



MUZZLE LOADING

OFFICIAL NATIONAL RULES

**Revised 2009
No. 6**

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These Rules have been compiled by the Discipline Subcommittee, with amendments by the SSAA National Discipline Chairmans' Conference and approved and ratified for printing by the SSAA Inc National Board.

MUZZLE LOADING NATIONAL RULES

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SECTION 1: AIMS AND OBJECTIVES

1.1 AIMS AND OBJECTIVES

- 1.1.1** To develop a wider interest in antique firearms, through shooting them as close as reasonably possible under the original conditions and style.
- 1.1.2** To discourage any alterations which would affect the historical value of antique firearms and to encourage historical research into antique firearms and their use.

SECTION 2: SSAA STANDARD RULES

2.1 COMPETITOR'S ELIGIBILITY

A competitor who competes in a National Championship must be a financial member of the Sporting Shooters Association of Australia or an Association affiliated with the SSAA Inc or under special invitation from the SSAA Inc National Board.

A current SSAA membership card or official documentation from the SSAA National Membership Office or a SSAA State or Territory Association showing current membership details shall be accepted as proof of their financial membership, providing they are not under suspension from membership.

Members of Affiliated Associations must provide adequate documentation of their current membership of the Affiliate Association.

Any person who is unfinancial or is unable to provide proof of financiality may pay their full membership fee, for the applicable SSAA State or Territory Association, to the host Branch / Club, providing they are not under a suspension from membership.

2.2 JUNIOR COMPETITORS

A SSAA junior member is any member under the age of 18 years at the commencement of the Championships.

A Junior competitor in a National Championship shall pay no more than one half of the standard adult entry fee.

If the Discipline's National Championship includes Graded and / or Junior categories, a Junior competitor is eligible to compete for Junior, Grade and Open medals and awards. The winning of a Junior medal or award does not preclude a Junior competitor from winning any other category of medal or award.

Junior competitors are divided into two classes

- Under 15 years
- Under 18 years and 15 years and over

2.3 STUCK LIVE ROUND: MANDATORY RULE

In the event of a malfunction which results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the range to a competent person for repairs. Under no circumstance is an attempt to be made to remove the round by insertion of a cleaning rod or similar object from the muzzle end of the firearm.

2.4 COMPETITORS RESPONSIBILITY

2.4.1 Competitors to be familiar with the Rules

Competitors should be familiar with the Rules pertaining to National Championships, as although the Host Association or Branch / Club must provide and run Championships in accordance with this Rule Book, the smooth running can be assisted by each competitor being familiar with all aspects of match procedures and details.

2.4.2 Sportsmanship

Competitors shall behave in a sportsmanlike manner as befitting membership of the SSAA.

2.4.3 Behaviour

Competitors should refrain from boisterous conduct on the firing range during the conduct of an event. A competitor failing to observe this fact will be disciplined by the Range Officer. In the event of boisterous or unsportsmanlike behaviour by a competitor the Range Officer shall caution the offender once, and, if there is any repetition of the conduct, the competitor may be asked to immediately leave the firing line and may also be disqualified.

Any disqualification made under this Rule may be appealable under the procedure set down in Section 2.7 of these Rules.

2.4.4 Range Safety Rules

All competitors should familiarise themselves with the usual safety precautions observed on SSAA ranges as well as any Rules specific to the range on which a particular competition is being conducted. Unsafe practices on a SSAA range can be grounds for a competitor's disqualification.

2.4.5 Safety Equipment

It is strongly recommended that ear and eye protection be worn at all times by persons who are in the vicinity of the firing line whilst shooting is underway.

It is recommended that suitable clothing, including enclosed shoes or boots, be worn at all times by a competitor whilst engaged in the competition and in the vicinity of the firing line.

A competitor may wear medical equipment which may be seen as giving support if a medical certificate confirming the competitor's need to wear such a device for health reasons is submitted to the National Discipline Chairman and or Discipline Subcommittee for approval prior to the commencement of the competition.

2.5 RULE INFRINGEMENTS

A competitor found to be infringing these Rules will be given a warning by the Range Officer. If the infringement continues the competitor may be suspended or disqualified from the event being contested and their scores will not be recorded.

Safety infringements or breaches may result in immediate suspension or disqualification.

2.6 DISCIPLINE CHAIRMAN'S AUTHORITY

The Discipline's Chairman shall have the power to direct the Host Club / Branch in the manner in which the Championships are to be conducted, and shall have the right to interpret the Rules and requirements to ensure the events are conducted in an acceptable and uniform manner.

2.7 PROTEST AND APPEALS COMMITTEE

The Rules for the Protest and Appeals Committee are common to all

SSAA Disciplines and form part of each Discipline's Rulebook. The Rules are as follows:

- 2.7.1 At all registered Tournaments (Championships) there shall be a Protest and Appeals Committee (hereinafter called "Appeals Committee") which shall be formed by the Host Association or Branch / Club organisers to hear and decide protests and appeals.
- 2.7.2 The Appeals Committee shall consist of a minimum of three people, one of whom shall act as Chairman, any of whom may be competitors in the competition, but in no case shall an appellant or protester be included as a member of the Appeals Committee (notwithstanding any rule or rules of law to the contrary). In Tournaments (Championships) where more than one State is represented a delegate from any of the States represented may be appointed to be a member of the said Committee and such appointments shall be at the discretion of the Host Association or Branch / Club.
- 2.7.3 A protest may be lodged by any competitor who feels aggrieved by a decision of the Range Officer, the target scorers, or any other organisational matters or methods of conducting the competition. A competitor may protest the conduct of another competitor(s) or that another competitor(s) has not fulfilled their obligations according to these Rules, or has not properly obeyed the Rules.
- 2.7.4 The protest must be lodged in writing and accompanied by a fee the amount of which shall be nominated by the organisers of the competition. If the protest or appeal is upheld, the applicant is to be refunded the amount of the fee. If the protest is disallowed, then the fee shall be forfeited to the organisers conducting the competition.
- 2.7.5 The protest is to be lodged with the Range Officer or other persons nominated by the organisers of the competition to receive appeals. A protest may be lodged during the conduct of a competition or after the competition has been completed but not later than 30 minutes after the scores for that competition have been announced or posted. When received, the protest or appeal must be given to the Chairman of the Appeals Committee as soon as possible.
- 2.7.6 The Chairman shall convene the Appeals Committee without undue delay and the Appeals Committee shall be empowered to hear evidence from the protester, the appellant and person(s) involved in the protest; to require the Range Officer, Scorers or organisers to produce targets, score sheets or other material relevant to the protest; to call evidence from any other person(s) who may be able to help the Appeals Committee and to do all such other things that the Appeals Committee believes will enable it to reach an unbiased and just decision.
- 2.7.7 Any accused person shall:
 - 2.7.7.1 have a right to be heard before the Appeals Committee and to remain in

attendance during each session of the Appeals Committee.

- 2.7.7.2 be advised of the time and place the Appeals Committee shall hear evidence of the protest or appeal.
 - 2.7.7.3 be entitled to remain in attendance before the Appeals Committee until the Appeals Committee adjourns the proceedings to make its decision.
 - 2.7.7.4 be informed of the evidence or allegations made.
 - 2.7.7.5 be supplied the details of verbal or written statements made against that person or persons.
 - 2.7.7.6 be given an opportunity before the Appeals Committee to correct or contradict any accusations or allegations made.
- 2.7.8 Immediately the Appeals Committee has made a decision, the Chairman shall verbally announce it to a gathering of competitors summoned to hear the decision; or post the decision on a notice board. The decision of the Appeals Committee shall be final and binding on the matter of the protest and on all persons concerned therein.

Note: Desirably the Appeals Committee proceedings and deliberations should be conducted out of the public gaze and free from distractions of the ongoing competition.

2.8 SUPPLEMENTARY EVENTS

State and Territory Associations or Bodies may devise their own type of shooting competitions and formulate their own Rules for the conduct of supplementary competitions, but in National Championships they will be obliged to abide by the Rules laid down from time to time by the SSAA Inc for the conduct of National Championships.

The conduct of supplementary events shall not in any way infringe on the conduct and completion of the core National events.

SECTION 3: GENERAL REQUIREMENTS

3.1 AUTHORITY AND POWERS

- 3.1.1 The Range Officers (R0) as appointed by the Host Branch / Club shall be in charge of the ranges. The commands of the R0 must be obeyed immediately.

Range Officers are allowed to add notations on targets for cross fires and number of shots. Notations to be in the margin only.

3.1.2 All Championships conducted under these Rules shall be held on approved SSAA ranges within the legal requirements of the Host State.

3.1.3 These Rules shall apply to all competitors at the SSAA National Muzzle Loading Championships.

3.1.4 Host Branches / Clubs must make provision for the uninterrupted use of the necessary facilities.

3.2 APPROVED FIREARMS

3.2.1 The National Discipline Chairman, shall appoint a firearms inspector or inspectors to examine all firearms before the events commence. All approved firearms will have a sticker attached. Spot checks on equipment may be carried out.

3.2.2 Competitors in breach will be warned. Failure to comply may result in the Competitor being referred to the Appeals Committee for further action.

3.3 MINIMUM NUMBER OF COMPETITORS

A minimum of four competitors is required to form a match for all events. During a course of fire, no person shall unnecessarily disturb the competitors.

3.4 CREWING

The Host Branch / Club is responsible for all crewing requirements, including but not limited to Range and Safety Officers, Target Changers, Scorers, Nomination Officer, Catering Personnel. Notwithstanding the above, competitors may assist with any of the above duties, if they so choose, the Host Branch / Club having **NO** power to co-opt assistance in this regard.

3.5 PROGRAM

3.5.1 The Host Branch / Club shall liaise with the National Discipline Chairman to ensure that the program of events is consistent with the best and most efficient manner of conducting the Championships within these Rules.

3.5.2 Matches will be shot strictly in accordance with the advertised program. The sequence of the events will not be varied unless by the common consent of the Subcommittee.

3.6 MEDALS

- 3.6.1** The Host Branch / Club may award supplementary trophies and or prizes for individual aggregate events and grand aggregates, but these may not add to or detract from the authorised scale of trophies, and shall not occasion any amendment to the Match Rules, either in the number of shots fired, target distances, method of scoring or to any other effect.
- 3.6.2** In each aggregate event, and for each of the grand aggregates, a Standard National Medal shall be awarded to the top three scores.
- 3.6.3** In addition to the above, 7 donated Perpetual Trophies will be awarded to the winners of 6 Grand Aggregate matches, and the Shotgun aggregate match.

SSAA NATIONAL M/L REVOLVER CHAMPION
PERPETUAL TROPHY, Class 1 (N.T.)

SSAA M/L PISTOL CHAMPION.
PERPETUAL TROPHY, Class 2

SSAA NATIONAL M/L RIFLE CHAMPION,
PERPETUAL TROPHY, Class 1 (W.A.)

SSAA NATIONAL M/L RIFLE CHAMPION,
PERPETUAL TROPHY, Class 2 (VIC)

SSAA NATIONAL M/L RIFLE CHAMPION,
PERPETUAL TROPHY, Class 3 (QLD)

SSAA NATIONAL M/L SHOTGUN CHAMPION,
PERPETUAL TROPHY (S.A.)

50m. Off Hand Flintlock Rifle. Class 4.
PERPETUAL, TROPHY

3.7 NATIONAL RECORDS

National Records can only be set by competitors during the National Championships.

3.8 NATIONAL PROFICIENCY AWARDS

Competitors are eligible for National Proficiency awards when shot in accordance with these Rules.

Gold (100), Silver (95), Bronze (85) Junior (75).

SECTION 4: SAFETY RULES

4.1 LOCAL SAFETY RULES

The Host Branch / Club must provide copies of local Safety Rules to all intending competitors at least 1 month prior to the competition. These local Safety Rules may be in addition to the National Rules, but cannot be used as substitutes for the Rules in this book.

4.2 LOADING AREA

4.2.1 In each event a loading area shall be designated immediately at the rear of the firing lines. This area should be roped off to prevent the intrusion of spectators, and shall have clearly visible signs **NO SMOKING** prominently displayed.

4.2.2 NO PERSON SHALL SMOKE IN THE LOADING AREA, ON OR FORWARD OF THE FIRING LINE.

4.3 HANDLING OF FIREARMS

4.3.1 When outside the designated loading areas, all firearms must be in an unloaded condition. Loaded shall mean any or all of the components of the load i.e. the shot, powder, priming or percussion cap.

4.3.2 All local Range Rules shall be obeyed.

4.3.3 No person shall load or commence firing until the R0 so indicates, and if firing is in progress, it must cease immediately the R0 so indicates.

4.3.4 When the R0 indicates the cessation of shooting, any competitor with a loaded firearm must inform the R0 who will then instruct the competitor to fire or unload the charge.

4.3.5 No person shall handle another's firearm without official permission.

4.3.6 No person shall move in front of the firing line until all firearms are unloaded and until the R0 declares the range safe to move forward.

4.3.7 No firearm shall be loaded until so directed by the R0. and no firearms shall be fired until the order to commence firing has been given by the R0.

4.3.8 If a misfire occurs, the firearm shall be kept pointing down range until instructed otherwise / further by the R0.

4.3.9 All uncased firearms (other than pistols) shall be carried vertically, muzzles up, other than when on the firing line.

4.3.10 Firearms shall only be loaded at the firing line, and must be kept pointed down range at all times, except where during the loading process it is not primed or capped

4.3.11 Priming and capping shall only be carried out at the firing line. All capping off for muzzle loading firearms must be down range. It is not allowed for persons to cap off into the ground immediately in front of themselves. Any person observed by the Range Officer breaking this Rule will be removed from the range firing line immediately and forfeit the event.

4.3.12 Any breach of safety or serious malfunctions, such as a stuck projectile, must be brought to the attention of the R0 immediately, who will give the necessary orders to rectify the problem.

4.3.13 Except in **Section 6 JUNIOR COMPETITORS** no persons other than the R0 and competitors may be on the firing line during a competition.

4.4 BLACK POWDER

4.4.1 Only genuine, commercially manufactured sporting BLACK POWDER shall be used.

4.4.2 Loading from pre-measured single charge containers is mandatory during a competition.

4.4.3 No opened containers of gunpowder shall be left exposed on the range and or on the firing line. Powder flasks and other powder except single charge containers and or priming flasks shall be removed from bench tops during a course of fire.

4.4.4 Priming Flasks shall contain no more than 16 grams (250 U.S. grains) of black powder. PLASTIC IS THOROUGHLY RECOMMENDED.

4.5 SAFETY GEAR AND BARRIERS

4.5.1 In events using Mulelock, Flintlock, Matchlock and Wheellock firearms the Host Branch / Club shall make arrangements to protect adjacent competitors exposed to their side blasts.

4.6 FIRELOCKS

Matches shall be stored in a fireproof container (an empty soft drink can serves the purpose very well) except when ready to fire, and may only be lit in a safe area, as determined by the R0.

4.7 PISTOL SAFETY RULES

4.7.1 In addition to the Safety Rules for M/L rifles, which apply to pistols, the following Rules shall apply to pistol competitors.

4.7.1.1 When on the firing line, pistols must always be kept pointed down range. Except where during the loading sequence they are not primed or capped.

4.7.1.2 Pistols must never be loaded except when on the firing line, and only after orders from the R0 to load.

4.7.1.3 At all other times, pistols must be kept unloaded, preferably in a box or suitable holster.

4.7.2 The following safety precautions must be observed when using cap and ball revolvers.

4.7.2.1 Nipples must be in good condition, and caps must fit on to them snugly.

4.7.2.2 The portion of the chambers above the bullet must be sealed with some flash proof substance, wax, grease or wad.

4.8 MOBILE PHONES

Mobile phones must be kept at least 6m from firing line.

SECTION 5: RANGE LAYOUT AND TARGETS

5.1. RIFLE

5.1.1 Target and Frames:

5.1.1.1 The official target for all Rifle events (except - 50m O.H. Musket and 200m Benchrest events) shall be the 50m ISSF Slow Fire Pistol Target. At least one target per competitor per event, cardboard backer or plastic backers on each target unless a minimum target card weight of 230 grams per square metre is used.

5.1.1.2 The 200m French Target shall be used for the 50m Musket and the 200m Benchrest events.

5.1.1.3 Target frames shall be rigid and in good condition and in parallel alignment with the firing lines. Each distance must be correct for the courses of fire under these Rules, the distances for rifle events being, 50m, 100m and 200m plus or minus 2%.

5.1.1.4 Targets shall be securely fixed to rigid backing boards, so designed to keep the targets immobile during the course of fire. These boards must be fixed to the frames in such a manner to permit quick target changes.

5.1.2 Range and Benches:

5.1.2.1 Each range shall be so constructed as to provide a continuous firing line for each class of events.

5.1.2.2 These firing lines shall include a minimum of 15 benches for the Benchrest events, and a suitable area for Offhand and Prone events.

5.1.2.3 The benches shall be fixed and of the type authorised for Benchrest Competitions.

5.1.2.4 The Off Hand and Prone area shall have adequate provision for not less than 15 competitors in each firing detail, and shall be a minimum of 15m in length.

5.2 PISTOL

5.2.1 Targets and Frames:

5.2.1.1 The official target for all pistol events shall be the 50m ISSF Slow Fire Pistol Target.

5.2.1.2 Target frames shall be rigid and in good condition, and in parallel alignment with the firing line.

5.2.1.3 The frames shall be so constructed that the top edge of the target is not higher than 1830mm or lower than 1520mm from the ground, and shall be at the correct distance for each course of fire, being 25m and 50m.

5.2.2 Range and Benches:

5.2.2.1 The firing line shall have provision for a minimum of 15 competitors in each detail.

5.2.2.2 A shooting table or bench of sturdy construction and not higher than 1 metre shall be provided for each competitor, to be placed in front of each competitor.

5.3 SHOTGUN

5.3.1 Range and Layout:

The shotgun range shall be constructed and located so as to allow its uninterrupted use during the various courses of fire.

Trap distance from the stand shall be:

5.3.1.1 Percussion and Flintlock 8m setting 2m high above the throwing arm level at 10m from the trap. Range 60m +/- 5m in a fixed direction.

5.3.1.2 Stands Percussion and Firelock - 70° - 35° - 0 - 35° - 70°

5.3.1.3 Refer Appendix A. for diagram

5.3.2 Trap:

5.3.2.1 The trap shall have remote control capability, whether manually operated or not.

5.3.2.2 Manually operated traps must have a protective shield so the trap setter may operate without disrupting the course of fire.

5.3.2.3 Where a manually operated trap is used, the call for a bird shall be remotely operated by a light or other devices located within the trap house. If a sound signal is used, it must not be audible on the firing line.

5.3.2.4 The clay targets must be released immediately as they are called. Any delays shall be declared **NO CLAY** by the Range Officer / Scorer.

5.3.3 Clays:

Clays must be standard competition clay targets. They may be of any colour suitable to the conditions at the range

5.3.4 Trap and Pad Layout:

Trap and pad Layout as per Appendix A.

5.4 WIND FLAGS

5.4.1 Wind flags where specified in these Rules shall be of a type generally accepted at SSAA competitions, i.e.

- Pivoting Wind Vane and Ball
- Cloth Flags or Pennants on poles
- Ribbons or streamers on poles
- Pennants suspended from a continuous horizontal line

5.4.2 Wind flags shall be provided for each rifle event. These must be clearly visible by all contestants, and be placed at 50m intervals down each extremity of the range, between the firing line and the appropriate target frames. The Host Branch / Club may provide additional wind flags to suit any peculiarities of their range.

5.4.3 Competitors' personal wind flags are permitted providing they comply with 5.4.1

SECTION 6: RIFLE / PISTOL RULES

6.1 COMMON RULES

6.1.1 Targets per Event:

There shall be at least one target per competitor per event with a cardboard or plastic backer on every target, unless a minimum card weight of 230 gm/m² is used.

6.1.2 Shots per Event:

All events other than Shotgun will have 13 shots fired at the target.

6.1.3 Practice:

On the day of competition no pre-match practice shots will be allowed.

6.1.4 Capping off / Fouling shots:

Capping off and fouling shots for all rifle and pistol events (except Snap) must be performed within the prescribed time limits of the event.

Fouling for Snap events will be at the discretion of the RO

- Capping off is defined as snapping a cap on percussion muzzle loading firearm without a charge in the barrel.
- Fouling is defined as discharging a load of powder with or without a projectile. All capping and fouling shots as per Rule 4.3.11

6.1.5 Wiping and Cleaning:

Wiping or cleaning between shots is permitted in all events.

6.1.6 Optical Equipment:

Optical spotting equipment is permitted in all events.

6.1.7 Scoring: The top ten shots will constitute the score

6.1.7.1 Scoring of shots shall be from the centre of the bullet holes. Bullet holes cutting scoring lines will score the higher value if the centre of the hole is on or over the centre of the line.

6.1.7.2 Hits outside the scoring rings will be recorded as misses.

6.1.7.2 The scoring rings take the values as shown on the targets.

6.1.7.4 Bullet holes made by ricochets shall be recorded as misses.

6.1.8 Tied Scores:

6.1.8.1 In the event of a tied score the target with the highest number of 10 X's, 10's, 9's and so on will be declared the winner. In the event of a tie, winner is decided on a measurement from the centre of the target to the centre of the furthestmost scoring shot. If the measurement is the same, go to the worst of the three discounted shots. In the event of less than 13 shots on the target a penalty of 500mm will be applied to the measurement total.

6.1.8.2 Scores by competitors shall be decided by the Scorer after each event or detail.

6.1.8.3 The Scorer's targets shall be examined and scored by a National Subcommittee.

6.1.9 Early or Late Shots:

If any shots are fired before the command to commence firing, or after the command to cease fire, the number of shots of highest value equal to the number of shots fired in default shall be scored as a miss, affecting the top 10 scoring shots.

6.1.10 Misfires Rifle/Pistol Timed Events:

Any misfire must be signalled by shouting "Misfire" in which case the competitor will be retimed while the rest of the detail is reloading. However a misfire will only be retimed if they are signalled during the 5 sec exposure time. Any late calls will be recorded as misses. Failure to get a shot off in the prescribed time, rifle on half cock, no cap or other errors made by the competitor will be recorded as a miss.

6.1.11 Excess Shots

6.1.11.1 If more than the required 13 hits appear on the target, and subject to Rifle / Pistol Rules 6.1.9 , the target shall have deducted from its score, the total value of the highest scoring hits appearing in excess.

6.1.11.2 Where the excess hits can be identified by the type of hole as having been fired by a competitor not assigned to the target, these hits will not be scored.

6.1.12 Crossfires:

Shots on another competitor's target must be reported to and sighted by the RO immediately, and shall be deemed as misses. The recipient of the crossfire must bring the matter to the attention of the RO who will mark them as having no value. The shooter responsible for the crossfire/s will have the number of hits recorded as misses.

6.1.13 Firearms per Event:

A competitor shall use only one firearm in each event. This Rule shall apply to **ALL** Aggregates and Grand Aggregates (*Rifle and Pistol*) as well, but not to malfunctions as permitted under RIFLE/PISTOL RULE 6.1.14.3

6.1.14 Malfunction:

6.1.14.1 During a course of fire, if any competitor is unable to complete the event/detail due to a target shifting, a mechanical firearm malfunction, a stuck bullet or any other reason deemed reasonable by the RO which prevent completion of the event, the competitor may complete the event under the supervision of the RO after the cessation of the detail.

6.1.14.2 All shots fired up to the time of the trouble, will stand as part of the competitor's official score.

6.1.14.3 Another firearm of the same Class may be substituted if the preceding firearm remains inoperative following attempts to rectify the trouble, and the claim for such was made immediately to the RO.

6.1.15 Projectiles:

Lead or high lead content alloy projectiles only, permitted during the Championships.

6.1.16 Patching:

Only paper, cloth or leather allowed for patching projectiles during the Championships.

6.1.17 Coaching:

During competitions, shooters shall perform entirely independently from others, unless they have good reason and receive the sanction of the RO. Some implications of this Rule are:- Coaching is not permitted in all events, except as per Section 6 JUNIOR COMPETITORS. Gun and accoutrement bearers are not permitted in Championships. Assistance for disabled persons is allowable.

6.1.18 Disputed Scores:

6.1.18.1 In the first instance the competitor will be allowed to view their target in the company of the Scorer. Should the competitor still not be satisfied then the Scorer will verbally advise the Appeals Committee. See Rule 2.7.

6.1.18.2 Where the target of any member of the Appeals Committee is in dispute, that member shall be replaced by an experienced competitor from their state where possible, for the purpose of resolving the dispute.

6.1.19 Lost Targets:

If a target is lost or damaged to the point of being unscorable (*eg. by wind*) the competitor involved may have the option to re-shoot the event.

6.1.20 Firearms Sharing:

Sharing is allowed between two competitors only and providing the sharing does not necessitate an additional detail

6.2. RIFLE

6.2.1 Definitions:

6.2.1.1 Muzzle loading rifle and shotgun shall be a firearm designed to be loaded only from the muzzle, and shall not include breech loaders or conversions of breech loaders, and shall be - "**In The Spirit Of The Originals**".

6.2.1.2 Minie bullet - a cylindro-conoidal projectile of diameter NO GREATER than the actual calibre of the rifle in which it is to be used; less than 2 calibres in length and made of a homogenous alloy of high lead content, and which has a hollow base of NOT LESS than 1/8th of an inch.

6.2.1.3 In M/L Benchrest events only, the fore part of the rifle may be supported by the rest. The rear or butt stock of the rifle must be in contact with a part of the shooter's shoulder and a sand bag may be used.

6.2.1.4 Benchrests – The front rest may be a block or pedestal, and may incorporate adjustments for windage and elevation, but shall not have any guiding means; it shall be used in conjunction with a sandbag on which to rest the fore-end of the rifle; the section of fore-end contacting the sandbag shall be for full width of the stock. The rear rest shall be a sandbag only, except that a vertical spacer shall be allowed between this sandbag and the bench-top. Such spacer shall not incorporate adjustments for windage or elevation, nor shall it contain any protrusions that can be inserted into the bench-top or the sandbag and the top and bottom spacer shall be substantially flat. The rear sandbag shall not be contained in any manner.

6.2.2 Rifle Classes

6.2.2.1 Class 1. Military:

Original and replica military issue rifles. Minie or round balls only. Minimum calibre .5333 Sights as issued, with minor modifications permitted. No windage adjustments or set triggers.

6.2.2.2 Class 2. Traditional:

Other original and replica rifles of Traditional types. Round balls only, original style open sights. Class 1 rifles using round balls are not permitted. As some modern Traditional style rifles are made with click adjustable rear sights, these are permitted

on rifles issued with them, **(NO ADJUSTMENTS ARE ALLOWED ONCE A COMPETITION HAS STARTED)**

6.2.2.3 Class 3. Open:

Any original or replica M/L rifle, any non-optical sights, any bullet type

6.2.2.4 Open 50m Vetterli:

Any original or replica M/L matchlock or firelock musket, any firelock or percussion rifle, non-click adjustable aperture sights or open iron sights, any bullet type. Palm rests may be used in Vetterli event if correct for firearm used. (Event 24)

6.2.2.5 Firelock: (Matchlock, Wheellock, Flintlock permitted)

Any original or replica M/L military or civilian musket or rifle. Original style pre-1850 Peep sights permitted. Any calibre, round ball only.

6.2.2.6 Firelock Musket: Matchlock, Wheellock, Flintlock permitted

Any original or replica Muzzle Loading smooth bore longarm without rear sights. Any calibre, round ball only.

6.2.2.7 Open Musket:

Any original or replica Muzzle Loading smooth bore longarm, non adjustable rear sights, round ball only.

6.2.2.8 OPEN 100M WHITWORTH :

Any original or replica M/L percussion rifle not qualifying as military and with a bore of less than 0.5315. Non click adjustable aperture sights or open iron sights. Slings must be original or reproduction of a contemporary type. Modern adjustable target type slings, including single point slings, are not permitted.

6.2.3 Rifle Competitions:

Refer Appendix B.

6.2.4 Rifle Shooting Positions:

6.2.4.1 Off Hand:

Standing unsupported, slings permitted.

6.2.4.2 Benchrest:

The rifle is aimed and fired from a support or rest. Machine rests are specifically prohibited.

6.2.4.3 Prone: Kneeling and Standing Permitted except in MLAIC Events

Lying on the belly with head facing target and the rifle wholly supported by the body. Slings are permitted.

6.2.4.4 Kneeling: - Standing Permitted

Resting the body on the ground by one foot and the other knee, the rifle fore-end supported solely by the hand. The foot on which the shooter is sitting shall be vertical, the toe resting on the ground, the buttocks on the heel.

6.2.4.5 Cross Sticks:

Rifle supported on 2 crossed sticks, standing, kneeling or sitting on the ground with feet and buttocks behind the firing line. Cushion (max depth 50mm [2"]) allowed during inclement weather.

6.2.4.6 3 Position:

To be fired in the following order: 4 shots prone, 4 shots kneeling and 5 shots offhand.

6.2.4.7 Snap:

The competitors shall be in the standing position with the rifle held at the waist, ensuring that the rifle butt stock is not in contact with the shoulder. The rifle shall be fired from the shoulder once the signal to fire has been given.

6.2.5 Firing Commands for Snap Events:

6.2.5.1 "Load"

6.2.5.2 "Are you ready?" Only competitors NOT ready, are to answer within 3 seconds. Only when there is no reply to the question "Are you ready?" may a whistle blast or other signal indicating that rifles may be raised, aimed and fired, be given. 5 seconds later, a whistle blast or other signal is to be sounded to signal cease fire. Any late shots see RIFLE/PISTOL RULES 6.1.10

6.2.6 Other Firing Commands:

6.2.6.1 Commence Firing:

Verbal command or whistle blast or some other audible means.

6.2.6.2 Cease Fire:

Verbal command or whistle blast or other audible means. All firearms shall be rendered safe.

6.2.6.3 Carry On:

Proceed with whatever you were doing before the command.

6.2.6.4 As You Were:

Disregard the command just given.

6.3. PISTOL

6.3.1 Definitions:

6.3.1.1 Pistol competitions shall be confined to approved pistol ranges in accordance with the Host State's regulations.

6.3.1.2 Shooting position for all events is standing without any supports, the pistol held, aimed and fired with one hand only.

6.3.1.3 A pistol designed to be loaded only from the muzzle, and shall not include breech loaders or conversions of breech loaders. Cap & ball revolvers are also allowed, and shall be "**In the Spirit of the Originals**".

6.3.2 Pistol Classes:

6.3.2.1 Class 1: Revolvers:

Original and Replica Cap and Ball Revolvers. NO grip modifications are allowed, but the height of the foresight can be varied so long as it remains the original style. Ball and conical bullets only.

6.3.2.2 Class 2: Pistol

Original and Replica Pistols. The same Rule applies to the foresights of replica pistols, i.e. any height so long as the original style of sight remains. Modern pistols of traditional design made with click adjustable sights permitted so long as no adjustments are made during a match. Round balls only.

6.3.2.3 Class 3: Open Hand Gun

Any original or replica M/L pistol or revolver, any non optical sights, any bullet type, any design of grips.

6.3.2.4 Firelock: (Matchlock ,Wheellock and Flintlock permitted)

Original and replica M/L single shot pistol, rifled and smooth bored, round balls only.

6.3.3 Pistol Competitions:

Refer Appendix B.

6.3.4 Events:

6.3.4.1 Precision Fire: Standing unsupported, pistol held, aimed and fired with one unsupported arm.

6.3.4.2 Timed Fire: Standing unsupported, pistol held, aimed and fired with one unsupported arm. In the pre-exposure period, pistol held down at 45 degrees, resting on bench or table, and only raised to the firing position on command.

6.3.4.3 Turning Target Frames: If Host Branch / Club has turning target frames, this facility may be used.

6.3.5 Sequence Used in Class 1 Timed Fire Events

6.3.5.1 Event to be timed in three strings of five, five and three exposures. Revolvers should be loaded accordingly, five chambers, five chambers and lastly three chambers only.

6.3.5.2 With all the revolvers loaded and held resting on the benches, the RO will call "**Are You Ready?**" If there is no reply within three seconds they will signal the start of the four sec. exposure with a whistle blast, or some other audible means. The revolvers may be raised and fired, then returned to the resting position. After four sec. a second whistle will blast signalling the end of the exposure time. After a further 10 sec. the 4 sec. exposure sequence will occur again, followed by another 10 sec. pause and so on until the 5 or 3 shots are exhausted.

6.3.5.3 The RO will only ask "**Are You Ready?**" before the first shot of the three strings, and will only commence the timing sequence when there are NO replies within three seconds.

6.3.5.4 Early or late shots. Refer RIFLE / PISTOL RULES 6.1.10

6.3.5.5. Misfires refer RIFLE / PISTOL RULES 6.1.10

6.3.6 Sequence Used in Class 2 Timed Fire Events:

6.3.6.1 Event to be timed as 13 single 4 sec. exposures.

6.3.6.2 With all of the pistols loaded and resting on the bench top, the RO will ask "Are You Ready?" If there is no reply within three seconds he will blow his whistle or use some other audible method to signify the start of the four sec. exposure. At the end of four sec. a second whistle blast will signal the end of the exposure, all competitors now reloading their pistols and revolvers. When all loaded and in the resting position, the RO will again call "Are You Ready?" and so on till all 13 shots have been shot.

6.3.6.3 Early or late shots, refer RIFLE/PISTOL RULES 6.1.10

6.3.6.4 Misfires refer RIFLE/PISTOL RULES 6.1.10

6.3.7 Definitions:

6.3.7.1 Event: shall mean a competitive course of fire.

6.3.7.2 Detail: shall mean another course of fire of the same event.

6.3.7.3 Sequence: shall mean a division or portion of an event.

6.3.8 Firing Commands:

6.3.8.1 "Load": This includes priming.

6.3.8.2 "Are You Ready?": Only competitors NOT READY will so indicate by shouting "NO!"

6.3.8.3 "Commence Firing", or whistle blast: Pistols must not be raised before this command.

6.3.8.4 "Cease Fire": When this command or whistle blast is given each competitor must stop firing immediately, place their pistol down on the bench and step back from the firing line. Shooters who have unloaded pistols shall only remove them when given permission to do so by the RO. If required, the shooter shall unload their pistol by discharging its remaining shot/shots into the butts as directed by the RO.

6.3.8.5 "As You Were": means disregard the command just given.

6.3.8.6 "Carry On": means proceed with whatever was in progress before the command.

SECTION 7: SHOTGUN RULES

Competition event, M.L.A.I.C. TRAP 25 clays, Percussion and Firelock guns from the 8m mark

7.1. SCORING

7.1.1 Clay targets shall be scored as hits if broken in part or whole whilst in the air, by the shot from the shooter's gun.

7.1.2 Clay targets will only be scored if released immediately upon the call – "PULL", by the shooter.

7.1.3 Each shooter will be permitted five warm-up clays, one from each stand.

7.1.4 After each shot, competitors will proceed to the next stand in an anti clockwise direction.

7.1.5 Tied scores shall be decided on a sudden death shoot off.

7.1.6 One shot per clay target, Percussion and Firelock, five shots from each stand.

7.2. LOST CLAYS

7.2.1 Dusted - one from which dust is detached by the shooter's shot but which shows no visible reduction in size or breakage.

7.2.2 Where the gun is unloaded, loaded incorrectly, on half cock or any other cause chargeable to the shooter's negligence.

7.2.3 If the shooter shoots from outside the stand position or the shooter shoots from the wrong stand.

7.2.4 If the shooter has more than the permitted number of misfires.

7.2.5 If a clay is not launched immediately on the call PULL, the shooter may refuse to shoot, but must make this action clear by raising his gun. The clay will be re-launched without the shooter being penalised.

7.2.6 If a launcher is repaired or replaced during a course of fire, a trial clay target will be launched in full view of all competitors in that detail.

7.3. MISFIRES

7.3.1 Permissible misfires - Percussion one per round. Flintlock three per round.

7.3.2 If after launching any clay, the RO calls NO CLAY, the clay shall be deemed to have been faulty, and another clay target launched without loss of score. This includes faulty flight of a clay target.

7.4. DEFINITIONS

7.4.1 Only one shotgun shall be used in each event except where the firearm malfunction is due to some other reason not chargeable to the shooter's negligence, and the claim is deemed reasonable by the RO then the shooter may complete the event after the cessation of the first detail. Hits and misses recorded up till the time of the incident will remain as part of the shooter's official score.

7.4.2 Another shotgun may be substituted if the preceding firearm remains inoperative for the remainder of the event.

- 7.4.3 Shotguns to be carried with muzzles upwards at all times, except when on the shooting stand preparing to fire.
- 7.4.4 Maximum load shall not exceed 1 1/4 oz. shot and 3 1/2 drams of black powder, or proof charge if it is less. (*3 1/2 drams is equal to 95 gr.*)
- 7.4.5 Guns may be shouldered before the call PULL.
- 7.4.6 **Muzzle Loading shotguns to be only loaded single barrel.**
- 7.5. **SHOOT OFF**
If a shoot off is necessary to decide any placings, the Misfire Rule starts as per start of the event.(Rule 7.3)

SECTION 8: JUNIOR COMPETITORS

8.1. GENERAL REQUIREMENTS FOR SSAA COMPETITION

- 8.1.1 A Junior competitor shall be under the age of 18 at the start of the Championships. There are two classes of SSAA Juniors:
 - 8.1.1.1 Under 15 years
 - 8.1.1.2 Under 18 years and over 15 years.

8.2 GENERAL REQUIREMENTS FOR MLAIC COMPETITION

- If competitors under the age of 15 years wish to shoot, they must be under the supervision of an adult or senior member.
- 8.2.1 Junior competitors may compete in scheduled competition events.
 - 8.2.2. Any muzzle loading black powder rifle, iron sights may be used.
 - 8.2.3 Loading : Adults may load for juniors under 12 years only.
 - 8.2.4 Targets: ISSF 50m Pistol Target (same target as in use for most of the other international style disciplines).

8.3. CLASSIFICATIONS AS PER INTERNATIONAL MUZZLE LOADING RULES

- 8.3.1 Sub-junior: 12 years of age & under
- 8.3.2 Junior: 15 years of age & under
- 8.3.3 Intermediate: 18 years of age & under
- 8.3.4 Junior Trap: 15 years of age & under
- 8.3.5 Intermediate Trap: 18 years of age & under

8.4 EVENTS

8.4.1 Sub-junior: 7 shots, 5 to count for score, 30 minutes, 50m distance, muzzle end support only (tripod), shot from a standing position, no other artificial support.

8.4.2 Junior: 7 shots, 5 to count for score, 30 minutes, 25m distance, offhand.

8.4.3 Intermediate: 13 shots, 10 to count for score, 30 minutes, 50m distance, rules as per "Vetterli".

8.4.4 Junior Trap: Percussion or Firelock, one category, 25 clay targets.

8.4.5 Intermediate Trap: Percussion or Firelock, one category, 25 clay targets.

SECTION 9: BY LAWS:

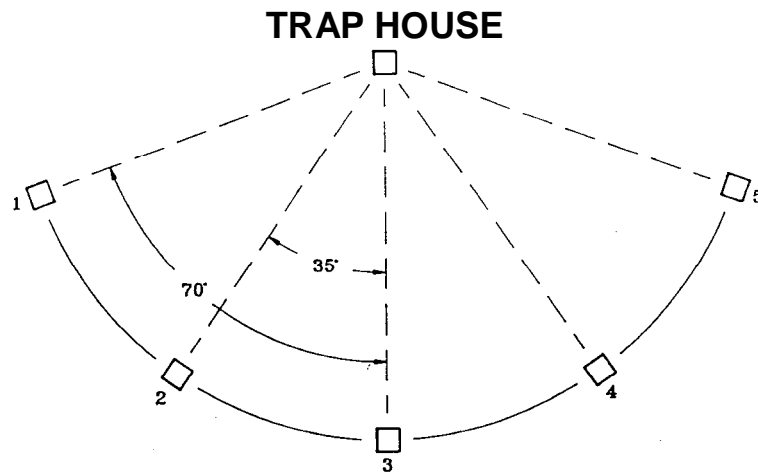
9.1 The National M/L Subcommittee's decisions shall be ratified by The SSAA National Discipline Chairman's Meeting.

9.2 The National M/L Subcommittee shall comprise a Chairman and 2 Delegates from each State present, however if a State has only 1 Delegate they will carry 2 voting privileges. Should the endorsed State Delegate or Delegates not be in attendance, then any person claiming to represent his/her State bearing a letter or facsimile of authority signed by the State Committee, may attend and act for their State.

9.3 All State M/L Committees may place items on the Agenda of each National M/L meeting. Such items should be in the hands of the Chairman a minimum of 2 months prior to the meeting.

APPENDIX A: TRAP AND PAD LAYOUT

MUZZLE LOADING SHOTGUN STATIONS
Stations are square or round – 70cm (27”) wide



PERCUSSION and FLINTLOCK
Stations are 8 metres from the trap

APPENDIX B: NATIONAL M/L CHAMPIONSHIP EVENTS**REVOLVER GRAND AGGREGATE. Class 1. Events 1-2)**

- | | | | | |
|----|---------------------------|----------|-------|-------------|
| 1. | 25m. Precision Aggregate. | Class 1. | MLAIC | 30 minutes. |
| 2. | 25m. Timed Aggregate. | Class 1. | | 4 seconds. |

SINGLE SHOT PISTOL GRAND AGGREGATE. Class 2. (Events 3-4)

- | | | | | |
|----|---------------------------|----------|-------|-------------|
| 3. | 25m. Precision Aggregate. | Class 2. | MLAIC | 30 minutes. |
| 4. | 25m. Timed Aggregate. | Class 2. | | 4 seconds. |

OPEN HAND GUN. Class 3. (Events 5-6)

- | | | | | |
|----|---------------------------|----------|--|-------------|
| 5. | 25m. Precision Aggregate. | Class 3. | | 30 minutes. |
| 6. | 50m. Precision Aggregate. | Class 3. | | 30 minutes. |

FIRELOCK PISTOL. (Events 7-8)

- | | | | | |
|----|--------------------------------|-----------|-------|-------------|
| 7. | 25m. Precision Aggregate. | Firelock. | | 30 minutes. |
| 8. | 25m. Precision. Smooth bore AG | Firelock. | MLAIC | 30 minutes. |

MILITARY RIFLE GRAND AGGREGATE. Class 1. (Events 9-12)

- | | | | | |
|-----|--------------------------------|----------|-------|-------------|
| 9. | 50m. Off Hand Rifle Aggregate. | Class 1. | MLAIC | 30 minutes. |
| 10. | 50m. Snap Aggregate. | Class 1. | | 5 seconds. |
| 11. | 100m. Benchrest Aggregate. | Class 1. | | 30 minutes. |
| 12. | 100m. Prone Aggregate. | Class 1. | MLAIC | 30 minutes. |

TRADITIONAL RIFLE GRAND AGGREGATE. Class 2. (Events 13-16)

- | | | | | |
|-----|----------------------------|----------|-------|-------------|
| 13. | 50m. Off Hand Aggregate. | Class 2. | MLAIC | 30 minutes. |
| 14. | 50m. Snap Aggregate. | Class 2. | | 5 seconds |
| 15. | 100m. Benchrest Aggregate. | Class 2. | | 30 minutes. |
| 16. | 100m. X Sticks Aggregate. | Class 2. | | 30 minutes. |

OPEN RIFLE GRAND AGGREGATE. Class 3. (Events 17-18)

- | | | | | |
|-----|----------------------------|----------|--|-------------|
| 17. | 100m. Benchrest Aggregate. | Class 3. | | 45 minutes. |
| 18. | 200m. Benchrest Aggregate. | Class 3. | | 45 minutes. |

FIRELOCK RIFLE GRAND AGGREGATE. (Events 19-21)

- | | | | | |
|-----|--------------------------|---------|-------|-------------|
| 19. | 50m. Off Hand Aggregate. | Class 4 | | 30 minutes. |
| 20. | 50m. Kneeling Aggregate. | Class 4 | | 30 minutes. |
| 21. | 100m. Prone Aggregate. | Class 4 | MLAIC | 30 minutes. |

MUSKET. (Events 22-23)

- | | | | | |
|-----|--------------------------|------------------|-------|-------------|
| 22. | 50m. Off Hand Aggregate. | Firelock Musket. | | 30 minutes. |
| 23. | 50m. Off Hand Aggregate. | Open Musket. | MLAIC | 30 minutes. |

MIAIC EVENTS. (Events 24-25)

- | | | | | |
|-----|------------------------|------------------|-------|-------------|
| 24. | 50m. Off Hand Vetterli | Rifle Aggregate. | MLAIC | 30 minutes. |
| 25. | 100m. Prone Whitworth | Rifle Aggregate. | MLAIC | 30 minutes. |

THREE POSITION (Event 26)

- | | | | | |
|-----|-------|-----------------------|---------|-------------|
| 26. | 100m. | 3 Position Aggregate. | Class 3 | 45 minutes. |
|-----|-------|-----------------------|---------|-------------|

SHOTGUN. (Events 27-28)

- | | | |
|-----|-------------------------------|-------------|
| 27. | Percussion Shotgun Aggregate. | MLAIC Trap. |
| 28. | Firelock Shotgun Aggregate. | MLAIC Trap. |

JUNIOR EVENTS refer JUNIOR COMPETITORS

Grand Aggregate: 1&2 or 3&4 plus 9,10,11,12 or 13,14,15,16 plus 27 or 28

Super Grand Aggregate: Total of all events
