

AZWINS

Arizona Western Independent National Shoot
Held at the Ben Avery Shooting Range,
Phoenix, Arizona.

The “Short Range” Rules and Matches.

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:

We could really use your help out at the AZWINS (Arizona Western Independent National Shoot)!

We need Range Officers for the Pistol/Offhand Range on Tuesday through Sunday and the Silhouette/Primitive Range on Friday through Sunday.

Work half the day or all day if you wish.

Contact the Chief Range Officer if you can help us out at any of the ranges.

Rules

General:

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. Should you notice that a cross fire has occurred on any target, notify the Range Officer as soon as possible.
 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, are to be fired on the Offhand 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. 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 is Sunday.***
- Pistol/Offhand Range - Pistol Half: 25 and 50 yds. All targets to be 30 minute relays.**
- Pistol/Offhand Range - Rifle Half: 25, 50 and 100 yds. All targets to be 30 minute relays.**

Scoring:

Matches are shot either as Classified or Unclassified. Classified matches are noted in the match descriptions. Currently, classifications are only used for Long Range and Pistol matches. All other matches are scored and grouped based on the individual's Competitor Type (i.e. Men, Senior Men, Women, Senior Women, Junior and Sub-Junior). Classifications and Competitor Types must be indicated in each individual's profile at the time of registration. Seniors are individuals 60 years or older. Juniors are individuals that have not reached the age of 16. Sub-Juniors are individuals that have not reached the age of 12. **Please note**, all Junior and Sub-Junior competitors **MUST HAVE A COACH**. Certificates will be given to the Top 3 scores for each match. Certificates will be given out daily for Daily Matches and once for Aggregate Matches.

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: Computer Workstations are available for you to check your scores. Results will be available throughout the day immediately after each target is scored. You are encouraged to check your scores frequently throughout the week and report errors as soon as possible. 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 staff. If you still disagree with the decision of the Chief Scorer, then a challenge is necessary.

Rules

Firing Line Rifle Procedure:

Offhand and Pistol Range opens at 8:00am Tuesday through Sunday.

Silhouette and Primitive Range opens at 9:00am Friday through Sunday.

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.**
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.

Questions? Speak with the Chief Range Officer:

**Please Note! - Shoot Program and Matches may change prior to actual event.
Check in at the Registration Building!**

Pistol Aggregate Matches & Pistol Individual 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.

Please Note:

All matches are to be shot using a one or two hand shooter position except for Match 19. 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.
- 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.
- Match 19** **Davide Pedersoli International.** Classified. NMLRA International rules prevail. Pistol must follow International Pistol Rules.

Three Pistol 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.** Classified. 10 shots at 25 yards slow fire. Daily 1st, 2nd & 3rd place Certificates given.
- Match 24** **50 Yard.** Classified. 10 shots at 50 yards slow fire. Daily 1st, 2nd & 3rd place Certificates given.

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.

Rifle Aggregate Matches

Please note:

Aggregate Match numbers may have changed from last year to increase participation.
Matches listed within an aggregate cannot be entered as an individual match (unless otherwise stated).
Please see Rule #4 under "Firing Line Procedure" for further information.

Aggregate CA Classification Offhand Aggregate Categories

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 AZWINS Event.

5 shots—any metallic sights—any muzzleloading rifle.

- Match C1** 25 yards, 6-bull target (8-ring).
- Match C2** 50 yards, 6-bull target (7-ring).
- Match C3** 50 yards, single bull 100-yard target (8-ring).
- Match C4** 100 yards, single bull 100-yard target (7-ring).

- 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.

Aggregate AW AZWINS Founders Championship Categories

5 shots—round ball.

- Match AZW1** 50 yards, rest, open sights, 6-bull target (7-ring).
- Match AZW2** 25 yards, offhand, any metallic sights, 6-bull target (8-ring).
- Match AZW3** 50 yards, offhand, any metallic sights, 100-yard target.
- Match AZW4** 100 yards, rest, any metallic sights, 6-bull L target.

Aggregate AWB AZWINS Founders Buffalo Championship Categories

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

- Match AZW11** 50 yards, any metallic sights, 5-bull (reduced rings).
- Match AZW12** 100 yards, any metallic sights, 100-yard buffalo (7-ring).
- Match AZW13** 50 yards, open sights, 5-bull (reduced rings).
- Match AZW14** 100 yards, open sights, 100-yard buffalo (7-ring).

Aggregate B Buffalo Championship Categories

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

- Match 451** 50 yards, any metallic sights, 5-bull (reduced rings).
- Match 452** 100 yards, any metallic sights, 100-yard buffalo (7-ring).
- Match 453** 50 yards, any metallic sights, 5-bull (reduced rings).
- Match 454** 100 yards, any metallic sights, 100-yard buffalo (7-ring).

Aggregate BF Buffalo Flintlock Championship Categories

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

- 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, any metallic sights, 5-bull (reduced rings).
- Match 464** 100 yards, any metallic sights, 100-yard buffalo (7-ring).

Aggregate BR Benchrest Championship Categories

5 shots—round ball.

- Match 251** 50 yards, open sights, 6-bull target (7-ring).
- Match 252** 50 yards, any metallic sights, 6-bull target (7-ring).
- Match 253** 100 yards, any metallic sights, 6-bull L target.
- Match 254** 200 yards, any metallic sights, 200-yard target.

Aggregate BRS Benchrest Short Championship Categories

5 shots—round ball—any metallic sights.

- Match 257** 50 yards, 6-bull target (7-ring).
- Match 258** 100 yards, 6-bull L target.

Aggregate BRF Benchrest Flintlock Championship Categories

5 shots—round ball—flintlock.

- Match 261** 50 yards, open sights, 6-bull target (7-ring).
- Match 262** 50 yards, any metallic sights, 6-bull target (7-ring).
- Match 263** 200 yards, any metallic sights, 200-yard target.
- Match 264** 100 yards, any metallic sights, 6-bull L target.

Aggregate BRFS Benchrest Flintlock Short Championship Categories

5 shots—round ball—any metallic sights.

- Match 267** 50 yards, 6-bull target (7-ring).
- Match 268** 100 yards, 6-bull L target.

Rifle Aggregate Matches

Aggregate BRL Benchrest Light Championship Categories

5 shots—14 lb. limit.

- Match 271** 50 yards, any metallic sights, 6-bull target (7-ring).
- Match 272** 50 yards, open sights, 6-bull target (7-ring).
- Match 273** 100 yards, any metallic sights, 100-yard target (7-ring).
- Match 274** 100 yards, open sights, 100-yard target (7-ring).

Aggregate BRI Benchrest Inline Championship Categories

Inline muzzleloading rifle only. 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.

5 shots—ball, bullet or sabot—primers allowed—any sights, including scopes.

- Match 281** 50 yards, running groundhog target.
- Match 282** 50 yards, fox target.
- Match 283** 100 yards, standing buffalo.

Aggregate M Musket Championship Categories

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

- Match 121** 50 yards, 3-bull 100-yard target, 5 shots on each bull.
- Match 122** 100 yards, 200-yard target.
- Match 123** 100 yards, any military position, 100-yard target (7-ring).

Aggregate OH Offhand Championship Categories

5 shots—round ball—any metallic sight.

- Match 101** 25 yards, 6-bull target (8-ring).
- Match 102** 50 yards, 100-yard target (8-ring).
- Match 103** 100 yards, 100-yard target (7-ring).

Aggregate OH-J Offhand Junior's Championship

A Junior is a competitor who has not yet reached the age of 16, MUST HAVE A COACH.

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

- Match 81** 25 yards, 3-bull 100-yard target, 3 shots on one bull and two on the other.
- Match 82** 25 yards, 3-bull 100-yard target, 3 shots on one bull and two on the other.

Aggregate OHR-J Offhand & Rest Junior's Championship

A Junior is a competitor who has not yet reached the age of 16, MUST HAVE A COACH.

5 shots—round ball—any metallic sights.

- Match 85** 25 yards, offhand, 3-bull 100-yard target, 3 shots on one bull and two on the other.
- Match 86** 50 yards, rest, 6-bull target (7-ring).

Aggregate OHR-SJ Offhand & Rest Sub-Junior Championship

A Sub-Junior is a competitor who has not yet reached the age of 12, MUST HAVE A COACH.

5 shots—round ball—any metallic sights.

- Match 91** 25 yards, standing rest, 6-bull target (7-ring).
- Match 92** 25 yards, standing rest, bear target.
- Match 93** 50 yards, bench rest, 3-bull 100-yard target, 3 shots on one bull and two on the other.

Aggregate OHF Offhand Flintlock Championship Categories

5 shots—round ball—open sights.

- Match 111** 25 yards, 6-bull target (7-ring).
- Match 112** 50 yards, 100-yard target (8-ring).
- Match 113** 100 yards, 100-yard target (7-ring).

Aggregate OHI Offhand Inline Championship Categories

Inline muzzleloading rifle only. 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.

5 shots—ball, bullet or sabot—primers allowed—any sights, including scopes.

- Match 181** 25 yards, squirrel, crow, groundhog combination target.
- Match 182** 50 yards, running deer target.
- Match 183** 100 yards, elk target.

Aggregate SR Squirrel Rifle Championship

Firearm must follow NMLRA Rules and Regulations. Flintlock or percussion, gun limit 10 pounds, .40 caliber and under.

5 shots—round ball—open sights.

- Match 131** 25 yards, offhand, 6-bull target (8-ring).
- Match 132** 50 yards, offhand, 6-bull slug target.
- Match 133** 50 yards, rest, 6-bull target (7-ring).

Rifle Aggregate Matches

Aggregate SB

Smoothbore Championship Categories

Smoothbore must follow NMLRA Rules and Regulations. Flintlock only, smoothbore, no set triggers, 54 caliber minimum.

5 shots—round ball—no rear sight above the plane of the barrel.

- Match 141** 25 yards, groundhog target.
- Match 142** 25 yards, running deer target.
- Match 143** 50 yards, elk target.
- Match 144** 100 yards, 200-meter French target.

Aggregate SSB

Sighted Smoothbore Championship Categories

Smoothbore must follow NMLRA Rules and Regulations. Flintlock or percussion, smoothbore, no limitations on caliber.

5 shots—round ball—fixed open sights (front and rear)—offhand.

- Match 145** 25 yards, 6-bull target (8-ring).
- Match 146** 25 yards, 6-bull slug target.
- Match 147** 50 yards, 100-yard target (7-ring).
- Match 148** 100 yards, 200-meter French target.

Aggregate SG

Slug Gun Championship Categories

10 shots—rest—any sights.

- Match 151** 100 yards, (2) 6-bull slug gun targets.
- Match 152** 200 yards, (2) 200-yard targets.
- Match 153** 300 yards, 200-yard target.

Aggregate TOH

Traditional Offhand Hunting Rifle Championship Categories

5 shots—round ball—open sights.

- Match 161** 25 yards, 6-bull target (8-ring).
- Match 162** 50 yards, 100-yard target (8-ring).
- Match 163** 100 yards, 100-yard target (7-ring).

Aggregate TOHF

Traditional Offhand Flint Hunting Rifle Championship Categories

5 shots—round ball—open sights.

- Match 165** 25 yards, 6-bull target (8-ring).
- Match 166** 50 yards, 100-yard target (8-ring).
- Match 167** 100 yards, 100-yard target (7-ring).

Aggregate TS

Table Shoot Championship Categories

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

- Match 551** Any metallic sights.
- Match 552** Open sights.

Aggregate UH

Unlimited Hunter Championship Categories

Any muzzleloading rifle. Targets must be posted in upright vertical position. Practice targets may be purchased but not used as sighters with match target.

5 shots—ball, bullet or sabot, primers allowed—any sights, including scopes—offhand.

- Match 171** 25 yards, squirrel target.
- Match 172** 50 yards, running groundhog target.
- Match 173** 50 yards, running deer target.
- Match 174** 100 yards, standing buffalo target.

Rifle Individual Matches

Offhand Rifle Matches

Founders *Invitational Offhand Match*

1 shot—round ball.

Match-1 25 yards, offhand, open sights, reversed (Hidden) target, Invitational Only Match to be shot 5:00pm on Thursday.

Note! The following Offhand Rifle Matches have individual Categories of:

Men's - Women's.

Senior Men's – Senior Women's (Must be 60 years old or older).

Junior's (Must not yet reached the age of 16), MUST HAVE A COACH.

Sub-Junior's (Must not yet reached the age of 12), MUST HAVE A COACH.

Percussion Offhand Matches

5 shots—round ball—any metallic sights—Daily 1st, 2nd & 3rd place Certificates given.

Match 11 25 yards, 6-bull target (8-ring).

Match 12 50 yards, 100-yard target (8-ring).

Match 13 100 yards, 100-yard target (7-ring).

Percussion Offhand Buffalo Matches

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

Daily 1st, 2nd & 3rd place Certificates given.

Match 15 50 yards, any metallic sights, 5-bull (reduced rings).

Match 16 100 yards, any metallic sights, 100-yard buffalo (7-ring).

Flintlock Offhand Matches

5 shots—round ball—open sights—Daily 1st, 2nd & 3rd place Certificates given.

Match 21 25 yards, 6-bull target (8-ring).

Match 22 50 yards, 100-yard target (7-ring).

Match 23 100 yards, 100-yard target (8-ring).

Flintlock Offhand Buffalo Matches

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

Daily 1st, 2nd & 3rd place Certificates given.

Match 25 50 yards, any metallic sights, 5-bull (reduced rings).

Match 26 100 yards, any metallic sights, 100-yard buffalo (7-ring).

Bench Rest Matches

5 shots—round ball—Daily 1st, 2nd & 3rd place Certificates given.

Bench Rest Matches

Match 201 50 yards, any metallic sights, 6-bull target (7-ring).

Match 202 50 yards, open sights, 6-bull target (7-ring).

Match 203 100 yards, any metallic sights, 6-bull L target.

Husband and Wife Bench Rest Match

Match 211 50 yards, 5 shots, any metallic sights, (2) 6-bull targets (7-ring).

Junior Bench Rest Matches

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

Match 221 50 yards, 5 shots, round ball, open sights, 6-bull target (7-ring).

Match 222 100 yards, any metallic sights, 200-yard target.

Sub-Junior Bench Rest Matches

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

5 shots - 25 yards

Match 225 (May be shot on Offhand Range), 3-bull 100-yard target, 3 shots on one bull and 2 on the other.

Match 226 (May be shot on Offhand Range), 6-bull target.

Silhouette Matches

Note! Friday through Sunday, Matches start at 9:00am.

The matches consist of 15 rounds. Firing is in 3 round stages, 5 minutes per stage, offhand. The ram target can be fired in any position without artificial support. Daily 1st, 2nd & 3rd place Certificates given.

Match 301 Silhouette Categories—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.

Rifle Individual Matches

Buffalo Matches

5 shots—round ball—must be shot off cross-sticks—Buffalo target (must be posted in its natural position)—Daily 1st, 2nd & 3rd place Certificates given.

Note! The following Matches have individual Categories of:

Men's - Women's.

Senior Men's – Senior Women's (Must be 60 years old or older).

Junior's (Must not yet reached the age of 16), MUST HAVE A COACH.

Sub-Junior's (Must not yet reached the age of 12), MUST HAVE A COACH.

Match 401 Charlie Maggard Buffalo Match Categories—50 yards, any metallic sights, 5-bull (reduced rings) buffalo.

Match 402 Dale Smith Memorial Flintlock Buffalo Match Categories—Flintlock, 50 yards, any metallic sights, 5-bull buffalo.

Match 403 100 yard Buffalo Match Categories—100 yards, any metallic sights, 100-yard (7-ring) buffalo.

International Rifle Matches

IDP Rifle Notes: International Davide Pedersoli Championship Rifle Notes

Vetterli Match:

Firearms to be used can be percussion, flintlock or matchlock, or smoothbore long arms. These can be firearms of any nation. The match is fired in the standing offhand rifle position at a distance of 50 yards offhand. All firearms used in this event must be original and unaltered from their historical appearance or replicas of the same. Any original style ammunition is acceptable, except wadcutters. Any bore diameter is acceptable. You will fire 13 shots for record on the NRA B19 target, commonly referred to as the 50 meter ISU Target reduced. The best 10 shots will count for score. Time limit of 30 minutes to complete shooting.

Whitworth Match:

Firearms to be used must be free percussion rifles, if military, under .53 caliber or 13.5 mm. If civilian any caliber is acceptable. This match is to be fired prone, sitting, or cross-sticks at a distance of 100 yards - the NRA or Russian prone position is acceptable. All firearms used in this event must be original and unaltered from their historical appearance or replicas of same. No modern wadcutters to be used. You will fire 13 shots for record. The best 10 shots will count for score. Target to be used is the NRA B19 target, commonly referred to as the 50 meter ISU pistol target reduced. Time limit is 30 minutes to complete shooting.

Maximillian Match:

Firearm to be used must be a rifled flintlock long arm of any caliber. Traditional Open or Peep sights: No Redfield type or click adjustable. This can be a firearm of any nation. This match is to be fired prone, sitting, or cross-sticks at a distance of 100 meters or approximately 100 yards. The NRA smallbore or Russian prone position is acceptable. All firearms used in this event must be original and unaltered from the original specifications, or replicas of same. Ammunition used in this event must be round balls. You will fire 13 shots for the record. The best 10 shots will count for score. The target to be used is the NRA B19 target, commonly referred to as the 50 meter ISU pistol target reduced. Time limit of 30 minutes to complete shooting.

Aggregate IDP International Davide Pedersoli Championship Categories

See (IDP Rifle Note*) below 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.

Primitive Matches

The following Matches have individual Categories of:

Men's - Women's.

Senior Men's – Senior Women's (Must be 60 years old or older).

Junior's (Must not yet reached the age of 16), MUST HAVE A COACH.

Sub-Junior's (Must not yet reached the age of 12), MUST HAVE A COACH.

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.

Primitive Pistol & Rifle Matches

Friday through Sunday, 9:00am. Daily 1st, 2nd & 3rd place Certificates given.

Match 601 Long Gong—Rifle or smoothbore (with round ball), 5 shots at metal silhouette taken at approximately 150-200 yards. Load from pouch or horn, use separate measure.

Match 605 Silhouette Walk—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 611 Rattle Box Silhouette—Rifle or smoothbore (with round ball), 3 shots at a steel silhouette target are taken between 50 to 100 yards. Shooter drops one of their round balls into the top of the rattle box and must fire before the round ball hits the can at the bottom. Load from pouch or horn, use separate measure.

Match 615 Sergeant York—Rifle or smoothbore (with round ball), 3 shots at an inverted V paper target are taken at 30 to 50 yards. Load from pouch or horn, use separate measure. **Note** –paper target to be shot on Pistol/Offhand Range.

Match 621 Any Old Muzzleloading Pistol Silhouette Walk—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 625 Any Old Muzzleloading Pistol—Muzzleloading pistol, flintlock or percussion, traditional or modern style, single shot or revolver, 6 shots, one- or two-hand hold permitted, eighteenth-century 6 bottle paper silhouette target at approx. 10 paces. **Note** – paper target to be shot on Pistol/Offhand Range.

Primitive Tomahawk & Knife Matches

Friday through Sunday, 9:00am. Daily 1st, 2nd & 3rd place Certificates given.

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

Match 651 Tomahawk Throw—must bring own primitive tomahawk.

Match 652 Knife Throw—must bring own primitive knife.

Primitive Fire Starting Matches

Friday through Sunday, 9:00am. Daily 1st, 2nd & 3rd place Certificates given.

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 661 Fire Starting—must bring own birds nest, char patch, flint & steel, No Flash paper allowed.

Primitive Archery Match

Noon - 3:00pm, Friday and Saturday, 10:00am - 1:00pm, Sunday. Daily 1st, 2nd & 3rd place Certificates given.

Pickup score cards at Registration Building; bring your archery equipment. Use AZGFD Lower Hill Range archery targets numbered 15 through 28, located northwest of Silhouette Range. Daily 1st, 2nd & 3rd place Certificates given.

Match 691 Primitive Archery Trail Walk—Fourteen positions using primitive style wood bow and arrows. Primitive wooden arrows may have metal target or field tips with plastic nocks.

