

**2015 / 2016**  
**Shooting Season**  
**Guidebook for Pistol**  
**Athletes**



**Contents**

Mission Statement..... 3

William Blount Shooting Team – Governance and Information ..... 3

Sport Shooting Program Information ..... 4

    Tennessee Scholastic Action Shooting Program ..... 4

    Athlete Eligibility Requirements..... 4

    Equipment Guidelines ..... 4

        Firearm ..... 4

        Ammunition..... 5

        Eye Protection ..... 5

        Ear Protection..... 5

        Clothing..... 5

High School Lettering Criteria..... 6

Safety Rules ..... 6

Violation of Safety Rules..... 7

Home Firearms Safety ..... 7

Lead Hazards ..... 7

Practices ..... 7

Competitions ..... 8

    Local/Virtual ..... 8

    State Competition ..... 8

    National Championship ..... 8

Handgun Manipulations and Malfunctions..... 8

    Loading: ..... 8

    Unloading ..... 8

    Removing the Magazine ..... 9

    Slingshot ..... 9

Range Commands..... 9

    Load and Make Ready: ..... 9

    Are you ready ..... 9

Reload if Required and Make Ready for Your Next String .....	9
Stand By .....	9
Start Signal .....	9
Stop .....	9
Unload and Show Clear .....	9
Malfunctions .....	10
Failure to Fire .....	10
Failure to Eject .....	10
Failure to Extract .....	10
Squib load .....	10
Unauthorized Discharges .....	10
Handgun Marksmanship .....	10
Elements of Marksmanship .....	10
Aim .....	10
Hold .....	10
Trigger press .....	11
Follow-through .....	11
A Guide to Pistols .....	12
Handgun – Pistol .....	12
Handgun - Revolver .....	13
Estimated Cost to Participate .....	14
Glossary: .....	16
Works Cited: .....	22

## Mission Statement

Established in 2009, the William Blount Shooting Team teaches youth the importance of firearms safety while molding the future sportsmen/women of Tennessee Shooting Sports. This is accomplished by instilling the personal values of self-discipline, self-confidence, leadership, responsibility, sportsmanship, commitment and teamwork. WBST's goal is to not only create great athletes, but to create great citizens as well.

## William Blount Shooting Team – Governance and Information

WBST has a five member board of directors which govern all team activities. We are an incorporated entity and have applied for our 501(c) 3 tax status

President of the Board

Jim Hartman – Shotgun Team Head Coach

Vice President

Bill Huskey

Treasurer

Pam Hartman

Secretary

Joyce Gurley

Director

Paul Carrington – Pistol Team Head Coach

Website: [www.wbshootingteam.org](http://www.wbshootingteam.org)

Email: [wbshootingteam@yahoo.com](mailto:wbshootingteam@yahoo.com)

Questions about the team or team activities contact Pam Hartman at 865-805-1809

### **Pistol Team Head Coach:**

Paul Carrington

Phone 865-253-2821

Email [pscarrington@gmail.com](mailto:pscarrington@gmail.com)

### **Shotgun Team Head Coach:**

Jim Hartman

Phone 865-856-5910

Email [hartmanjlp@att.net](mailto:hartmanjlp@att.net)

## Sport Shooting Program Information

### Tennessee Scholastic Action Shooting Program

The Tennessee Scholastic Action Shooting Program (TNSASP) is designed for children age 12 years of age through collegiate levels, and allows for the participation in the safe, educational, and enjoyable action speed shooting on steel targets. There is no other sport that offers such a “level playing field” for gender participation as shooting sports, and there is no other sport which shows such rapid development of self-discipline and self-confidence as this. All activities incorporate two indispensable elements – SAFETY and FUN. We cannot and will not have one without the other.

### Athlete Eligibility Requirements

- Each athlete must complete and pass the Tennessee Wildlife Resources Agency Hunter Education Safety program before allowed to practice or compete in TNSASP. The team will arrange for one training session prior to the start of the season.
- Each athlete’s name must be on an official TNSASP ROSTER and all fees and forms must be completed before the athlete is allowed to practice or compete in TNSASP events.
- Since this is a scholastic program, athletes must be enrolled in school at time of participation. Collegiate athletes must be enrolled as a full-time student in a post-secondary institution. Athletes who graduate or complete graduation requirements mid-term may complete the target year.
- In the senior division, eligibility ends with graduation from high school or once an athlete reaches their 10<sup>th</sup> birthday, whichever comes first. Athletes with graduation dates during the current TNSASP target year are allowed to finish out that target year.
- Athletes may not receive cash awards when participating in TNSASP events.
- Athletes must maintain a 2.0 grade point average. This will be checked at each reporting period. Athletes will be required to produce a copy of their report card to participate in the upcoming semester.

### Equipment Guidelines

Each athlete is required to provide their own equipment. When possible, the team may elect to provide ammunition, pay entry fees, and provide team apparel. These actions are solely at the discretion of the Board of Directors and are usually a direct result of fundraising efforts.

#### Firearm

Your child is going to need a stock firearm for either centerfire or rimfire that is safe and serviceable within the following guidelines:

##### Centerfire

- Must be “stock” handgun.
- Iron sights only (telescopes, red-dot, and laser assisted sighting systems are prohibited).
- Must be able to shot 5 rounds.

- Revolvers chambered in .357 or .38 Special are legal as long as the .38 Special ammunition is used.
- Disconnection or disabling of any safety device on gun is not allowed.

#### Rimfire

- Must be “stock” handgun.
- Iron sights only (adjustable or fiber optic inserts are allowed but no electronic sights).
- No compensators, ported barrels, muzzle brakes, or barrel weights.
- Must safely use .22 Long Rifle ammunition.
- Disconnection or disabling of any safety device on gun is not allowed.

#### Ammunition

**Centerfire:** While 9mm Luger (9x19) is the recommended caliber for SPP, .40 S&W, 45ACP or .38 Special may be used. The minimum power factor allowed for SPP competition is 125 (bullet weight x velocity divided by 1,000). For those using .357 Magnum/.38 Special revolvers, only .38 Special ammunition may be used with a minimum power factor of 105. Reloads are **ALLOWED** for practices and competitions, provided they meet the power factor.

**Rimfire:** All Handguns are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.

#### Eye Protection

- All shooters must wear glasses to protect eyes from stray fragments or burn powder.
- Glasses must meet ANSI Z87.1 safety standard impact protection levels. Safety glasses of this type may be purchased at any sporting goods store, or at a home improvement /hardware store.

#### Ear Protection

- Either sponge plugs which are inserted into the ear, or earphones which cover the whole ear are mandatory for all shooters. Foam earplugs have a noise reduction rating of 29dB (NRR29) and would be our lightest recommendation for noise reduction rating.

#### Clothing

For competitions athletes should wear the following:

- Team shirt
- Team hat
- Khaki pants
- Closed-toe footwear

Note: Athletes must wear the same components for practice sessions, though team apparel is not required.

## High School Lettering Criteria

- Varsity athlete must remain in good standing as member of the team throughout the full season.
- Athlete must have participated in given program (varsity or junior varsity) for at least two years.
- Athlete is required to participate in 70% of practices.
- Athlete must participate in regional tournaments.
- Athlete must maintain a 2.5 GPA.

## Safety Rules

- SAFETY IS EVERYONE'S RESPONSIBILITY.
- Follow General Firearm Safety Rules
  - Always Treat a Firearm as if it is loaded.
  - Always keep the gun pointed in a safe direction. Never let the muzzle cover anything you are not willing to destroy.
  - Always keep your fingers off the trigger until your sights are on the target and ready to shoot.
  - Always keep the gun unloaded until ready to use.
  - Always be sure of your target and what is beyond it.
- Anyone on the shooting field MUST wear EYE, EAR, and FOOT PROTECTION during practice and any competitive events.
- All athletes must wear closed-toe footwear. Violation of this rule may be grounds for disqualification.
- When on the firing line, the muzzle of all firearms shall be pointed down range.
- Do not handle firearms while anyone is down range. All guns should be unloaded and placed in a handgun rug/pouch while anyone is down range.
- A firearm shall be exchanged with another shooter only under the supervision of an instructor or safety officer.
- Dry firing is only allowed on firing lines or in designated areas under instructor supervision.
- Pay attention at all times. No horseplay or loud talking, as this will distract from other shooters.
- Do not load until the command is given, never anticipate range commands.
- Dropped Firearm should be reported to coach immediately and should not be picked up. An inspection will be conducted to ensure the firearm is safe to load and fire. Until the firearm has been declared safe by a coach or Safety Officer, athletes must not move past or bend over the line.
- Firearms shall not be left unattended or unsecured.
- Any injury during practice or competition, regardless of how minor, needs to be reported to a coach or Safety Officer.
- Every firearm must be physically examined by the shooter and coach or Safety Officer to ensure that it is unloaded and in safe condition before leaving range.
- Do not place loose ammunition in pockets, pouches, etc.

- Do not loan and fire any ammunition retrieved from the ground unless it has been inspected by a coach or Safety Officer.
- When cleaning firearms, do not have live ammunition in area.

## Violation of Safety Rules

- First violation of the following rules will result in a warning.
- Second violation of the following rules will result in dismissal from practice or competition for the day.
- Subsequent violations of the following rules can result in removal from the team.
  - Accidental violation of general firearm safety rules.
  - Loading a firearm before the command is given.
  - Leaving or moving forward of the firing line before the command is given.
  - Bending over on the firing line before the command is given.
  - Failure to follow instruction from coach, parent volunteer, or Safety Officer.
- Violations of the following will result in immediate dismissal from practice for the day and possible dismissal from the team.
  - Purposeful violation of any of the general firearm safety rules.
  - Handling of firearm while others are down range.
  - Disruptive, argumentative, belligerent, or disrespectful behavior.
  - Any major safety violation.
  - Attempting to practice or compete while under the influence of alcohol, narcotics, or illegal drugs of any kind.

## Home Firearms Safety

- Store the firearm and ammunition in a safe and secure location.
- Keep out of reach of children.

## Lead Hazards

- To reduce exposure, do not use your hat as a brass container because lead residue may be absorbed through the skin.
- When you leave the range, blow your nose and immediately wash your hands in cold soapy water.

## Practices

- Practices start on October 11<sup>th</sup> and will be held the second Sunday of every month. Practices will also be held at Coach Carrington's house as announced.
- Sunday practices are held at the Oak Ridge Sportsmen's Association (ORSA) located at 199 Hermitage Blvd. Oak Ridge, TN. The code to enter the gate will either be posted or relayed prior to practice.
- Each athlete is required to attend a minimum of six (6) practices to remain on team and competition shoots are not counted as practice sessions.

## Competitions

### Local/Virtual

- Open to any athlete who wants to compete and has completed required practices.
- Cost for this event has historically been \$20 per athlete.
- Each athlete must provide his/her ammunition, unless told otherwise.
- These events have been held at Blue Grass Sportsmen's League located at 2500 Handys Bend Road Wilmore, Kentucky.

### State Competition

- Open to any athlete who wants to compete and has completed required practices.
- Costs for these events have historically been \$25 per athlete.
- Each athlete must provide his/her own ammunition, unless told otherwise.
- These events are held at Carroll County Shooting Sports Park located at 1100 County Hospital Road in Nashville, Tennessee.

### National Championship

- Open to athletes that competed in State events and registered through National SASP.
- Costs for these events have historically been \$35 per athlete.
- Each athlete must provide his/her own ammunition, unless told otherwise.
- These events are normally held the third week in July.
- These events are held at the World Shooting and Recreational Complex located at 1 Main Event Lane in Sparta, Illinois.

## Handgun Manipulations and Malfunctions

### Loading:

Live Fire Range: Performed under the direction of an instructor.

- Slingshot, lock slide back, visually inspect for clear
- Loaded magazine is inserted
- Slide is sent forward

### Unloading

After ensuring that the muzzle is in a safe direction and the magazine is removed, the next step is to work the slide using the "slingshot" method to eject the round. **DO NOT ATTEMPT TO CATCH THE ROUND OR IMPEDE THE EJECTION OF THE ROUND.**

- Release and removed the magazine.
- Run the slide hard to the rear.
- Do not ride the slide.
- Do not turn the pistol, turn your body (gun must be pointed in a safe direction at all times).
- Visually and physically ensure the chamber and magazine well is empty.

## Removing the Magazine

- Press the magazine release button
- Remove the magazine and stow it away.

## Slingshot

- Grasp the serrations of the rear of the slide with your thumb and index finger of the support hand (slingshot grip).
- Pull Slide completely to the rear and release watching for the round to eject.
- You must pull the slide to the rear aggressively.
- In other words, DO NO GENTLY ride the slide forward.
- The reason we unload the pistol using this process is to minimize the likelihood of an out-of-breech detonation. An out-of-breech detonation could occur if the round gets trapped in or around the ejection port and chamber.

## Range Commands

It is important to learn the range commands and the proper response.

### Load and Make Ready:

This is the command to load your gun and get ready to shoot.

### Are you ready

The lack of response from the shooter to indicate that they fully understand the requirements of the course of fire and are ready to proceed. If the athlete is not ready at this command, they must state "Not Ready".

### Reload if Required and Make Ready for Your Next String

This command is used following the 1<sup>st</sup> through 4<sup>th</sup> strings.

### Stand By

This command should be followed by the audible start signal within 1 to 2 seconds.

### Start Signal

A loud beep or buzz noise.

### Stop

Any coach, Range, or Safety Officer can shout this command. Upon hearing this, the shooter is to immediately stop shooting point the muzzle in a safe direction, and await further range commands.

### Unload and Show Clear

This command is used following the final string. If the shooter has finished shooting, they lower their handgun, remove the magazine, then clear the chamber, lock the slide to the rear for inspection by themselves and the Safety Officer. The shooter then must place the handgun on the table before the Safety Officer can call the range safe and clear to go down range to score the targets.

## Malfunctions

### Failure to Fire

- Indicator – click sound
- Causes - shooter error or defective ammunition
- Clearance – tap, rack, roll, and fire

### Failure to Eject

- Indicator – unusual trigger, brass in view
- Causes – carbon build up, faulty ejector, recoil spring, or loose grip
- Clearance – identify, tap, rack, roll, and fire

### Failure to Extract

- Indicator – unusual trigger, out of battery
- Causes – extractor, ruptured case, carbon/dirt, or faulty magazine
- Clearance – look, lock, strip, work, tap, rack, fire, and look

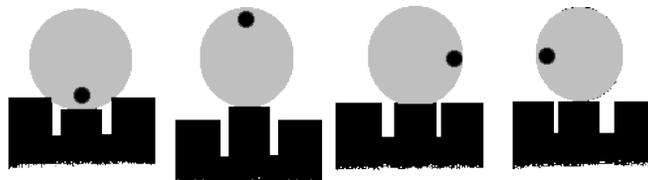
### Squib load

- Indicator – popping sound, difference in recoil
- Causes – low powder charge
- Clearance – stop firing and take to armorer

## Unauthorized Discharges

Unauthorized discharges are dangerous. You are the one person who can prevent this potential catastrophe. Following the safety rules and knowing the condition of your firearm can prevent this from occurring.

## Handgun Marksmanship Elements of Marksmanship



### Aim

- Sight alignment-the relationship of the front sight to the rear sight
- Sight picture – the relationship of the sight alignment to the target (top of sight=point of impact)

### Hold

- Stance – foot position, body position, head position, arm & hand position

- Grip
- Breathing

### **Trigger press**

- Double-action trigger finger placement
- Single-action trigger finger placement

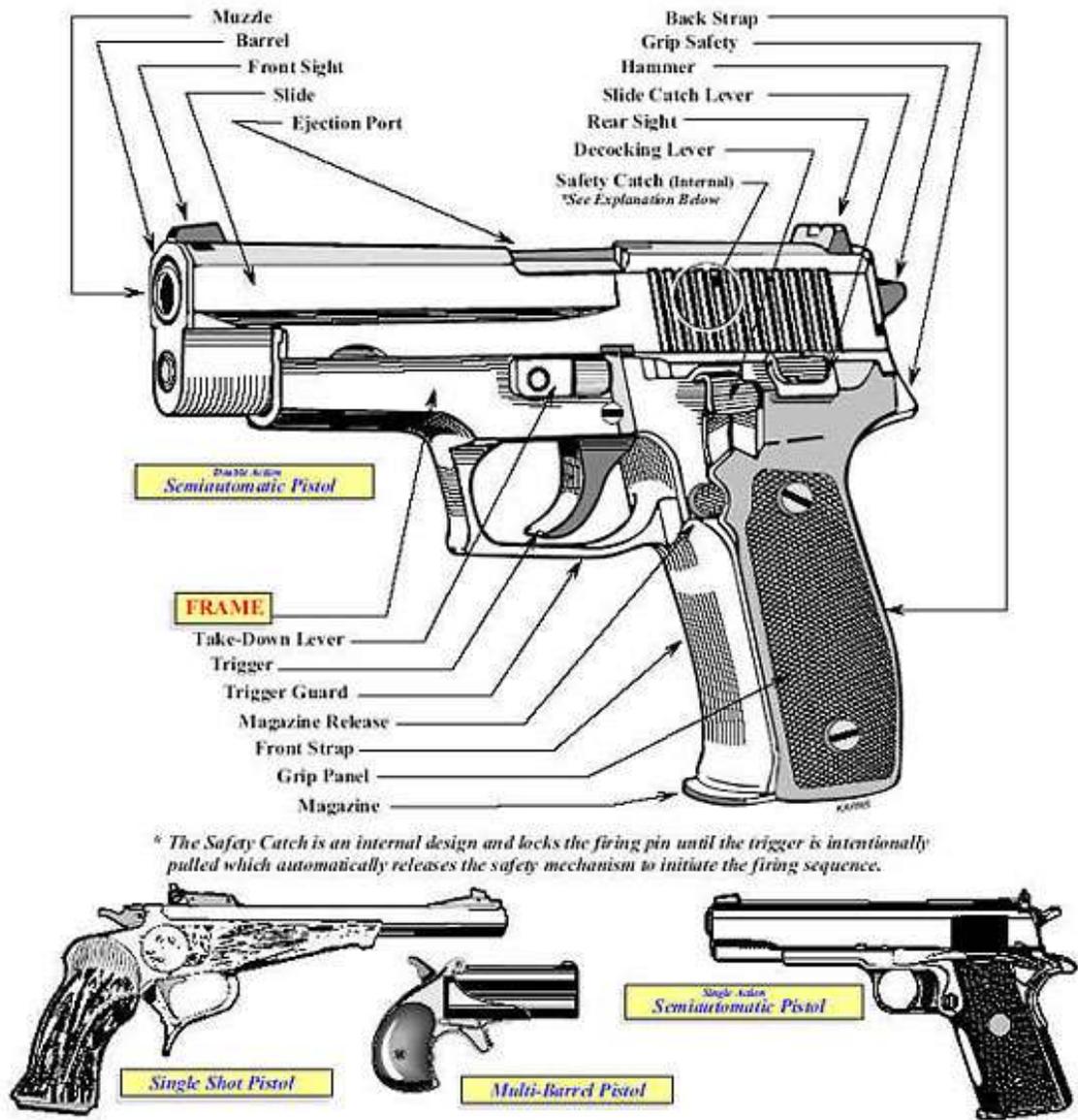
### **Follow-through**

- The act of continuing all the fundamentals of marksmanship until the bullet exits the barrel

## A Guide to Pistols

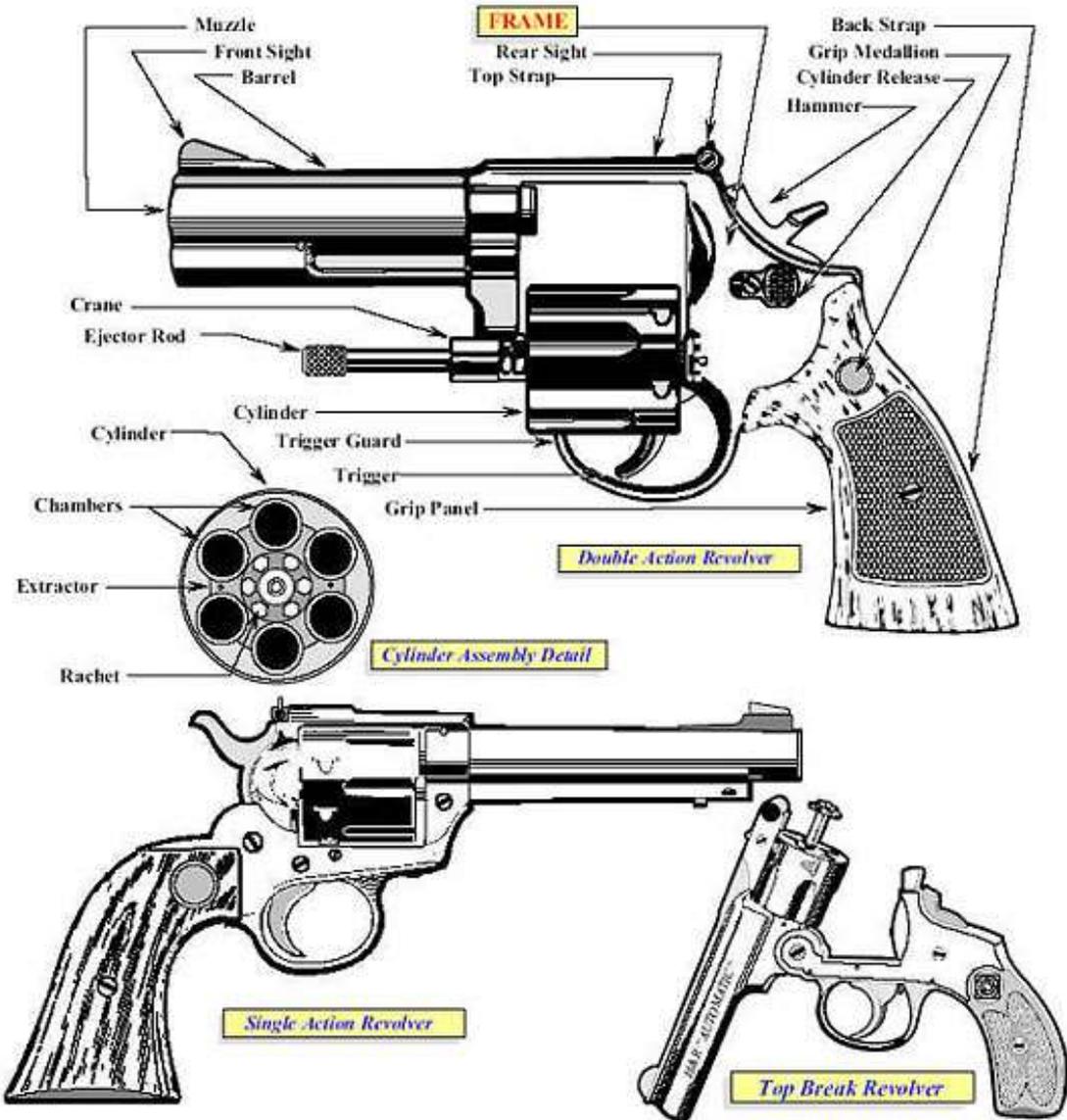
### Handgun - Pistol

**Note:** This illustration shows the primary characteristics exhibited in the Pistol category. Since pistol configurations differ significantly, various models in this classification may exhibit any of the illustrated components in a revised configuration, but not necessarily all components shown will be incorporated in any one given design.



## Handgun - Revolver

**Note:** This illustration shows the primary characteristics exhibited in the Revolver category. Since revolver configurations differ significantly, various models in this classification may exhibit any of the illustrated components in a revised configuration, but not necessarily all components shown will be incorporated in any one given design.



## Estimated Cost to Participate

We have attempted to capture the cost from the 2014 season and relay that cost forward to provide new shooters with an estimated cost to participate. These are estimates and depending upon your level of participation, fundraising results and your ability to source items at a less expensive price, you can have significant impact on your cost.

<b>PISTOL TEAM COST TO PRACTICE</b>			
<b>DESCRIPTION</b>	<b>NUMBER</b>	<b>COST</b>	<b>SUBTOTAL</b>
TNSASP membership	1	\$ 15.00	\$ 15.00
Practices (travel to and from Maryville average cost)	20	\$ 10.00	\$ 200.00
Cleaning supplies	1	\$ 20.00	\$ 20.00
<i>Minimum cost total</i>			\$ 235.00
<b>One Time purchases for shooters</b>			
Range bag with pistol sleeve	1	\$ 50.00	\$ 50.00
<i>One time purchases total</i>			\$ 50.00
<b>Cost for a .22cal firearm</b>			
Average cost of new 22 firearm	1	\$ 300.00	\$ 300.00
Average cost of extra magazines	3	\$ 18.00	\$ 54.00
22 ammo needed for practices & competitions (boxes of 50)	120	\$ 2.86	\$ 343.20
<i>22 firearm total</i>			\$ 697.20
<b>Cost for a 9mm firearm</b>			
Average cost of new 9mm firearm	1	\$ 430.00	\$ 430.00
Average cost of extra magazines	3	\$ 25.00	\$ 75.00
9mm ammo needed for practices & competitions (boxes of 50)	120	\$ 11.30	\$ 1,356.00
<i>9mm firearm total</i>			\$ 1,861.00
<i>Cost to Practice with your own firearm .22cal</i>			\$ 682.20
<i>Cost to Practice with your own firearm .9mm</i>			\$ 1,716.00
<i>Cost to Practice with purchase of a firearm .22cal</i>			\$ 982.20
<i>Cost to Practice with purchase of a firearm .9mm</i>			\$ 2,146.00

<b>PISTOL TEAM COST TO COMPETE</b>			
<b>DESCRIPTION</b>	<b>NUMBER</b>	<b>COST</b>	<b>SUBTOTAL</b>
<b>Competitions</b>			
Virtual Match fee (based on last year)	4	\$ 1.00	\$ 4.00
Local Match entry fee (based on last year)	2	\$ 20.00	\$ 40.00
State Match entry fee (based on last year)	2	\$ 25.00	\$ 50.00
Uniform shirt	1	\$ 20.00	\$ 20.00
Uniform hat	1	\$ 15.00	\$ 15.00
<b>National Championships</b>			
National Membership fee	1	\$ 20.00	\$ 20.00
National entry fee	1	\$ 35.00	\$ 35.00
National Lodging and food (daily average)	2	\$ 175.00	\$ 350.00
<b><i>Cost to Compete</i></b>			<b>\$ 534.00</b>

## Glossary:

- **Accidentally discharge:** Any firing of a gun which is not deliberate.
- **Action:** The mechanism of a firearm directly behind the barrel, by which a gun is loaded, locked, fired, unlocked, extracted and ejected.
- **Ammunition:** One or more loaded cartridges consisting of a primed case, propellant, and projectile(s). Three main types are rimfire, centerfire, and shotshell.
- **Anvil:** That part of the cartridge primer which is a solid surface, against which the firing pin strikes to set off the priming powder.
- **Appeal:** Used at the end of any string of fire to challenge a score keeper or Safety Officer that called a miss on target.
- **Auto loading:** See semi-automatic.
- **Ballistic Coefficient:** A number which indicates how a bullet's shape, length, weight, diameter and nose design affect its stability, velocity and range against air resistance.
- **Ballistics:** The study of a projectile in motion. Often confused with Firearms identification, there are three types of ballistics interior (within the firearm), exterior (after the projectile leaves the barrel), and terminal (impact on a target).
- **Bang Target:** The four steel targets that are hit during each string of fire prior to stop target.
- **Barrel:** The metal tube through which a projectile or shot charge is fired. May be rifled or smooth.
- **Base:** That portion of a cartridge case which contains the primer, usually called the head. The rear portion of the bullet.
- **Bead:** Generally a small round object which is situated on the very end of the barrel on top of the rib. It is used as almost a subconscious 'sight' for the shooter.
- **Bedding:** That part of the stock into which the barrel fits.
- **Bluing:** A process of treating metal gun parts in a bath of metallic salts and water, which colors them blue to prevent rust.
- **Boattail:** The tapered rear end of a bullet. (Also called "taper heel", this design is used to increase ballistic efficiency at long range).
- **Bore:** The interior diameter of a gun barrel, which will vary according to the gun's size and intended use.
- **Brass:** A slang term sometimes used for fired cartridge cases.
- **Breech:** The end part of the barrel nearest the shooter with the chamber into which the shell is loaded.
- **Breechblock:** The part of the breech mechanism that locks the action against the firing of the cartridge.
- **Bullet:** The projectile expelled from a gun. They are shaped or composed differently for a variety of purposes.
  - **Round-nose:** The end of the bullet is blunted.
  - **Hollow-point:** There is a hole in the bullet that creates expansion when a target is struck, creating more damage.
  - **Jacketed:** The soft lead is surrounded by another metal, usually copper, that allows the bullet to penetrate a target more easily.
  - **Wadcutter:** The front of the bullet is flattened.
  - **Semi-wadcutter:** Intermediate between round-nose and wadcutter.
  - **Metal cased:** A bullet with a lead core and a solid metal jacket.
  - **Spitzer:** A bullet with a sharp point for better stability during flight.
- **Butt or buttstock:** The rear of the gun that is held or shouldered.

- **Butt Plate:** The plate, usually of some rubber, or plastic compound that cushions the shooter's shoulder from recoil.
- **Caliber:** In Firearms, the diameter of the bore measured from land to land, usually expressed in hundredths of an inch (.22 cal) or in millimeters (9mm). In ammunition, a naming system that indicates cartridge dimensions as well as bore diameters, and can be the same as the Firearm caliber.
- **Cannelure:** A groove (knurled or smooth) around the circumference of a bullet or cartridge case. Three uses include crimping, lubrication, and identification.
- **Cant:** To tilt or lean a gun to the side when aiming.
- **Cartridge:** A unit of ammunition, made up of a cartridge case, primer, powder, and bullet. Also called a "round", or "load". Sometimes incorrectly called a "bullet".
- **Case or casing:** The container for all the other components that comprise a cartridge. Sometimes incorrectly called a shell, shell casing, brass, or a hull.
- **Cease Fire:** Command used to stop all firing on the range.
- **Centerfire:** In ammunition the cartridge contains the primer in the center of the case head or base, where it can be struck by the firing pin or the action. May also refer to a firearm which fires centerfire ammunition.
- **Chamber:** The rear part of the barrel that is formed to accept the cartridge to be fired. A revolver employs a multi-chambered rotating cylinder separated from the stationary barrel.
- **Chamber Flag:** A device that allows it to be known that the chamber is visibly empty.
- **Checkering:** A diamond-like pattern on fore-ends and grips of firearms.
- **Clip:** A device for holding a group of cartridges. Semantic wars have been fought over the word; with some insisting it is not a synonym for "detachable magazine." For 80 years, however, it has been so used by manufacturers and the military. There is no argument that it can also mean a separate device for holding and transferring a group of cartridges to a fixed or detachable magazine or as a device inserted with cartridges into the mechanism of a firearm becoming, in effect, part of that mechanism.
- **Cock:** To set the action into position for firing. (On some firearms the action has an intermediate position called half cock).
- **Competition:** A competition is generally either out of 100 or 200 targets.
- **Conical Bullet:** A cone-shaped bullet.
- **Cordite:** A double-base smokeless powder made of nitroglycerine and guncotton which is used in the form of long, stringy cords.
- **Core:** The part of a bullet that is covered by a jacket.
- **Corrosion:** The gradual eating away of the metal parts of a firearm caused by rust.
- **Creep:** The movement of the trigger before it releases. (Also called drag or crawl).
- **Crimp:** The portion of a cartridge case that is bent inward to hold the bullet in place, or in the case of a shot shell, to hold the shot charge in place.
- **Cross Hairs:** The sighting lines in a telescopic sight.
- **Deterrent:** A material added to an explosive to slow its burning rate.
- **Disciplines:** Centerfire and Rimfire action speed shooting.
- **Divisions:** There are three (3) competitive divisions and each have two (2) subdivisions.
  - Junior - ages 12 to 16
    - Centerfire
    - Rimfire
  - Senior - ages 17 to 20 High School students
    - Centerfire

- Rimfire
  - College – no age limit as long as enrolled full-time
    - Centerfire
    - Rimfire
    - Open class
- **Down Range:** The direction from the shooting position to the target on a range.
- **Drift:** The departure of a bullet or shot charge from the normal line of flight. (This can be caused by wind or the unbalance spinning of the bullet).
- **Ejector:** The mechanism on which throws the cartridge case free from the gun.
- **Elevation:** The degree of adjustment of a rear sight or scope reticule necessary to cause the bullet to strike higher on the target.
- **Energy:** The amount of work done by a bullet, expressed in foot pounds.
- **Erosion:** The wearing away of a barrel's metal surface by a bullet, shot charge, or by the heat of powder gases.
- **Etiquette:** Shooters respect for fellow shooters.
- **Extractor:** A hook device which pulls the case out of a chamber as the breech mechanism is opened. (The extractor generally brings the case within reach of the ejector, which then flips it out of the gun).
- **Feed:** The action of moving live cartridges from the magazine of a firearm into the chamber.
- **Firing Pin:** The part of the breech mechanism which strikes the primer of the cartridge. (In most firearms, the firing pin is part of the bolt assembly).
- **Field:** A group of stations from which targets are attempted.
- **Flight Line:** The path the target follows.
- **Flinch:** To move or jerk a firearm involuntarily while shooting.
- **Follow-through:** Staying in the same position after pulling the trigger, or continuing the swing when firing at a moving target.
- **FPS:** Abbreviation for feet-per-second. A term used in expressing the velocity of a bullet or the distance in feet that the pellets will be traveling.
- **Gain Twist:** Barrel rifling which increases in pitch from the breech to the muzzle to accelerate the spin of a bullet.
- **Gas Check:** A metal cup placed on the end of a lead bullet to protect the lead against the hot gases of the burning powder charge.
- **Gas Port:** A small hole in the barrel of a gas-operated firearm through which expanding gases escape to power the auto loading system.
- **Grip:** The narrow portion of the stock held with the trigger hand.
- **Grip Cap:** A cap fastened over the end of a pistol grip on a rifle or shotgun stock.
- **Grooves:** See Rifling.
- **Group:** A series of shots fired with the same sight setting and the same aim.
- **Guns:** Action Pistol shooting is performed with a pistol. The type of pistol used is often a matter of taste as well as the governing body of the sport in the competitive cases.
  - **Revolver:**
  - **Semi-Automatic:**
- **Half Cock:** See Cock.
- **Hammer:** The part of the action that drives the firing pin forward.
- **Hammerless:** Refers to a firearm whose hammer and striker are concealed within the metal frame.

- **Hang Fire:** A delay in firing a cartridge after the firing pin has struck the primer. These can be caused by faulty ammunition, as well as by damaged or dirty firearms.
- **Head Coach:** The primary point of contact and the individual responsible for communication between TNSACP Administrative Office and everyone involved with the team, who is 21 years of age or older.
- **High Intensity:** Refers to cartridges having velocities of 2,700 feet per second (822.96 meters per second) or more.
- **High Power:** A term applied to the first smokeless powder cartridges with velocities of approximately 2,000 feet per second (609.6 meters per second).
- **Holding:** The action of keeping the sights on the target while applying pressure to the trigger.
- **Hunter Education:** The basic course provides firearms safety training and introduces athletes to their responsibility in the fields of hunter ethics and wildlife management. IT IS REQUIRED to participate in TNSCTP.
- **Igniting Charge:** The charge used to ignite the propelling charge. (See Primer).
- **Inertia Firing Pin:** A firing pin which moves freely forward and backward in the breechblock. (The striker impels it forward while the explosion of the primer impels it backward).
- **Jacket:** The outer covering over the inner metal core of a bullet.
- **Jump:** The amount of change in the bore axis, measured both vertically and horizontally, while the projectile moves from the chamber to the muzzle when it is fired.
- **Keyholing:** The failure of a bullet to remain balanced in flight so that it enters the target sideways, leaving an elongated opening.
- **Kick:** The backward movement of a firearm generated by the discharge of the projectile. (See Recoil).
- **Knurled Surface:** A metal surface which contains a pattern of ridges or beads. (This rough surface aids grasping a metal part to move it).
- **Lands:** In the rifling of a bore, the uncut portions of the barrels inner surface left after the rifling grooves have been cut into the metal. (See Rifling).
- **Leading:** Fouling of a firearm bore by metal particles from bullets adhering to the metal surface caused by heat or friction.
- **Lede:** The beveled portion of the rifling at the rear end of the barrel (and the forward portion of the chamber) where the bullet first engages the lands.
- **Line of Bore:** An imaginary straight line through the center of the bore of a firearm extending to infinity.
- **Line of Sight:** An imaginary straight line from the eye through the sights of a firearm to the target.
- **Load:** A charge of powder, a projectile or a cartridge. Also, to prepare a gun for firing by inserting ammunition into it.
- **Loading Gate:** The hinged cover over the opening through which cartridges are inserted into the magazine.
- **Locking Lugs:** A series of projections on the bolt of a firearm designed to fit into corresponding slots in the receiver to lock the action in closed position for firing.
- **LR:** Abbreviation for long rifle.
- **Magazine:** The part of a repeating firearm which holds the cartridges or shells in position ready to be loaded one at a time into the chamber. (The magazine may be an integral part of a firearm or a separate device attached to the action).

- **Mainspring:** A strong spring which activates the striker or hammer of a firearm.
- **Malfunction:** The name given to any kind of inability to discharge a shot.
- **Metallic Sight:** A non-telescopic firearm sight.
- **Mid-Range:** The point in the trajectory halfway between the muzzle and the target.
- **Millimeter:** A metric measurement equaling .03907 inches, abbreviated by mm.
- **Misfire:** A failure to fire. This can occur due to a defective firearm or ammunition.
- **Mouth:** The open end of a cartridge case into which the bullet is inserted.
- **Mulligan:** A term used to allow a shooter to reshoot the string due to ammunition misfire/jamming issues associated with rimfire firearms.
- **Mushroom:** The shape many bullets assume when the tip expands upon striking.
- **Muzzle:** The forward end of the barrel from which the bullet exits.
- **Muzzle Blast:** The violent disturbance in the atmosphere after discharge of a firearm, caused by release of powder gases into the air.
- **Muzzle Brake:** A slotted device attached to the muzzle which softens the kick of the firearm.
- **Muzzle Energy:** The energy of a bullet as it emerges from the muzzle, usually expressed in foot pounds.
- **Muzzle Flash:** The bright flash at the muzzle of a firearm resulting from burning of gases.
- **NGB:** National Governing Body
- **NGB #:** Membership ID # assigned to the participant by the NGB
- **Nose:** The point of a projectile.
- **NSSF:** National Shooting Sports Foundation
- **Obturation:** The expansion of the cartridge case which seals the chamber preventing gases from escaping.
- **Open Sight:** A non-telescopic firearm sight. (See Sight).
- **Parallax:** The displacement of an object viewed from two different positions. (For example, when using a telescopic sight, the apparent movement of the reticule in relation to the target when the eye is shifted to a different position.
- **Parkerizing:** A non-reflecting, rust-preventive finish used on the metal of firearms.
- **Penetration:** The distance travelled by a projectile from the point where it strikes the target to the point where it stops.
- **Pistol Grip:** See Grip.
- **Powder:** The general term for any propellant used in firearms which burns upon ignition. (The two major types are black powder, which is a physical mixture of charcoal, sulphur and saltpeter, and smokeless powder, base of the bullet, chamber and bolt face of the rifle).
- **Primer:** The collective term for the chemical primer compound, cup and anvil which, when struck, ignites the powder charger.
- **Projectile:** A bullet or shot in flight after discharge from a firearm.
- **Range:** The facility designed for the safe shooting of firearms. Also the distance travelled by a projectile from the firearm to the target.
  - **Pointblank range:** The distance a projectile will travel before it drops the extent that sight adjustment is required.
  - **Effective range:** The greatest distance a projectile will travel with accuracy.
  - **Extreme range:** The maximum distance a projectile will travel.
- **Recoil:** The backward force of a firearm caused by expansion of powder gases which also impels the bullet/shot out of the barrel. Recoil is measured in foot pounds. (See Kick).
- **R.F.:** Abbreviation for Rimfire.

- **Rifling:** Spiral grooves cut into the inside barrel surface to cause a bullet to spin, thereby stabilizing it. The cut-away portions of the rifling are called Grooves and the uncut portions are called Lands. (See Lands and Grooves).
- **Rim:** The edge on the base of a cartridge case which stops the progress of the case into the chamber. (It's also the part of the case the extractor grips to remove it from the chamber).
- **Rimfire:** A cartridge in which the priming compound is contained in the rim at the base of the cartridge. May also refer to a firearm which fires rimfire ammunition.
- **Safety:** A mechanical device that, in the "on" position prevents the gun from firing.
- **Safety Officer:** The person responsible for ensuring all safety regulations are adhered to on the range.
- **SASP:** Scholastic Action Shooting Program.
- **Sear:** The part of a firearm which links the trigger and the firing pin and releases it when the trigger is pulled.
- **Semi-Automatic:** An action which fires, extracts, ejects, reloads and cocks with each separate pull of the trigger and is powered by the propellant gases. (Also called autoloading).
- **Setscrew:** A screw that regulates the amount of pressure needed to release the sear.
- **Sight:** The device on a firearm designed to help the shooter aim accurately.
- **Slack:** The amount of movement in a trigger mechanism before it engages the sear.
- **Small Bore:** Generally refers to a .22 caliber firearm.
- **Smooth Bore:** A firearm with a bore that is not rifled.
- **Snap Shot:** A quick shot taken without deliberate aim.
- **Spent Bullet:** A projectile which has lost nearly all its energy and lacks the force needed to penetrate the target.
- **Squads:** Organized based on age and consist of four (4) shooters.
- **Squib Load:** A firearm malfunction in which a fired round makes a popping sound but does not have enough force behind it to exit the barrel, and thus becomes stuck. Must notify coach or Safety Officer.
- **Stages:** The layout of steel targets. There are four (4) official stages and they are:
  - **Go Fast:** Consists of four (4) 18"x24" Rectangle Bang Targets placed 30' feet from firing line and one (1) 12" round Stop target placed 24' from firing line.
  - **In and Out:** Consists of two (2) 10" round Bang Targets placed 54' from firing line, two (2) 12" round Bang Targets placed 24' from firing line and one (1) 12" round Stop Target placed 36' from firing line.
  - **Focus:** Consists of four (4) 12" round Bang Targets and one (1) 12" round Stop Target arranged in a diagonal pattern from 24' to 48' from firing line.
  - **Speed Trap:** Consists of one (1) 18"x24" rectangle Bang Target placed 75' from firing line, two (2) 10" round Bang Targets placed 36' from firing line, one (1) 12" round Bang Target placed 30' from firing line, and one (1) 12" round Stop Target placed 30' from firing line.
- **SSSF:** Scholastic Shooting Sports Foundation is the National Governing Body of TNSASP.
- **Stance:** Position of your feet and body to encourage a smooth swing and good follow through.
- **Station:** A shooting position from which one or more targets are attempted.
- **Stop Target:** The steel target that is shot last to stop the time.
- **Striker:** The front part of a firing pin which strikes the cartridge.

- **String of fire:** A term used to describe the group of attempts made at the steel targets.
- **Swing:** Used to refer to the movement of the gun when the shooter shoots. It is important to have a smooth swing (as in golf.)
- **Team:** ALL Athletes, Head Coaches, Assistance Coaches, and Adult Volunteers registered under the same Head Coach at a “Home” Gun Club or Shooting Facility in one or more disciplines
- **Team Practice:** Any officially called non-competition shooting event called by the coach.
- **TNSASP:** Tennessee Scholastic Action Shooting Program
- **Throat:** The forward portion of the chamber where it is tapered to meet the bore.
- **Trajectory:** The path a bullet/shot travels from the muzzle to impact.
- **Trigger:** The finger-pulled lever; single, double and release that drives the firing pin forward and fires the gun.
- **Trigger Guard:** A metal loop around the trigger designed to protect it.
- **Twist:** The angle of rifling grooves relative to the bore axis. (Expressed as the distance in inches over which a turn or twist is completed, i.e., 1-10, 1-22).
- **TWRF:** Tennessee Wildlife Resources Foundation
- **TWRA:** Tennessee Wildlife Resources Agency
- **Velocity:** The speed at which a projectile travels. (Usually measured in feet per second or meters per second).
- **Virtual Match:** Designed so teams can compete without having to travel to other ranges and our submitted electronically to SSSF.
- **Windage:** The lateral drift of a bullet in flight caused by wind.
- **Zero:** Sight adjustment so the bullet will strike the target at the point of aim.

## Works Cited:

[www.nibin.gov/content/firearms/firearms-industry/guides/handgun-pistol](http://www.nibin.gov/content/firearms/firearms-industry/guides/handgun-pistol)

[www.nraila.org/about/glossary](http://www.nraila.org/about/glossary)

[www.sssfonline.com](http://www.sssfonline.com)