



MUZZLE LOADING
OFFICIAL NATIONAL RULES

Revised 2018

No. 8

History and Amendments

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

SSAA MUZZLE LOADING

NATIONAL RULES

REVISED 2018

No. 8

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

The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.

The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules

These Standard rules should be used with each disciplines current rule book and they take precedence over any rule that may be in a discipline rule book.

The Rules covered are shown as heading and sub headings in this Rule Book.

2.1 COMPETITOR'S ELIGIBILITY

2.2 JUNIOR COMPETITORS

2.3 PERSONS WITH DISABILITIES

2.3.1 Authorisation

2.3.2 Substitute position

2.3.3 Awards, trophies, records, etc.

2.3.4 Protests

2.4 COMPETITOR'S RESPONSIBILITY

2.4.1 Competitors and Officials to be familiar with the Rules

2.4.2 Sportsmanship

2.4.3 Behaviour

2.4.4 Range Safety Rules

2.4.5 Safety Equipment

2.4.6 Clothing

2.5 STUCK LIVE ROUND: MANDATORY RULE

2.6 RULE INFRINGEMENTS

2.7 DISCIPLINE CHAIRMAN'S AUTHORITY

2.8 PROTEST AND APPEALS COMMITTEE

2.9 SUPPLEMENTARY EVENTS

SECTION 3: GENERAL REQUIREMENTS

3.1 AUTHORITY AND POWERS

3.1.1 The Range Officers as appointed by the Host Branch / Club shall be in charge of the ranges. The commands of the Range Officer (RO) 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.

3.3 MINIMUM NUMBER OF COMPETITORS

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

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

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 Sub Committee.

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, seven donated Perpetual Trophies will be awarded to the winners of six 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 RO so indicates, and if firing is in progress, it must cease immediately the RO so indicates.
- 4.3.4 When the RO indicates the cessation of shooting, any competitor with a loaded firearm must inform the RO 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 RO declares the range safe to move forward.
- 4.3.7 No firearm shall be loaded until so directed by the RO and no firearms shall be fired until the order to commence firing has been given by the RO.
- 4.3.8 If a misfire occurs, the firearm shall be kept pointing down range until instructed otherwise / further by the RO.
- 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 RO 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 RO immediately, who will give the necessary orders to rectify the problem.
- 4.3.13 Except in **Section 8 JUNIOR COMPETITORS** no persons other than the RO 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 MATCHLOCKS

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 RO.

4.7 PISTOL SAFETY RULES

- 4.7.1 In addition to the Safety Rules for Muzzle Loading (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 RO 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 and loading area.

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, Open 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 O.H Musket, Open 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 should ideally have 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 ideally should 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 should ideally have provision for a minimum of 15 shooters 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 target shall be remotely operated by a light or other device 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 TARGET 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 Rule 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.

6.1.7.3 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 furthest 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 Rule 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 competitor 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 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, competitors shall perform entirely independently from others, unless they have good reason and receive the sanction of the Range Officer. Some implications of this Rule are: Coaching is not permitted in all events, except as per Section 8, 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 2.8.

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 un-scorable (e.g. 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 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 Standing:

i) Rifle. The shooter must stand free with both feet on the firing point surface or on the ground cloth without any other support. The rifle may be held with both hands and or the shoulder, the cheek and the part of the chest next to the supporting shoulder; however, the rifle must not be supported by the jacket or chest beyond the area of the supporting shoulder and chest. The forward upper arm and elbow may be supported on the chest or on the hip. In free events a palm rest may be used.

ii) Pistol. The shooter shall stand free, without support, completely within the space provided and behind the firing line. The pistol shall be held with one hand and discharged with the same hand. The shooting arm must not be supported by the grip or any other part of the pistol, or by any other means. Gloves and other items which may provide support are prohibited on the shooting hand and arm

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:

Shooters must lie on the bare surface of the firing point or on the shooting mat, body extended on the firing point with the head toward the target with both elbows resting on it. The rifle must be supported by both hands and one shoulder only. While aiming, the cheek may be placed against the rifle stock. The rifle may be supported by the sling but the fore-end behind the forward hand or any part of the rifle must not rest on the sling or its attachments. The rifle must not touch, or rest against, any other point or object. Both forearms and sleeves of the shooting jacket forward of the elbow must be visibly raised from the surface of the firing point. The shooter's sling forearm must form an angle not less than 30 degrees from the horizontal, measured from the axis of the forearm.

6.2.4.4 Kneeling:

The shooter must touch the firing point surface with the toes of the rear foot, the same knee and the opposing foot. The rifle may be held with both hands and a shoulder or cheek. The opposing elbow may be supported on the same knee. The rifle may be supported by the sling but the fore end or any part of the rifle must not rest on the sling or its attachments. A kneeling roll may be placed under the instep of the rear foot. No portion of the upper leg or buttocks may touch the surface at any point. Only the trousers and underclothing may be worn between the shooter's seat and heel.

6.2.4.5 Sitting:

Sitting on ground with feet and buttocks behind.

6.2.4.6 Cross Sticks: firing line

Rifle supported on 2 crossed sticks, standing, kneeling or sitting. The competitor may sit on a box, a stool or the ground.

6.2.4.7 3 Position:

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

6.2.4.8 Snap:

The competitor 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 Rule 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 signaling 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 Rule 6.1.10

6.3.5.5 Misfires. Refer Rule 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 Ruel 6.1.10

6.3.6.4 Misfires. Refer Rule 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, shooters 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 competitor shoots from outside the stand position or the shooter shoots from the wrong stand.
- 7.2.4 If the competitor 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 shooters 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 range officer calls NO target, 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. TIES

- 7.5.1** Any ties within the top three places will be determined by a shoot-off, with the tied shooters each shooting five clays if the clay is missed, the shoot-off will be continued on the next stand. If a tie still exists after five stands, each competitor will continue until a miss occurs, which will determine the loser.

SECTION 8: JUNIOR COMPETITORS

See also Rule 2.2 Junior Competitors.

8.1 GENERAL REQUIREMENTS FOR MLAIC COMPETITION

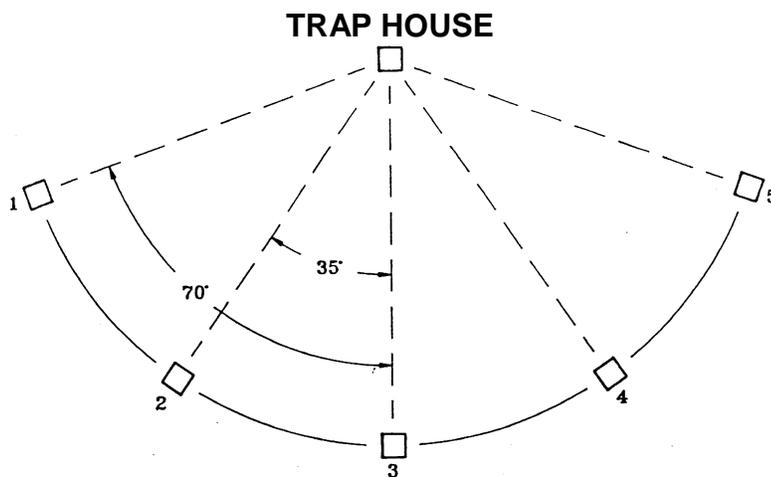
- 8.1.1** If competitors under the age of 15 years wish to shoot, they must be under the supervision of an adult or senior member.
- 8.1.2** Junior competitors may compete in scheduled competition events.
- 8.1.3** Loading: Adults may load for juniors under 12 years only.
- 8.1.4** Targets: ISSF 50m Pistol Target (same target as in use for most of the other international style disciplines).

8.2. EVENTS AS PER INTERNATIONAL MUZZLE LOADING RULES

- 8.2.1** Lorenzoni (25 clays) [Event 7]
- 8.2.2** Ferris (Whitworth) [Event 6.2.2.4]
- 8.2.3** Soper. (Vetterli) [Event 6.2.2.8]
- 8.2.4** Kuchenreuter [Event 6.3.2.2]

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 Rifled 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 | Firelock | MLAIC | 30 minutes. |
| 20. | 50m. | Kneeling Aggregate. | Firelock | | 30 minutes. |
| 21. | 100m. | Prone Aggregate. | Firelock | 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.

Grand Aggregate:

(EVENT 29)

29. 1&2 or 3&4 plus 9,10,11,12 or 13,14,15,16 plus 27 or 28

JUNIOR EVENTS refer SECTION 8: JUNIOR COMPETITORS
