

**NATIONAL TERRITORIAL CHAMPIONSHIP
2017 AGGREGATE DESCRIPTIONS**

The following descriptions of the aggregates comprising the territorial match is provided only as a reference, and should not be considered as describing all conditions of a given match or aggregate. The current edition of the *NMLRA Range Rules and Regulations* should be consulted for specific information on targets, sights, positions, etc. (Note: Marksmanship is of prime importance. Therefore, sighting targets and spotting scopes are to be allowed except as expressly forbidden by the *NMLRA Range Rules and regulations.*) ******Note: All territorial relays are to be 30 minutes in duration, except ANY bench and musket, which may use two consecutive relays.**

**OFFHAND CHAMPIONSHIP (Aggregate: Ter. A) (Flintlock or Percussion)
(This qualifies for NMLRA Offhand Classification)**

One rifle, any metallic sights, offhand, one relay per match.

Match A1	25 yards	Five shots	Six bull 50 yard target (eight ring)
A2	50 yards	Five shots	Six bull 50 yard target (seven ring)
A3	50 yards	Five shots	Single bull 100 yard target (eight ring)
A4	100 yards	Five shots	Single bull 100 yard target (seven ring)

**FLINTLOCK CHAMPIONSHIP (Aggregate: Ter. B)
(This qualifies for NMLRA Offhand Classification)**

One rifle, Traditional rifle, open sights, offhand, one relay per match. (Sights may be adjustable.)

Match B5	25 yards	Five shots	Six bull 50 yard target (eight ring)
B6	50 yards	Five shots	Six bull 50 yard target (seven ring)
B7	50 yards	Five shots	Single bull 100 yard target (eight ring)
B8	100 yards	Five shots	Single bull 100 yard target (seven ring)

BENCH REST CHAMPIONSHIP (Aggregate: Ter. C)

One or more rifles, sights as noted, five shots each target. Two (2) consecutive relays may be used to fire each of these matches. , Bench matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match.

Match C9	50 yards	any metallic sights	Six bull 50 yard target (eight ring)
C10	50 yards	open sights	Six bull 50 yard target (eight ring)
C11	100 yards	any metallic sights	Single bull 100 yard target (eight ring)
C12	100 yards	open sights	Single bull 100 yard target (eight ring)

MUSKET CHAMPIONSHIP (Aggregate: Ter. D)

One musket, as issue sights on an approved musket (See *NMLRA Range Rules and Regulations*), ten shots each target. Two (2) consecutive relays may be used to fire each of these matches. Guns must be inspected before firing any match in this aggregate.

Match D13	50 yards	offhand	Single bull 100 yard target (eight ring)
D14	100 yards	any military position	Single bull 100 yard target (eight ring)
D15	100 yards	offhand	200 yard target

ONE GUN CHAMPIONSHIP (Aggregate: Ter. E)

One rifle, 14 pound weight limit, open sights, five shots each target, position as noted, offhand, one relay per match, except for bench rest matches, which may use two (2) consecutive relays. Bench matches may be shot from the cross sticks position and still be allowed two (2) consecutive relays to complete the match. Sights may be adjustable. Guns must be inspected before firing any match in this aggregate.

Match E16	50 yards	offhand	Single bull 100 yard target (eight ring)
E17	50 yards	bench rest	Six bull 50 yard target (eight ring)
E18	100 yards	offhand	Single bull 100 yard target (seven ring)
E19	100 yards	bench rest	Single bull 100 yard target (eight ring)

LADIES CHAMPIONSHIP (Aggregate: Ter. G)

One or more rifles, any metallic sights, five shots each target, position as noted! one relay per match except for bench rest matches, which may use two (2) consecutive relays for each bench rest match. Bench rest matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match

Match G24	25 yards	offhand	Six bull 50 yard target (eight ring)
G25	50 yards	offhand	Single bull 100 yard target (eight ring)
G26	50 yards	bench rest	Six bull 50 yard target (eight ring)
G27	100 yards	bench rest	Single bull 100 yard target (eight ring)

JUNIOR / 4-H CHAMPIONSHIP (Aggregate: Ter. H) (Age Limit: Shooter who is under the age of 15, meaning not having reached their 15th birthday at time of registration) Must have a Junior shooter card. Open to all 4-H shooting teams.

One or more rifles, any metallic sights, five shots each target, position as noted, one relay per match, except for bench rest matches, which may use two (2) consecutive relays for bench rest matches. Bench matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match.

Match H28	25 yards	bench rest	six bull (7 ring)
H29	25 yards	offhand	Three bull 100 yard target
H30	50 yards	offhand	100 yd (7 ring)
H31	50 yards	bench rest	100 yard (8 ring)

PISTOL CHAMPIONSHIP (Aggregate: Ter. K)

Percussion pistol or revolver, ten shots each target, to be fired in one relay. Scores fired will be submitted to the NMLRA Pistol Committee Chairperson. In order to obtain a National Pistol Classification, the territorial competitor must request NMLRA classification through the Pistol Committee Chairperson. One relay per match.

Match K36	25 yards	slow fire	25 yard pistol target
K37	25 yards	limited fire*	25 yard pistol target
K38	50 yards	slow fire	50 yard pistol target

**Time starts at first shot fired*

PRIMITIVE AGGREGATE (Aggregate: Ter. L)

The matches of this aggregate are designed to prove baseline skills in primitive competition. Distances should be unknown to competitors. Sighters are not usually fired and no spotting scopes are allowed. Sights should be as described in the *NMLRA Range Rules and Regulations* under the rules for the Primitive Range. Loading is to be from the pouch and horn/flask.

The targets involved are steel gongs and paper targets. The paper targets may be purchased from the NMLRA. A series of matches is offered to suit the needs of varying clubs. **Any series must include the Mountain Man Match.** Of the other matches presented, **three must be selected** and identified on the **APPLICATION** form.

These matches may be fired using firearms of either flint or percussion ignition. While period costume or clothing is recommended, it is not required.

Match L39 - Free Trapper

Target is standard six bull 50 yard 7 ring black target. Range should be from 45 to 60 yards. One sighting shot permitted, five shots for record, one per bull, each shot to be fired from a different position: offhand, kneeling, sitting, prone, and cross stick. Maximum score - 50 points.

Match L40 - Hawken

Target is single bull 100 yard 7 ring black target. Range is approximately 130 yards. Minimum caliber is .45. Five shots for record, no sighters or spotting. Three shots are to be fired from a "chunk log" or cross sticks - **to be determined before the match and same used by all competitors**. Two shots are to be fired offhand. Maximum score - 50 points.

Match L42 - Mountain Man (This match is required)

Maximum score for this match is 100 points, based on six shots, knife and tomahawk throws, and fire-making. Ties are broke on the basis of fire-making time.

Part 1 - Split Ball on an Axe. Use a double bit axe embedded in end of log, with clay pigeons supported by nails on each side of axe head. Range should be 15 to 25 yards. One shot, both clay pigeons must be hit and broken in order to score. Scoring value is ten points.

Part 2 - Cut Playing Card. Use playing card supported in such a manner that only the edge is presented as a target. Range should be about 20 yards. One shot, the card must be cut cleanly into two pieces in order to score. Scoring value is ten points.

Part 3 - Cut Crossed Strings. Secure two strings in a frame a minimum of 12 inches square, in such a manner that a cross is presented as a target. Range should be about 25 yards. With one shot, both strings must be severed in order to score. Scoring value is ten points.

Part 4 - Tomahawk Throw. Secure a playing card to the end of a log. Three throws for score. One complete turn of the tomahawk is required. Cutting card scores five points. Sticking tomahawk scores one point; bonus for three sticks without ever cutting card, scores one point. Maximum scoring value is 15 points.

Part 5 - Knife Throw. Secure a playing card to the end of a log. Three throws for score. One complete turn of the knife is required. Cutting card scores five points. Sticking knife scores one point; bonus for three sticks without ever cutting card, scores one point. Maximum scoring value is 15 points.

Part 6 - Gongs. Three gongs set at match coordinator's discretion. Ten points per gong. Maximum scoring value is 30. points.

Part 7 - Fire-Making. Using flint, steel, and traditional form of tinder, the competitor makes a fire. The score is determined by the time elapsed from the first strike of flint and steel until an open flame is seen. A stop watch is required for timing.

Scoring value: 0 to 5 seconds	-	10 points
6 to 10 seconds	-	9 points
11 to 15 seconds	-	8 points
16 to 20 seconds	-	7 points
21 to 25 seconds	-	6 points
26 to 30 seconds	-	5 points
31 to 35 seconds	-	4 points
36 to 40 seconds	-	3 points
41 to 45 seconds	-	2 points
46 to 50 seconds	-	1 points
over 51 seconds	-	0 points

10 points possible.

Match L43 - Rifle Frolic

Target is the NMLRA Bottle Silhouette target. Range is 45 to 65 yards. Six shots are fired for record, all offhand. Scoring values are as follows: nick body - three points; center body - five points; nick neck - seven points; center neck - ten points. A nick is any shot touching but not fully in the bottle. Maximum score is 60 points.

SUB-JUNIOR CHAMPIONSHIP (Aggregate: Ter. M)

(Age Limit: Shooter who has not reached his/her 12th birthday at the time of registration).

Must have a Junior Shooter card.

One or more rifles, any metallic sights, 5 shots each target, bench rest matches may use two (2) consecutive relays for each match. Bench rest matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match.

Match M44 25 yards	bench rest	Three bull 100 yard target
M45 25 yards	bench rest	100 yard (8 ring)

HUNTERS (Aggregate: Ter. N)

The matches of this aggregate are designed to provide a test of hunting accuracy. All targets must be posted in the "natural" position. (i.e., no target may be posted upside-down or sideways, no sighters). Practice targets may be purchased but not used as sighters with match target. Flint or Percussion, Traditional Offhand Rifle, Open sights. Sights may be adjustable.

Match N46	25 yards	Five shots	Crow	Target #101
N47	50 yards	Five shots	Standing Groundhog	Target #201
N48	50 yards	Five shots	Running Fox	Target #701
N49	100 yards	Five shots	Standing Bear	Target #711

SIGHTED SMOOTHBORE CHAMPIONSHIP (Aggregate: Ter. O)

Flintlock or percussion, fixed open sights (front and rear). No limitations on caliber. Guns must be inspected before firing any match in this aggregate.

Match 050	25 yards	offhand	6 bull (7 ring black)
051	25 yards	offhand	3 bull 100 yard target
052	50 yards	offhand	100 yard target (7 ring black)
053	100 yards	offhand	200 yard target

UNLIMITED LONGHUNTER'S CHAMPIONSHIP (Aggregate: Ter. P)

Any muzzle loading gun, any sights including scopes, ball, bullet, or sabot (we have approved sabots). Offhand. All targets must be posted in the "natural" position (i.e., **no target may be posted upside-down or sideways, no sighters**). Practice targets may be purchased but not used as sighters with the match target. One relay per match.

Match P54	25 yards	Five shots	Squirrel target	Target # 202
P55	50 yards	Five shots	Running Chuck target	Target # 203
P56	50 yards	Five shots	Running Deer target	Target # 902
P57	100 yards	Five shots	Standing Buffalo target	Target # 100

LADIES OFFHAND CHAMPIONSHIP (Aggregate: Ter. Q)

One or more rifles, any metallic sight, offhand, one relay per match.

Match Q58	25 yards	Five shots	3 bull 100 yard target
Q59	25 yards	Five shots	Six bull 50 yard target (eight ring)
Q60	50 yards	Five shots	single bull 100 yard target (eight ring)
Q61	50 yards	Five shots	6 bull target (7 ring black)

SMOOTHBORE CHAMPIONSHIP (Aggregate: Ter. R)

Flintlock only. No rear sights above plane of barrel, no set triggers, 54 cal. minimum. One relay per match. Guns must be inspected before firing any match in this aggregate.

Match R62	25 yards	Five shots	Standing Haffner Groundhog Target #201
R63	25 yards	Five shots	Running Deer Target #902
R64	50 yards	Five shots	100 yard (8 ring)
R65	100 yards	Five shots	200 yard

INTERMEDIATE / 4-H CHAMPIONSHIP (Aggregate: Ter. T)

(An intermediate is anyone who is under the age of 18. Not having reached their 18th birthday at time of registration). Must have a Junior Shooter Card.

Percussion or flintlock. Any metallic sights, offhand, one relay per match. Open to all 4-H shooting teams.

Match T69	25 yards	five shots	6 bull 50 yard target (8 ring)
T70	50 yards	five shots	6 bull 50 yard target (7 ring)
T71	50 yards	five shots	Single bull 100 yard target (8 ring)
T72	100 yards	five shots	Single bull 100 yard target (7 ring)

LADIES HUNTER CHAMPIONSHIP (Aggregate: Ter. U)

Any metallic sight, one or more rifles, targets must be hung in natural position, no sighter targets when shooting the match. One relay per match.

Match U73	25 yards	five shots	Running chuck	target #203
U74	25 yards	five shots	Crow	target #101
U75	50 yards	five shots	Running Fox	target #701
U76	50 yards	five shots	Standing ground hog	target #201

CARTRIDGE CHAMPIONSHIP (Aggregate: Ter. V)

Rifles as used at Friendship matches. Positions as stated for each match. One relay per match. Guns must be inspected before firing any match in this aggregate. 14 pound limit on gun

Match V77	100 yards	ten shots	3 bull target (Sitting X-Sticks)
V78	100 yards	five shots	Haffner Standing Bear (Sitting X-Sticks) TG711
V79	100 yards	ten shots	5 bull Buffalo target (Bench Rest)
V80	100 yards	five shots	Haffner Running Deer (Bench Rest) TG902

All firearms must keep the muzzle pointed up or down range between shots.

All firearms must use the open bolt indicator to show the firearm is safe.

Black Powder Cartridge Guidelines

The following guidelines should be used in conjunction with the Black Powder Cartridge Aggregate V being shot in the Territorial Matches.

Black Powder Cartridge Rifle- A hunting or military style rifle, single shot, originally made for black powder cartridges, of United States manufacture prior to 1896 and being typical of the era. Replicas thereof, regardless of origin of manufacture, are permitted. Hammer must be exposed. If replacement barrels, stocks, or other parts are used, they must be as original. No Schuetzen-style rifles permitted. One rifle will be used during all phases of the match. Examples of permissible rifles are: Ballard, Buck, Bullard, Cole, Farrow, Maynard, Peabody, Redfield, Remington Hepburn, Remington Rolling Block, Sharps, Springfield Trapdoor, Stevens Tip-up, Stevens No. 44, Wesson Falling Block, Wesson (hinged barrel), Whitney Phoenix, Whitney Rolling Block, Winchester 1885, and Wurffli. While the following single shot actions may not conform to the exact criteria, they are allowed because they conform to the spirit of the competition in form and function. Browning Model 1878, Browning Model 1885, C. Sharps '75, Falling Block Works, Stevens 44 ½ and Wickliff '76. Replicas other than exact reproductions of pre-1896 Black Powder actions as described above and shooting equipment as described herein may be approved by the Match Director.

- a. Maximum weight 14 pounds.
- b. Rear sights will be of Vernier or ladder type, typical of the era, either open or peep mounted on the tang or barrel. No modern style receiver, glass, or tube sight permitted. Front sights must be typical of the era, and may be shaded. No modern or Olympic-type sights permitted.
- c. Trigger typical to the rifle and not subject to accidental discharge.
- d. Cartridges will be of the American black powder era. Originally black powder loaded, manufactured prior to 1896, and originally chambered in American-manufactured rifles, taking into account normal variations in types of brass and primers, as well as bore sizes, rifling styles, twist and chamber dimensions. Limited use and special chambering (wildcats) are not acceptable. Cartridges must be loaded with black powder or Pyrodex only. No smokeless powder in any quantity may be used. Match officials, at their discretion, may select one or more loaded cartridges at random, pull bullet, and check contents. Competitors will furnish their own ammunition.
- e. Cast or swaged lead or lead alloy projectiles only; no jacketed or gas checked bullets. Paper patching permitted. Breech seating is permitted but no additional time will be allowed.
- f. Stock: Forearm must be attached and shall be of traditional design not to exceed 2 inches in width, cannot extend below the line of the bottom of the receiver or base of trigger guard, and no attachments will be allowed on the forearm. Measured from the centerline of the bore, the drop at the heel shall not exceed 2 ¾ inches; drop at toe shall not exceed 8 inches. No portion of the rifle stock behind the rifle action shall be higher than ¾ inch below the centerline of the bore. The butt shall not be longer than 5 ¼ inches top to bottom. Cheek pieces are permitted, but no roll over. Pistol grips are permissible, but no flared or hand-contoured styles. Crescent-style buttplates are permissible, but cannot be over 1 1/8 inch deep when measured from a straight line from points of the buttplate. Commercial recoil pads are permissible. Stocks and forearms must be made of natural wood and must be in keeping with designs of stocks of the era.
- g. No slings are permitted
- h. A palm rest may not be used. A palm rest is any attachment or extension below the forearm which aids the normal hand grip and support of the rifle by the forward hand / arm.
- i. An "Open Bolt Indicator" is required in all matches to indicate the bolt is open. When the "Cease Fire" command is given, all rifles will be unloaded, and Open Bolt Indicators will be inserted immediately. Actions will remain open.

Cross Sticks - Sitting Position - NMLRA rules **5310, 5320, 5330 & 5340** applies to Cross-Stick position.

LIGHT BENCH CHAMPIONSHIP (Aggregate: Ter. W)

One or more rifles may be used, 14 pound limit, sights as noted, five (5) shots at each target. (Friendship Cheater sights are **NOT ALLOWED**. See rule # 5030 & 5220). Matches in this aggregate may use two (2) consecutive relays. Bench rest matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match. Guns must be inspected before firing any match in this aggregate.

Match W81	50 Yds	Any Metallic Sights	6-Bull Target (7-Ring)
W82	50 Yds	Open Sights	6-Bull Target (7-Ring)
W83	100 Yds	Any Metallic Sights	100-Yd Target (7-Ring)
W84	100 Yds	Open Sights	100-Yd Target (7- Ring)

UNLIMITED YOUTH HUNTER CHAMPIONSHIP (Aggregate: Ter. Y)

Competitors who have not yet reached there 18TH birthday at time of registration are eligible.

Any muzzle loading gun, any sights including scopes, ball, bullet, or sabot (we have approved sabots). Offhand. All targets must be posted in the "natural" position (i.e., **no target may be posted upside-down or sideways, no sighters**). Practice targets may be purchased but not used as sighters with the match target. One relay per Match.

Match Y88	25 yard	5 shots	Standing Groundhog	Target #201
Y89	25 yard	5 shots	Running Deer	Target #902
Y90	50 yard	5 shots	Standing Bear	Target #711

REVOLVER AGGREGATE (Aggregate: CC)

Any percussion revolver, ten shots each target. Too be fired in one relay. The revolver would encompass repro as issued revolvers manufactured between 1861-1865.

Match CC95	25 yards	slow fire	25 yard pistol target
CC96	25 yards	limited fire	25 yard pistol target
CC97	50 yards	slow fire	50 yard pistol target
CC98	25 yards	slow fire	25 yard B-19 target