

## Postal Shoot Rules

1. Muzzle Loading Rifle – Open to any original or replica rifle, any cal, iron sights of the muzzle loading era, lead bullets with black powder propellant only, 5 shots in any unsupported position at 100m, no time limit.
2. Breech loading Rifle – Open to any original or replica rifle, any cal, iron sights only, lead bullets with black powder propellant only, 5 shots any unsupported position 100m, no time limit.
3. Military Rifle – Open to any “A Cat” rifle of any centre fire cal, that is in “as issued” standard military pattern configuration, any type of breech loading action, no optical sights permitted, smokeless or black powder using either lead or jacketed bullets, no tracer or incendiary projectiles permitted, 5 shots any unsupported position 100m, no time limit.
4. Black Powder Shotgun – Open to any muzzle or breech loading shotgun, any gauge, using match, flint or percussion ignition (muzzleloaders) or exposed hammers (breechloaders) no shot concentrators allowed, 10 clays as follows: only one shot per clay permitted. TWO clays from 11m, TWO clays from 12m, TWO clays from 13m, TWO clays from 14m, TWO clays from 15m. All clays are “down the line”/“straight away”. Trap set for minimum throw of 45m.
5. MSSA Rifle – Open to any centre fire rifle as defined by the Arms Amendment Act 1992, sec 2 (Interpretation) subsection (2) & (3), using either lead or jacketed bullets, no tracer or incendiary projectiles permitted, 10 shots – 3 offhand, 3 kneeling, 4 prone in a maximum time of 60 seconds, range 100m no time limit, no optical sights permitted.
6. Lever Action Rifle – Open to any “western” period lever operated magazine centre fire rifle of any cal, using smokeless or black powder with lead or jacketed bullets, 5 shots in any unsupported position at 100m no time limit, no optical sights permitted.
7. Rimfire Rifle – Open to any rifle chambered for the rimfire cal, (.17HMR, .17 Mach 2, .22 Short, Long or LR, .22 Mag, .22 Win Auto) any type of sights permitted 10 shots at 100m, 3 kneeling, 3 standing, 4 prone, no time limit.
8. Sniper Rifle – Open to any centre fire rifle of any type of action with any type of sights, bipods, monopods, or any other type of support permitted, at 100m 5 shots prone, no time limit.
9. Cadet Rifle – Open to any British military pattern basic training/cadet issue single shot breechloading rifle in ‘as issued’ condition (including sights) using .22 rimfire cartridges.
  - a. Ammunition – any commercial general purpose load, no match grade quality.
  - b. Range – 25 yards (or metres as available range permits)
  - c. Targets – Reproduction of the original military issue “Targets Miniature No. 5A (Facings)” as used by school cadets circa 1950’s – 1960’s.  
(These are two 102mm 4 ring circles printed 16mm apart on A4 size paper; rings are not numbered but will be scored as 10, 9, 8, 7 from centre ring outwards).
  - d. Course of fire – All shots prone, no slings or other support, 5 shots at left hand target, no time limit and 5 shots at right hand target time limit 30 seconds (this is simulated rapid aimed fire as with a magazine rifle)
  - e. Five members per team (as with all other Postal Shoot events).
  - f. Scores will be divided by two to retain parity with other events.
  - g. Entry fee shall be the same as for other events.

These rules are to be read in conjunction with the Postal Shoot General Rules.

### General Rules

1. All rifle events shall be shot using the UIT 25/50m PPST provided; substitute targets may be used with the organisers’ permission.
2. Each target shall have the information block completed and signed by both the competitor and range officer.

3. Targets must be checked before returning to ensure that not more than the maximum number of shots for the specific event are on the target, if any target has more than the maximum then the higher scoring shots may be penalised unless the relevant excess shots have been marked by the competitor & range officer. Shots that "cut the line" (ring) shall be scored at the higher value.
4. Slings shall be permitted in rifle events.
5. Spotting by the competitor is permitted.
6. Weapons may be cleaned between shots if desired when black powder is used.
7. Ranges must be open, no closed wind protection permitted.
8. Each branch shall appoint a range officer for the day and it shall be his/her duty to ensure that all rules are strictly observed.
9. Once a competitor has commenced, shooting is continuous; no practice during an event shall be permitted.
10. Shooting shall be conducted in accordance with the provisions of the NZAHAA Rules (Policy Document SR-1 dated April 30th 1998) sections 4.0, 5.0.
11. An overall trophy will be awarded based on the combined total scores of all events entered.
12. Scores in events 5 (MSSA) & 7 (Rimfire) will be divided by two to achieve parity with the five (5) shot rifle events.
13. Scores in event 4 (Shotgun) will be multiplied by five (5) to achieve parity with the five (5) shot rifle events.
14. Additional to the major trophy, separate awards to the Branches with the highest scores in each event.
15. A trophy shall be awarded to the individual competitor who attains the highest aggregate scores in all events entered by the competitor.
16. There shall be no restrictions on the number of team members who share the use of any specific firearm.
17. An entry fee shall be charged for each event entered by a branch.
18. All targets/score sheets must be returned to the organisers no later than the date stipulated by the organisers. Any branch unable to complete shooting by that date may be granted an extension of time at the organisers' discretion.
19. The trophies will be presented to the winners at the NZAHAA Inc. General Meeting.
20. All events to have no more than 5 shooters per team.

These rules are to be read in conjunction with Postal Shoot Event Rules NZAHAA October 2007.