

# Arizona Western Independent National Shoot

February 26th through March 3rd 2018  
At  
Ben Avery Shooting Range  
Phoenix, Arizona

## ***Shooting Fees:***

No Membership Is Required.

A Muzzle Loader Shoot Participant may purchase any of the following event packages when they register to shoot. Sign up at the Main Registration Building.

\$60.00 Week Long (All Targets included) Pre-Registration price check on our website at [AZMuzzleloading.com](http://AZMuzzleloading.com)

\$70.00 Week Long (All Targets included) Onsite Registration price

\$40.00 2 Day (All Targets included) Registration price

\$25.00 1 Day (All Targets included) Registration price

## ***Shooters:***

### ***Be sure to check your targets!***

You are responsible for receiving the correct targets. If they are marked wrong and you shoot them, you will be disqualified for that event!

## ***HELP WANTED:***

AZ-WINS (Arizona Western Independent National Shoot)!

We need Range Officers for all of the Ranges and for all days: Tuesday, February 26th through Sunday, March 3rd. Work half day or all day if you wish. Contact John Schaffer at 480-262-6739 or [jdschaff2@yahoo.com](mailto:jdschaff2@yahoo.com).

## ***Don't miss the AZ-WINS Auction***

Right after Saturday's POT Luck Dinner (6:10pm), March 2nd, 2019

# Weekly Schedule

## **Monday, February 25, 2019**

7:00am Main gate opens  
9:00am Set up (Volunteers needed)  
6:00pm Park Complex closes to public

## **Tuesday, February 26, 2019**

7:00am Main gate opens  
8:00am Black Powder Cartridge Matches 1000 yard Range  
9:00am Skeet and Trap Ranges Open  
5:00pm Shooting ends on all Ranges  
6:00pm Park Complex closes to public

## **Wednesday, February 27, 2019**

7:00am Main gate opens  
8:00am Shooting begins on all Ranges Except Silhouette and Primitive  
8:00am Black Powder Cartridge Matches 1000 yard Range  
9:00am Skeet and Trap Ranges Open  
5:00pm Shooting ends on all Ranges  
6:00pm Park Complex closes to public

## **Thursday, February 28, 2019**

7:00am Main gate opens  
8:00am Shooting begins on all Ranges Except Silhouette and Primitive  
8:00am Black Powder Cartridge Matches 1000 yard Range  
9:00am Skeet and Trap Ranges Open  
5:00pm Shooting ends on all Ranges  
5:00pm-9:00pm Range Officer Training (as needed basis), Registration Building  
6:00pm Park Complex closes to public

## **Friday, February 29, 2019**

7:00am Main gate opens  
8:00am Shooting begins on all Ranges Except Primitive  
8:00am Black Powder Cartridge Matches 1000 yard Range  
9:00am Skeet and Trap Ranges Open  
9:00am Shooting begins for Primitive Matches  
Noon-3:00pm Primitive Archery held northwest of Silhouette Range  
5:00pm Shooting ends on all Ranges  
6:00pm Park Complex closes to public

## **Saturday, March 1, 2019**

7:00am Main gate opens  
8:00am Shooting begins on all Ranges Except Primitive  
9:00am Skeet and Trap Ranges Open  
9:00am Shooting begins for Primitive Matches  
Noon-3:00pm Primitive Archery held northwest of Silhouette Range  
1:00-4:00pm Beginners Shoot, at Primitive Range  
5:00pm Shooting ends on all Ranges  
6:00pm Park Complex closes to public.  
6:10pm Picnic/Pot Luck followed by Event Meeting with door prizes and "must be there" raffle and auction

## **Sunday, March 2, 2019**

7:00am Main gate opens  
8:00am Shooting begins on all Ranges  
9:00am Skeet and Trap Ranges Open  
9:00am Shooting begins for Primitive Matches  
10am-1:00pm Primitive Archery held northwest of Silhouette Range  
5:00pm Shooting ends on all Ranges  
6:00pm Park Complex closes to public

## **Monday, March 3, 2019**

8:00am Main gate opens  
8:00am Protest and Challenge Period begins for posted scores  
8am-Noon Tear Down (Volunteers needed)  
9:00am Protest and Challenge Period ends; Raffle drawings;  
Awards Ceremony following  
6:00pm Park Complex closes to public

## Challenging a Score

If you challenge your own target score, you will pay a fee of \$1.00. If you challenge another shooter's target, you will pay a fee of \$5.00. If your challenge in either of the above cases is denied, you will lose the fee. However, if there has been a scoring error, your money will be refunded. In order to have your challenge processed, pick up a Challenge Form and pay your fee at the Registration Desk. You will have 24 hours to challenge after the match has been posted on the Scoring Board. Challenges will be tended on the same day they are reported to the Scoring Department.

Note: You are encouraged to check the scoreboard frequently throughout the week and report errors immediately. To report posting errors or to question a score, please fill out a report slip available at the target desk and leave it with the target sales staff. If you still disagree with the decision of the Chief Scorer, then a challenge is necessary.

## Rules

### ***Please Observe All of the Official Range Rules and Regulations***

The following rules are for your immediate information:

1. Only black powder or BATF approved black powder substitute permitted.
2. Ignition is by percussion cap that fits on nipple, or by flint stone striking frizzen (Exceptions: Wheel locks with original-type ignition, and primers in slug guns.).
3. **No intoxicants are to be used on firing line.**
4. **No smoking on firing line. Keep powder containers closed.**
5. **No loaded firearms can be taken from the firing line unless accompanied by a range officer.**
6. If you have targets that you want to pick up from the Scoring Department, please notify personnel *before the last relay on Sunday*. The targets will be pulled from the shelf and held for you until the Awards Ceremony is complete; after the Awards Ceremony is complete, immediately report to the Scoring Department to retrieve your targets. Pistol targets may be picked up immediately following the Pistol Awards.
7. Safety shields must be used on all flintlock bench rifles and cross-stick rifles.
8. No firearms are to be fired on the covered firing line after the close of each day's matches.
9. No firing of cannons on the range.
10. For safety's sake, hearing protection is recommended. Eye protection must be worn by competitors and spectators while on the main range (sunglasses and prescription eyewear are acceptable substitutes).
11. Police your shooting area after you have completed your match.
12. Slug gun bench targets fired only on the Slug Gun Range.
13. Daily reentry protest period will end the following day at noon. Prizes will be distributed after protest period.
14. Protest and challenge period will end Monday at 9:00 A.M. *Protests and challenges will not be allowed after the conclusion of the official score protest and challenge period.*
15. See program information above on how to challenge a score.
16. All offhand matches, except schuetzen, are to be fired on the Offhand Range.
17. Schuetzen matches (10 shots) may be fired in two consecutive relays in the same day. Schuetzen matches may be fired with round ball or bullet and are to be fired on the Slug Gun Range.
18. All false muzzles will be attached to the loading bench by a cord or similar device, so that the firearm may not be placed in a firing position without removal of the false muzzle.
19. Specific, posted individual range rules take precedence over NMLRA Official Rules.
20. Off-the-shelf guns, chunk guns, muskets, squirrel rifles, one gun, buffalo, and smoothbore guns must be inspected by the range officer for sights and authenticity and must receive a sticker.

***National Rifle Matches are not squadded; all matches are timed relays. This gives competitors the opportunity to shoot their chosen matches during any day of the national competition. Last day for all reentry, aggregate, and match competition is Sunday.***

**Bench Range: 50, 100, and 200 yd. ranges - 45 minute relays; Offhand Range: 25, 50, and 100 yd. ranges - 30 minute relays.**

**Slug Range: 100, 200, and 300 yd. ranges - 45 minute relays; Chunk Gun and Silhouette ranges - 45 minute relays.**

**Pistol: 25 and 50 yds. Ranges - 30 minute relays.**

## ***Firing Line Rifle Procedure – Ranges open at 8:00 a.m.***

**All competitors** must register at the Registration Desk in the Registration Building. Registration fees are listed at the top.

1. A Junior is a shooter who has not had their sixteenth birthday; Juniors must be sponsored by an adult member at all times. After registering, pistol shooters report to Pistol Range; trap and skeet shooters report to Trap and Skeet Range; and primitive competitors to Primitive Range.
2. All Rifle and Primitive Matches may be purchased at the Target Desk in the Registration Building.
  - a. **SHOOTERS ARE RESPONSIBLE FOR ACQUIRING THE CORRECT TARGETS FOR THEIR MATCHES AND/OR AGGREGATES.**
  - b. Identification marks on targets are as follows: Red dot—50 yards offhand.
3. When requesting targets, give the attendant the match number(s) you wish to shoot. Be correct in giving your *registration number*. Always wear your registration badge so that your number can be double-checked. When sending others to purchase targets for you, send a slip with your number on it along with the purchaser; do not depend on memory. All matches except for reentries may be fired only once. Match prices vary, check program.
4. **Aggregates must be entered before purchasing or firing any individual matches in the aggregate. Should you fire an individual match that is included in an aggregate, you can no longer purchase that aggregate. If you shoot an individual match that is included in an aggregate you have already entered, you have automatically disqualified both of your scores. To prevent this, purchase the complete aggregate package. Take time to check those matches included in the aggregate against your program. In this way you will not repeat matches, resulting in disqualification.**
5. You may shoot any match in any relay.
  - a. While a relay is in process, find an open position. At the order of the range officer, you will hang your own target. Be sure to verify your target is on the correct position and at the proper yardage before the relay starts.
  - b. Flint shields are provided for the protection of all shooters. Please leave shielded positions open for flint shooters.
  - c. Get your bench and/or other gear to your shooting position and loading table in preparation for the next relay. Do not load your gun before the relay begins.
  - d. In Bench Matches, please remove your bench from the firing line when you do not plan to shoot the next relay.
6. Your score will be posted under the match number and beside your registration number on a position sheet at the Activity Center. *Always* check to make sure your score is posted correctly. If an error has been made, report to the Target Desk *immediately*. In the event a shooter leaves the range before their score is posted, it is the shooter's responsibility to have someone check their score.
7. If you have any questions, do not hesitate to ask them of the range officers, directors, or officers of the association. No question is too small to be answered. A small question may determine disqualifications, good scores, or someone's safety.
8. Good luck, good scores, and have a good time.

# 2019 Arizona Independent Western National Matches

John Schaffer, Chief Range Officer

**Note - Shoot Program and Matches may change prior to actual event, please check in at the Registration Building!**

## Aggregates

Please note: Matches listed within an aggregate may be entered as an individual match (unless otherwise stated).

Please see Rule #4 under "Firing Line Procedure" for further information.

### **Aggregate AW** AZ-WINS Championship

5 shots—round ball.

- AZW-1** 50 yards, rest, open sights, 6-bull target.
- AZW-2** 25 yards, offhand, any metallic sights, 6-bull target.
- AZW-3** 50 yards, offhand, any metallic sights, 100-yard target.
- AZW-4** 100 yards, rest, any metallic sights, 6-bull L target.

### **Aggregate FB** Flintlock Bench Championship

5 shots—round ball.

- Match 170** 50 yards, open sights, 6-bull target.
- Match 171** 50 yards, any metallic sights, 6-bull target.
- Match 174** 200 yards, any metallic sights, 200-yard target.
- Match 175** 100 yards, any metallic sights, 6-bull L target.

### **Aggregate M** Musket Championship

10 shots—musket as issued—offhand—minnie or round ball.

- Match 50** 50 yards, 3-bull 100-yard target, 5 shots on each bull.
- Match 51** 100 yards, 200-yard target.
- Match 52** 100 yards, any military position, 100-yard target (7-ring).

### **Aggregate FO** Flintlock Offhand Championship

5 shots—round ball—open sights.

- Match 46** 25 yards, 6-bull target.
- Match 44** 50 yards, 100-yard target.
- Match 45** 100 yards, 100-yard target (7-ring).

### **Aggregate OR-J** Junior Offhand & Rest Championship

A Junior is a competitor who has not yet reached the age of 16.

5 shots—round ball—any metallic sights.

- Match 82** 25 yards, offhand, 3-bull 100-yard target, 3 shots on one bull and two on the other.
- Match 211** 50 yards, rest, 6-bull target.

### **Aggregate SG** Slug Gun Championship

10 shots—rest—any sights.

- Match 181** 100 yards, (2) 6-bull slug gun targets.
- Match 185** 200 yards, (2) 200-yard targets.
- Match 186** 300 yards, 200-yard target.

### **Aggregate OH-W** Women's Offhand Championship

5 shots—round ball—any metallic sights.

- Match 60** 25 yards, 6-bull target.
- Match 62** 50 yards, 3-bull 100-yard target. 3 shots on one bull and 2 on the other.
- Match 64** 25 yards, 6-bull slug gun target.

### **Aggregate BR** Benchrest Championship

5 shots—round ball.

- Match 130** 50 yards, open sights, 6-bull target.
- Match 136** 50 yards, any metallic sights, 6-bull target.
- Match 150** 100 yards, any metallic sights, 6-bull L target.
- Match 160** 200 yards, any metallic sights, 200-yard target.

### **Aggregate B-W** Women's Buffalo Championship

5 shots—round ball—cross-sticks—any metallic sights—buffalo target (must be posted in its natural position).

- Match 454** 50 yards, 5-bull (reduced rings).
- Match 456** 100 yards, 100-yard buffalo (7-ring).

### **Aggregate TOH** Traditional Offhand Hunting Rifle Championship

5 shots—round ball—open sights.

- Match 90** 25 yards, 6-bull target.
- Match 91** 50 yards, 100-yard target.
- Match 93** 100 yards, 100-yard target (7-ring).

**Aggregate OH-J** Junior Offhand Championship

A Junior is a competitor who has not yet reached the age of 16

5 shots—round ball—25 yards—any metallic sights.

**Match 80** 25 yards, 3-bull 100-yard target, 3 shots on one bull and two on the other.

**Match 81** 25 yards, 3-bull 100-yard target, 3 shots on one bull and two on the other.

**Aggregate AWB** AZ-WINS Buffalo Championship

5 shots—round ball—must be shot off cross-sticks—buffalo target (must be posted in its natural position).

**Match 450** 50 yards, any metallic sights, 5-bull (reduced rings).

**Match 451** 100 yards, any metallic sights, 100-yard buffalo (7-ring).

**Match 452** 50 yards, open sights, 5-bull (reduced rings).

**Match 453** 100 yards, open sights, 100-yard buffalo (7-ring).

**Aggregate S** Smoothbore Championship

Smoothbore must be checked and tagged. 5 shots—smoothbore—no rear sight above the plane of the barrel, no set triggers, 54 caliber minimum, flintlock only.

**Match 105** 25 yards, groundhog target.

**Match 106** 25 yards, running deer target.

**Match 107** 50 yards, elk target.

**Match 108** 100 yards, 200-meter French target.

**Aggregate UH** Unlimited Hunter Championship

5 shots—offhand—any muzzleloading rifle—any sights, including scopes—ball, bullet or sabot—primers allowed. Targets must be posted in upright vertical position. Practice targets may be purchased but not used as sighters with match target.

**Match 125** 25 yards, squirrel target.

**Match 126** 50 yards, running groundhog target.

**Match 127** 50 yards, running deer target.

**Match 128** 100 yards, standing buffalo target.

**Aggregate IOH** Inline Offhand Championship

5 shots—Inline Muzzleloading Rifle only—any sights, including scopes—ball, bullet or sabot—primers allowed. Targets must be posted in upright vertical position. Practice targets may be purchased but not used as sighters with match target. Shot at Bench Rest Range.

**Match 810** 25 yards, squirrel, crow, groundhog combination target.

**Match 811** 50 yards, running deer target.

**Match 812** 100 yards, elk target.

**Aggregate IBR** Inline Bench Championship

5 shots—Inline Muzzleloading Rifle only—any sights, including scopes—ball, bullet or sabot—primers allowed. Targets must be posted in upright vertical position. Practice targets may be purchased but not used as sighters with match target. Shot at Bench Rest Range.

**Match 813** 50 yards, running groundhog target.

**Match 814** 50 yards, fox target.

**Match 815** 100 yards, standing buffalo.

**Aggregate TOHF** Traditional Offhand Flint Hunting Rifle Championship

5 shots—round ball—open sights.

**Match 100** 25 yards, 6-bull target.

**Match 101** 50 yards, 100-yard target.

**Match 103** 100 yards, 100-yard target (7-ring).

**Aggregate B-W** Women's Bench Championship

5 shots—round ball—any metallic sights.

**Match 200** 50 yards, 6-bull target.

**Match 206** 100 yards, 6-bull L target.

**Aggregate OH** Offhand Championship

5 shots—round ball—any metallic sight.

**Match 8** 25 yards, 6-bull target.

**Match 29** 50 yards, 100-yard target

**Match 30** 100 yards, 100-yard target (7-ring).

**Aggregate SSB** Sighted Smoothbore Championship

Smoothbore must be checked and tagged. 5 shots—offhand—flintlock or percussion—fixed open sights (front and rear)—no limitations on caliber.

**Match 34** 25 yards, 6-bull target (7-ring).

**Match 35** 25 yards, 6-bull slug target.

**Match 36** 50 yards, 100-yard target (7-ring).

**Match 37** 100 yards, 200-meter French target.

**Aggregate LL** Flintlock Buffalo Championship

5 shots—round ball—must be shot off cross-sticks—buffalo target (must be posted in its natural position).

**Match 461** 50 yards, any metallic sights, 5-bull (reduced rings).

**Match 462** 100 yards, any metallic sights, 100-yard buffalo (7-ring).

**Match 463** 50 yards, open sights, 5-bull (reduced rings).

**Match 464** 100 yards, open sights, 100-yard buffalo (7-ring).

**Aggregate MM** Squirrel Rifle Championship

Firearm must be checked and tagged. 5 shots—round ball—open sights—flintlock or percussion, gun limit 10 pounds, .40 caliber and under.

**Match 39** 25 yards, offhand, 6-bull target.

**Match 54** 50 yards, offhand, 6-bull slug target.

**Match 145** 50 yards, rest, 6-bull target.

**Aggregate NN** Sub-Junior Championship

A Sub-Junior is a competitor who has not yet reached the age of 12

5 shots—any metallic sights—round ball

**Match 76** 25 yards, standing rest, 6-bull target (7-ring).

**Match 77** 25 yards, standing rest, bear target.

**Match 221** 50 yards, bench rest, 3-bull 100-yard target, 3 shots on one bull and two on the other.

**Aggregate SS** Light Bench Championship

5 shots - 14 lb. limit.

**Match 141** 50 yards, any metallic sights, 6-bull target (7-ring).

**Match 142** 50 yards, open sights, 6-bull target (7-ring).

**Match 143** 100 yards, any metallic sights, 100-yard target (7-ring).

**Match 144** 100 yards, open sights, 100-yard target (7-ring).

**Aggregate IA** Davide Pedersoli International

See page 8 for complete match details.

**IA-1 Vetterli** 50 yards offhand.

**IA-2 Whitworth** 100 yards prone, sitting, or cross-sticks.

**IA-3 Maximillian** 100 yards prone, sitting, or cross-sticks.

**Aggregate BP** Black Powder Cartridge Championship

Wednesday and Thursday, 8:00 a.m. - 1:00 p.m., High Power Silhouette Range, score cards to be picked up at Target Desk.

Match relays set at 7 1/2 minutes for first relay and 5 minutes for second relay. Shooters will be placed in pairs (one spotter and one shooter) rotating to shoot.

**Match 700** 40 shots total - 10 shots each: chickens-200 meters, pigs-300 meters, turkeys-400 meters, rams-500 meters. Shot Wednesday only.

**Match 701** Same as Match 700. Shot Thursday only.

**Aggregate TS** Table Shoot Championship

Friday through Sunday. Note - Range location and shooting directions to be announced later.

**Match 250** Any metallic sights.

**Match 251** Open sights.

**Aggregate CA** Offhand Classification Aggregate 5 shots—any muzzleloading rifle—any metallic sights. The scores for the four classifications are as follows; Master—88% to 100%, 176 points and above; Expert—83% to 87%, 166-175 points; Sharpshooter—75% to 82%, 150-165 points; Marksman—Below 75%, 149 points and below. The aggregate has to be completed for classification. One set of awards will be given to the top three competitors regardless of classification; no individual match awards. Your classification will go into effect at the next Shoot.

**Match C1** 25 yards, 6-bull target.

**Match C2** 50 yards, 6-bull target (7-ring).

**Match C3** 50 yards, single bull 100-yard target.

**Match C4** 100 yards, single bull 100-yard target (7-ring).

# Creedmoor Match

Match Fee Included in AZ-WINS Registration—Any Muzzle Loading Rifle—Single Shot Black Powder Cartridge Rifle—Maximum Weight 15 pounds—Wrist Sling or Cross Sticks only for support. (Benches allowed for those that need them). BLACK POWDER ONLY.

## **AZ-WINS 2019 Creedmoor Cup Match**

- Targets at 800 yards, 900 yards and 1000 yards
- 13 Shots (Best 10 count for score)
- 45 Minute relays for Muzzle Loaders
- 20 Minute Relays for Black Powder Cartridge Rifle

# Rifle Matches

## **Founders Offhand Match**

1 shot—round ball.

- Match-1** 25 yards, offhand, open sights, reversed (Hidden) target, shot on Saturday, time to be announced.

## **Percussion Offhand Matches**

5 shots—round ball—any metallic sights.

- Match 10** 25 yards, 6-bull target.
- Match 12** 50 yards, 100-yard target.
- Match 14** 100 yards, 100-yard target (7-ring).

## **Flintlock Offhand Matches**

5 shots—round ball—open sights.

- Match 40** 25 yards, 6-bull target.
- Match 42** 50 yards, 100-yard target.
- Match 47** 50 yards, 6-bull slug gun target.

# Bench Rest Matches

5 shots—round ball.

## **Bench Rest Match**

- Match 138** 50 yards, any metallic sights, 6-bull target.
- Match 139** 50 yards, open sights, 6-bull target.
- Match 162** 100 yards, any metallic sights, 6-bull L target.

## **Junior Bench Rest Match**

A Junior is a shooter who has not yet reached the age of 16.

- Match 191** 50 yards, 5 shots, round ball, open sights, 6-bull target.

## **Sub-Junior Bench Daily Reentry Matches**

A Sub-Junior is a shooter who has not yet reached the age of 12.

5 shots - 25 yards

- Match 192** (May be shot on Offhand Range), 3-bull 100-yard target, 3 shots on one bull and 2 on the other.
- Match 193** (May be shot on Offhand Range), 6-bull target.

## **Husband and Wife Bench Rest Match**

- Match 230** 50 yards, 5 shots, any metallic sights, (2) 6-bull targets.

# Silhouette Matches

Friday through Sunday. The matches consist of 15 rounds. Firing is in 3 round stages, 5 minutes per stage, offhand. Exception:

The ram target can be fired in any position without artificial support. Matches start at 8:30 A.M.

- Match 300M** Silhouette Men—3 bolts at 25 yards, 3 chickens at 50 yards, 3 pigs at 100 yards, 3 turkeys at 150 yards, and 3 rams at 200 yards.
- Match 300W** Silhouette Women—3 bolts at 25 yards, 3 chickens at 50 yards, 3 pigs at 100 yards, 3 turkeys at 150 yards, and 3 rams at 200 yards.
- Match 300J** Silhouette Junior—3 bolts at 25 yards, 3 chickens at 50 yards, 3 pigs at 100 yards, 3 turkeys at 150 yards, and 3 rams at 200 yards.

## ***Buffalo Matches***

5 shots—round ball—must be shot off cross-sticks—buffalo target (must be posted in its natural position).

- Match 400M** Charlie Maggard Buffalo Match—50 yards, any metallic sights, 5-bull (reduced rings).
- Match 400W** Women Buffalo Match—50 yards, any metallic sights, 5-bull (reduced rings).
- Match 400J** Junior Buffalo Match—50 yards, any metallic sights, 5-bull (reduced rings).
- Match 401M** Dale Smith Memorial—50 yards, Flint, open sights, 5-bull.
- Match 402M** 100 yards, any metallic sights—100-yard (7-ring).

## ***AZ-WINS Table Shoot Matches***

Friday through Sunday. Note - Range location, target and shooting directions to be announced later.

- Match 500M** Percussion Rifle Men—open sights.
- Match 500W** Percussion Rifle Women—open sights.
- Match 500J** Percussion Rifle Junior—open sights.
- Match 501M** Flintlock Rifle Men—open sights.
- Match 501W** Flintlock Rifle Women—open sights.
- Match 501J** Flintlock Rifle Junior—open sights.



# Pistol Matches

All matches are 10 shots except as noted in the program. Relays are 30 minutes, subject to range officer's discretion. All matches must be fired by the last relay Sunday; no shooting on Monday.

L.T.F. Matches are as follows: Caplock pistol – two 5 minute strings of five shots, time starts with first shot of each string. Flintlock pistol – two 6 minute strings of five shots, time starts with first shot of each string. Revolver pistol – one ten minute string, starting with no more than five chambers loaded, time starts on first shot.

All competitors are recommended to consult the pistol section of the NMLRA Range Rules and Regulations before firing. Supervision and assistance will be available to all new and/or troubled competitors, request such from one of the Range Officers. Concentrate on safety as well as your score, please!

**Caplock Pistol or Percussion Revolver.** Classified

**Match 1** 10 shots, 25 yards, slow fire.

**Match 2** 10 shots, 50 yards, slow fire.

**Match 3** **Caplock Pistol Championship.** Aggregate of Matches 1 & 2.

**Flintlock Pistol.** Classified

**Match 4** 10 shots, 25 yards, slow fire.

**Match 5** 10 shots, 50 yards, slow fire.

**Match 6** **Flintlock Pistol Championship.** Aggregate of Matches 4 & 5.

**Percussion Revolver.** Classified

**Match 7** 10 shots, 25 yards, slow fire.

**Match 8** 10 shots, 50 yards, slow fire.

**Match 9** **Percussion Revolver Championship.** Aggregate of Matches 7 & 8.

**Match 10** **Western Pistol Championship.** Classified, Aggregate of Matches 3, 6 & 9.

**Match 11** **Western Senior Championship.** Classified, 60 years of age and older. Same course of fire as Match 3. Any muzzleloading pistol, iron or optical sights, two hand hold allowed.

**Match 12** **Ladies Pistol Championship.** Unclassified. Any muzzleloading pistol. Two stages; 10 shots at 25 yards slow fire and 10 shots at 50 yards slow fire. Coaching allowed.

**Match 13** **Juniors Championship.** Unclassified. Any muzzleloading pistol. Two stages; 10 shots at 25 yards slow fire and 10 shots at 50 yards slow fire. Coaching allowed.

**Match 14** **Kentucky Pistol.** Classified. Percussion pistol of traditional Kentucky pistol style which must be inspected by Range Officer before firing. Two stages; 10 shots at 25 yards slow fire and 10 shots at 50 yards slow fire.

**Match 15** **Kentucky Flint Pistol.** Classified. Percussion pistol of traditional Kentucky pistol style which must be inspected by Range Officer before firing. Two stages; 10 shots at 25 yards slow fire and 10 shots at 50 yards, slow fire.

**Match 16** **As Issue Revolver.** Classified. Original or replica muzzleloading revolver only must be inspected by Range Officer before firing. Two stages; 10 shots at 25 yards slow fire and 10 shots at 50 yards slow fire.

**Match 17** **Traditional Aggregate.** Classified. Aggregate of Matches 14, 15 & 16.

**Match 18** **Optical Aggregate.** Classified. Any muzzleloading pistol, optical sights are required. Two stages: 13 shots (10 high to count) at 25 yards International Target; 13 shots (10 high to count) at 50 yards International Target. Seniors (60 years of age and older) are allowed two hand hold.

**Match 19** **Davide Pedersoli International.** Classified. NMLRA International rules prevail. Pistol must be inspected by Range Officer before firing.

**Three Match Stages:**

**Kuchenreuter Match:** Pistol is a percussion single shot, any caliber, round ball only. Fired in the standing, one hand position at 25 yards. 13 shots (10 high to count) at 25 yards International Target.

**As-issued Revolver Match:** Pistol is an original or reproduction percussion revolver, any caliber, round or picket ball. Fired in the standing, one hand position at 25 yards. 13 shots (10 high to count) at 25 yards International Target.

**Cominazzo Match:** Pistol is a smoothbore flintlock single shot, .433 caliber or larger, round ball only. Fired in the standing, one hand position at 25 yards. 13 shots (10 high to count) at 25 yards International Target.

**Match 20** **International Match.** Classified. Any muzzleloading pistol, iron sights. 15 shots (all shots count) at 25 yards, International Target.

**Match 21** **As Issue Revolver Match.** Classified. Original or replica muzzleloading revolver only must be inspected by Range Officer before firing. 13 shots (10 high to count) at 25 yards slow fire, International Target.

**Match 22** **Open-top Revolver Aggregate.** Classified. Original or replica Colt style revolver only must be inspected by Range Officer before firing. Aggregate of Matches 7 & 8.

**Match 23** **25 Yard Re-entry.** Classified. 10 shots at 25 yards slow fire.

**Match 24** **50 Yard Re-entry.** Classified. 10 shots at 50 yards slow fire.

## **Pistol Classification:**

**Master Class:** Any competitor having fired 88% or more (528 to 600) over the 600 point championship course shall be classified as a Master.

**Expert Class:** Any competitor having fired 83% or more (498 to 527) over the 600 point championship course shall be classified as an Expert.

**Sharpshooter Class:** Any competitor having fired 78% or more (468 to 497) over the 600 point championship course shall be classified as a Sharpshooter.

**Marksman Class:** Any competitor having fired less than 78% or more (467 or Less) over the 600 point championship course shall be classified as a Marksman.

# Primitive Shooting Matches

Friday through Sunday, 9:00a.m.;

Loading from pouch and horn: All loading will be done with components carried upon your person. A separate powder measure will be used in loading at all times. Loading blocks are allowed. Paper military type cartridges are not allowed.

Round ball only: A round ball or shot will be used in all matches.

Period ramrod: A ramrod will be of material common to the period (wood, steel, iron, brass, bronze, horn, antler, bone, baleen). It will fit in the thimbles of the gun and the gun will be safe to fire when it is in place. A Range ramrod may be utilized during competition for safety concerns and is not required to be in the thimbles when firing.

Sights: Open and fixed non-adjustable sights only, except as noted for Match 608. Firearms used in the smoothbore matches will have no rear sight above the plane of the barrel.

Sighting aids: No sighting aids will be on the competitors' glasses.

**Match 600M** Long Gong Men—Rifle or smoothbore (with round ball), 5 shots at metal silhouette taken at approximately 200 yards. Load from pouch or horn, use separate measure.

**Match 600W** Long Gong Women—Rifle or smoothbore (with round ball), 5 shots at metal silhouette taken at approximately 200 yards. Load from pouch or horn, use separate measure.

**Match 600J** Long Gong Junior—Rifle or smoothbore (with round ball), 5 shots at metal silhouette taken at approximately 200 yards. Load from pouch or horn, use separate measure. Contestant MUST HAVE A COACH.

**Match 605M** Silhouette Walk Men—Rifle or smoothbore (with round ball), 25 shots at 25 varied metal silhouettes taken at 20 to 110 yards. Load from pouch or horn, use separate measure.

**Match 605W** Silhouette Walk Women—Rifle or smoothbore (with round ball), 25 shots at 25 varied metal silhouettes taken at 20 to 110 yards. Load from pouch or horn, use separate measure.

**Match 605J** Silhouette Walk Junior—Rifle or smoothbore (with round ball), 25 shots at 25 varied metal silhouettes taken at 20 to 110 yards. Load from pouch or horn, use separate measure. Contestant MUST HAVE A COACH.

**Match 610M** Rattle Box Men—Rifle or smoothbore (with round ball), 3 shots at a crow target are taken at 30 to 50 yards. Shooter drops one of his round balls into the top of the rattle box and must fire before the round ball rings the bell at the bottom. Load from pouch or horn, use separate measure.

**Match 610W** Rattle Box Women—Rifle or smoothbore (with round ball), 3 shots at a crow target are taken at 30 to 50 yards. Shooter drops one of his round balls into the top of the rattle box and must fire before the round ball rings the bell at the bottom. Load from pouch or horn, use separate measure.

**Match 610J** Rattle Box Junior—Rifle or smoothbore (with round ball), 3 shots at a crow target are taken at 30 to 50 yards. Shooter drops one of his round balls into the top of the rattle box and must fire before the round ball rings the bell at the bottom. Load from pouch or horn, use separate measure. Contestant MUST HAVE A COACH.

**Match 611M** Rattle Box Men—Reentry, rifle or smoothbore (with round ball), 3 shots at a crow target are taken at 30 to 50 yards. Shooter drops one of his round balls into the top of the rattle box and must fire before the round ball rings the bell at the bottom. Load from pouch or horn, use separate measure.

**Match 611W** Rattle Box Women—Reentry, rifle or smoothbore (with round ball), 3 shots at a crow target are taken at 30 to 50 yards. Shooter drops one of his round balls into the top of the rattle box and must fire before the round ball rings the bell at the bottom. Load from pouch or horn, use separate measure. May have a coach.

**Match 611J** Rattle Box Junior—Reentry, rifle or smoothbore (with round ball), 3 shots at a crow target are taken at 30 to 50 yards. Shooter drops one of his round balls into the top of the rattle box and must fire before the round ball rings the bell at the bottom. Load from pouch or horn, use separate measure. Contestant MUST HAVE A COACH.

**Match 615M** Sergeant York Men—Rifle or smoothbore (with round ball), 3 shots at an inverted V target are taken at 30 to 50 yards. Load from pouch or horn, use separate measure.

**Match 615W** Sergeant York Women—Rifle or smoothbore (with round ball), 3 shots at an inverted V target are taken at 30 to 50 yards. Load from pouch or horn, use separate measure.

**Match 615J** Sergeant York Junior—Rifle or smoothbore (with round ball), 3 shots at an inverted V target are taken at 30 to 50 yards. Load from pouch or horn, use separate measure. Contestant MUST HAVE A COACH.

**Match 620M** Any Old Muzzleloading Pistol Silhouette Walk Men—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, 24 shots at 24 varied metal silhouettes taken at 15 to 60 yards.

**Match 620W** Any Old Muzzleloading Pistol Silhouette Walk Women—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, 24 shots at 24 varied metal silhouettes taken at 15 to 60 yards.

**Match 620J** Any Old Muzzleloading Pistol Silhouette Walk Junior—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, 24 shots at 24 varied metal silhouettes taken at 15 to 60 yards. Contestant MUST HAVE A COACH.

**Match 625M** Any Old Muzzleloading Pistol Men—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, eighteenth-century bottle silhouette target at approx. 10 paces.

**Match 625W** Any Old Muzzleloading Pistol Women—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, eighteenth-century bottle silhouette target at approx. 10 paces. May have a coach.

**Match 625J** Any Old Muzzleloading Pistol Junior—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, eighteenth-century bottle silhouette target at approx. 10 paces. Contestant MUST HAVE A COACH.

## ***Primitive Tomahawk & Knife Matches***

All matches are to use primitive style tomahawks or knives as per NMLRA Rule 9440.

- Match 650M** Tomahawk Men (16 and over)—must bring own primitive tomahawk.
- Match 650W** Tomahawk Women (16 and over)—must bring own primitive tomahawk.
- Match650J** Tomahawk Junior (15 and under)—must bring own primitive tomahawk.
- Match 651M** Knife Men (16 and over)—must bring own primitive knife.
- Match651W** Knife Women (16 and over)—must bring own primitive knife.
- Match651J** Knife Junior (15 and under)—must bring own primitive knife.
- Match652** Senior's Division (60 and over)—must bring own primitive tomahawk.
- Match653** Senior's Division (60 and over)—must bring own primitive knife.

## ***Primitive Fire Starting Matches***

Fire starting: When participating in matches that require multiple tasks, all necessary tools will be carried at all times; EXCEPT when attending the fire making task - ALL POWDER CONTAINERS will be removed from the person and the area.

All matches are timed by burning through a weighted string.

- Match 660M** Fire Starting Men (16 and over)—must bring own birds nest, char patch, flint & steel.
- Match 660W** Fire Starting Women (16 and over)—must bring own birds nest, char patch, flint & steel.
- Match 660J** Fire Starting Junior (15 and under)—must bring own birds nest, char patch, flint & steel.

## ***Primitive Archery Match***

Noon - 3:00 p.m., Friday and Saturday; 10:00 a.m. -1:00 p.m., Sunday; pick up score cards at Registration Building; bring your archery equipment. Northwest of Silhouette Range - Places awarded to men, women and junior competitors.

- Match 690** Primitive Archery Trail Walk—Fourteen position using primitive style wood bow and arrows. Primitive wooden arrows may have metal target or field tips with plastic nocks.

# Trap and Skeet Information

All championship matches for Skeet will be shot-off on Sunday with the time posted on the scoreboard. All Trap shoot-offs will be Sunday afternoon. Please check your scores after each match; all scoring protest must be filed immediately and before scorekeeper places scorecard in completed match holder.

## Trap Matches

- Match 101** AZ-WINS Championship, 50 birds at 16 yards, Non-Re-entry
- Match 102** Flint Championship, 25 birds at 16 yards, Non-Re-entry
- Match 103** Women's, 15 birds at 16 yards
- Match 104** Handicap, 15 birds at 20 yards
- Match 108** Originals, 15 birds at 10 yards
- Match 201** Marge Mongan Women's Championship, 25 birds at 10 yards, Non-reentry.
- Match 202** Junior Championship, 15 birds at 10 yards
- Match 203** 10 Yard Trophy Shoot, 25 birds at 10 yards
- Match 204** Women's, 15 birds at 10 yards
- Match 205** Novice, 15 birds at 10 yards
- Match 206** Novice, 15 birds at 16 yards
- Match 207** Novice, 15 birds at 20 yards
- Match 208** 15 birds at 20 yards, Re-entry
- Match 301** 10 Yard Championship, 50 birds at 10 yards, Non-Re-entry
- Match 302** Old Timer's, 15 birds at 10 yards (60 and Older)
- Match 303** Flint, 15 birds at 16 yards
- Match 304** 15 birds at 16 yards
- Match 305** Traditional Gun, 15 birds at 10 yards
- Match 306A** Black Powder Cartridge, 25 birds at 16 yards, shot 5 per station, Non-Re-entry.
- Match 306B** Black Powder Cartridge, 25 birds at 16 yards, shot 5 per station, Non-Re-entry.
- Match 307** Flint, 15 birds at 10 yards
- Match 401** Doubles, 15 Pair at 10 yards, Time - TBD&P, Non-Re-entry
- Match 402** Doubles, 15 Pair at 16 yards, Time - TBD&P, Non-Re-entry
- Match 403** International, 25 birds at 8 meters, Open Class (Any ML Shotgun), Time - TBD&P, Non-Re-entry

- No string scoring, tie scores for 1st, 2nd, and 3rd places will be determined by shoot-offs.
- All broken birds will be shot over.
- All contestants must load their own guns.
- All new shooters must check in with a range officer or an assistant.
- All matches are re-entry except: 101, 102, 201, 301, 306A and 306B.
- Caps are snapped and guns are cleared in designated areas only.
- Misfires per National Rule Book.
- Practice birds will be available.
- Match 301 will be shot on Friday between 8:00 a.m. and noon.
- Trap range will be open for 10 yard matches only between 8:00 and 10:00 a.m. on Friday.
- Match 101 will be shot on Saturday between 8:00 a.m. and noon.
- Trap range will be open for 16 yard matches only between 8:00 and 10:00 a.m. on Saturday.
- A novice shooter for Match 205, 206, and 207 is anyone who hasn't shot a perfect score or won first place on that yardage at a National Shoot.
- All trap matches must be completed by noon on Sunday.
- Sunday afternoon a 1/2 hour protest period will exist after the final scores have been posted.

## Skeet Matches

- Match 1** 25-Bird Championship, Non-Re-entry
  - Match 2** Women's Championship, 16 birds singles, Non-Re-entry
  - Match 3** Doubles Championship, 24 birds doubles, Non-Re-entry
  - Match 4** Lo-Gun Championship, 25 birds, Non-Re-entry
  - Match 5** Flint Championship, 16 birds singles, Non-Re-entry
  - Match 6** Senior's Championship, 60 and over, 25 birds singles, Non-Re-entry
  - Match 7** Junior Championship, 16 and under, 16 birds singles, Non-Re-entry
  - Match 8A** Black Powder Cartridge, 25 birds, Non-Re-entry
  - Match 8B** Black Powder Cartridge, 25 birds, Non-Re-entry
  - Match 9** Skeet Aggregate, 16 singles, 14 doubles, total birds 30, Re-entry
- Wed.-Sat. Men's Daily, Women's Daily, Flint Daily, AZ-WINS Daily, and Junior Daily Qualifier will be 16 birds singles.
  - Wed.-Sat. Doubles Daily Qualifier will be 7 pairs, 14 birds.
  - Wed.-Sat. Lo-Gun Daily Qualifier will be 16 birds, 3 pairs must be shot as doubles.
  - All Daily Qualifier first, second, and third place winners and all perfect scores will be eligible to shoot the championship matches in appropriate matches.
  - Only one first, second, and third place award per contestant in daily qualifier.
  - All daily matches must be completed by 5:00 P.M.