

1. Match Rules for Muzzle Loaders:

1.1 Safety

Safe conduct of all matches and associated activities shall be foremost. Any person or member who is conducting themselves in an unsafe manner shall be dismissed from the activity.

- a) No smoking on the firing line, please stay behind the cars.
- b) No open: Powder or Flammable containers.
- c) No blowing or breathing into the muzzle.
- d) Snapping of percussion caps must be done in front of the firing line.
- e) In the course of discharging the rifle, the cap shall not be placed on the nipple and/or the hammer on full-cock until the shooter is down in the firing position.
- f) All rifles shall be muzzle loaded from a single charged container; loading directly over the muzzle using a flask or similar device is prohibited.
- g) Rifles shall remain at the loading bench (with muzzle up) until the pit area is safe and the range officer instructs that you may commence firing.
- h) Rifles shot at 1000 yards shall have a minimum MV of 1200 fps.

1.2 Rifles

Rifles shall be of the traditional muzzle loading style of the firearms fired from the shoulder in the mid - late 1800's era of International Rifle Matches. If rifle is in question, please confer with match organizer/director for approval prior to event.

- a) Rifles may be of original make or recreated pieces made so as to fulfill the intent of a traditional rifle.
- b) Rifles may be of full-stock or half-stock design and must have an external hammer.
- c) **The maximum weight of the rifle shall not exceed 12 pounds.** (Sights & Sling excluded) Note: Pedersoli Gibbs rifle shooters should remove lead slug from inside the butt stock if they are unsure of weight.
- d) Set Triggers are allowed.
- e) The ignition shall be of the percussion type using conventional percussion caps as center-fire primers are excluded.
- f) Fixed, adjustable or add-on leather covered cheek rest are permitted.
- g) False muzzles and/or bullet starters may be used provided there is NO form of any mechanical advantage, or use of any such device (including hand), which serves as a 'hammer' to start the bullet.
- h) Shooter must clean and/or load his own rifle during a match, unless physically handicapped.
- i) The rifle checked in at registration shall be the rifle to be shot the entire match; exception may be made for a mechanical failure.
- j) In the event the acceptability of a rifle is in question, the event organizer and one event setup member shall be designated to judge and inspect the rifle to be used. If the rifle fails the acceptance criteria, the rifle and shooter will be allowed to participate but ineligible for awards.

1.3 Sights

- a) Sights shall be iron peep rear and aperture front.
- b) Sights may have front and/or rear windage adjustment.
- c) Sights may adorn a spirit level.
- d) Open or grooved rear sights with post or aperture front sight may be used.
- e) No glass optical lens shall be used on either front or rear sight.

1.4 Shooting Position

- a) Rifles may be fired without the aid of any artificial support.
- b) Rifles may be fired from the prone or sitting position with the hand supported by a wrist rest.

- c) The rifle may be fired from the prone or sitting position with the rifle resting directly on one set of cross-sticks.
- d) Rifles may be fired with the support of a sling.
- e) Rifles may be fired with a combination of a sling and wrist rest.
- f) Rear position shooting is allowed with extreme caution, shall be body-support only with no sling allowed.
- g) **Shooters in the shooting position are expected to fire**, if not, they need to acknowledge and allow others shooters ready to fire. The Scorer is expected to control the rotation of all shooters if spotting delays occur.

1.5 Propellant / Powder

- a) ONLY black powder shall be used in matches.
- b) No smokeless or semi-smokeless powder of any kind shall be used.
- c) Black powder granulations shall be between 1F and 3F size only.

1.6 Projectiles / Bullets

- a) Only lead projectiles are permitted in matches.
- b) Two-piece lead and lead alloy projectiles are permitted.
- c) Projectiles may be of solid or hollow nose construction with any type base design.
- d) Paper patch or grooved lubricated lead bullets shall only be used.
- e) Projectile caliber shall be greater than .400 inches and not exceed .580 inches in diameter.
- f) Projectile weight shall be greater than 400 grains and not exceed 580 grains.
- g) Bullets may not be coated with a copper or any other metal or alloy.
- h) Gas checks and Sabots of any type are prohibited.

1.7 Wads

- a) Wads made from any safe non-sparking material such as cardboard, paper, plastic, hair, wax, grease solid lubricants and combinations of these may be used.
- b) Wads must be cut from flat sheet material.
- c) No "cupped" wads or sabots allowed.

1.8 Targets/Scoring

- a) Targets will be official NRA HP mid & long-range targets for the appropriate distances.
- b) At each distance, one or more 10 consecutive shots for score may be scored within the relay; the highest score at each distance will be recorded.
- c) Unlimited number of sighters are allowed at each distance.
- d) One sighter can be converted to start any 10 shot string.
- e) Restart of any 10 shot string may occur at anytime.
- f) Scored shots fired at the target will count regardless of load.
- g) Mis-loaded rifles may be discharged into the berm with no effect on scoring; Shooter must alert spotter of the situation before firing.
- h) Cross firing will be scored a miss.
- i) Paper targets shall be scored using the method of bullet hole touching the line - the higher value is given.
- j) In the event of a tie: 1) the X-ring; 2) the shooter with the least number of bad shots will win.

The spotter shall only give the shooter bullet location at the target. (Ex: 9 ring at 6 o'clock) and indicate mark on score sheet. The pitman and spotter shall assist their shooter with missed shots in relation to the target.