

# Rules

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

The following rules are for your immediate information:

1. **No intoxicants are to be used on firing line or parking area per Arizona Game and Fish Department rules.**
2. **No smoking on firing line. Keep powder containers closed.**
3. **No handling of any firearms while fellow competitors are down range.**
4. **No loaded firearms can be taken from the firing line unless accompanied by a range officer.**
5. **Setup, Safety and scoring follow NMLRA Rules and Regulations pamphlet.**
6. Only black powder or BATF approved black powder substitute permitted.
7. 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.).
8. 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.
9. Flint Safety shields should be used on all flintlock rifles.
10. No firearms are to be fired on the covered firing line after the close of each day's matches.
11. No firing of cannons on the range.
12. Range Safety Requirements: Hearing protection and eye protection must be worn by all competitors and spectators while on any firing range (sunglasses and prescription eyewear are acceptable eye protection substitute).
13. Police your shooting area after you have completed your match.
14. Slug gun bench targets fired only on the Slug Gun Range, may be fired in two consecutive relays.
15. Protest and challenge period will begin Monday at 8:00am then end at 9:00am. *Protests and challenges will not be allowed after the conclusion of the official score protest and challenge period.*
16. See program information below on how to challenge a score.
17. All offhand matches, except schuetzen, are to be fired on the Offhand Range.
18. 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.
19. 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.
20. Specific, posted individual range rules take precedence over NMLRA Official Rules.
21. Buffalo, chunk, musket, slug, smoothbore and squirrel rifles MUST follow NMLRA Rules and Regulations for appropriate Matches.

**AZWINS 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 competition. Last day for all aggregate and match competitions are 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 Matches may be acquired 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 acquire targets for you, send a slip with your number on it along with your; do not depend on memory. All matches except for reentries may be fired only once.
4. **Aggregates must be entered before firing any individual matches in the aggregate. Should you fire an individual match that is included in an aggregate, you can no longer shoot 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, acquire 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 Safety shields are provided for the protection of all shooters. Shields can be moved for any flint shooter position.
  - 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.
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.

## **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.