ramrod. 5 shots offhand from 5 stations at varied targets at various distances, running event, 10 minutes time on approximately 150 yard course. Load from pouch and horn. No pre-measured charges. No timekeeping devices allowed on persons or coach. Shortest time breaks ties in score after X's. Start with empty rifle, load on each station ONLY. No loading between stations. Targets used are of various types; they will be changed at the Range Officer's determination at the start of each shoot. A small bull overlay (8, 9, and 10 rings ONLY) will be used to determine exact score. Women will be started at the first station.

9200–MOUNTAIN MAN AGGREGATE Flintlock only and costume of 1750-1840 period required. Rifle, 3-5 shots, tomahawk and knife throws, flint and steel fire making. Knife, tomahawk, and firestarting kit must be carried on person during match. This is essentially an aggregate of novelty events. Rifle targets can be split the ball on an ax blade and break two clay birds, cut a playing card, break a stick, match, chalk stick, soda straw, or clay pipe stem, hit a washer, moth ball, marshmallow, charcoal briquette, lollipop, etc. Hit a gong at a distance of 30-130 yards, cut a string or maybe two where they cross. The tomahawk and knife throw must have three (3) throws each; sometimes only a stick is necessary, sometimes a target such as a playing card is used. One full turn of the tomahawk or knife is the usual requirement. Firemaking is timed with a stop-watch until an open flame is seen, and the maximum time allowed is usually one (1) minute - the shorter the time the higher the score. No auxiliary ramrods; traditional-style ramrod must be carried in thimbles of rifle. There are no paper targets in this match. Must total 100 points.

9210–MOUNTAIN SQUAW AGGREGATE Flintlock or percussion

rifle, costume of the 1750-1840 era required. Flint and steel firemaking. No knife throwing, and contestant may have a coach. Flintlock must be used if contestant is using score for Women's Flintlock Aggregate.

9220-JUNIOR MOUNTAIN MAN Flintlock or percussion rifle, costume of the 1750-1840 required. 3-5 shots, tomahawk throws, flint and steel firemaking, and NO knife throwing. Contestant may have a coach.

9230-HAWKEN SHOOT Flintlock or percussion rifle of .45 caliber or larger, no rifle muskets, 5 shots (2 offhand, 3 from any traditional rest), 100 yard target at approximately 130 yards distance, shortest total string measure from CENTER. Actually the Friendship Range varies each shoot a little because the firing line is not fixed; it can be anywhere between 125 and 145 yards; this just makes it a little more difficult. The center of the ball hole is used to score. Shortest total measure from center. Failure to take 2 shots offhand and 3 from rest can cause disqualification, except with prior approval from a Range Officer.

9240-FREE TRAPPER-MEN Flintlock or percussion rifle, 5 shots in 5 positions. One (1) shot per position (offhand, kneeling, sitting, prone, cross-sticks). Only one sighting shot is permitted in the practice bull; if more than one ball hole in the practice bull, the target will be disqualified. 50 yard six-bull target at approximately 50 yards. Failure to shoot all positions is grounds for disqualification, unless prior approval from a Range Officer.

9250-FREE TRAPPER-WOMEN Same as the Men's, except scored separately, and contestant may have a coach.

9260-SMOOTHBORE AGGREGATE Flintlock smoothbore, 28 ga. (.54 cal.) or larger only, and costume of 1750-1840 period required, no set triggers, no rear sight above the plane of the barrel. Throwing tomahawk and knife must be carried on person during the match. This is an aggregate of novelty events somewhat like the Mountain Man Aggregate, except that smoothbore flintlock guns are used. There are usually 5 round ball targets, usually gongs at a distance of 30-130 yards, and 3 flying clay birds that require the use of shot. Essentially the idea is to simulate situations that would confront the hunter. Ranges and targets will vary; the clays are thrown from a trap usually located next to the shooter. All equipment must be on the shooter: NO borrowing or going back for equipment. A misfire will count as a shot, and the gun must be cleared before going to the next station. Longest string of hits from position #1 is the tie breaker for this match.

9270-WOMEN'S FLINTLOCK VALLEY AGGREGATE This match is made up of the aggregate score of 3 women's flintlock-only matches in the match schedule: Fer-Du-Lac, women's flintlock Seneca, and Mountain Squaw

Women must shoot these matches in period dress and by the match rules.

9280-RIFLE FROLIC Flintlock or percussion rifle, 6 shots offhand at Eighteenth-century bottle silhouette target, at approximately 40 yards. Scoring: 10 - if all of the ball is in the neck; 7 - if the ball is nicking the neck; 5 - if all of the ball is in the bottle; 3 - if the ball is nicking the bottle. Wide ball is the tie breaker, starting with top bottle.

9290-SMOOTHBORE FROLIC Flintlock or percussion smoothbore 28 ga. (.54cal.) or larger, 5 shots offhand at a 100-yard target at approximately 40 yards, no rear sight above the plane of the barrel, no set triggers. NO Military-style cartridges allowed.

9300-MEN'S FLINTLOCK VALLEY AGGREGATE This match is made up of the aggregate score of the five flintlock only matches in the match schedule: Fer-du-lac, Flintlock Seneca, Mountain Man, Smoothbore Aggregate, and Flintlock Pistol. Men must shoot these matches in period dress and by the match rules.

9310-FER-DU-LAC When posting this target, you must post the target with the two small bulls at the top. Flintlock only, 5 shots offhand (1 shot each on two 50-yard bulls, 2 shots on one 100-yard bull, 1 shot on split 100-yard bull). This match utilizes the so-called "Fer-du-lac" target originally designed by Max Vickery. It is one of the original Primitive Matches at Friendship. In ALL National Matches, the split bull is always at the bottom. If target not posted correctly, it will be disqualified.

9320-JUNIOR FER-DU-LAC Same as the Fer–du–lac (#9310), except flintlock or percussion may be used; also, juniors may have a coach and are scored separately.

9330-MAXINE MOSS FER-DU-LAC TARGET Traditional Offhand Flintlock rifle with open sights. No adjusting or changing of sights during the match. 5 Shots offhand. Split bull at bottom. If target is not posted correctly, it will be disqualified.

9350-FEATHER DUSTER MATCH Flintlock or percussion shotgun.

A minimum of three and maximum of twelve clay birds are thrown.

A shooter can miss the first two birds but must hit the third bird to continue.

The first bird missed after the second bird will end the match.

Highest number of broken birds wins.

Ties are broken by shooting one shot at a paper target. Highest number of hits in the ten ring wins.

Percussion guns are allowed two hammer falls, and flintlock guns are allowed three hammer falls. If the gun does not discharge in the prescribed number of hammer falls the shot will be counted as a miss.

9360–DOUBLE DUSTER Same as Feather duster, except the second bird is pulled on report.

9370–WIDOWMAKER Sighted smoothbore (a.k.a. smooth rifle) match, 5 shots offhand at a distance at about 40 yards at a paper target, scored with overlay of 8, 9, and 10 rings overlay.

Rear sight, set triggers, and any caliber may be used in this match.

9380–CAYWOOD SMOOTHBORE Any traditional flintlock smoothbore of 28 gauge (54 cal.) or larger. No rear sight above the plain of the barrel and no set triggers. 5 shots offhand at a paper target at a distance of about 40 yards.

9390–PLAINS RIFLE–Flintlock or Percussion, 5 shots off cross-sticks at a 100-yard target at a distance of about 130 yards. Shortest string measure around group, high point score to break tie. Original-type adjustable and fixed traditional sights permitted, NO shaders. Cross–sticks provided – failure to take all 5 shots off cross sticks can cause disqualification, except with approval from a Range Officer.

9400–ANY OLD MUZZLELOADING PISTOL Flintlock or percussion, modern or traditional-style muzzle loading pistol, single shot or revolver. One- or two-hand hold permitted. 6 shots offhand at an 18th-century bottle silhouette target at approximately 25 yards. Scoring: 10 - if ball is all the way in the neck; 7 - if ball is nicking the neck; 5 - if ball is all the way in bottle; 3 - if ball is nicking bottle. Wide ball is the tie breaker.

9410–FLINT PISTOL Traditional style pistol, flintlock only. 6 shots offhand at an 18th-century bottle silhouette target at about 25 yards. One- or two-hand hold permitted. No time limit. If shooting Aggregate 611, must be shot in costume. Scoring: 10 - if ball is all the way in the neck; 7 - if ball is nicking the neck; 5 - if ball is all the way in the bottle; 3 - if ball is nicking the bottle. Wide ball is the tie breaker, starting with top bottle.

9420–KNOCK'EM DOWN RABBIT OR BUCK FEVER Flintlock or percussion, 5 shots offhand at a rabbit and deer target at about 40 yards. Small bull overlay (8, 9, and 10 rings) scored only.

9430–JUNIOR VALLEY AGGREGATE This aggregate is made of three matches for juniors, Fer-du-lac, Junior Mountain Man, Junior Open Seneca. They must be shot according to the match rules.

9440–TOMAHAWK AND KNIFE Individual matches are held for tomahawk and knife throwing. A schedule of the divisions and categories of competition is published in the match program. The minimum of one full revolution of the tomahawk or knife is required. The match officer may establish a minimum throwing distance. The tomahawk must be single-edged and that single edge must be no greater than four inches (4") in length. Knives must be traditional hunting style of the American frontier from the East Coast to the Rocky Mountains with at least one edge sharpened for use back to the hilt. Knife must be held for throwing by the hilt, not the blade. Maximum width of the blade shall not exceed 2 1/2". Overall length of the knife shall not exceed 16". The length of the knife handle shall not exceed one-half of the overall length of the knife. The knife handle must be thicker than the blade and made of or covered with a natural material.

Participants in Men's and Women's Knife must have attained their 16th birthday at the time of the match. Proof of age may be required.

Scores will stand if competition cannot be completed due to bad weather.

No taped handles. Any traditional tomahawk or knife may be used. Final determination of acceptability shall be at the discretion of the Range Officer.

Primitive dress is required for Tomahawk and Knife Aggregates.

Sandals and thongs are not permitted footwear on the Tomahawk Range.

All sub-juniors must have an adult with them when throwing tomahawks.

NO intoxicated or disorderly person shall be allowed on the Tomahawk and Knife Range at any time.

9450–TARGETS AND SCORING–TOMAHAWK AND KNIFE

Sub–juniors–Tomahawk–powder horn target–Stick–1, cut paper–2, cut 1st line–3, cut 2 lines–4, cut all lines–5.

Men Senior and Junior–Tomahawk–3 dot target–Stick–1, cut paper–2, cut 1 dot–3, cut 2 dots–4, cut 3 dots–5.

Women Senior and Junior–Tomahawk–3 dot target–same as men's

Men–Knife–Small star with 3 circles target–Stick–1, cut paper–2, cut large outer circle–3, cut middle circle–4, cut center–5.

Women–Knife–Large star with 3 circles target–score same

Tomahawk Aggregate–skillet targets–use 2 blocks, 5 skillet targets per block–scoring is hit or miss, the center dot is scored as X

Knife Aggregate–Skillet targets– use 2 blocks, 5 skillet targets per block–scoring is hit or miss, the center dot is scored as X.

3 practice throws only. Must throw in target order, starting with number 1 and going to 5, or you will be disqualified. Start with Block 1.

Tomahawk and Knife Aggregate–Combined scores of the Tomahawk and Knife Aggregates–score first tomahawk aggregate and knife aggregate to get the combined scores for the Tomahawk and Knife Aggregate.

TARGETS
RIFLE TARGETS

10010–50-YARD 6-BULL TARGET One sighting and 5 record bulls on tagboard or paper. X, 10, 9, and 8 rings black. When used at 50 yard offhand, the 7 ring is also black; ring sizes are the same.

Dimensions:

X ring — .39 inches	7 ring — 3.89 inches
10 ring — .89 inches	6 ring — 4.89 inches
9 ring — 1.89 inches	5 ring — 5.89 inches
8 ring — 2.89 inches	

10020–SINGLE-BULL 100-YARD TARGET 5 through 10X rings. X, 10, 9, and 8 rings black. One separate sighting bull and one separate record bull for 5-shot matches. Two separate record bulls for 10-shot matches. When used at 100 yards offhand the 7 ring is also black; ring sizes are the same.

Dimensions:

X-ring — 1 inch	7 ring — 8 inches
10 ring — 2 inches	6 ring — 10 inches
9 ring — 4 inches	5 ring — 12 inches
8 ring — 6 inches	

10030–100-YARD 3-BULL TARGET 1 sighter and 2 record bulls on one tagboard or paper. 7 through 10X rings. X, 10, 9, and 8 rings black. 3 shots on either bull and 2 shots on the other in a 5-shot match. Ring dimensions are the same size as other 100 yd. targets.

10040–100-YARD 6-BULL TARGET One sighting and 5 record bulls, with 7 through 10X rings. X, 10, 9, and 8 rings black. Ring dimensions are the same as other 100-yard targets.

10050–200-YARD TARGET One sighting and one record bull (each separate) on tagboard or paper in 5-shot matches, and 2 record bulls in ten-shot matches. The X, 10, 9, 8 rings are black.

Dimensions:

X ring — 2 inches	8 ring — 12 inches
10 ring — 4 inches	7 ring — 16 inches
9 ring — 8 inches	6 ring — 20 inches

10060–THREE-BULL MUSKET TARGET One sighting and two record targets. 6 through 10X rings. X, 10, 9, and 8 rings are black. Rings same size as normal 100-yd. target. 5 shots on each record bull for a 10-shot match.

10070–200-YARD MUSKET TARGET One sighting and one separate record bull in ten-shot matches.

(N.R.A. C-1 300-meter target) (X, 10, 9, and 8 rings black.)

Dimensions:

X ring — 4 inches	8 ring — 16 inches
10 ring — 8 inches	7 ring — 20 inches
9 ring — 12 inches	6 ring — 24 inches

10080–BUFFALO SINGLE-BULL TARGET One bull, no sighters. 5 through 10X rings. X, 10, 9 and 8 rings black.

Dimensions:

X ring — 1 inch	7 ring — 8 inches
10 ring — 2 inches	6 ring — 10 inches
9 ring — 4 inches	5 ring — 12 inches
8 ring — 6 inches	

10090–BUFFALO DOUBLE-BULL TARGET 2 Bulls on one target, no sighters. X, 10, 9, 8 and 7 rings only. X. 10, 9, and 8 rings are black. Two record shots on one bull, 3 on the other. Dimensions of the rings are same as the single-bull buffalo target.

10100–BUFFALO 5-BULL TARGET No sighter bull, 5 record bulls. X, 10, 9, and 8 rings only. X, 10, 9 rings black. Dimensions are the same size as the rings of the 6-bull slug gun targets.

10110–BUFFALO 5-BULL TARGET (REDUCED RINGS) No sighter bull, 5 record bulls. 5 through 10X rings. X, 10, 9, 8 and 7 are black. Dimensions are the same size as the rings of the 50-yd. 6-bull target.

10120–6-BULL SLUG TARGET 1 sighter and 5 record bulls. 8 through 10X rings. X, 10 and 9 rings black,

Dimensions:
X ring — 1 inch/ 10 ring — 2 inches / 9 ring — 4 inches / 8 ring — 6 inches

10130–GERMAN 25-RING SMALL RED BULL SCHUETZEN TARGET Single-bull target with scoring rings from 15 through 25. The 22 through 25 rings are red, giving a 6.0 inch sighting diameter

Dimensions:

25 ring—1.5 inches	20 ring— 9.0 inches
24 ring—3.0 inches	19 ring—10.5 inches
23 ring—4.5 inches	18 ring—12.0 inches
22 ring—6.0 inches	17 ring—13.5 inches
21 ring— 7.5 inches	16 ring—15.0 inches
15 ring—16.5 inches	

10140–GERMAN 25-RING LARGE RED BULL SCHUETZEN TARGET Same dimensions as 25-ring small red bull, except the 18 through 25 rings are red, giving a 12.0 inch sighting diameter.

10150–200-YD. TARGET RED BULL SCHUETZEN TARGET Same dimensions as a standard 200-yd. target, with a red bull instead of black.

10160–INTERNATIONAL TARGET #B-19 1 ring through 10 ring. 7, 8, 9, and 10 rings are black.

Dimensions

10 ring—1.780	5 ring—10.780
9 ring—3.580	4 ring—12.580
8 ring—5.380	3 ring—14.380
7 ring—7.180	2 ring—16.180
6 ring— 8.980	1 ring—17.980

10170–INTERNATIONAL TARGET #SB—1 4 ring through 10 ring. 6, 7, 8, 9, and 10 rings black.

Dimensions

10 ring—3.150	6 ring—15.748
9 ring—6.299	5 ring—18.898
8 ring—9.449	4 ring—22.047
7 ring—12.599	

10180–CHUNK GUN TARGET White X on a black background with 3 shots fired for score. More than the required number of hits will be the same as Rule #10590

10190–VARMINT TARGETS Black outlines of a crow, squirrel, or groundhog on white background. Center ring black with one white ring. No sighters.

10200–HAFFNER ANIMAL TARGETS Series of animal targets, all having black animal figures on white background with odd shaped scoring rings.

10200.1-STANDING BUFFALO TARGET #100 0 through 10X rings.

10200.2-STANDING BEAR TARGET #711 2 through 10X rings.

10200.3 RUNNING DEER TARGET #902 Tail is minus 10 points; legs are 2 points; other body parts 6 through 10X.

10200.4 HUNTING TARGET #901 5 animal heads, each with its own scoring rings.

10200.5 GROUND HOG TARGET #203 Feet and tail = 0; other body parts 6 through 10X

10200.6 CROW TARGET #101 5, 7, 8, 9, 10, and 10X (no 6 ring)

10200.7 SQUIRREL TARGET #202 Tail and ears = 0; other body parts 5 through 10X

10200.8 RUNNING FOX TARGET # 701 Tail is minus 10 points; legs are 5 points; other body parts 7 through 10X

10210–FER-DU-LAC TARGET Two 50-yd. bulls, one 100-yd. bull, and half of a 100-yd. bull. One shot at each of the 50-yd. targets, two shots at the 100-yard bull, and one shot at the half-bull, for a total of 5 shots. Dimensions: the ring sizes are the same as the 50-yd. 6 bull and 100-yard bull targets.

10220–BOTTLE TARGET 6 green bottle outlines with a line dividing the neck and body of the bottle. No sighters. Scoring information is on the target.

10230–X CENTER TARGET White X centered in 2.5 inch black square on white background.

10240–CRAZY TURKEY An X center target that has a turkey head as an aiming point in the center of the X.

TARGET MARKING

10250 All targets marked with an OS in red are used in matches designated open sight.

10290 All targets marked with a large red dot will be used in 50 yd. offhand matches.

10330 All targets marked with a triangle are used in matches that include two targets.

PISTOL TARGETS

10340 Only targets approved by the NMLRA will be used.

10350–50-YARD SLOW FIRE STANDARD AMERICAN TARGET (8, 9, 10 and X rings blackened to form aiming bull). (NRA B-6 or B-12)

X ring—1.695 inches
10 ring—3.36 inches
9 ring—5.54 inches
8 ring—8.00 inches
7 ring—11.00 inches
6 ring—14.80 inches
5 ring—19.68 inches

10360–25-YARD TIMED FIRE TARGET (also used for 25-yard slow fire). The same target as the 50-yard slow fire target except only the 9, 10 and X rings are blackened to form an aiming bull. (NRA B–8 or B–13)

10370–50-YARD INTERNATIONAL S. F. FREE PISTOL TARGET (reduced 50-meter target used for 25-yard slow fire). (NRA B-19) See Rule 10160

SHOTGUN TARGETS

10380 Any nationally recognized or standard clay pigeon or bird approved by the NMLRA.

Exceptions: In the case of special shoots in which fixed targets will be used and scored the closest to the center of the X.

10390/10490 HAVE BEEN LEFT OPEN FOR FUTURE ADDITIONS OF TARGETS.

TARGET SCORING AND MARKING

10500–SCORE CARDS Targets are the score cards in all matches and therefore must be retained in good order until the time allowed for filing challenges and protests has expired. Targets may be recovered by competitors at the close of awards presentation.

10510–DUTIES OF THE SCORING DEPARTMENT It is the duty of the Scoring Department to:

(1) prepare official score cards;

(2) compare and score all targets and tabulate scores in order of merit;

(3) prepare preliminary and official bulletins;

(4) maintain and keep scores on an official bulletin board; and

(5) correct any errors that may come to the attention of the Scoring Department prior to the publication of the official bulletin, but the Scoring Department is responsible only for the correction of errors that are reported by competitors or Range Officers.

10520–BULLETIN ERRORS It is the duty of all individual competitors in individual matches to consult the bulletin board immediately after posting of the preliminary bulletin for each match, and to promptly notify the Scoring Officer of any errors.

10530–MARKING OF TARGETS In individual matches it is the duty of the Target Desk to make entries on the forms and targets, and in the manner prescribed for that match. Errors due to illegibility or improper filling out of the forms are solely the competitor's risk. Improper marking of targets must be corrected before the target is fired or target will be disqualified.

10540–WHEN SCORED Targets are scored as quickly as possible after a relay ends.

10550–VISIBLE HITS Only those hits which are visible on the target will be scored. However, if you are in the process of shooting a one-hole group on a single-bull official target, call this to the attention of the Range Officer and one (1) witness, who will watch the remaining shots. When your target comes in, be sure that the witness and Range Officer sign the target before it goes to the scoring booth.

10560–HOW TO SCORE A shot takes the value indicated by

the center of the shot hole. If this center touches one of the scoring rings of the target, it is credited with the value of that ring. The exception to this rule is in the scoring of the bottle targets, which require the shot to be totally in the outline of the bottle to count for the full score of that section of the bottle. The shot does not have to be half in or more to count as a nick. Ties are broken by the best score on top bottle on the target. Two shots in one bottle causes the higher point value to be counted as a miss. The lower point value is scored; if point values are the same, one is scored as a miss. All other scoring values are listed on the target.

10570–MISSES Hits outside the scoring rings are scored as misses.

10580–ON WRONG BULL When more than the required number of shots are fired at one bull, and fewer than the required number of shots are fired at another bull on the same target so that not more than the required total number of shots are fired at the target card. The bull having more than the required number of shots will have the shot of highest value penalized one point, and that value moved to the bull missing a shot. A 10 X so penalized becomes a 9, provided all bulls on the target card are alike. Excessive hits on unlike bulls on the same target card will have the shots of highest value scored as misses.

10590–EXCESSIVE HITS If more than the required number of hits appear on the target, any shot that can be identified by the type of bullet hole as having been fired by some competitor not assigned to that target will not be scored. If there is no identifiable difference between the bullet holes, any bull having excessive hits will be awarded the value of the widest shot on that bull. A bull so scored having one 9 and one 10X will be scored a nine. A bull so scored having a 10 and a 10X will be scored a 10.

10600–T.M.S (TOO MANY SHOTS) When a target is turned in to the scoring room that is covered with excessive hits (for instance, a re-entry target used for practice), the target will be scored T.M.S. and posted as such. In these cases any competitor wishing to receive credit for the required number of shots of the lowest value will be allowed to have the target re-scored.

10610–HITS ON WRONG TARGET Hits on another competitor's target must be reported to the Range Officer and shall receive one point less than the actual value of the shot, provided it is the same type of target.

Under this rule, string measure targets will have one inch added to the string measure.

Hits on unlike targets will be scored as misses.

10620–MISPLACED SIGHTING SHOTS When a sighting shot hits outside the scoring rings of the sighting bull in such a position that it might be mistaken by the scorer for a shot at a record bull, the competitor will inform the Range Officer of the location of such shot before firing any more shots on that target card. The Range Officer will indicate to the Scoring Officer the value and location of this bullet hole. No claim will be allowed after the competitor has fired one or more shots in his target for record.

10630–RICOCHET A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet. The Chief Range Officer must be called and his decision obtained. Exception: silhouette match allows ricochet hits. See silhouette rules.

10640–EARLY SHOTS Any target with a shot fired before the command of "Commence to load and fire when ready" will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on it.

10650–LATE SHOTS Any shot fired after the command of "Cease firing" without the express permission of the Range Officer will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on the target.

10660–RECORD SHOT FIRED AFTER EXPIRATION OF TIME Any shots fired into record targets after the command of "Dump it into the backstop" is an infraction of the specified time limits. Such targets will have the shot of the highest value counted as a miss. These targets will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on them.

BREAKING OF TIES

Ties shall be broken in the following order:

10680–X COUNT The score having the greatest number of X's shall win.

10690–WIDEST SHOT The target with the widest shot shall lose, the target with the second widest shot shall lose, and so on.

10700–STRING MEASURE Total distance from center of X ring to center of each bullet hole. Shortest total

distance to be the winner.

10710–NMLRA ANIMAL TARGETS Wide shot from center of black loses.

10720–JUNIOR/SENIOR MATCH TIES In Junior/Senior matches only the junior's target will be considered in breaking ties.

10730–INTERNATIONAL MATCH TARGET TIES Ties are broken by the most 10's, then 9's, then 8's, etc., all the way through the scoring rings. DO NOT use the 3 shots discarded (13 shots, 10 high to count). If all scoring shots are identical in number (same amount of 10's, 9's, 8's, etc.) go to wide shot of those scored. If wide shot is identical, string measure to each shot and add measurements.

BREAKING OF AGGREGATE TIES

Aggregate Ties shall be broken in the following order:

10750–TYPE OF FIREARM. In aggregates that include both rifle and pistol stages, the shooter having the better pistol target shall be declared the winner.

10760–POSITION Any aggregate where prone, or rest, and offhand positions are required, the shooter having the better target in the offhand position shall be declared the winner.

10770–DISTANCE Any aggregate having matches at two or more ranges, where both stages are fired in the same position. The shooter having the better target at the longest range shall be declared the winner.

10780–SIGHTS In aggregate matches that use the same position and type of firearm. The shooter having the better target at the longest range, in the open sight match, shall be declared the winner.

10790–PISTOL AGGREGATE TIES In pistol aggregates that include more than one type of pistol, the scores for the flintlock stage will break the tie. If flintlock scores are tied, then go to the scores for the revolver stage. If both flintlock and revolver scores are the same, go to the caplock stage. In the National Championship Course (1000-pt. Agg.), use the scores from the sub-aggregates (flintlock, revolver, then caplock). In the National Match Course (600-pt. Agg.), where there are no sub-aggs, use the 50-yd. Flintlock score first, then 50-yd. revolver score, then the 50-yd. caplock score.

In Pistol Sub–Aggs., ties are broken by the longest distance target or the highest score on the most difficult target if there is more than one target at that distance.

See shotgun section for rules pertaining to breaking ties is shotgun matches