

Club Range Officer Manual ISSF/ML/HMS 2001

Training Course and Reference
Material



Club Range Officers Manual

ISSF/ML/HMS 2001

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DEFINITIONS:

Organisations

A - ISSF

International Shooting Sports Federation, (previously UIT). International body controlling worldwide all the Olympic shooting matches, and other matches associated with its name. The most internationally recognised, and senior international shooting body. Based in West Germany.
www.issf-shooting.org

B - PA 7

Pistol Australia. Controlling body for international pistol shooting in Australia. NZPA has quite a close relationship with this body and has adopted its Muzzle-loading matches.
www.auspistol.org.au

C - MLAIC

Muzzle Loaders Associations International Committee. An international body founded in 1971 to run international muzzle-loading rifle, pistol and shotgun competitions to rationalised rules. We have incorporated their pistol matches into our muzzle-loading programme. Based in France.
www.geocities.com/Yosemite/Trails/5759

D - IHMSA

International Handgun Metallic Silhouette Association. The principal international body for handgun metallic silhouette shooting and the one whose events we have adopted for shooting in New Zealand. Based in the United States. *www.ihmsa.org*

E – NRA of America

Runs many shooting matches in the U.S.A. including HMS matches, some of which NZPA includes in its programme. *www.nra.org*

F - IMSSU

A relatively new HMS organisation based in France, to which NZPA belongs.

PART I

1.0 INTRODUCTION

As a Range Officer, you are the person in charge of the range and the match [or practice session] that is being run there. In order to do this, you must be aware of:

- the Range Safety rules that apply on your range,
- the match rules for the discipline being shot
- your responsibilities,
- your powers.

If you are not already familiar with the Range Safety rules for your Club, you should get a copy from your Club Secretary. Brief match rules for ISSF, HMS and Blackpowder can be found in the back of this booklet. Further information is available from the NZPA website and from organisation sites.

This course intends to highlight your responsibilities and your powers, as well as what you need to know to run a Club match or practice session.

When you have completed the course and the exam, you will be entitled to:

- 1 Control a range
- 2 Run practice sessions and matches at Club and InterClub level
- 3 Act as a Range Officer at Zone or Island competitions, under the control of a Chief Range Officer.
- 4 Decide scoring disputes where no Jury is present
- 5 Issue warnings, and if necessary, penalise or disqualify a shooter.

2.0 RESPONSIBILITIES OF CLUB RANGE OFFICERS

This section covers the responsibilities of Range Officers which are common to all matches and which should be quite clear to all Range Officers [and to all shooters]. The two fundamental principles are that the sport must be safe and that the shooters are all treated fairly and consistently, in accordance with the rules.

Your responsibilities as a Club Range Officer are to:

- 1 Ensure that all necessary materials and personnel are available before the detail starts.
- 2 Maintain order on the range.
- 3 Ensure that all those present on the range strictly adhere to all safety procedures.
- 4 Monitor new shooters or visitors to make sure that they act safely and appropriately.
- 5 Ensure that shooters are not distracted by avoidable extraneous activities or noises, particularly from spectators; and equally are not coached by spectators except when actually undergoing training.
- 6 Ensure that all rules of the event being shot are followed.
- 7 Run the event efficiently and smoothly without wasting time, or rushing the shooters.
- 8 Give range instructions clearly and unambiguously and follow the prescribed pattern
- 9 Control the operation of the targets and coordinate the activities of the scoring team.

- 10** Ensure pistols and magazines are cleared as being unloaded and safe, and are placed on the bench pointing directly down range, and all shooters are standing back from the firing line before anyone goes forward of the firing line.
- 11** Deal correctly and safely with malfunctions
- 12** Deal with breaches of rules. Be familiar with dispute procedures for the competition being held.
- 13** Be responsible for ensuring that scores are recorded correctly and clearly.
- 14** Clear the range quickly and efficiently when the detail is finished, and pass the results on promptly to the organisers.

To exercise these responsibilities, you must be:

- (a) cool and confident at all times, and clearly in charge of the range.
- (b) unbiased
- (c) firm and fair
- (d) calm and tactful when dealing with competitors
- (e) aware that you are there to help the shooters [within the rules]
- (e) clear in giving warnings so there is no doubt a warning has been given
- (f) aware of current rules and up to date with rule changes

To assist you in this, you have the power to:

- (a) handle the pistols on the range when checking them, when determining malfunctions or for other safety reasons. You may pick up a pistol without the shooter's permission, but in his/her presence and with his/her knowledge.
- (b) order shooters to stop firing at any time in the interests of safety.
- (c) order a shooter to leave the range if a serious safety breach occurs.
- (d) determine whether a pistol or ammunition is safe.

3. SAFETY - CONTROLLING THE RANGE

Safety must be your number **one** priority. You are responsible for the safety of the shooters, spectators, range staff and of course, yourself. You are therefore in charge of making sure that all safety rules are strictly followed by all present. The actions you should take in response to breaches of safety rules are detailed below. Breaches of match rules are covered more thoroughly in Part II, and in detail in the rulebooks. Further information is contained in Section 7 "Discipline".

Shooters must not consume alcohol or other intoxicating substances before or during shooting. In addition, you must not act as Range Officer if you have consumed alcohol or other intoxicating substances.

Ear protection must be worn by everyone on the range, including visitors. Eye protection must be worn for Muzzle-loading and Silhouette Full-bore shooting, and is highly recommended as a safety precaution for all Centrefire events, or when firing semi-automatic pistols (i.e. just about all the time!). You must be prepared to insist on this. You should ask shooters who wear glasses all the time for sight correction to confirm that their spectacles have safety glass or safety plastic lenses.

Shooters should wear appropriate footwear that protects the feet from hot brass or burning powder particles and thereby protects the shooter and others on the range from a possibly undisciplined reaction to a burn. You may ask a shooter to leave the range if his/her footwear is not safe.

Note: ISSF matches require that the ankle bone is not covered - that is, boots or other footwear that cover the ankle area are not acceptable. Explain that inappropriate footwear would mean disqualification from an NZPA/ISSF match.

Miscellaneous points:

In ISSF matches the use of gloves which could be construed as providing support for the wrist are not allowed, but may be allowed in other matches.

Camouflage clothing, or clothing carrying offensive slogans is not allowed on NZPA ranges.

The shooters should not be disturbed by unnecessary talking or undue noise. Spectators should be encouraged, but must remain within the area designated for them, and should not distract the shooters in any way, by talking or creating other disturbances. It is the RO's responsibility to ensure this, and you may tell spectators to be quiet.

You must monitor the attitudes and behaviour of shooters and other people on the range. Make it clear that you will not tolerate inappropriate behaviour, for example the harassment of other shooters. You may also need to make judgements about the fitness of a shooter to participate. If a shooter is generally calm and reasonable, but is behaving improperly on one occasion, this may be some indication that the person is not concentrating fully or that the person is not in sufficient control of him/herself to shoot. You may ask such a person to leave the range.

At Club level, there can be some flexibility in how matches are run, such as how often targets are patched, etc. Any deviation from the rules should be discussed and agreed between you and the shooters before any shooting takes place. However, bear in mind that if the shooters become used to a particular rule variation at your Club, they may be disadvantaged when they attend competitions where the rules *are* adhered to, particularly at other Clubs.

Pistols may only be handled under your direct orders. Shooters may only unbox their pistols or load and fire when you tell them to do so. If a shooter wishes to remove a pistol from the shooting station to clean it, he/she should ask you to clear the pistol from the line, and should ask you again before returning the pistol to the shooting station. In an informal match or practice, if a shooter wishes to adjust the sights, grips, etc, you may allow them to do that before or between series, as long as the range is clear and there is no-one forward of the firing line.

When the shooter has finished shooting, or is not involved in a series, his/her pistol must be placed on the bench, muzzle downrange, action open and with the magazine [if any] clear and facing back so that you can see that it is empty as you move along the line. You may handle the pistol if necessary to ensure that it is clear. The shooters must stand back from the firing line except when actually shooting.

Shooters must keep their pistols pointing within the Safety Envelope as outlined in the drawings in Appendix 1. It is your responsibility to watch the shooters for any breach of safe handling. If you notice any shooter pointing a pistol in an unsafe direction, calmly remind the shooter of the safety envelope. If the

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breach is serious, warn the shooter. If the unsafe behaviour continues, you should disqualify the shooter. Note that ISSF rules in 8.6.0 specifically require this and cover penalties.

Pistols must **never** be pointed at anyone or handled in such a way as to appear to be pointed at anyone. Any breach of this rule is extremely serious, and it also constitutes an offence under the Arms Act. This includes a shooter pointing a pistol at his/her own body. Anyone breaching this rule may be disqualified and asked to leave the range. Ultimately this offence could result in loss of the Firearms Licence.

Pistols and magazines may only be loaded on your command.

During a Precision series, the pistol may be rested on the bench or held in a relaxed manner between shots during the shooting time provided that it is always pointed down the range. Shooters may **not** lay the pistol down between shots in any match unless it is unloaded and shown to be empty and the magazine removed.

No-one may go in front of the firing line without your permission. This includes reaching forward to pick up brass, etc. Brass may only be collected at the end of the match, after all pistols are cleared and removed.

When you give the command "**STOP**", firing must cease **immediately**. Any shot fired after this command is an extremely serious breach of safety and must be dealt with immediately. You may disqualify the shooter.

You may be asked by a shooter to allow him/her to fire off one or more shots at a time other than during a series. This may be allowed during a practice session or after the end of a competition match. Safety must be as strict as for any other live firing.

At the end of each series, you must ensure that all pistols are "clear" - that is, the pistol is on the bench, muzzle downrange, action open, magazine [if any] unloaded and on the bench so that it can be checked. The shooters should do this at the end of the stage or match and then stand back from the firing line. **You must check each pistol.** Ensure that there is no round of ammunition [or fired case] in the chamber, by looking in the chamber mouth. Ensure that there are no rounds of ammunition in the cylinder of a revolver. Ensure that there are no rounds of ammunition in any magazine. Encourage shooters to put the mouth of the magazine down so that it faces you as you move along the shooting stations. This means that you do not have to handle the magazine in order to check it. If there is no "hold open" on a semi-automatic pistol, the shooter must arrange to hold the action open so that it can be seen to be clear and so that it cannot be fired, e.g. a length of plastic may be inserted in the action/ magazine well.

When handling a shooter's pistol, you must do so in such a way as not to damage or alter it. If the type of pistol is unfamiliar to you, ask the shooter to demonstrate and to show that it is clear.

You may need to instruct the range staff as to how to score the targets, and how to determine the value of shots. If the match is more informal, you may be asked to comment on gauged shots, skids, etc.

When scoring etc, at least one person must remain in charge of the firing point. This person should stand in such a position that he/she can see the shooting stations clearly to ensure that no-one goes near the pistols while any person is forward of the line.

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After clearing the pistols at the conclusion of the match or practice session, pistols must be removed from the shooting station and locked into a container of sturdy construction. You must make sure that no shooter boxes a pistol until you have cleared it and given your permission for the pistol to be removed from the line.

Note: Pistol pouches are not alone acceptable in which to carry a pistol. If a shooter is using a pistol pouch not in another lockable container, advise him/her to obtain an appropriate lockable container before his/her next visit to the range, and follow this up with the shooter and the Club Committee.

Shooters must not transport pistols and ammunition in the same single locked compartment. If you see a shooter doing this, explain that this is not acceptable and suggest that he/she obtain a separate container as soon as possible for carrying ammunition. Again, follow this up with the Committee, and next time you see the shooter. Some gunboxes do have separate locked storage compartments for pistols and ammunition, and such boxes comply.

You may occasionally find that a shooter will try to override your authority, particularly when you are new to the position. Such a shooter may say something like "But we have always done it this way..." Remember that you are in control of the range. If you are sure of your ground, then enforce the rules. If you are not sure, you may wish to ask your Club's Chief Range Safety Officer, or the Section Director for the particular discipline, or the Club Captain. If these people are not available, then consider whether the actions are **SAFE** and **FAIR TO ALL SHOOTERS** and make a decision based on that. Local "rules" (ie customs!) may not override national (international) rules.

You may need to deal with shooters who exhibit unsporting behaviour, including impeding another shooter or delaying the match to gain advantage. If this behaviour is not a safety issue and is fairly mild, you may wish to just speak to the shooter. If the behaviour is unsafe or unfair to other shooters, you may warn the shooter. If the behaviour continues, you may disqualify the shooter.

If you believe that a shooter is deliberately attempting to gain advantage through illegal means [that is, cheating], you should approach the shooter and warn him/her. Explain that cheating is a very serious matter, and that a shooter cheating in an NZPA competition faces very serious consequences. These may include be removed from the NZPA, which in turn may result in revocation of the shooter's firearms license "B" endorsement.

Ideally, when you are in charge of a range, you should not take part in shooting. This is especially important for newly qualified range officers. However, if this is not possible, then you should issue the instructions required for the match in the same way as if you were not shooting – even if this is to the detriment of your own shooting.

We do not recommend that ROs should shoot as well as supervise, except in practice and for small numbers of people (three or four). All ranges and shooting **MUST** be under the control of a Range Officer and this is your first priority.

These safety rules must be followed at all times when any shooting takes place. We cannot afford to take safety for granted at any time.

4. PROCEDURES

You may need to organise the shooters into details or just indicate to them to select a shooting station. At this point, they may organise equipment such as telescopes and ammunition may be placed on the shooting

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bench. Pistols must not be removed from the carrying box until you give the command "Preparation Time begins now".

You may also need to brief the shooters on the event, perhaps briefly outlining the rules, the timing of the shooting series involved, and the commands that you will use. This is especially important if any variations to timing, match rules or commands are to be used.

When you are ready to start the match, call the shooters to the line.

4.1 RANGE COMMANDS

Range commands are used by the Range Officer to inform the shooters which part of the match has been reached and to instruct them as to their actions. By international convention range commands have become simplified by using as few words as possible. However, each range command, although expressed in few words, is essentially an instruction to carry out what may be a complicated procedure, which has to be followed exactly.

RANGE COMMANDS ARE IMPORTANT SHORTHAND INSTRUCTIONS COVERING A COMPLEX SERIES OF ACTIONS, AND MUST BE THOROUGHLY UNDERSTOOD BY BOTH RANGE OFFICERS AND SHOOTERS.

It is very important that Range Officers [and shooters] have a good understanding of what shooters are supposed to do as each command is given. Ignorance from either party can at best spoil a shooters enjoyment of the match and at worst cause an accident. Ignorance is not acceptable as an excuse.

An explanation of each range command follows, unless the command is self-explanatory. The use of the range commands and their relevance to each match is explained under the match rules section. These apply to all ISSF and ML matches, with some minor variations. See also ML and HMS Range Commands. See under Match Rules (Part II) for details of variations.

In addition, there is an indication of what you should say, do and watch for at each command. Remember that you are speaking to people who are generally going to be wearing good ear protection, so make sure that you speak loudly enough to be heard by all the shooters under your control.

"Preparation time begins now" - Give this command to indicate that shooters may start setting themselves up for the match. Shooters should occupy their shooting stations, set up equipment, and unbox their pistols. They may dry-fire, but they may not load. [In PA Muzzle-loading matches caps may be fired to clear the nipples during Preparation Time with the permission of the Range Officer, but not in the International Muzzle-loading matches.]

Check the time. Watch shooters and ensure that each shooter controls the muzzle of his/her pistol, that they do not load the pistol or the magazine and that they have the required safety gear.

Important note Preparation Time and its command only apply to the first series of a match. Before every other series you should call "**Range in Use**" to inform shooters and range staff that shooting is about to start. This is a standard NZPA Range Command for all matches.

First (or whatever) {time} Series "Load" Give this command to initiate a competition or series. Shooters may load the magazine, chamber or cylinder, cock the pistol or operate the slide as appropriate and prepare to fire. They may take up the Ready Position and remain in it until the targets turn.

What to check for:

- Muzzles pointing in a safe direction during loading and setting up
- Ear protection [of new shooters or visitors]
- **Make sure your own ear protectors are in position!**

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Shooters must prepare themselves within 1 minute. When 1 minute has expired the range officer will give the command "**Attention**".

The targets will then turn away from the shooters, and the series starts when they face.

(Rule change in 2001 - note there is now no "Are you ready?" and no second chance).

What to check for:

- Muzzles pointing in safe direction
- Shooters in Ready Position

Shooters not in the Ready Position when the targets face will be penalised with a compulsory reshoot and then after a second occurrence the loss of two points as well. (See ISSF 8.6.1.4 rules for details)

"Start" - Use this command to indicate the start of CentreFire/25 m pistol Precision series, 50 metre Pistol and 10 metre Pistol.

What to check for **during** each series:

- Muzzles pointing in a safe direction
- That shooters' feet are not over the shooting line
- That shooters are not using illegal support [e.g. leaning on a bench]
- That shooters do not raise their arm from the Ready Position too soon
- That in the CentreFire 'RapidFire' stage, each shooter brings his/her arm back to the Ready Position between target face presentations.
- **(Note that these five items will incur penalties)**
- Shooter indicating a malfunction
- Correct operation of targets if appropriate

"Stop, Unload": Give this command, at the end of each shooting series. Shooters **MUST** stop firing immediately and then unload. They may not fire a further shot [if all shots have not been fired]. Failure of a shooter to stop shooting after **STOP** has been called is a serious breach of both match rules and safety and should be dealt with immediately. You may disqualify the shooter.

Note: The command "**Stop**" may be given on its own at a time other than the end of a series. **This applies to all matches, and it is an emergency command used for safety issues. It must be obeyed by all shooters immediately.**

"Unload": This command is not used for ML matches.

After the shooters have stepped back from the line, you must "clear" each pistol: Each pistol must be positioned on the bench, muzzle downrange, action open, magazine [if any] unloaded and on the bench so that it can be checked. Ensure that there is not a round of ammunition or a fired case in the chamber, by looking carefully at the chamber mouth. Ensure that there are no rounds of ammunition in the cylinder of a revolver. Ensure that there are no rounds of ammunition in any magazine.

"The Range is clear": When you have cleared the pistols at the end of a series, announce that the range is clear and that range staff may go forward. This is another standard NZPA universal Range Command. No person may go forward of the firing line before you have given this command. To do so is a serious safety breach.

Remember to turn the targets to face the shooters if the mechanism does not do this automatically.

"Remove pistols": At the end of the match, and after all pistols have been cleared, give this command for shooters to remove their pistols from the bench and lock them in carrying boxes. This removal should be completed before targets are finally scored.

In addition to the above commands which are broadly applicable to all ISSF and ML matches, there are some extra commands for Muzzle-loading matches:

"Load and Fire": This command is given to start the PA 25 metre match precision sections, the PA 50 metre match, and the International matches. It means to:

- a) load powder and ball, [remove any spare powder from the line](#) and
- b) cap or prime, [remove any spare caps from the line](#) and
- c) fire the requisite number of shots.

Specific Commands for PA 25m **Rapidfire** stage only

- a) **"Load"** - This command tells the shooter to load powder and ball, grease chambers, place pistol on the bench, [remove spare powder from the line](#) and stand back.
- b) **"Cap pistols"** - This command tells the shooter to place percussion caps on the nipples, place the pistol on half cock on the bench, [remove spare caps from the line](#) and stand back.
- c) **"Assume the Ready Position"** - This command tells the shooter that it is time to pick up pistol, place at full cock and take up the 45 degree position.
- d) **"Are you ready?"** - This is the preliminary to starting the series.

Other Muzzleloading Specific Safety points

"Stop": For muzzle-loading pistols, the command to stop cannot sensibly be accompanied by the command to unload. **Stop** is given at the end of the series or at any other time when shooting is required to cease. If any shots remain to be fired at the end of a series, the shooter holds the pistol at 45° and holds his/her other arm up until you give the instruction to fire off the remaining shots in a safe direction. If this is necessary, deal with one shooter at a time.

Clearing: Muzzle-loading pistols cannot be proved clear by opening the action but must still be cleared before range personnel can go forward. A revolver is cleared by the shooter demonstrating to you that there are no caps on any nipple, and that there are no balls in any chamber. A single shot pistol is cleared by showing that there is no cap or priming mixture present, and by inserting a ramrod or cleaning rod down the barrel to show that there is no load present. [The rod should be placed into the barrel, then grasped at the muzzle to determine the length of the rod that is in the barrel. Still holding the rod, the rod should be removed from the barrel and placed alongside the barrel, showing that the full length of the barrel has been measured by the rod. If the rod fails to reach the full length of the barrel, there may still be a load present.](#)

Storage of powder: Black Powder may only be brought to the firing point in single charge containers, from which the pistol is loaded. The shooter may not to have powder flasks or bulk powder containers on the firing line, although these may be stored at the back of the range. ROs should check that shooters do not do this and only have single charge containers on the line. Further, for MLAIC matches only the correct number of charges is allowed. This is 13, although a further one charge may be used, with

permission, for a fouling shot. ROs should count the number of charges on each bench, and make sure no attempt is made to replenish them during the match!

**ABSOLUTELY NO SMOKING IS ALLOWED ON THE RANGE BY ANYONE WHEN
BLACKPOWDER IS IN USE**

HMS

The Range commands are very simple and are:-

"SHOOTERS TO THE LINE"

"LOAD" - Wait 30 seconds then

"FIRE" - Wait 2 minutes then

"CEASE FIRE, UNLOAD"

5. MALFUNCTIONS

If a malfunction occurs (i.e. the pistol fails to fire when the trigger is pulled) and the shooter does not have the time to rectify it, then he/she should lower the pistol to 45° and raise his/her non-shooting hand to attract your attention. When the series has finished, check the pistol, note the number of shots fired and assess if the malfunction is allowable or non-allowable. Determine if a re-shoot is allowed, and under what conditions.

In ISSF matches and PA Muzzle-loading matches a reshoot is generally allowed (subject to some conditions). In International Muzzle-loading matches a reshoot is allowed but only within the standard time period. In HMS matches no reshoot is ever allowed.

5.1 ISSF Malfunctions

There are a number of reasons why a malfunction may happen, but they are grouped into two types - allowable and non-allowable. The classification governs the way the reshoot is conducted.

An allowable malfunction is caused by some factor outside the control of the shooter. Allowable malfunctions include:

- A bullet sticks in the barrel.
- There is an undischarged cartridge in the chamber and the trigger mechanism has been released and operated.
- The cartridge case has not been extracted or ejected.
- The cartridge, magazine, cylinder, or other part of the pistol has "jammed".
- The firing pin has broken, or any other part of the pistol is damaged sufficiently to prevent the pistol from functioning.
- The slide "jams" or the empty case is not ejected because of the use of a case catcher.

A non-allowable malfunction is defined as one which is caused by the shooter, for example:

- The safety catch has not been released.
- The shooter had not loaded his/her pistol before signifying he/she is ready.
- The shooter had loaded fewer cartridges than prescribed.
- The shooter did not allow the trigger to return far enough after the previous shot.
- The pistol was loaded with the wrong ammunition.
- The magazine was not inserted correctly, or had fallen out during shooting unless this is due to damage to the mechanism.

- The malfunction is due to any cause that could reasonably have been corrected by the shooter.
- If the shooter has touched the breech, mechanism or safety catch or the pistol has been touched by another person before being inspected by the Range Officer, then the malfunction is deemed non-allowable, whatever the actual cause.

When you approach the shooter with the malfunction, ask the shooter: what has happened and how many shots have been fired. Tell the register keeper [scorer] how many shots have been fired. Ask the shooter if there is any chance that there may be a projectile stuck in the barrel [from a "soft" shot, for example]. If there is, tell the shooter to remove the magazine if any, open the action, remove any rounds from the chamber[s]. Always check the barrel for obstruction after a soft shot is reported.

Revolver malfunctions :

A soft shot in a revolver may cause the projectile to stick across the gap between the cylinder and the barrel, so that the cylinder will not open and the gun will not cock for the next round. If this is the case, carefully insert a rod into the muzzle and push the bullet back into the case mouth until the bullet nose is clear of the flash gap and the cylinder can be opened. You may have to use some force.

If a soft shot has not been the problem, look at the revolver to see if there is any obvious reason why it has not fired.

If the problem is not obvious, and the hammer is cocked, ask the shooter whether the hammer moved at all. If the hammer didn't move, take the revolver from the shooter without interfering with or touching the mechanism, point it in a safe direction and pull the trigger once. [You must not pull the trigger unless the hammer is in the cocked position.] If the revolver fires, the malfunction is **non-allowable**. However, if the hammer did move, then it may be caught on its half-cock notch and may be accepted as a break and cease to function. The shooter should unload the revolver and with your permission may take it away to repair it.

If the revolver does not discharge, or if the hammer is not cocked, you must open the cylinder in a way that ensures that the cartridge involved in the malfunction is identifiable. Check the back of the cartridge to see if: there is a dent from the firing pin in the primer or rim on a live round [failure to fire - **allowable**].

If there was no round in that chamber, it is a **non-allowable** malfunction.

For semi-automatic pistol malfunctions :

After approaching the shooter and asking the questions as above, look at the pistol. There may be an obvious problem, for example a case that has not fully ejected and which is stuck in the ejection port [often called a "stovepipe"]. This is a case of an **allowable** malfunction - the failure is with the pistol.

If the problem is not obvious, gently take the pistol from the shooter without jarring the pistol or interfering with or touching the mechanism, point the pistol in a safe direction and pull the trigger once to determine whether the trigger mechanism had been released.

If the pistol fires, the malfunction is **non-allowable**. The most common cause is that the shooter has not released the trigger sufficiently to engage the disconnecter.

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If the pistol does not fire, remove the magazine, and carefully open the action, while pointing the pistol within the Safety Envelope (of course!).

If there is a round in the chamber [or was - it may extract when you open the action], check if:

- the round has been fired but not ejected [failure to eject - **allowable**]
- there is a dent from the firing pin in the primer or rim of a live round [failure to fire - **allowable**]

If there was no round in the chamber at all, check the number of shots in the magazine. If there are five shots still in the magazine, the shooter has failed to ensure that the pistol has loaded the first round - **non-allowable**. If there are four or fewer rounds in the magazine, then the pistol has failed to feed a round into the chamber - **allowable**.

A special case of a malfunction is a “maxim” in which a semiautomatic pistol fires more than one shot at one pull of the trigger. This is considered an **allowable** malfunction the **first** time it happens and the shooter does not include the value of the maximed shot(s) in those from which he takes the lowest five. If a shooter has a second “maxim”, you may require that their pistol be removed as a safety hazard. This applies to all matches.

If the shooter has attempted to fix a malfunction and failed during a series in the Centrefire Rapid Fire stage, Rapidfire or the 20 or 10 second series in Standard Pistol, then it becomes a **non-allowable malfunction**. The shooter is considered to have interfered with the pistol and therefore it is impossible to determine the original problem.

Tell the register keeper [scorer] whether the malfunction is allowable or non-allowable.

Note: If the shooter can demonstrate that any malfunction was due to a "break and cease to function" [the pistol is incapable of operating as designed], the malfunction is **allowable**.

Reshoots for malfunctions

If the malfunction occurs during a sighting series, the rest of the shots are fired on a faced target[s].

In most ISSF events a shooter with a malfunction is allowed to reshoot or complete the series in which it occurred. In general the shooter fires another series on the same unscored and unpatched target(s) immediately after the series in which the malfunction occurred (while the other shooters continue with their next series).

In Centrefire or 25m Pistol (both stages), the shooter fires **only** the remaining shots, not a whole five shot series; thus he/she has only five (or less if non-allowable) shots on the target, and all shots score.

In each case, the shooter then takes the score of the lowest value shots on the target(s).

- For an **allowable malfunction** he/she takes the lowest five shots.
- For a **non-allowable malfunction** he/she effectively loses the malfunction shot, and only takes the lowest four shots.

Malfunctions are not allowed for in 50 m Pistol or 10 m Pistol, except for breakdown of the pistol. In the precision ISSF matches (Centrefire and Standard Pistol 150 seconds), shooters are generally expected to cope with malfunctions within the shooting time, but note that any attempt to correct a malfunction by the

shooter will mean that he is disallowed from a reshoot, whatever the reason for the malfunction, unless the pistol is discovered to have actually broken.

Details of how to deal with reshoots in each match are shown in the summary of rules (Part II). Once a shooter has had the maximum number of malfunctions, only the value of the shots fired will be credited to the shooter. Any shot[s] not fired will be scored as a miss.

5.2 Muzzle Loading Malfunctions

The shooter **MUST** lower the pistol immediately to the "Ready" position and maintain it in that position for at least 30 seconds. Failure to observe this requirement will result in disqualification of the shooter. This is for safety reasons and is in case of a "hangfire". The shooter should raise his/her free hand to indicate that there has been a malfunction.

A valid malfunction would be:

- a). Failure of the cap to ignite
- b). Mechanical failure of the pistol

The Range Officer will inspect the pistol.

If the Range Officer decides that the malfunction was due to the failure of the cap to ignite the powder charge, the cap may be replaced once, and the shooter may attempt to discharge the cylinder or pistol under the supervision of the Range Officer. A penalty of two points will apply to each occasion a shot is not fired on the initial attempt.

If the pistol does not discharge on the second attempt, the competitor **MUST** again lower the pistol to the "Ready" position and maintain that position for 30 seconds. The shot will be declared a non-valid malfunction.

After the waiting period, the shooter will take whatever action is necessary to fire the chamber, but **NOT** at the target; or the powder may be removed through the nipple. The remaining shots may then be fired at the target, in the appropriate time period, and shall be recorded as scoring shots.

In event of a non-valid malfunction, the value of that shot will be zero.

In the PA matches, reshoots generally follow the ISSF pattern. In MLAIC matches, the shooter must deal with malfunctions without help, within the 30 minute time, and must inform the RO if any extra shots need to be fired.

6. SCORING

In anything other than non-scoring matches or practice, correct scoring procedures are another important part of matches that need to be understood by Range Officers. In ISSF parlance, the scorer is the person who decides the value of each shot and calls it; the marker is the person who patches targets and inserts the coloured plugs in Rapidfire targets; the person writing down the scores is the register keeper. [In NZ, you may also hear the terms marker, patcher, scorer.]

In all ISSF and PA matches a shot is given the value of the highest value scoring ring it **touches**. In International muzzle-loading matches, a shot must be more than **halfway** over the ring to be given the higher value.

In most instances the location of a shot is quite clear; but when a shot is near the outside of a ring, it can be difficult to decide if it is touching the ring or not. In cases where it is not clear a gauge is used to decide, and two of the scoring party must agree. If they are unable to agree, a Jury member [if available] has the final decision.

Shots are checked using a gauge.

- 1** A plug gauge has a tapered nose spindle and a flange with the diameter of the projectile being used. When inserted it will find the centre of the hole and the flange will meet the scoring ring if that centre is less than $\frac{1}{2}$ of the projectile diameter from the ring. Plug gauges in official competitions are used on targets in the horizontal position. Plug gauges may only be used once, and for this reason their use is restricted to Jury members, or the senior range staff present.
- 2** A plate gauge is a clear plastic sheet with the exact diameter of the projectiles engraved on it, and usually a segment of each scoring ring. This is a non-destructive way to establish if the shot breaks the line, and can be used by the scorer or other range staff.

There are three cases that need particular consideration by the scorers:

Smallbore - The .22" projectiles used are almost invariably round-nosed. Although they appear to make a clean hole, in fact the hole that can be seen is less than .22" (5.6mm). If the hole is examined closely there is a ring of lead discolouration round the actual puncture. This ring is still slightly less than 5.6 mm. However the criterion for a hit is that a circle of 5.6mm centred on the centre of the hole will touch the scoring ring. This is why a hole that appears to have missed the ring can, when gauged, touch the scoring ring and be counted in.

Fullbore - Centrefire may be shot with either .38 or .32 calibre pistols, but to make conditions equal for both (as otherwise the .38 would have an advantage of half the difference in diameter) all shots are determined as if they were .38. Thus the same criteria of measuring from the centre of the hole applies, but the diameter is 9.65mm (i.e. .38 calibre). Thus even when using full wad-cutter projectiles, a .32 hole can be 1mm (half of 9.65-7.63) away from the scoring ring and still gauge in.

Note: For International Muzzle-loading matches, the hole must be more than half-way over the scoring ring to take the higher value, and in cases of doubt a plate gauge is used. It should be noted that this effectively makes the target rings half a bullet diameter smaller than for PA muzzle-loading or ISSF matches using the same targets!

Skid shots - If the shot hits the target as the target is turning away at the end of a timed series, the shot may make a non-circular hole. This may range in size from a slight oval to a line virtually cutting the target in half. The length of the hole determines whether it is scored as hit or a miss. A hole longer than 7mm for .22 or 11mm for Centrefire (ISSF) is scored as a miss. In case of doubt a skid gauge is used - this is generally a sheet of clear plastic with three lines engraved on it, spaced apart by the distances shown above.

7. DISCIPLINE

Pistol shooting in New Zealand in all its forms has an excellent and well-earned reputation for safety. This has only been earned and maintained by constant vigilance on the part of range staff. As a Range Officer, you must be constantly on the alert for safety and rule breaches and be ready to deal swiftly and properly with breaches of safety rules.

The primary responsibility of the shooters is to comply with all safety and procedural rules. The primary responsibility of the Range Officer is to **help** the shooters to do this, but also to **penalise** them when they don't.

Shooters can be penalised for two reasons – for committing a breach of safety rules or for failing to follow the match procedures correctly.

- Failing to follow match rules will incur a points penalty.
- Failing to follow safety rules is regarded very seriously and for most breaches the penalty is disqualification from the entire match.

Safety is the main responsibility of ROs and a good RO should not hesitate to warn shooters about dangerous tendencies which the shooters may not have observed. Better an informal warning than a Disqualification!

Details of procedural and safety rules are covered in the rulebooks, but shooters and Range Officers must be familiar with those breaches of rules that will result in disqualification. These include, but are not limited to:

- Pointing a pistol at him/herself or anyone else, or in any unsafe direction;
- Consumption of alcohol or drugs while any shooting is in progress in which the shooter is involved.

Disqualification procedure

While we hope that most people will not be involved in a disqualification, sooner or later most ROs will be, and it is important to be prepared to deal with it if it happens.

If you see any of the listed safety violations (or any other new serious hazard):

- Stop the shooter immediately by calling STOP! Be prepared to take hold of his/her pistol if he/she does not appear to be in control of it.
- Instruct him/her to unload and show that the pistol is clear.
- Then, tell him/her you have to disqualify him/her and state the reason. Do not accept any argument.
- Record this incident on his/her score sheet, and send someone to inform a Jury member, the Match Director, or person running the competition, or senior club officials as the case may be.
- The effect is that the shooter's score is immediately zeroed, and he/she is not allowed to continue shooting at that competition.

In many cases, the shooter will realise that they have committed a safety violation, but this is not always the case, and they may make an appeal against the disqualification.

Be aware that an appeal can only be made against whether the action was unsafe, not on whether it occurred. This means that the ROs decision that an act occurred may not be challenged; all that may be challenged is whether it was unsafe. Any of the acts listed above cannot be realistically challenged.

Because of the possibility of an appeal, it is important to have a second person as a witness if possible, and to document what has happened.

Read up on DQ offences for the match you will be ROing before running a match. You need to be quick-acting and correct. However, in view of the importance of safety, it is better to stop what you regard as unsafe behaviour. In a formal competition, if there is a protest, the Jury of Appeal or Arbitration Committee will make the final decision.

If you do not act, an accident may occur then or later.

PART II **RULES AND COMMANDS FOR ALL MATCHES**

These notes are intended for guidance only; details will be found in the rulebooks for each event. Rulebooks can be obtained from the appropriate Section Director and information can usually be found at the discipline website.

(A) ISSF EVENTS:

Pistols to be used. The regulations regarding suitable pistols are to be found in the ISSF rules, and in the NZPA Handbook.

Courses of fire:

1) 50m Pistol [Free Pistol]

- Pistol used: Any .22 calibre rimfire
- Target: ISSF Precision
- Range: 50 metres
- Number of shots: 60
- Number of shots per target: 5 (self changing) or 10
- Time: 2 hours
- Sighters: Unlimited
- Preparation time: 10 minutes

In this match all shots are fired within one time period. In New Zealand only two ranges have automatic target changers, so it is usual at other places to fire two half courses of 30 shots in 1 hour each or to use some other means of dividing the match up into segments so as to allow for target changing. For example, four targets at the same level may be mounted at once and the shooters may use the left hand one as a sighting target, and fire ten scoring shots on each of the others.

After **Preparation Time** of 10 minutes, the Range Officer will call shooters to the line and announce the number of shots (usually 30) to be fired in a time interval (1 hour for 30 shots) to include unlimited sighters. The R/O will then give the command "**Start**" to commence firing. Any sighting shots must be fired within the time period, and no sighting shots are to be fired after the first scoring shot has been fired. After the first half course, the four targets are replaced and this procedure is repeated. Targets are scored off range.

At the end of each time period the command given is "**Stop. Unload**" and the Range Officer clears the pistols. The Range Officer will give 10 and five minutes warning of the end of the time.

No malfunctions are allowed except for total mechanical failure of the pistol, in which case time may be allowed for repair.

2) 10 metre Pistol

- Pistol used: Any .177 air or gas pistol
- Target: ISSF 10 m Pistol
- Range: 10 metres

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- Number of shots: 60 for men and 40 for women
- Number of shots per target: 1
- Time: 1 hour 45 minutes for men and 1 hour 15 minutes for women.
- Sighters: Unlimited
- Preparation time: 10 minutes

In this match also all shots are fired within one time period. 10 metre (Air) pistol is usually shot on single cards changed by the shooter and if so all shots are fired without any break. Sometimes 6-up or other multiple-mounted 10 m pistol targets are used in which case it will be necessary to stop at intervals to change targets. After **Preparation Time** of 10 minutes, the Range Officer should specify if targets are to be changed or if more than 1 shot is to be fired on a target before giving the instruction "**Start**" to commence firing. All sighting shots must be fired within the time period, and no sighting shots are to be fired after the first scoring shot has been fired. At the end of each time period the command given is "**Stop. Unload**" and the Range Officer clears the pistols. The Range Officer will give 10 and five minutes warning of the end of the time.

Targets are collected and scored off range. Note that men and junior men fire the 60 shot match and women and junior women the 40 shot match.

No malfunctions are allowed except for total mechanical failure of the pistol in which case time may be allowed for repair.

3) Standard Pistol

- Pistol used: .22 lr (*note it must be lr*)
- Target: ISSF Precision
- Range: 25 metres
- Number of shots: 60
- Number of shots per target: 5
- Time: 150, 20, and 10 seconds
- Sighters: 5
- Preparation time: 5 minutes

In this event shots are fired in strings of 5 only.

After Preparation Time of 5 minutes, the Range Officer will give the command "**150 second Sighting Series - Load**".

After the command "**Load**" the shooters must prepare themselves within 1 minute and take up the **Ready position**. When 1 minute has expired the Range Officer will give the command "**Attention**" and immediately start the timing mechanism. The targets will turn away for 7 seconds, and then face for the time interval appropriate to the series (see below) and all five shots are fired during this interval. In the 150-second series only, the shooter need not take up the Ready position before the command "**Attention**" is given, as long as he/she is holding the pistol in a safe direction. For all other series the pistol may be put into in the Ready position after the command "**Attention**", but must be in this position before the targets face.

At the end of the time interval the targets will face away, and shooting must cease. The Range Officer will then give the command "**Stop. Unload**" and clear the pistols. When the pistols have been checked as clear, the targets will be scored on range, repaired and shooting continues.

The time series for Standard Pistol are: -

- Sighting Series of 5 shots in 150 seconds
- Four series of 5 shots in 150 seconds
- Four series of 5 shots in 20 seconds
- Four series of 5 shots in 10 seconds

Two malfunctions are allowed in the 150 second series and two in the 20 and 10 seconds combined. Reshoots for malfunctions consist of complete new series fired immediately after the malfunction series on the same, unrepaired target, with the highest shots of the total being lost.

4) Centrefire Match and 25m Pistol Match (Women and Juniors)

- Pistol used:
Centrefire - Centrefire semiautomatic or revolver cal .30 (7.65 mm) to .38 (9.65 mm)
25m Pistol - semiautomatic or revolver cal .22 lr
- Number of stages: 2 - Precision and Rapidfire
- Target: ISSF Precision and ISSF International Rapidfire
- Range: 25 metres
- Number of shots: 30 per stage
- Number of shots per target: 5
- Time: Precision 5 minutes and Rapidfire 7 seconds/3 seconds
- Sighters: 5 per stage
- Preparation time: 5 minutes Precision; 3 minutes Rapidfire

This match is fired in two parts or stages. The Precision stage is to be completed by all shooters before the Rapidfire stage is started. Both stages are to be shot on the same day if possible.

The only difference between the Centrefire Match and the 25m Pistol Match is that the latter is for Women and Juniors (men and women) and is fired with a .22 lr pistol or revolver. The procedures are otherwise the same and can be considered together. Note that in New Zealand men also shoot the 25 m pistol match.

4.1 Precision Stage

In this event shots are fired in strings of 5 only. After **Preparation Time** of 5 minutes, the Range Officer will give the command "**Sighting Series - Load**". When the Range Officer can see the shooters are ready he calls "**Start**" or operates the target mechanism so that the targets turn away for 7 seconds, and then face for five minutes. No "Attention" call is given. In the Precision series, the shooter need not take up the Ready position before the command "**Start**" is given, as long as he/she is holding the pistol in a safe direction.

At the end of the time interval the targets will face away, and shooting must cease. The Range Officer will then give the command "**Stop. Unload**" and clear the pistols. When the pistols have been checked as

clear, the targets will be scored and repaired and shooting continues. This is repeated to allow for 6 series of 5 scoring shots in 5 minutes each.

4.2 Rapidfire Stage

After Preparation Time of 3 minutes the Range Officer will give the command "**Sighting Series - Load**".

After the command "**Load**" the shooters must prepare themselves within 1 minute, and take up the **Ready position**. When 1 minute has expired the Range Officer will give the command "**Attention**" and immediately start the timing mechanism.

The targets will turn away for 7 seconds, and then face for 3 seconds. During this time one shot is fired.

The targets then face away for a further 7 seconds followed by exposure for 3 seconds and this is repeated until there have been 5 exposures during each of which each shooter fires one shot on his target. During the 7 second period in which the target is turned away, the shooter must bring his/her arm back down to the **Ready position**.

The Range Officer will then give the command "**Stop. Unload**" and clear the pistols. When the pistols have been checked as clear, the targets will be scored and repaired and shooting continues. This is repeated to allow for 6 series of 5 scoring shots.

Malfunctions in Centrefire/25 m Pistol

Two malfunctions are allowed and in the reshoot only the remaining shots needed to complete the five will be fired. This applies to both Precision and Rapidfire stage. (*Changed in 2001*)

5) Rapid Fire

- Pistol used: .22 (lr or short)
- Number of stages: 2 identical half-courses
- Target: 5 x ISSF International Rapidfire
- Range: 25 metres
- Number of shots: 60
- Number of shots per target per series: 1
- Time: 8, 6, and 4 seconds
- Sighters: 5 per half course
- Preparation time: 3 minutes

The match is shot in two identical 30 shot half-courses or stages. A half course or stage consists of 5 sighters in 8 seconds; 2 series of 5 shots in 8 seconds; 2 series of 5 shots in 6 seconds and 2 series of 5 shots in 4 seconds. Total shots for each half-course is 30 plus 5 sighters. The first stage is always completed by all shooters before the second stage is started. Both stages are to be shot on the same day if possible.

Each shooter has five targets and stands in front of the centre of the bank of five. In each series one shot only is fired at each target.

After **Preparation Time** of 3 minutes, the shooters are allowed a sighting series of 8 seconds. There are two scoring series each in 8 seconds, 6 seconds, and 4 seconds. The Range Officer gives the command "**8 second series - Load**" - the shooters load and assume the Ready position within one minute. The Range Officer calls "**Attention!**" and the targets face away from the shooters, followed by

"3-2-1 - Start!" At the word **"Start"** the Range Officer starts the timer, and after 3 seconds, the targets face the shooters for the specified time, during which each shooter fires five shots, one on each target. Pistols must not be raised until the targets start to turn.

The Range Officer then gives the command **"Stop. Unload"** and clears the pistols. **Note** that the practice of pointing the pistol at the range roof while showing it to be unloaded is not acceptable (or at any other time either!)

Two malfunctions are allowed and reshoots for malfunctions consist of complete new series on the unscored, unrepaired targets with the highest shots on each being lost.

B - MUZZLE-LOADING

1) PA Muzzle loading Matches

Pistols to be used:

- a) Revolvers: May be any modern black powder percussion revolver with steel barrel and cylinder. Open sights only permitted. No muzzle brake.
- b) Single Shot Pistols. May be any modern made percussion muzzle-loading single shot pistol. Open sights only.

Patches are allowed for single shot pistols but not for revolvers. Only soft lead projectiles are allowed.

1.1 50 metre Precision Match

- Pistol used: Any percussion pistol or revolver
- Projectile: Any lead
- Target: NRA 50 yard
- Range: 50 metres
- Number of shots: 40
- Number of shots per target: 10
- Time: 30 minutes per 10 shots
- Sighters: 5 in 15 minutes
- Preparation time: 10 minutes for Precision

After 10 minutes **Preparation Time** a sighting series of five shots in 15 minutes may be fired. The course of fire consists of 4 series of 10 shots in 30 minutes per series. Total shooting time including loading is 2 hours 15 minutes. It is common to put up a sighting target, followed by two scoring targets and to shoot the match in two one hour series, or even to put up four targets, and shoot the match continuously, finishing when the last shot has been fired. The Range Officer calls **"Load and Fire"** to start each series. Shooters then load either 5 shots in a revolver or one shot in a single shot pistol and fire.

The Range Officer calls **"Stop"** after the allotted time. If any shots have not been fired, they may on instruction from the Range Officer, be discharged into a safe non-target area.

1.2 - 25 metre Aggregate or Revolver match

- Pistol used: Any percussion revolver, (grip restrictions)
- Projectiles: Round ball or conical (picket) slug
- Number of stages: 2 - Precision and Rapidfire
- Target: ISSF Precision and International Rapidfire
- Range: 25 metres
- Number of shots: 40 (20 Precision, 20 Rapidfire)
- Number of shots per target: 5
- Time: Prec - 12 minutes per 5 shots/Rapid per ISSF Centrefire RF stage
- Sighters: 5 per stage
- Preparation time: 10 minutes for Precision; 3 minutes for Rapidfire

This match consists of 20 precision shots and 20 Rapidfire shots, the scores from which are added to make the total. It is essentially a 40 shot ISSF Centrefire match, with time allowance made for the loading of black powder pistols.

1.2.1 Precision Stage

After 10 minutes preparation time, during which time caps may be fired with permission from the Range Officer, the Range Officer will give the command "**Load and Fire**" to start the series. Shooters will then have 12 minutes in which to load five shots and fire them. At the end of the time the Range Officer calls "**Stop**". If any shots have not been fired they may, on instruction from the Range Officer, be fired into a safe non-target area. This is repeated to give four series of 5 shots in 12 minutes. No malfunctions are allowed for, but a shooter may recap or reload if necessary within the time period.

1.2.2 Rapidfire Stage

After 3 minutes preparation time, during which caps may be fired with permission from the Range Officer, the command "**Load**" is given. The shooters then load powder, seat projectiles, grease, lay the pistol, still on half cock, on the bench and step back. When all are ready, the Range Officer gives the command "**Cap Pistols**" and the shooters cap the pistols and again lay them on the bench facing down-range. The Range Officer then gives the command "**Assume the ready position**" at which the shooters pick up and fully cock the pistols and assume the 45° position. As soon as all shooters are in this position, the Range Officer gives the command "**Are you ready?**" He waits 3 seconds and if no shooter calls "**Not Ready**" he starts the timing mechanism and the series. If any shooter does call "**Not Ready**" he repeats "**Not Ready**" so that the other shooters know what is happening and waits exactly 15 seconds. He then calls "**Attention**" and immediately starts the timing mechanism and the series.

The timing of the series is exactly the same as for ISSF Centre Fire Rapid fire stage, except that there are only four scoring series of five shots instead of six series. At the end of the series, "**Stop**" is called and if any shots have not been fired they may, on instruction from the Range Officer, be fired into a safe non-target area. One malfunction only is allowed and in the reshoot only the remaining shots are fired as in ISSF Centrefire. For special instructions on clearing black powder pistols see range commands in Part I.

2) International Muzzle loading Matches

These rules are derived from MLAIC rules with allowance for other than replica pistols. MLAIC only recognise original or exact replica pistols, but in New Zealand we have included matches for other than exact replica pistols.

All the matches use the same course of fire and only the pistols to be used vary from one event to another.

- Pistol used: One of five classes
- Projectiles: Original type in matches 1-3, any in matches 4 & 5
- Target: ISSF Precision
- Range: 25 metres
- Number of shots: 13 (Of which best ten count)
- Number of targets: 2
- Number of shots per target: 6 on one 7 on the other
- Time: 30 minutes
- Sighters: None
- Preparation time: 10 minutes

2.1 Match 1 - (MLAIC Match 5 - Cominazzo) For flintlock pistols which are originals or exact replicas with smoothbore of more than .433 inches.(11 mm)

2.2 Match 2 - (MLAIC Match 6 - Kuchenreuter) For single shot percussion pistols that are originals or exact replicas with rifled barrels.

2.3 Match 3 - (MLAIC Match 7 - Colt or Match 12 - Mariette) For percussion revolvers which are originals (Colt) or exact replicas (Mariette). In NZ usually Mariette.

2.4 Match 4 - For single shot pistols, flintlock or percussion, which are not exact replicas or do not fit into class 1 or 2. (e.g a rifled-barrel flintlock)

2.5 Match 5 - For percussion revolvers that are not exact replicas or do not fit into class 3. (e.g a modern made revolver like a Ruger)

Pistols must be of reputable manufacture or proofed. "Exact replica" means a modern made replica of an original design. Unacceptable alterations include fitting sights (adjustable or fixed) different to the original design, non standard grips etc. Decision on this is up to the Range Officer or scrutineer. Altered pistols or modern designs such as the Ruger Old Army fall into classes 4 or 5.

Scoring

Where a shot cuts the line between two target zones, the centre of the hole must be inside the line for the shot to be counted as being in the higher zone. See Part I for this.

Course of Fire

After preparation time of ten minutes, during which time fouling shots or caps may not be fired, the Range Officer gives the command "**Load and Fire**".

After 30 minutes during which time all shots, including firing caps and one fouling shot with permission, must be fired, the command "**Stop**" is given. Any shooter with loaded shots unfired will inform the Range Officer, and on instruction fire these into a safe non-target area to clear the pistol. After clearing all pistols, the Range Officer gives the instruction to remove pistols and clears the range for target scoring and repair.

For special instructions on clearing black powder pistols and safety see Range Commands in Part I. No malfunctions are allowed for in International Matches, nor is any help from bystanders, coach, or Range Officer etc. allowed. Note the comments on Page 10 about single charge containers and the number thereof.

3 Black Powder Cartridge Revolver Match

Like the International (MLAIC) match there is one match and three classes of pistols with which to shoot it.

- Pistol used: One of three classes
- Calibres: Must have originally been loaded with BP for classes 1 & 2
- Powder: Black Powder only
- Projectiles: Lead only, contemporary for Classes 1 & 2, any shape for Class 3
- Target: ISSF Precision 25/50 metre
- Range: 25 metres and 50 metres
- Number of shots: 40 - 20 at each distance
- Number of targets: One at each distance
- Number of shots per target: 10
- Time: One minute at 25 metres; 2 minutes at 50 metres
- Sighters: 5 shots in one minute at each distance
- Preparation Time: Three minutes

3.1 Class 1 - Frontier. For single round ejection revolvers i.e. basically “Western Style” but will include double action as well as single action provided each round is loaded and ejected singly. Only fixed sights are acceptable. The revolver should be an original or an exact replica of an original black powder cartridge revolver first made before 1900, and be in a calibre originally used for black powder. Example would be a Colt s/a revolver in 45 LC.

3.2 Class 2 - Bisley. For multiple ejection revolver, i.e. with “break-open” ejection per Webley or “side drop” ejection per Colt d/a. Includes single action (e.g. Schofield) and double action (e.g. Webley). Only fixed sights are acceptable. The revolver should be an original or an exact replica of an original black powder cartridge revolver first made before or after 1900, and be in a calibre originally used for black powder. Reloading devices such as half-moon clips or speedloaders are not allowed. Example would be a Webley Mk VI in .455 Eley

3.3 Class 3 - Unlimited. Any other revolver not eligible for Classes 1 or 2 but must still fire a cartridge loaded with black powder. Only open sights (i.e. not optical) are allowed.

A Class 1 or 2 revolver can be fired in Class 3 provided that if it is to be shot in two classes, Class 1 or 2 will be shot first.

Proof of eligibility for Classes 1 and 2 rests with the shooter.

Scoring

Where a shot cuts the line between two target zones, the centre of the hole must be inside the line for the shot to counted as being in the higher zone, i.e. as per MLAIC.

Course of fire

The match consists of two series of ten shots in one minute (including a reload) at 25 metres, followed by two series of ten shots in two minutes (including a reload) at 50 metres.

A sighting series of five shots in one minute is allowed at each distance.

After preparation time of three minutes (before the sighting series) is over, the Range Officer will call "**Load**".

Revolvers are loaded with five rounds only.

After 30 seconds the Range Officer calls "**Fire**".

The shooters fire five shots, reload and fire a further five shots within the time period.

After the time period of one or two minutes has elapsed the Range Officer calls "**Stop - Unload**".

The revolver is then unloaded and cleared and the targets scored and repaired.

The revolver must be held with one hand only while being fired, but may be cocked with the non-firing hand. The revolver must be held at the 45° Ready position before the command **Fire** is given.

Malfunctions

If a malfunction is determined as "Allowable", a reshoot is allowed, and the lowest value ten shots will be scored. One allowable malfunction per match is allowed to be reshot.

If a malfunction is determined to be "Non-Allowable" the target is scored as it stands, and no re-shoot is allowed.

D. Handgun Metallic Silhouette

1) List of matches

- (a) IHMSA 100 metre .22
- (b) IHMSA 100 metre Field Pistol
- (c) IHMSA 200 metre big bore

2) Pistols and Equipment

Any pistol or revolver, which is a standard catalogue item is allowed in the PRODUCTION category, subject to the following restrictions.

- Maximum barrel length is 10 3/4"
- Maximum weight unloaded with magazine is 4 lbs
- Maximum overall length is 18"

Trigger jobs are allowed provided that pull is safe and no non-standard parts are used. Any safe trigger pull, not subject to accidental discharge, is allowed.

Replacement stocks are allowed, but they must be standard production (e.g. Pachmayr) and not adjustable.

No telescopic or optical sights are allowed except in the Field Pistol any sight event.

No alterations at all from out of the box production are allowed in IHMSA Production class events. This prevents even minor modifications e.g. widening sight blades, apart from a 'trigger job'.

Any non-production or Production pistol may be used in the UNLIMITED category, subject to the following restrictions:

- Maximum barrel length 15"
- Maximum sight radius 15"
- Maximum weight unloaded with magazine 4 1/2 lbs
- Maximum overall length 25"
- No telescopic or optical sights allowed.

3) Range Standards and Targets

- (a) IHMSA 100 metre .22 may be shot on any approved 100 metre range with target stands set at 25, 50, 75 and 100 metres. All targets for this event are 3/8 scale IHMSA full size.
- (b) IHMSA Field Pistol may be shot on any approved 100-metre centre fire range and target stands are set up at 25, 50, 75 and 100 metres. All targets for this event are 1/2-scale IHMSA sizes.
- (c) NRA Field Pistol requirements and targets are as for Field Pistol event.
- (d) IHMSA 200m Big Bore may be shot on any approved 200 metre centre fire range with target stands set at 50,100, 150 and 200 metres. All targets for this event are full size IHMSA targets.
- (e) Target stands shall be flat and level so that the targets may be positioned flush with the back edge of the stands.
- (f) Targets shall be constructed of steel (preferably hardened) of the following thicknesses:-
 - 3/8 scale .22 targets in 4 – 6 mm thick
 - 1/2 scale Field Pistol targets 10 – 12 mm thick
 - Full size IHMSA targets
 - Chicken and Pig 12 mm thick
 - Turkey and Ram 10 mm thick

4) Courses of Fire

- (a) IHMSA 100 metre .22
 - 5 chickens at 25 m]
 - 5 pigs at 50 m] All x 2
 - 5 turkeys at 75 m]
 - 5 rams at 100 m]
- b) Field Pistol
 - 5 chickens at 25 m]
 - 5 pigs at 50 m] All x 2
 - 5 turkeys at 75 m]
 - 5 rams at 100 m]
- (c) IHMSA Big Bore

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5 chickens at 50 m]	
5 pigs at 100 m]	All x 2
5 turkeys at 150 m]	
5 rams at 200 m]	

All targets must be fired at in sequence from left to right and any targets fired at out of sequence are scored as misses. A hit is scored by knocking the target over, and includes hits by ricochets that hit the intended target. A target that turns on its base when hit but does not fall over will be scored as a miss.

Two shooting positions are allowed:

Standing: - The pistol may be supported with one or both hands. No part of either arm from the shoulder to the wrist may touch any other part of the body, or be artificially supported in any way.

Freestyle - Any SAFE position without artificial support. No part of the pistol shall touch the ground, boot, shoe or other artificial support, but may rest against leg, over knees etc. Note the need for blast shield or gloves.

Field Pistol is shot from the standing position only.

IHMSA Big Bore and IHMSA .22 may be shot in the following categories.

- a) Production - Any Production Handgun
- b) Revolver - Any Production Revolver
- c) Standing - Any Production Handgun
- d) Unlimited - Any handgun which complies with the specifications in section 2.

In every case the time for each 5 shot series is 30 seconds loading time plus 2 minutes firing time.

The Range commands are:-

"SHOOTERS TO THE LINE"

"LOAD" - Wait 30 seconds then

"FIRE" - Wait 2 minutes then

"CEASE FIRE, UNLOAD"

5) Basic Rules

- (a) All pistols shall be checked to determine their category.
- (b) The range officer may ban loads that cause excessive target damage.
- (c) In the freestyle position the pistol must be visibly clear of any artificial support.
- (d) Targets must be fired on in order from Left to Right and any hits out of order are scored as misses. A target must fall to score a hit (but see 6f)
- (e) There are NO alibis for malfunctions. If a pistol fails to fire, it may be changed for another of the same category with the approval of the range officer. No re-shoot is allowed unless the targets have fallen because of wind conditions. A time of 24 seconds is allowed for each alibi target. NB: A defective cartridge may be replaced within the permitted shooting time.
- (f) Any shots fired before the command **"FIRE"** or after **"CEASE FIRE"** will be scored as misses.
- (g) Each shooter may have a spotter or coach to call his shots.

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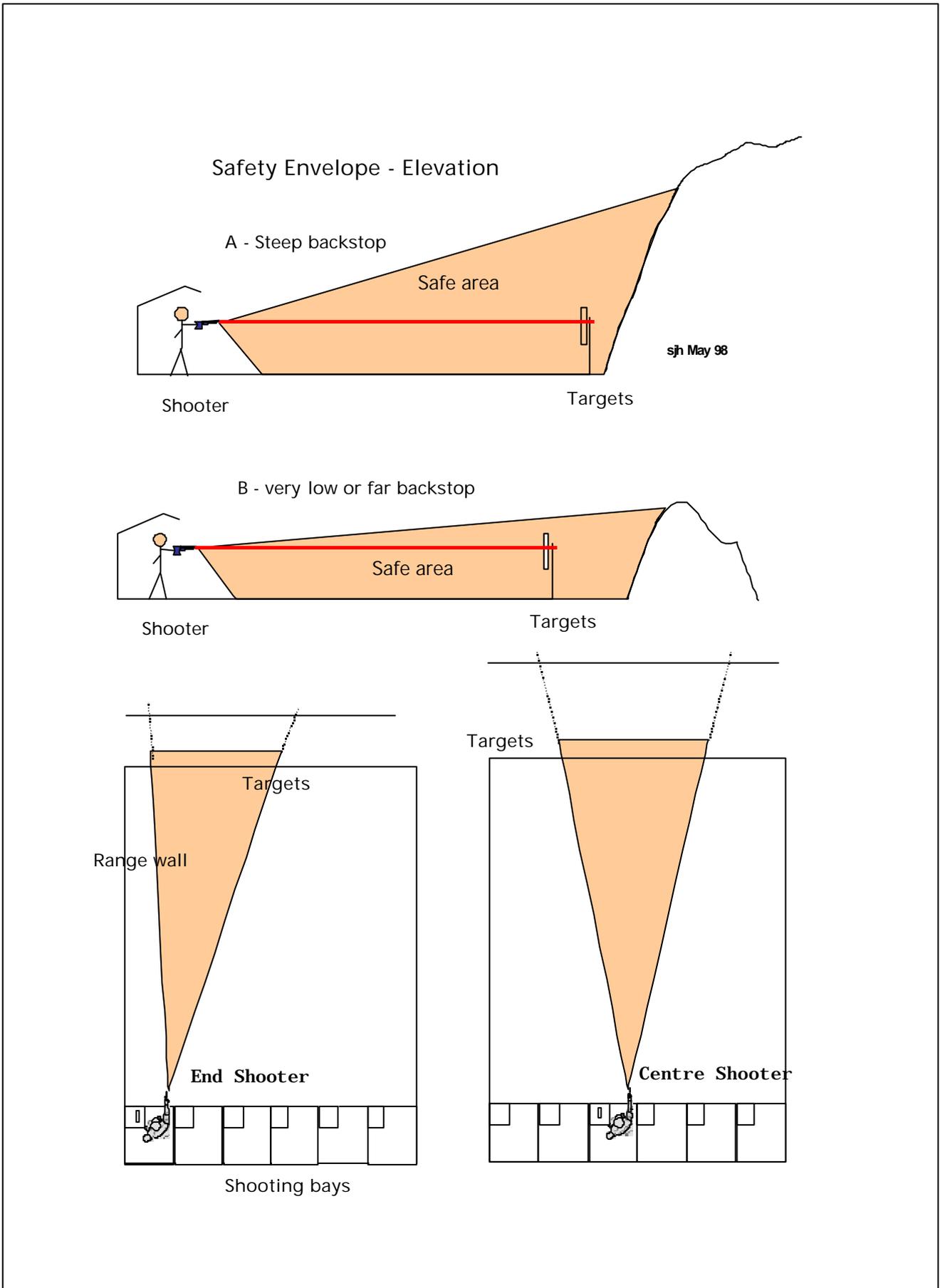
- (h) No part of the shooters body may be inside a line 45° from the centre line of the bore in any direction forward of the muzzle.
- (i) Eye and ear protection is mandatory for all personnel on the firing line.
- (j) Shooters must not permit the muzzle of their handgun to recoil past the vertical.

6) Points to note.

- (a) Each bank of targets should have a separate firing point so that four shooters may fire at one time on each range, plus a fifth position for the shooter taking five sighting shots.
- (b) Sight adjustments are made during the 30-second period following the command "**LOAD**".
- (c) Earth backstops behind each bank of targets greatly assists the spotting of shots.
- (d) Targets shall be set flush with the back edge of the stands so that they fall off easily when hit.
- (e) Targets may be painted any colour, but black is recommended.
- (f) Targets may be clamped down in excessive weather conditions and any hit is then a hit, i.e. it is not necessary to knock the target down.

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Appendix – Safety Envelope



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