

Arms Act 1983

The safe use of firearms in New Zealand is controlled by the Arms Act 1983 and Regulations made under that Act.

The New Zealand Police administer the Arms Act and issue licences and permits authorised by the Arms Act, through Police Arms Officers in each Police district. There is a list of Arms Officers on the Police website (see 'Contacts' on www.police.govt.nz/service/firearms).

Local Arms Officers provide information and assistance to do with owning or using a firearm. They make bookings for the firearms licence safety lecture and test for their area.

The policy used by the Police to administer the Arms Act is published on the Police website.

Arms Code

This firearms safety manual is issued by the New Zealand Police who acknowledges the assistance of the NZMSC in compiling the booklet and providing instruction for new firearm users.

The NZMSC is an Incorporated Society established to promote safety in outdoor activities. The Firearm Safety section of the Council is funded specifically by, and is the sole organisation authorised to deliver safety training for the New Zealand Police.

Volunteer instructors of the NZMSC are approved under the Arms Regulations 1992 (Section 14) to deliver training and to administer the Firearm Safety Test on the contents of the *Arms Code* to applicants for firearm licences.

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SECTION ONE:

What you must know about firearms

1a) Definition of a firearm

The Arms Act 1983 defines a firearm as anything from which any shot, bullet, missile or other projectile can be discharged by force of explosive.

It includes anything that can be adapted so that it can discharge any shot, bullet, missile or other projectile by force of explosive.

It also includes anything that for the time being is not capable of discharging any shot, bullet, missile or other projectile by force of explosive, but which by its completion or repair would be capable of doing so.

1b) The seven basic rules

1. Treat every firearm as loaded
2. Always point firearms in a safe direction
3. Load a firearm only when ready to fire
4. Identify your target beyond all doubt
5. Check your firing zone
6. Store firearms and ammunition safely
7. Avoid alcohol or drugs when handling firearms

The seven basic rules explained

As long as a firearm is in good condition and handled and stored properly, it cannot hurt anyone. You are responsible for making sure your firearm is in good condition and handled safely.

Rule 1: Treat every firearm as loaded

- Keep your finger off the trigger; always point the muzzle in a safe direction; open the action and inspect the chamber and magazine.
- Do not take anyone's word that a firearm is unloaded. Check every firearm yourself. Only pass or accept a firearm that has the muzzle pointed in a safe direction; the action open; and is not loaded.
- If you do not know how to open a firearm, leave it alone. Keep clear of the muzzle.
- If it is someone else's, ask them to show you that it is empty.



Figure 1: A firearm must be open and empty before you pass it to or accept it from anyone.

Rule 2: Always point firearms in a safe direction

Loaded or unloaded, always point the muzzle in a safe direction.

- A safe direction will depend on where you are. Remember that bullets can go through walls and ceilings.
- Never point a firearm at anyone else or at yourself.
- Keep focussed when handling firearms – no daydreaming.
- To avoid unintentional firing or damage, firearms

should never be leant against vehicles or in any place where they could slide or fall.

- Always be particularly careful when placing firearms in, or removing them from, vehicles, boats and storage.

Be aware that firearms can go off unintentionally when:

- Closing the action
- Releasing the safety catch
- Uncocking
- Or opening a loaded firearm

Rule 3: Load a firearm only when ready to fire

Only load a firearm when you intend to use it, and only in an area where it can be safely and legally discharged. Remember to unload it when you have used it.



Figure 2: The cartridge must be removed if the game gets away without the shot being fired.

- Only load your ammunition into the magazine when you have reached your shooting area. (The firearm is then carried with the bolt or action closed on an empty chamber. The cartridges are readily available from the magazine and it only takes a second to open the action and feed a round into the chamber.)
- Do not load the chamber until you are ready to shoot.
- Unload the chamber if the game gets away. (Put the round back in the magazine and close the bolt on an empty chamber.)

- Unload completely – no rounds in the magazine or chamber – before leaving a shooting area or entering a hut or camp. Double check.

Semi-automatic shotguns and rifles

Because it is not practical to apply this rule to semi-automatic shotguns and rifles, it is recommended that when you have seen, or expect to flush game at any moment, you load the firearm and place the **previously tested safety catch on 'safe'**. If you release the safety catch but decide not to shoot, re-apply the safety catch. Whenever a round is in the chamber you must be **absolutely sure** that the muzzle is pointing in a safe direction. Test the safety catch before loading any ammunition into the chamber. If you have any doubt about the safety catch **don't trust it**. Have it checked by a gunsmith.

Note: No matter what type of firearm you use, you should be cautious when using the safety catch. In most cases they lock the trigger or the bolt but, like all mechanical things, they are subject to wear and tear and may not work properly. The safety catch is only one of several safety precautions you should use when handling firearms.

Rule 4: Identify your target beyond all doubt

- You must positively identify your target beyond all doubt before firing. If in doubt, don't shoot! The shooter, and anyone supervising an unlicensed shooter, must both positively identify the target.
- Make absolutely certain that the movement, colour, sound and shape of your target is identified correctly. Identify all of the animal.
- Do not fire at movement only
- Do not fire at colour only
- Do not fire at sound only
- Do not fire at shape only

Target identification issues

When a hunter is tired, or excited about sighting game animals, emotions may override rational thinking (buck or stag fever). Perception can play tricks and you may 'see' what you expect to see. Objects – often people – look like game animals.

There could be other hunters nearby. They may make noises imitating the calls of game. Even the definite sighting of skin and antlers is not positive enough – hunters have been shot while carrying a deer.

BEFORE you shoot! Ask yourself: *"Is this a person?"*

This will focus your mind toward expecting to see a person, rather than assuming it is an animal.

Keep your finger away from the trigger until you are **ABSOLUTELY CERTAIN** it is safe to fire.

Bright coloured clothing and gear can help you to be seen, especially in dim or fading light such as that in the early morning, late evening or under the cover of bush. However, no one colour will be easily seen at all times of the day and in all surroundings. Wear a colour that stands out from the background you are shooting in, and is different from any game animals in that area. While this may minimise your risk of being shot, it will only do so if other hunters properly identify their targets.

Hunters should use binocular vision, rather than rifle telescopic sights only, to identify their target. If using binoculars or telescopic sights, beware of the 'tunnel vision' which limits your view to each side. Sweep the telescope or binoculars from side to side to ensure no person is close to your field of fire.

Remember – it is ALWAYS the responsibility of the shooter to clearly identify the target.

This is regardless of whatever strategies other hunters may or may not use to be seen.



Figure 3: Positively identify your target beyond all doubt. Other hunters may be wearing clothing that blends with the surroundings so – Do not fire at movement. Do not fire at colour. Do not fire at shape. Do not fire at sound.

Rule 5: Check your firing zone

Be aware of what could be hit in the area between you and your target, and in the area beyond your target.

Ask yourself: *"What could happen if I miss my target?"*

Extreme range for projectiles may be as much as:

.22 rimfire	1.5 kilometres
.308 calibre	4.5 kilometres
Airgun	up to 400 metres
Shotgun	from 250 metres to 750 metres (Depending on the type of cartridge.)

Sights need to be set correctly to prevent rounds falling short or going far beyond the target.



Figure 4: When firing a shotgun, be aware that the spread of the shot may endanger something other than the target.

Safety points

- Never fire when companions are ahead of you, especially when you have lost sight of them.
- Never shoot when stock, human activity or buildings are in the area.
- It is unsafe to shoot at a target on the skyline. Remember that many hunting areas have rural and urban developments close by.
- Night shooting is dangerous, especially if using telescopic sights, so only shoot at night if you are certain it is safe to do so. Spotlights light up only a small part of the firing zone and the projectile's range. It is forbidden to shoot during the hours of darkness in any state forest, forest park or national park.
- Use extra care when shooting at a moving target, particularly with telescopic sights, because your field of view is limited and changes rapidly. There is a greater danger of someone moving into your firing zone without you noticing.
- When shooting near thick bush or scrub you may not be able to see your whole firing zone.
- A charge of shot from a shotgun has a wide spread, particularly at longer ranges.
- Ricochets can be caused by any flat or hard surfaces – rocks, snow, trees and even water. Be especially careful in rocky river beds.



Figure 5: A hard, flat surface, stones or water, may cause a ricochet.

Firing zones

Your firing zone changes rapidly when you follow a moving target with a firearm. As you swing the muzzle around in an arc be aware of the position of other hunters. Make sure they are not caught in the path between your firearm and the target, or beyond the target. This applies particularly when shooting with shotguns. Duck shooters sharing a maimai can drive vertical poles into the ground to prevent an 'over-swing' endangering a companion.

Rule 6: Store firearms and ammunition safely

You are required by law to have a safe and secure place to store your firearms. All firearms and ammunition should be stored separately, out of the reach of children, out of view and in a secure room, rack or cabinet approved by your Arms Officer.

A complete firearm is dangerous in the wrong hands, so lock away your unloaded firearm and ammunition separately. Do this immediately when you return to camp or home from shooting.

Securing firearms out of sight will help prevent removal by thieves.

The Arms Regulations require these minimum standards when storing your firearm:

- A firearm must not be put in any place where a child has ready access to it.
- Ammunition must be stored separately or the firearm made incapable of firing.
 - If possible, remove the bolt and magazine and lock away separately from the firearm.
 - Make sure both the chamber and the magazine are empty.
 - For lever, pump or semi-automatic firearms, you may not be able to remove the action. Break-open types can be dismantled.
 - Trigger-locking devices are recommended for firearms which cannot be taken apart.
- Licence holders must take reasonable steps to secure firearms against theft. These steps include:
 - Locking your firearm away in
 - A lockable cabinet, container or receptacle of 'stout construction' i.e. strong enough to stop a child or casual opportunist thief getting access. Putting a lock on a cupboard, wardrobe or gun-case is not enough. Generally, the cabinet/container must be used for storing firearms only.
 - A display cabinet or rack which locks in and immobilises firearms so they can not be fired.
 - A steel and concrete strong-room.
 - Unloading and locking your firearm away whenever it is not in use or not under the immediate supervision of a licence holder.
 - Never leaving your firearm in an unattended vehicle.

Anyone owning pistols, restricted weapons or military style semi automatic firearms (MSSA) is required to have security of a higher standard than that required for sporting firearms (A category) owners. Contact your local Arms Officer for specifications.

All family members, especially children, need to know what a firearm is, what it is designed for, and why it must

not be touched. Letting children handle firearms when you are supervising them may help to satisfy their natural curiosity but it is essential that children realise that firearms are not playthings and must be treated with respect. Children should be taught not to touch a firearm without an adult present, and if they find a firearm to seek the assistance of an adult.



Figure 6: Securing firearms enhances family and community safety.

Rule 7: Avoid alcohol or drugs when handling firearms

When handling a firearm you must be able to think clearly. Alcohol and some drugs (even if prescribed) dull and slow your mental and physical reactions.

Alcohol and Firearms do not mix! Ever!

- Alcohol and drugs must **never** be taken just before you go shooting or while you are shooting. Wait until your firearm has been safely locked away before you consume alcohol or drugs.
- Do not shoot with others who are, or have been, drinking alcohol or taking drugs.

SECTION TWO:

Firearm safety

2a) Health and safety

Personal health

Shooting is a sport with a high risk potential. You need to be physically and mentally competent and capable of safely controlling your firearm. If you are ill or injured you should seek confirmation, from a family member, fellow club member, official, hunting mate or medical practitioner that you can shoot safely.

Good eyesight is important because you must be able to identify your target beyond all doubt and shoot with accuracy. Even colour blindness can cause problems so if you have any doubts, visit an eye specialist. If you do have a sight or hearing impediment, discuss the implications with your Arms Officer. With assistance, you may still be able to pursue shooting as a sport.

Safety equipment and first aid

Wearing safety glasses will protect your eyes. You can protect your hearing with proper muffs or earplugs. This is particularly important at a firing range where others are firing alongside you.

All firearms users should have first aid skills. You may be the first to arrive at a shooting incident scene so you need to be prepared. Knowing what to do in this situation could prevent further injury and possibly save a life.

Ways to keep yourself and others safe

Always obey the SEVEN BASIC RULES –

Treat every firearm as loaded

Always point firearms in a safe direction

Load a firearm only when ready to fire

Identify your target beyond all doubt

Check your firing zone

Store firearms and ammunition safely

Avoid alcohol or drugs when handling firearms

NEVER SHOOT AT:

movement only; colour only; sound only; shape only; a target on the skyline; and when companions are ahead of you.

And observe the following SAFETY GUIDES:

- Get permission before shooting on any land, be it Crown, local body or privately owned.
- Be aware that others may be in the same area. This applies especially to forest and national parks. You will be sharing the park with other users.
- Make sure there is nothing obstructing the barrel of your firearm before you fire.
- Completely unload before you leave the shooting area and never leave your firearm loaded.
- Unload your firearm before crossing a fence.
- Walk through a stream while carrying firearms rather than jumping or crossing on rocks.
- Always stay focussed when around firearms – no daydreaming!
- Give advice on safety if you see any careless or unsafe behaviour with firearms. Irresponsible use of firearms causes injuries and deaths.
- Have your firearm checked periodically by a gunsmith who knows about the firearm you own.

2b) Carrying your firearm safely



Environmental hazards

- If you fall or stumble when carrying a firearm, your first and most important responsibility is to **make sure the muzzle is pointing in a safe direction**, and that you do not touch the trigger.
- It is vitally important that the barrel is kept free from any obstruction at all times. If you fall and the muzzle touches the ground, **always stop and check** for signs of blockage. Always carry your firearm in such a way that you can control the direction of the muzzle should you stumble.
- To prevent water getting into the barrel in heavy rain or snow, keep the muzzle pointed down. (Make sure it doesn't touch the ground.) A small square of insulation or masking tape over the muzzle can keep snow and mud out of the barrel. Never insert a plug of cloth or other material into the barrel.
- When hunting in heavy scrub, watch for twigs getting into the barrel. If you have a firearm action with an exposed hammer, be especially careful that the hammer is not cocked accidentally by brushing through scrub.
- Pay attention when walking along riverbeds or dry creekbeds. They are often slippery or icy.
- Walk through streams if carrying a firearm. Don't try to jump ditches and streams, or to cross on rocks.
- If your firearm misfires you must check the barrel, from the breech end, in case a bullet is stuck in it.

Crossing fences

If there is a gate – use it! Never climb a fence while carrying a firearm. Carrying loaded firearms through fences and over obstacles can result in injury and death.

- If there are two or more people, one should climb over the fence without a firearm. Then, pass the unloaded firearms across with the actions open, and pointed in a safe direction.
- If you are on your own, unload the firearm and place it, muzzle first, through the fence. Lay the firearm on the ground, and then climb over the fence.

- Take special care when crossing electric fences. Have your firearm unloaded and the action open before you get near an electric fence. An electric shock can cause your muscles to contract and your hands to clench.



Figure 7: Crossing fences must be done carefully.

When hunting

Half-open bolt or action in a state of semi-readiness (Shotguns and rifles except semi-automatic)

The state of 'semi-readiness' can be taken up when you have seen game or expect to flush it at any moment. Hold the firearm in both hands, with a cartridge pushed partly forward into the chamber.

Do not close the action completely unless you know you have correctly identified your target and you have time to make a safe shot. If you do close the action but then do not take a shot, go back to the 'semi-ready' state with a half-open action.

A 'break open' shotgun can be carried in the hinged open position with cartridges in the chambers. This is semi-ready with a shotgun. The firearm is safe while open and can be closed and fired quickly and easily.

Only the shooter at the front of a hunting party should be in a state of semi-readiness.

The semi-ready condition with half-open bolt is not always practical. Unless the bolt is held with the thumb, it may slide backwards and eject the round completely. In this case, the bolt is best left closed on an empty chamber. When you expect to take a shot, load a round into the chamber and carry the firearm firmly in both hands to control muzzle direction.

Use of a pre-tested safety catch for semi automatic shotguns and rifles

It is not possible to use a half-opened bolt with Semi-Automatic Rifles and Shotguns. So, when you have seen, or expect to flush game at any moment, you should load your firearm and put the pre-tested safety catch on. If you release the safety catch and then don't shoot, put the safety catch back on. Always keep the muzzle pointing in a safe direction, and unload the chamber immediately if you do not take the shot.

2c) Handling your firearm safely

Cleaning firearms

Firearms are made of metal and wood or composite material. Regular cleaning and maintenance will keep your firearm safe and reliable.

It is essential that the barrel is free from obstruction.

Before storing your firearm you should clean the barrel with a rod, clean patches and solvent. Where possible, insert the cleaning rod from the chamber end of the bore to avoid damaging the muzzle.

When you have cleaned the barrel push an oily patch through it. Clean the action and the outside of the firearm. Wipe all metal parts with a lightly oiled rag.

When you are taking your firearm out for use, point it in a safe direction then check that it is not loaded. Push a clean patch through the bore and check that the barrel and action are clean and dry. Grease or oil in the action can cause a misfire. If either gets into the barrel, they can cause it to bulge or burst.

When hunting, take cleaning gear with you – at least a pull-through, patches and oil. At the end of each day clean and oil the barrel. Before setting out on the next day's hunting, clean the barrel again.



Figure 8: Cleaning a firearm. The rod is inserted from the chamber end of the barrel.

Testing the safety catch

If you have a semi-automatic rifle or shotgun you should have it checked and tested by a competent gunsmith.

However, if you are testing the safety catch yourself:

- Be sure there is no ammunition in the firearm
- Point the muzzle in a safe direction at all times
- Cock the action
- Apply the safety catch
- Check the firearm cannot be fired. (Do this by pulling the trigger several times and by bumping the firearm.)

If you have any doubts about a safety catch – take it to a gunsmith!

Never use live ammunition to check the safety catch mechanism. Dummy or blank ammunition can be used to test actions.

Dummy ammunition consists of a normal projectile and an empty case. There is no propellant powder or primer in it.

Blank ammunition is quite different. A blank round has a small charge of propellant and a primer. It will fire, making a loud bang, but not fire a projectile. However, it is dangerous to fire a blank cartridge near, or at, any person. Although there is no bullet, a wad is often discharged and people have been struck and injured or killed by this.

Correct ammunition

It is important to use the correct ammunition for your firearm. Even if you have the right calibre, it may not necessarily be the right ammunition. The chambering may be unsuitable or the action may not be strong enough e.g. .22 short, .22 long, .22 long rifle and .22 magnum are all .22 rimfire, yet are not suitable for every .22 rimfire rifle.

If the wrong ammunition is chambered it may be too big to allow the action to close. If it is too small it can slip so deeply into the chamber that it is out of reach of the firing pin. Worse still, it may fit, allow the action to close and fire the wrong calibre bullet. This could burst the barrel or cause a dangerous blowback of gas in the shooter's face.

Numbers that show the calibre are stamped on the base of the cartridge case. However, sometimes there are other numbers or words to identify one cartridge from another. You should know the correct and full description of the cartridges your firearm requires. To make sure there is no mistake, use that description when ordering ammunition, and also check the description on the ammunition packet.

Many shooters reload their own cartridges because of economy and accuracy. Brass cartridge cases are sometimes pressed through resizing dies to become a type different from the original e.g. a 30.06 Springfield case may become a .270 cartridge. So, the information stamped on the base of the case can be misleading. A new shooter would be wise to use only factory-made ammunition purchased from a shop.

Do not use old or corroded ammunition. It can cause misfires, burst cases and block the barrel. Wet or damp ammunition can increase pressure in the firearm and

could also damage and injure. Never attempt to dry wet ammunition by heating it.

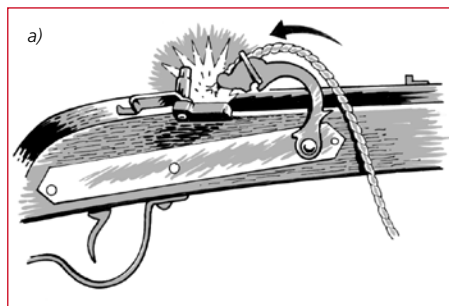
Loading your firearm safely

Muzzle-loading firearms

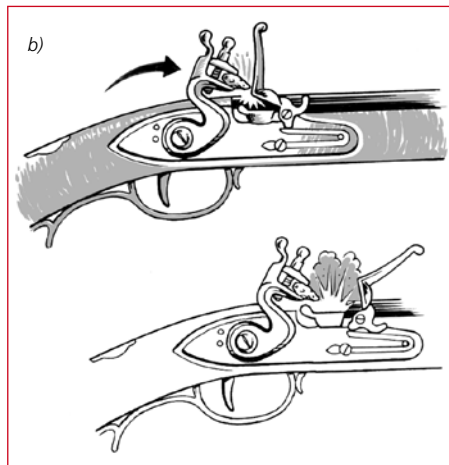
Muzzle-loading firearms are loaded through the muzzle. Black powder or Pyrodex is poured into the barrel and a lead ball or bullet is put into the barrel on top of it. A flame enters the barrel through a small hole at the closed end, usually at the side, just above the trigger. This ignites the powder charge behind the bullet.

Some actions fire by way of a slow burning 'match' pressed down into the flash pan. In others, a mechanism sends sparks from a flint into a flash pan where a small amount of fine powder carries the flame down the flash hole. A percussion cap is used in some actions.

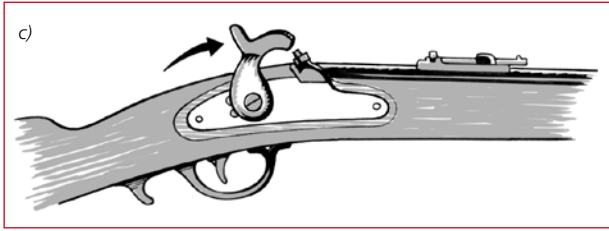
Figure 9: Muzzle-loading firearms showing:



a) A matchlock action in which a slow-burning 'match' is applied to the priming powder to cause ignition.



b) A flintlock action in which the flint strikes down the surface of the steel, uncovering the priming powder to a shower of sparks.



c) A percussion action in which the hammer strikes a cap to ignite the charge.

Before loading a muzzle-loading firearm make sure it is not already loaded.

- Put a ramrod or wooden dowel down the bore.
- When it will go no further, mark the dowel at the muzzle.
- Remove the dowel and position it on the outside of the barrel with the mark at the muzzle.
- The dowel should almost reach to the flash hole.
- If the dowel does not, the firearm may be loaded and dangerous.
- You will not be able to safely load and fire it – take it to a gunsmith!

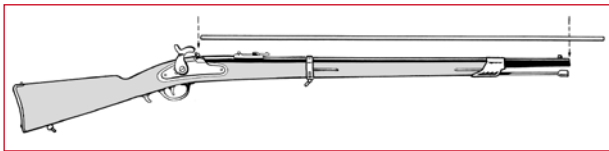


Figure 10: A simple way to check safely that a muzzle-loading firearm is not loaded.

Handling muzzle-loading firearms safely

If you are sure the barrel is clean and empty, and the flash hole is clear, you can pour a recommended measure of black powder down the barrel. Next, push a suitable bullet or ball and patch down the bore. For safety reasons you must use only black powder or its modern equivalent, Pyrodex. Powder made for modern firearms **must not** be used or mixed with black powder.

You can use a short 'starter' rod to start the projectile down the bore. After that the ramrod should be used to push the projectile **firmly** against the charge. There should be no gap between projectile and charge.

When loading, you must be careful not to double up

the powder charge and not to insert more than one projectile.

After priming the flash pan or fitting a percussion cap, the firearm may be fired.

Hold your aim until it discharges.

Under some conditions, such as a damp atmosphere, the charge may not ignite immediately. It can delay the projectile being fired. This is known as a 'hang fire' and you must hold your aim for several seconds until the discharge takes place. If the firearm fails to discharge (after ten seconds), taking care to keep the muzzle in a safe direction you can clear the flash hole, re-prime or cap, and have another attempt.

When reloading, there is a danger that a glowing ember from the recently fired black powder may remain in the barrel. Use a damp patch to clean the bore. Hold the muzzle away from your face and body when you pour a charge down the barrel.

Never pour powder straight from a bulk powder container. Pour from the bulk container to a measure, then from the measure to the muzzle.

It is easy, and extremely dangerous, to double load a muzzle-loading firearm. Once your firearm has been loaded it is important to see that it is either fired, or the charge and projectile are removed. If in doubt seek advice from a Black Powder shooting club, NZ Black Powder Shooters Federation or a gunsmith.

Old shotguns

Shotguns with any pitting of the barrel should not be fired. Modern ammunition must not be used in old shotguns. The barrels may not be strong enough for the high pressure of modern ammunition or the chambering may not allow for modern star crimp cartridges.

The chamber is the slightly enlarged section of the barrel bore where the cartridge is locked up before being fired. In the case of a star crimp shot cartridge, the chamber needs to be long enough to allow the crimp to peel forward, out of the way of the shot and wad.

Get a gunsmith to check your old gunshot before you use it.

Firearm magazines

All repeating and semi-automatic firearm actions have a magazine where the ammunition is held before being fed into the chamber. Most bolt action rifles have box-type magazines with the cartridges placed one on top of the other. Many lever action and pump action firearms, and some semi-automatics, have a tubular magazine where the cartridges are placed end-on, one behind the other.

A tubular magazine can be dangerous. If the tube has been dented, the cartridge can stick temporarily. If it later becomes free it can be fed into the action without you even knowing about it.

WARNING: By putting a magazine which holds more than 15 rounds into a .22 semi-automatic rifle, or more than seven rounds to a centre-fire semi-automatic rifle, it changes its definition to that of an MSSA.

To obey Basic Rule 2 – *always point firearms in a safe direction* – and Basic Rule 5 – *check your firing zone* – you need to know about **Patterning** and **Sighting In**.

Patterning

Before you use a shotgun for hunting you need to see what sort of pattern it fires with the cartridges you intend to use. Tack a large sheet of paper or cardboard 40 metres away in a safe direction. See where the pattern of shot hits.

Sighting in

‘Sighting in’ with a rifle is even more important. If your rifle has a telescopic sight a dealer or gunsmith can check that the sight is correctly set according to a collimator. However, it will still require checking with the ammunition you intend to use. Do this on a range or suitable rural area.

Setting of sights for accuracy

Sights must be correctly set. If they are not, rounds may fall short or go far beyond the target. Adjust the sights for distances suitable for the calibre and intended use.

‘Sighting in’ is best carried out on an established range. Otherwise, it should be somewhere away from people, stock or property, and with a safe backstop.

- Shoot from 25 metres and adjust sights until the point of aim and the bullet impact are the same.
- If you are using iron (open) sights always move the rear sight in the direction you want the shot to move. The foresight is the reverse of this. With a scope, follow the arrows on the scope adjustment.
- Next go back to 100 metres, fire shots in pairs, and adjust sights.
- Most high-powered rifles are best zeroed so the bullet hits the target about 75 mm high at 100 metres.

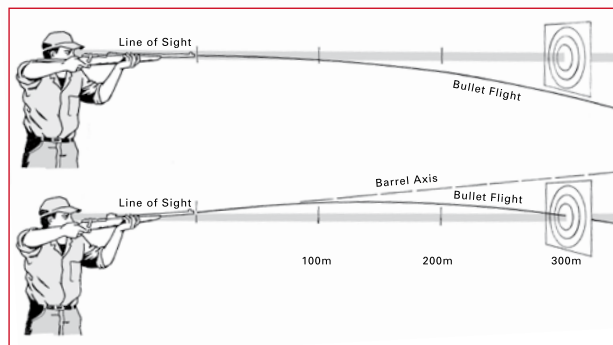


Figure 11: A bullet begins dropping from the moment it leaves the barrel, so if your sights are just lined up with the barrel, the bullet will drop below where you are sighting

Mechanical fitness of firearms

It is dangerous to tamper with firearms. Even minor repairs or adjustments should be carried out by a competent gunsmith. Never exchange bolts, bolt heads or other action parts yourself. Get a gunsmith to fit these.

Items that need to be checked:

Headspace

Firing pin protrusion and shape. (For safe, reliable firing.)

Tightness of action and stock. (Affects accuracy.)

Condition of barrel and chamber. (For safety and accuracy.)

General condition of firearm, including action and stock.

Safety catch. (Especially important for semi-automatic shotguns and rifles.)

Trigger pull. (For safety and accuracy the trigger pull set by the manufacturer should be used. Trigger pull should only be changed by a competent gunsmith.)

Reloading ammunition

When you have gained experience you may wish to reload ammunition yourself. This can save you money if you fire a lot of rounds. It also offers you the chance to learn a new skill.

Before you begin, you will need to speak to an experienced reloader for advice and instruction. You will also need the right equipment, powder and projectiles. You can find more information online, or in books dealing with this subject.

It is illegal to store any propellant powders in a house. It must be stored in a separate building, such as a locked garden shed. This needs to be cool and dry. Only the smallest quantities of propellant should be stored. Unless you obtain a special licence, it is unlawful to load or reload ammunition to sell or give away to another person.

2d) Safe shooting at a range

A range is a place that has been designated safe for shooting. Shooters fire from a clearly marked 'firing point', down range towards targets set up for the type of shooting, or competition being held. Ranges are supervised by Range Officers.

Range rules

Ranges are operated under a set of rules known as Range Standing Orders.

On any range:

1. All persons on a range must obey the instructions of the Range Officer immediately and without argument.
2. Safety glasses and ear protectors must be worn.
3. Visitors and children must be closely supervised on ranges.
4. Firearms must be handled very carefully and be stored or carried with the actions open at all times. The use of a

chamber safety device makes it easy for the range officer to check that firearms are safe.

5. You must not handle other persons' firearms and ammunition without their permission, except when a Range Officer, or other responsible official, thinks they have been left in a dangerous position and directs you to shift them.
6. All firearms used on a range must be in good mechanical condition.
7. Firearms may be loaded only on the Range Officer's instructions, and every shooter must have the muzzle of their firearm pointed in a safe direction at all times. On a range, 'safe direction' means down the range at the targets.
8. Only the group actually shooting may be on the firing point, and all must remain there until released by the Range Officer.
9. If the Range Officer gives the command 'STOP!' all firing must cease immediately. All shooters must remove cartridges from the chamber and leave all bolts and actions open. (On some ranges a signal system is used – know this before using the range.)
10. Shooters must make sure that no cartridges are left in the firearm when they have finished firing. The Range Officer must inspect each firearm to check complete unloading before releasing the shooters from the firing point. Inserting a chamber safety device confirms the firearm is unloaded.



Figure 12: Firearms in use on a range

When you intend to use your firearm on a shooting range or in the field check that:

- The firearm is mechanically sound
- It is not loaded
- The barrel is not blocked
- The grease and oil is removed from the barrel and action
- The ammunition is correct for the firearm
- The firearm is not left unattended
- The firearm is made safe and secure

See New Zealand Police Range Manual on www.police.govt.nz.

Please note: A range has strict rules and a Range Officer to enforce them. In hunting situations you are not under such control and it is up to you to follow all the safety rules. Don't be afraid to point lapses out to other shooters – their behaviour can affect your safety.

SECTION THREE:

Understanding firearms

3a) Firearm types

The Arms Act 1983 defines a firearm as anything from which any shot, bullet, missile or other projectile can be discharged by force of explosive. (See the definition of 'firearm' at the beginning of this manual for a full definition.) When you are choosing a firearm, remember that no single firearm, and no single type of ammunition, will suit all purposes.

The Arms Act 1983 also controls airguns.

Airguns

An **airgun** is any air rifle, pistol or weapon that has a gas or compressed air firing mechanism. Under the Arms Act 1983, 'airgun' includes air rifles, air pistols, BB guns, soft air pellet guns and paintball guns.

Some more powerful airguns are defined in the Arms Act 1983 as 'firearms'; check the Arms Act or with your Arms Officer.

Special message to parents

Some parents worry when their child expresses an interest in airguns. But, owning an airgun and using it under your supervision can be a positive step in developing safe firearm routines. An air rifle is preferable to an air pistol. It is an ideal first gun which a young person can learn to handle responsibly and safely. The NZMSC offers a free firearm safety lecture. Contact your local Police Arms Officer for details.

For a beginner a .177 calibre air rifle is inexpensive and will provide plenty of cheap, safe practice. The Police have published a free pamphlet on this called *Beginning with air guns*. Other types of airgun are available, including 'soft' airguns that fire a plastic pellet at fairly low velocity. Soft airguns are usually made to look like real pistols or military firearms – they are not toys and like all airguns are controlled by the Arms Act. You should **never** use an airgun in situations where it might be mistaken for a real firearm.

Who may use airguns

Anyone 18 years of age or older can possess and use an airgun.

Anyone under 18 years of age may use an airgun if: They hold a New Zealand Firearms Licence* or they are under the 'immediate supervision' of a firearms licence holder or a person 18 years of age or older.

Anyone under 16 years of age must always be under the 'immediate supervision' of a firearms licence holder or a person 18 years of age or older.

* *Note: You must be 16 years of age or older to apply for a New Zealand Firearms Licence.*

'Immediate supervision' means that the licensed or older person is within reach and in control of the person using the airgun. The person providing the supervision must be able to take control of the airgun. They cannot be in possession or control of another firearm or airgun. On a range or paintball field: the rules in place, fenced field and supervision of umpires, referees or Range Officer go toward immediate supervision.

Young airgun owners

If you are 16 or 17 you can see the Arms Officer at a Police station about getting a firearms licence. The Arms Officer will give you a free copy of the *Arms Code* for you to study. You will be asked to give the names of 2 people, one a close relative. The Police will ask these people if you are a suitable person to use and possess firearms.

You will also be asked to attend a firearms safety lecture run by the NZMSC. Next, you sit a written test and are issued a certificate when you pass. The results of your test will be passed on to the Arms Officer. If the Arms Officer considers you a fit and proper person you will be issued with a firearms licence.



Figure 13: An airgun can look like a real firearm. Be careful where you use it.

You can be arrested and fined and/or imprisoned:

- If you possess or carry an airgun without a lawful purpose.
- If you carelessly use of an airgun.
- For firing an airgun in a way that may endanger, annoy or frighten anyone or harm property.
- For unlawfully pointing an airgun at someone.
- If you sell or supply an airgun to an unlicensed person under 18. This could happen if an adult buys an airgun as a gift for a child.

Fully automatic airguns

If you own fully automatic airguns you must by law have a firearms licence with a Restricted Weapons endorsement. Although the guns are air powered, their firing mechanism means they are restricted weapons.

As well as the correct endorsement you will need to have secure storage facilities for your fully automatic airgun.

Safe storage of airguns

An airgun can cause serious injury if used incorrectly. When you are not using your airgun, it should be locked away in a safe place inaccessible to children.

Pistols

A pistol is any firearm that is designed or adapted to be held and fired with one hand, and includes any firearm that is less than 762 mm in length.

If you wish to possess a pistol you are required by law to hold an endorsement on your firearms licence. You are required to either belong to a Pistol Club recognised by the Commissioner of Police (B endorsement), or, be a bona fide collector (C endorsement). Pistols can only be fired on an approved Pistol Club range. You need to obtain a special permit, known as a 'permit to procure', from the Police so you can buy a pistol.

The Arms Officer will check the security of your firearms storage at home before you will be allowed to keep the pistol there. You will only be permitted to take the pistol from home to the Pistol Club range or to a gunsmith or dealer.



Figure 14: 'Pistol' means any firearm that is designed or adapted to be held and fired with one hand. It includes any firearm that is less than 762 millimetres in length.

Antique firearms

An antique firearm is any firearm which is held in the possession of any person, solely as an antique (but not as a copy or replica of an antique) and which is not designed for, and is not capable of firing rimfire or centrefire cartridge ammunition. (Section 2, Arms Act 1983)

Antique firearms should not be fired. This can be dangerous especially if it is in poor condition. An antique firearm is normally only suitable as a collector's item, an heirloom, a display, or kept because of its special significance.

Black powder shooters usually fire replicas of the original firearms. The replicas are working models made of

suitable materials and can be fired safely with the correct ammunition. Loading and firing a black powder firearm is complex and requires a lot of care. These firearms can be as lethal as a modern firearm.

Rifles

A rifle normally fires a single bullet and, in NZ, rifles generally range in calibre from .17 to .45. All are used for target shooting.

- The .17 and .22 rimfire is suitable for small game such as rabbits, hares and possums.
- The centrefire .22 is suitable for hunting goats and wallaby.
- The .243 is about the smallest calibre that should be used for deer hunting.
- Some cartridges are not suitable for hunting pigs and deer but the following are used on bigger game: the .308 Winchester (7.62 Nato), 7.62 x 39 .270 Winchester, 30.06, .303 British, 6.5 x 55, 7mm and 8 mm Mauser and the 30.30 Winchester.

Police strongly recommend that you join a sport-shooting club where you can get information and advice from experienced firearms users. Ask your Police Arms Officer or NZMSC instructor for suitable clubs in your area.

Shotguns

Shotguns are used for clay target shooting and to hunt small animals such as rabbits. They are the only firearms allowed for hunting game birds on the wing. There are about 200 pellets in a 12-gauge cartridge that spread out when they leave the muzzle. At 30 metres they will strike in a circular pattern nearly a metre across.

In hunting, the bigger and stronger the game, the more powerful the cartridge must be to kill the game humanely.

Shotgun cartridges are loaded with different sizes of shot:

- 7, 8 and 9 for smaller birds
- 4, 5 and 6 for rabbit and duck
- 3 and 2 for swan and geese

- buckshot, or a single solid slug, for pigs and deer at close range.

The size of the shot for clay target shooting depends on the competition.

Military-style semi-automatic (MSSA) firearms

Are firearms that require an endorsement on your firearms licence (E endorsement) and are subject to special security conditions. Only an E endorsed person may have or use an MSSA and it is an offence for anyone without this endorsement to fire one, even under supervision. Only persons 18 years of age or older can have an endorsement for one of these firearms. A permit to procure the MSSA must be obtained from an Arms Officer before taking possession of it. MSSAs require greater storage security than for standard sporting firearms.



Figure 15: An MSSA.

An MSSA is a self-loading rifle or shotgun with one or more of the following features:

- Folding or telescopic butt
- Magazine that holds, or has appearance of holding, more than 15 cartridges for .22 rimfire
- Magazine that holds, or has appearance of holding, more than 7 cartridges for others
- Bayonet lug
- Free standing military style pistol grip
- Flash suppresser

You need a permit from the Police to obtain one of these firearms.

Types of actions

All cartridge firing firearms used for target shooting or hunting have the following things in common: the cartridge is fed into the chamber; it is locked there by the action; the action is cocked; it is fired; it is unlocked; and the empty cartridge case is extracted and ejected.

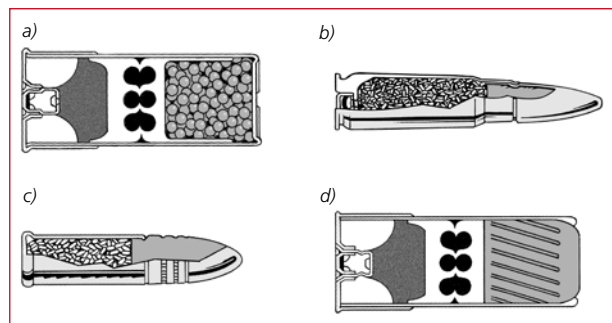


Figure 16: Cutaway drawings of four different types of cartridge.

- a) A shot cartridge
- b) A centrefire cartridge
- c) A rimfire cartridge
- d) A rifled slug for use in a shotgun

The bolt action is one of the simplest and most trouble-free firearm actions. Starting from the unloaded condition, the action is unlocked by lifting the bolt handle and pulling it back. A cartridge is fed into the chamber by pushing the bolt forward. The bolt handle is then turned downwards, locking the bolt and cartridge in place. A firing pin is usually cocked by movement of the bolt or bolt handle, and when the trigger is squeezed the pin is released, firing the cartridge. The empty cartridge case is then ejected by lifting the bolt handle again and pulling the bolt back.

The lever action works on the same basic principle, except that a lever is pushed down to unlock the bolt and move it backwards. This movement also cocks the action. When the lever is pulled upwards again it feeds a cartridge into the chamber and locks, ready to be fired by the trigger. After the cartridge is fired the empty case is ejected by once more pushing the lever down.

A pump action is again similar. A pump slide is pulled backwards to open the action and cock it. When the slide is pushed forward the action feeds a fresh cartridge, locks, and is ready to fire.

A semi-automatic also known as a self loading action, operates in the same way as the above firearms. However, ejection and loading is carried out automatically by the force of either the recoil or by gas pressure. Because of the automatic reloading, a cartridge is ready to be fired each time the trigger is squeezed.

The most common shotguns found in New Zealand are the break-open variety in which the barrel or barrels hinge downwards. There are over-and-under, side-by-side and single barrel shotguns. Some shotguns are semi-automatic or pump action.

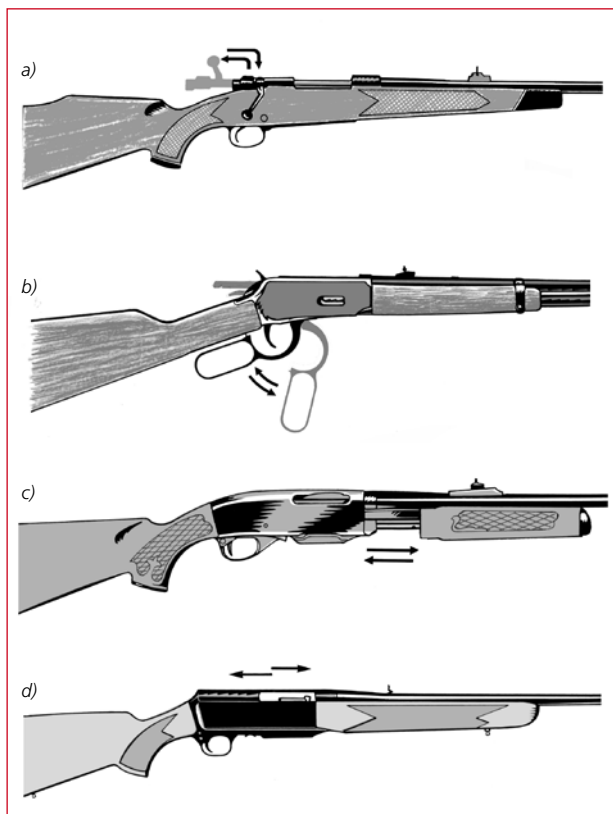


Figure 17: Common firearm actions.

- a) A bolt action
- b) A lever action
- c) A pump action
- d) A semi-automatic

3b) Where and when you may use firearms

Before you do any shooting, whether with a firearm or airgun, you need to know when and where it can be safely and lawfully used.

You should take steps to ensure that your shooting does not endanger property or frighten, annoy or put neighbours at risk. Telling your neighbours about what you are doing is always a good first step.

The permission of the land owner is required before shooting anywhere. A permit is necessary before hunting on any land managed by the Department of Conservation (DOC), which includes conservation and national parks

.22 Rimfire rifles

A .22 rimfire rifle has been the traditional first rifle of many New Zealanders. It is regarded as a safe and inexpensive firearm for a young person. This rifle can be just as deadly as any other firearm and must be handled with respect and care.

There are only two places in which a .22 rimfire rifle can be used. One is at a rifle range, either indoor or outdoor. The only other place is on private property, with the owner's permission. The .22 rimfire rifle is not generally permitted on any land managed by DOC, which includes conservation and national parks.

Shotguns

A shotgun is the only firearm suitable for shooting at birds on the wing. Firing a rifle in the air carries the danger of some person or property being struck when the bullet falls back to earth. Although shotgun pellets fall too, they do not travel so far and are much lighter. This means they are less likely to endanger someone.

The shotgun is used for fast moving game on the ground and in the air. In general, shotguns are not permitted on any land managed by the DOC, which includes conservation and national parks. This is to protect the bird life in these forests. A shotgun is also used for competitive shooting at clay targets.

Centrefire rifles

Centrefire rifles in various calibre are suitable for a whole range of game and target shooting. There is such a variety of calibre, projectile type and weight, however, that no single firearm or cartridge is suitable for every purpose. It is important, therefore, to think about where you can use your firearm before buying one. Ask someone who is involved in that sport. Often the Police, sports goods retailers or a NZMSC instructor will be able to help.

Pistols

Pistols may only be used at a pistol range that has been approved by the Commissioner of Police. The New Zealand Pistol Association is the national body for this sport.

Black powder

Although some people shoot game with black powder firearms the majority use them for target shooting at clubs. There are clubs that specialise in target shooting with black powder firearms of all types. The New Zealand Black Powder Shooting Federation can give you more information on the sport.

Airguns

Airguns are used for target shooting, either at club, national or international competitions or on private property. More powerful airguns may be used for bird and small pest control.

Airguns may be used safely at home by setting up a properly constructed range in your backyard or basement. In this way you can enjoy your airgun in a safe and responsible way.

- Your range must have a 'backstop' e.g. a solid fence or wall.
- No one should be able to walk between the target and your airgun while you are shooting.
- The target needs to be fixed to a 'pellet trap' e.g. a cardboard box full of sand.

- Think about where the pellet will go if it misses the target or ricochets off paths, walls and other hard surfaces.

Paintball airguns

Police do not advocate shooting at any person with an airgun. However, in the case of paintball marker games the object is to shoot your opponents. Organised games and competitions are available in New Zealand, usually at commercial game fields. The operators of these fields adhere to a voluntary code of practice, including the application of strict safety measures. Contact the New Zealand Paintball Players Association Incorporated for more details. info@paintball.gen.nz

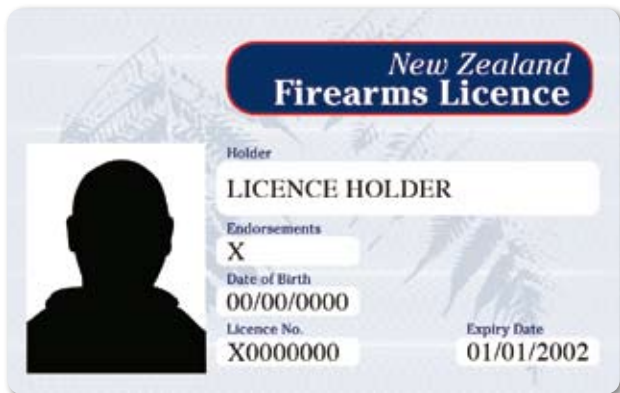
Military-style semi-automatics (MSSAs)

MSSAs are used for hunting, pest control, and target shooting. The reason for which the endorsement is sought becomes a condition of granting the endorsement. This means that you must obtain Police approval for each activity you wish to undertake with your MSSA.

MSSAs may only be used by a person who holds an E endorsement, and only if they have obtained from the Arms Officer a permit to procure the MSSA they wish to use.

SECTION FOUR:

Firearm licensing



4a) How to apply for a firearms licence

To obtain a firearms licence you must first apply in person to the Arms Officer at a Police premise, usually your nearest Police station, complete an application form and supply one coloured passport size (4.3mm x 3.5mm) photo of yourself. You will be required to pay the application fee at a collection agency advised by Police and present the receipt with your application. This fee is non-refundable.

The Police will check whether you are a fit and proper person to possess firearms, and ensure you can provide safe storage. They will ask for the names of two people (one your spouse, partner or next of kin) who will be interviewed about your suitability.

People who have

- a history of violence or
- repeated involvement with drugs or
- been irresponsible with alcohol or
- a personal or social relationship with people who may be deemed to be unsuitable to obtain access to firearms or
- indicates an intent to use firearms for self defence

may find it difficult to satisfy the Police that they are fit and proper to have a firearm. If you are not sure whether or not your background is suitable, discuss it with your local Arms Officer before applying.

The firearm safety test

You will have to study the *Arms Code* and to attend training on firearm safety. This course is given by NZMSC volunteer instructors acting on behalf of the Police. There is no fee for the training and test, and anyone may attend, whether or not they wish to obtain a firearms licence.

A multi-choice test is given and you must get at least 28 of the 30 questions correct. Seven of the questions are vital, relating to the **seven basic rules** of firearm safety. If any one of these 'compulsory' questions is answered incorrectly you could fail. However the instructor will work with you to understand where you have gone wrong.

It is not difficult to pass the test if you study the *Arms Code* thoroughly, rather than merely read it through. Anyone who fails the test may apply to sit again at a later date following further study of the *Arms Code* and attending another lecture. If you need help to sit the test because of any special needs, discuss this with your Arms Officer beforehand.

Each applicant who passes the test is given a certificate by the firearms instructor. You can also qualify by completing the more extensive Unit 9131 (Identify and Understand Arms Legislation and Demonstrate the Safe Use and Security of Firearms) course at the Open Polytechnic of New Zealand.

Self defence

Important note: Firearms for self defence

Self-defence is not a valid reason to possess firearms. The law does not permit the possession of firearms 'in anticipation' that a firearm may need to be used in self-defence.

Citizens are justified in using force in self defence in certain situations. The force that is justified will depend on the circumstances of the particular case. Every person is criminally responsible for any excessive use of force against another person.

A firearm is a lethal weapon. To justify the discharge of a firearm at another person the user must hold a honest belief that they or someone else is at imminent threat of death or grievous bodily harm.

Discharge of a firearm at another person will result in a Police investigation and what ever the consequences of the incident

you may face serious criminal charges.

Contact your local Citizens Advice Bureau or City or District Council for advice on how to defend yourself. They can advise you of self defence courses or groups in your area.

4b) Firearms licences and endorsements

Everyone who possesses or uses a firearm (except under immediate supervision of a licence holder) needs to have a firearms licence.

The minimum age for a licence holder is 16. To own and use some firearms you may need a special endorsement on your licence.

There are two types of licence – Firearms Licence and Dealer's Licence. These are commonly referred to as A and D licences.

Immediate supervision

No matter how old you are, if you do not have a firearms licence but want to use a firearm, you may do so only under the immediate supervision of someone who has a firearms licence. In other words, the person with the licence must be with the shooter, and close enough to take control of the firearm if necessary. To meet this requirement the supervisor cannot be using a firearm at the same time. Generally, this means that there will be only one firearm between the two people.

Note: An unlicensed person, even under immediate supervision, cannot use military-style semi-automatics. (MSSAs)

Firearms licence

A firearms licence allows the holder to have and use sporting type shotguns and rifles. A licence holder may possess any number of sporting-type rifles and shotguns. A firearms licence is valid for ten years unless revoked or surrendered sooner.

The licence is also required by people aged 16 and 17 who wish to possess or use an airgun. Parents need to be aware of the arms law because it is an offence to supply or sell an

airgun to an unlicensed person under 18 e.g. an adult buying a BB gun for a child's birthday gift.

Any licence holder may supervise a non-licence holder using rifles, shotguns or airguns.

You will need an endorsement on your firearm licence if you

- become a collector of pistols and/or restricted weapons ('C endorsement')
- are a member of a pistol club and wish to possess a pistol ('B endorsement')
- wish to use a MSSA firearm ('E endorsement')
- wish to sell MSSAs, pistols and/or restricted weapons as a firearms dealer or employee of a dealer ('E & F dealers endorsement')

Firearms dealers require an additional licence to be in business.

Dealer's licence

A dealer's licence is required for individuals who wish to sell or manufacture for sale any firearms by way of business. The definition of 'sell' used in the Arms Act 1983 is very wide, and includes brokering.

Endorsements

Endorsements are attached to firearms licences to permit special activities with firearms that have additional restrictions on them. A permit to procure, issued by Police, is required to lawfully take possession of these firearms.

'B' Endorsement (29(2)(a) Arms Act 1983)

Target Shooting Pistol Club Members

This allows the holder to possess and use pistols as a member of an incorporated pistol club recognised by the Commissioner of Police. Pistols may only be used on a range approved by the Commissioner of Police.

'C' Endorsement (29(2)(b)-(e) Arms Act 1983)

Collectors, Museums, Theatrical

This allows the holder to have pistols and/or restricted weapons. These may not be fired, and are subject to strict storage security.

Persons who come within this category are in the sub-categories of:

- **Bona fide collectors:** Collections must have an identifiable theme. An ad hoc, unrelated group of firearms is not a 'collection'.
- **Heirloom or Memento holder:** A person to whom a pistol or restricted weapon has special significance.
- **Director or curator of a bona fide museum.**
- **Employees of bonafide theatrical groups or film making organisations.**

Note: Each of these endorsements is issued under the authority of a different subsection of the Arms Act and is specific for the purpose it was issued. If you have a C Endorsement for one sub-category it does not automatically entitle you to any other sub-category.

'E' Endorsement (30(b) Arms Act 1983)

Military-style semi-automatics

This is required for people to have military style semi-automatic rifles and shotguns. MSSAs can only be used by people with an 'E' endorsement. An MSSA cannot be used 'under supervision.' No one may use an MSSA without this endorsement.

'F' Endorsement (29(2)(f) Arms Act 1983)

Arms Dealers and their Employees/Agents:

This allows dealers and their employees/agents to possess pistols and restricted weapons but only in their capacity as a dealer or employee/agent of a dealer. This endorsement is usually issued together with an endorsement issued under section 30(b) of the Arms Act 1983 to enable dealing in MSSAs as well.

Revocation

A licence may be revoked as a result of irresponsible behaviour with firearms.

Your firearms licence or endorsements can be revoked by a Commissioned Officer of the Police if you act in such a way that indicates you are no longer a fit and proper person to be in possession of a firearm.

Domestic violence

Police may seize firearms and consider revocation of a person's firearms licence if that person is thought to be involved in family (domestic) violence.

A protection order issued under the Domestic Violence Act automatically revokes a firearms licence. If you wish to keep owning or using firearms when a protection order applies to you, you must ask the Court to allow you to keep your licence. This is usually done by responding to the notice sent to you by the Court when the order is first taken out.

It is an offence to be in possession of firearms or airguns after your firearms licence has been revoked.

Licence expiry

A firearms licence expires after 10 years. You should apply for a new licence, or surrender your current one, before it expires. Once a licence expires it costs much more to obtain another one. (This higher fee reflects the actual cost of issuing a licence.)

The application is for a 'new licence'. Full vetting is carried out by Police. Security will be inspected. Police will ask how many firearms you possess so as to ensure that the security they inspect is adequate.

Endorsements

Any endorsements attached to your firearms licence continues if you apply for a new licence before the current one expires. Otherwise the endorsements expire with the licence and an additional fee is required to apply for any new endorsement(s). When you apply to renew your licence you will be required to justify continuing to hold the endorsement.

The fee

A firearms licence, dealer's licence and endorsement applications are only accepted with an accompanying receipt showing that the fee has been paid. The fee, set by regulation, is paid at the collection agency specified by Police. It is non-refundable.

Surrender of licence

You may surrender (hand in) your licence to Police at anytime before it expires if you no longer wish to possess firearms. You must either give or sell your firearms to someone who is licensed, or to the Police for destruction. Tell your Arms Officer that you no longer have firearms, so your licence can be 'closed off'.

4c) Purchasing or acquiring a firearm

You should have your firearms licence with you whenever you carry your firearm. Anyone who sells you a firearm will need to see your licence. All sellers are legally required to see the purchaser's firearm licence.

Keep a record of the firearms you have bought or sold because if one should be lost, destroyed or stolen you must immediately inform the Police in writing. If you provide them with the details, the Police will record them against your firearms licence record.

Pistols, MSSA firearms and restricted weapons can only be supplied to a purchaser who has a permit to procure issued by the Police.

Mail order and internet sales

If you are purchasing firearms or ammunition in any non face to face transaction you must provide an order form, certified by the Police, verifying your firearms licence details. (Police have a standard form for this.) This includes internet and mail order sales.

Ammunition

Only a firearms licence holder can purchase ammunition.

4d) Disposing of firearms and ammunition

You can hand any unwanted firearms and ammunition into the Police for destruction.

Arms dealers will purchase firearms from members of the public and sell them on behalf of the owner. If the firearms are in an unsafe condition, or stolen or lost property, they will be handed to the Police for disposal.

SECTION FIVE:

Your duties and legal requirements

5a) Transporting firearms and ammunition

Even before you buy your first firearm you need to know how you will carry it home and where you will keep it. Once you leave the dealer's shop you will be carrying your firearm in a public place and possibly on a bus, train, aircraft, or inter-island ferry. Bear in mind that it is illegal to carry or use a loaded firearm in a vehicle. Remember also to make sure the action is open when around other people.

You are strongly advised to get a padded cover or hard case in which to carry your firearm. This ensures the firearm is protected and stays in good condition. It also makes it less obvious so is less likely to alarm other members of the public.



Figure 18: A hard case with a soft lining will protect your firearm while travelling. A soft padded cover is useful but not as protective.

You must have a particular lawful, proper and sufficient purpose to have firearms with you, so you should have firearms – unloaded – in your vehicle only on the way to or from a hunting trip, shooting range, or for some other genuine reason.

It is vital for community safety and crime reduction to keep your firearms secure at all times. You may lose your firearms licence if you fail to do so.

Car

- You may not leave a firearm in an unattended vehicle. 'Unattended' means no-one is in, near or able to watch the vehicle.
- If possible, make the firearm inoperable e.g. by taking out the bolt.
- You cannot drive a vehicle on a road with a loaded firearm. This includes the magazine - it must be empty.
- Even on private property it is dangerous to have a loaded firearm in a vehicle, or to get in or out of the vehicle with a loaded firearm.
- Be careful when moving your firearm in or out of a vehicle. Treat it as loaded. Do not point it at yourself or at anyone else. Do not pull it towards you by the muzzle.

Boat

- Duck shooters should check their game licence before they use a firearm in a boat.

Public transport (bus, train, inter-island ferry, aircraft)

On some shooting trips you will need to carry your firearm by public transport. Remember to make suitable arrangements for this when planning your trip.

Discuss the requirements with your travel agent or the carrier.

In general:

- Firearms and ammunition are not allowed to be carry-on luggage.
- Firearms and ammunition must be presented to the Carrier for inspection prior to travelling.
- You will be asked to confirm or demonstrate that the firearm is not loaded.
- The Carrier will take custody of them until arrival at the destination.
- All arms must have their bolts removed (where applicable) and must otherwise be rendered inoperable.

- A locked hard carrying case will protect your firearm during the journey.
- Upon arrival at your destination, you may be required present your baggage check to reclaim your firearm.
- Only a limited amount of factory boxed ammunition used for sporting purposes (excluding explosive or incendiary projectiles) may be carried as checked luggage. Check the amount that may be carried before travelling.
- Allowances for more than one person must not be combined into one or more packages.
- Some international destinations require **prior approval** of the carriage of firearms to/from or through their country. Discuss this with your travel agent at the time of booking – well in advance of the travel.

Mail/courier

Generally firearms are not considered in themselves to be dangerous goods. However, individual courier and postal companies may have their own policies regarding the carriage of firearms. Discuss your requirements with the courier or postal company.

Ammunition is considered to be dangerous goods. All ammunition for transportation must be packaged, secured, and identified properly. There are limits on quantity for carriage of ammunition. See the New Zealand Land Transport website for further details.
www.landtransport.govt.nz

Exporting and importing

If you wish to send or take any pistol, MSSA or restricted weapon out of the country you must let the Police know at least four days in advance. Standard sporting firearms can be exported without notice to Police, but you will require an **import permit** if you plan to bring them back into New Zealand. Obtain this before leaving New Zealand. You should allow a month to obtain the import permit.

Exporting firearms, parts and ammunition from New Zealand

An export permit is required before firearms, components, accessories, ammunition and other weapons may be taken out of New Zealand. These controls apply regardless of the state, completeness or working condition of the items.

Permits are issued free of charge by the International Security and Disarmament Division of the Ministry of Foreign Affairs.

Certain exemptions exist for antique items, temporary exports for hunting trips or sporting competitions, visitors to New Zealand and exports for the purposes of repair and return. Please note that these exemptions *do not apply* to Pacific Island destinations.

Further information and application forms are available from the Business Gateway (Strategic Goods) on the Ministry's website www.mfat.govt.nz or by contacting the Ministry directly on: 04 439 8227 (phone) or exportcontrols@mfat.govt.nz (email).

Exiting New Zealand

If taking a firearm out of New Zealand with the intention of bringing it back, you will need an export permit issued by MFAT, an import permit issued by Police and a **certificate of export** from the Customs Department. Show these forms on your return to prove that the firearm was taken from New Zealand and not obtained overseas. You can obtain the certificate at any Customs office a few days before departure, or at the airport of departure. Allow yourself sufficient time for the formalities if you are seeking the certificate at the airport.

If you do not have a permit to import the firearm into your country of destination you risk forfeiture of your firearm. Contact the relevant embassy to check their laws on firearms.

Entering New Zealand

You must declare any firearm to Customs and Police on entering New Zealand. An import permit issued by Police is needed for all firearms on return from overseas. It is preferable that you get this permit from the Police **before** you leave. If you do not have an import permit, be prepared to surrender the firearm until one is obtained, either from Police at the airport, or from your nearest Arms Officer.

Any firearm or parts brought or sent to New Zealand must be approved for import. Contact a Police Arms Officer to see whether the firearm or parts you want are approved. You will also need to apply for an import permit. You risk prosecution if you do not have a permit to import, and the firearm or parts are not approved for import. As well, you will be required to send the firearm or parts out of the country or surrender them unconditionally to the Police for destruction.

Visitors to New Zealand

People visiting New Zealand for 12 months or less, and wishing to bring a firearm into the country for their use, need to obtain a **visitor's firearms licence** and an import permit. The licence can only be applied for, in person, in New Zealand but the details of the proposed importation can be confirmed in advance.

Intended applicants need to send or bring copies of –

- the combined visitor's licence and import permit application
- the photo page of their passport
- evidence of being a bona fide shooter in their country of origin (their home country firearms licence/permit/certificate).

These can be sent by email, mail or fax to Police at the airport where they will first arrive in New Zealand. More details and contact addresses for the International Airports are available on www.police.govt.nz/service/firearms

5b) Duties and obligations of firearm owners/users

Arms Laws requirements

The Arms Laws require that you:

- **Produce your licence when required to do so by a member of the Police.**

If you don't have your licence with you when asked, you may be given 7 days in which to produce it to the Police.

- **Notify the Police, within 30 days, of a change in your residential address.**

Forms for this purpose are included in the Arms Code and on the Police website. www.police.govt.nz/service/firearms

- **Notify the Police whenever any firearm you own is lost or stolen.**

You should record the make, model and serial number of all your firearms. Police can record it on their database for you.

- **Give your full name, address and date of birth if requested by the Police when you are found in possession of a firearm – including an airgun.**

Refusal to give these details, or giving false details, can lead to arrest.

- **Ensure that any person to whom you sell or supply a firearm or ammunition is the holder of a firearms licence.**

Persons aged 16 or 17 require a licence to buy or use an airgun.

Persons buying pistols, restricted weapons or MSSAs also require a permit to procure issued by the Police.

Persons buying firearms by mail order or internet are required to present verification of their firearms licence to the seller. Police issue certified forms for this purpose.

- **Report any injury and death caused by any firearm, airgun, pistol or restricted weapon.**

The report must be made in person and as soon as possible at any Police station or to a member of the Police.

What to do if you become unsuitable to hold a firearms licence

Arrangements should be made for the possibility that you become unsuitable to hold a firearms licence.

Your family, doctor or other representative need to know their obligations if you are no longer considered safe to be around firearms. Discuss with them any reasons, including mental health problems, where you may be judged unfit to hold a firearms licence. Do this while you are still competent enough to be involved with the decision making. Plans must be made for the safe disposal of your firearms.

What to do if the firearms licensee dies

As a responsible firearm licence holder, you need to make provision for the disposal of your firearms before the event of your death.

It is your duty to inform your next of kin and legal representatives of how to legally dispose of the firearms. These arrangements consist of advising the local Arms Officer of the death and surrendering the firearms to the Police, a dealer or another licence holder until provision can be made for final disposal.

If you own a pistol, MSSA, or restricted weapon, your personal representative, or any other person who takes possession of the firearm, must immediately notify the Police of

(a) The death; and

(b) The location of the pistol, MSSA or restricted weapon.

Prompt action must be taken to ensure that these types of firearms are all accounted for and are transferred to a person with the appropriate endorsement type and security.

5c) Recording your firearms

Write down the make, model and serial number of all your firearms. Keep these records in a safe place, separate from your firearms. Police will record your sporting ('A' category) firearms for you if you wish. This is usually done as a matter of routine during licensing enquiries.

Every licence holder is required to advise the Police, in writing and within 30 days, whenever there is a change of address. This can be done via the Police website. www.police.govt.nz/service/firearms

You can record your firearm details and notify changes of address using the pages at the back of this book.

5d) Offences with firearms

Firearms owners and users have certain obligations under the Arms Act. Failure to follow these requirements can lead to prosecution. Most are common sense but if you are in any doubt, or require more information, you should contact the Police or a solicitor, or obtain a copy of the Arms Act and Regulations (www.legislation.govt.nz).

Some of the offences are listed below in general terms

- Using or possessing a firearm without either being licensed or under the immediate supervision of the holder of a firearms licence.
- Being in possession of firearm or airgun after revocation of firearms licence.
- Being in possession of a pistol, restricted weapon or MSSA without the required endorsement.
- Failing to produce a firearms licence when required by Police.
- Carrying or possessing a firearm without a lawful, proper and sufficient purpose.
- Carrying an imitation firearm without a lawful, proper and sufficient purpose.
- Carrying a pistol or restricted weapon without approval from the Police.
- Carrying a firearm, airgun, imitation firearm or ammunition with criminal intent.
- Pointing any firearm, whether loaded or not, at any person.
- Careless use of a firearm, airgun, pistol or restricted weapon.

- Discharging a firearm, airgun, pistol or restricted weapon in or near a dwelling house or public place so as to endanger property or to endanger, annoy or frighten any person.
- Being in charge of a firearm or airgun while under the influence of drink or drugs.
- Carrying a firearm that is loaded (whether in its breech, barrel, chamber or magazine) in or on a motor vehicle on a road or in any place to which members of the public have a right of access.
- Using or attempting to use a firearm with criminal intent or in the commission of a crime.
- Selling or supplying a firearm or ammunition to someone without a licence.
- Supplying an airgun to a person less than 18 years of age. (Unless that person is licensed.)
- Supplying a pistol, restricted weapon or MSSA to someone who does not have a permit to procure.
- Selling firearms or ammunition by mail order or internet sale without a written order signed by the purchaser and bearing the endorsement signed by the Police.
- Importing a firearm or parts without first obtaining a permit to import from the Police.
- Not advising the Police when a firearm is lost, stolen or destroyed.
- Tampering with or altering the details of any firearms licence.
- Failing to surrender firearms if licence revoked.
- Failing to give four days notice of intention to remove a pistol, MSSA or restricted weapon from New Zealand.
- Failing to notify police of change of address for firearms licence.
- Failing to report injuries caused by firearms.

Action

Effective Motion – a mechanism – the breech action of a firearm. The operating part that transmits power to the mechanism.

Ammunition

Ammunition is the consumable component of firearms system. Ammunition is required to fire a firearm. A single unit of ammunition in modern firearms is called a cartridge. The units of measure for quantity of ammunition are rounds. There are hundreds of sizes of ammunition; examples include .223 Remington, 9mm Luger, 30.06, .308 Winchester, .300 Winchester Magnums, and .50 Browning machine Gun (BMG). The ammunition used must match the firearm.

Barrel

A narrow hollow cylinder portion of a firearm through which the bullet travels during the acceleration phase of its journey to the target.

Bolt

The mechanism of some firearms that holds the cartridge in place during the firing process. See also Bolt Action.

Bolt Action

A type of firearm, almost always a rifle, in which an empty shell casing (remnant of a cartridge) is removed from the firing chamber by the turning and retraction of a metal cylinder shaped mechanism called a bolt. A new, unfired, cartridge is inserted and secured into the chamber by reversing the action of the bolt. Bolt action firearms are typically the most accurate.

Bore

The hollow portion of a barrel through which the bullet travels during its acceleration phase.

Breech-Block

The metal block at the base of the breech which retains the cartridge after it has entered the chamber. The bolt of a bolt-action rifle is a breech-block.

Bullet

A generally cylindrical shaped projectile that travels through the air after being fired from a firearm. This is only one component of a cartridge, which is a single piece of ammunition.

Butt (of a stock)

The stock of a rifle or shotgun is usually placed against the shoulder to fire. The contact point with the shoulder is the butt of the firearm.

Butts

A target range. An obstacle behind a target for stopping a shot. (dictionary.com)

Chamber

The portion of a barrel where a cartridge is placed just prior to being fired. This is a high-pressure containment area that is very precisely aligned with the bore of the barrel. A firearm cannot be fired when the chamber is empty.

Cartridge

The assembly of a bullet, shell casing, gunpowder, and primer that is put in the chamber of a firearm.

Calibre

1) The diameter of the bore of a firearm. Typically in millimetres or a decimal fraction of an inch. 2) Common usage, but imprecise – the name of the cartridge used in a firearm. Examples include .223 Remington, 220 Swift, 22-250 which all use the same bullet, but different cartridge, because they have the same diameter of bore.

Centrefire Cartridge

A cartridge that has a primer located in the centre of the base of the shell casing. This is as opposed to a rimfire cartridge.

Crimp

In cartridge making, to fold the edge of (a cartridge case) inward so as to close the mouth partly and confine the charge. (dictionary.com)

Cocked

A state of readiness of a firearm. The hammer (or similar mechanism if there is no hammer) only needs to be released by the trigger to cause the firearm to fire.

Dowel

A usually round pin (often wood) that fits tightly into a corresponding hole to fasten or align two adjacent pieces. (dictionary.com)

Elevation

1) The setting on the sights of a firearm that controls the vertical placement. 2) The altitude above mean sea level. This is important for long range precision shooting because the air density changes with elevation and affects the path of the bullet.

Firearm

A firearm which uses the combustion of some chemical mix, typically smokeless gunpowder, to propel a projectile (see the definition at the beginning of this manual).

Firing Line

A line, either imaginary or marked, from which people shoot their firearms down range.

Firing Pin

A needle-like metal part of a modern firearm that gives a vigorous strike to the primer initiating the firing of the cartridge.

Flush Game

To frighten from cover. To drive or force into the open. To excite, to animate. To stir. See also Game. (dictionary.com)

Game

Wild animals, birds or fish hunted for food or sport. (dictionary.com)

Gunpowder

A chemical mixture or compound that burns rapidly with or without the presence of air to produce hot pressurised gases capable of propelling a bullet. There are two basic types of gunpowder – Black Powder and Smokeless Powder. Black Powder is composed of a mixture of charcoal, sulphur, and potassium nitrate and produces a

cloud of white noxious smoke when it burns. Smokeless Powder burns much cleaner but may still produce a small puff of smoke. All modern firearms use smokeless powder, not only because there is less smoke, but also because the bullets can be made to exit the firearm faster.

Hammer

Similar in function to the carpenter and mechanic's tool, the hammer of a firearm is propelled by a spring to strike either directly or via a firing pin the primer of a cartridge causing the firearm to fire.

Heel (of a stock)

The top of the butt, when the firearm is in position on the shoulder to be fired, is called the heel.

Iron Sights

Sights made of metal with no optics.

Lever Action

A type of firearm that uses a lever operated mechanism to remove an empty shell casing and insert a new cartridge in the chamber of a rifle. Other types of mechanisms include bolt action and pump action.

Magazine

An ammunition feeding device that holds the cartridges just prior to them being put in the chamber of the firearm by the operation of a mechanism on the firearm. This mechanism may be operated manually as in a bolt action or semi-automatically when the firearm fires after pulling the trigger. The magazine may be detachable or part of the firearm (as in a tubular magazine common with lever action rifles and most semi-auto and pump shotguns).

Muzzle

The end of the barrel where the bullet exits as it is being fired.

Pellet

A bullet or piece of small shot. (dictionary.com)

Primer

A small metal cup that contains a tiny explosive charge that is sensitive to impact. A primer is placed in the base of a shell casing to ignite the powder of the completed cartridge. It is detonated by the striking of a firing pin in the firearm.

Projectile

An object given an initial velocity which proceeds on its own inertia through the air and perhaps solid objects in its path. A bullet fired from a firearm is a projectile.

Pistol

A firearm that is designed or adapted to be held and fired with one hand, and includes any firearm that is less than 762mm in length (Arms Act, 1983).

Pistol Grip

1) A section of a rifle stock shaped like the grip of a pistol. 2) A variation of stock type that is often fitted to military-type firearms, and is not permitted on a sporting semi-automatic firearm.

Powder

See gunpowder.

Pump or Pump Action

A type of mechanism for removing a spent shell casing from the chamber of a firearm and inserting a fresh cartridge into the chamber. This type of mechanism is most commonly used in shotguns and rimfire rifles.

Ramrod

A rod used to force the charge into a muzzle-loading firearm. A rod used to clean the barrel of a firearm. (dictionary.com)

Receiver

The portion of a rifle that has the serial number on it. The stock, barrel and other components such as the bolt are typically attached to the receiver. Some firearms may have a multi-part receiver such as an upper receiver and a lower receiver.

Recoil

The sudden rearward push made against the shooter when a firearm is fired. This push is due to Newton's First Law of Physics (for every action there is an equal and opposite reaction). The heavier the bullet and the faster it leaves the muzzle of the barrel the more recoil. The weight of the powder and the velocity of the gases it produces at the muzzle also enter into the equation describing the total recoil.

Rifle

A firearm designed to be fired from the shoulder and fire only a single projectile at a time, as opposed to a shotgun, which can throw many small projectiles (shot) at the same time.

Rimfire Cartridge

A type of cartridge whose primer is integral to the shell casing and located along the edge of the base in a rim. When the firing pin strikes it pinches the rim against the chamber and causes it to detonate and ignite the powder.

Rounds

A unit of measure for ammunition. One cartridge. Typical quantities are 20 rounds and 50 rounds in single box. A serious target shooter will normally go through about 100 rounds in one day. At some pistol matches a shooter may go through several hundred rounds. In a weekend of training, a pistol shooter may go through 1500 or more rounds.

Safety (mechanical)

A mechanical device used to block the firing pin or trigger such that the firearm cannot be fired.

Semi-Automatic

A firearm that uses the energy and momentum of the just fired cartridge to eject the spent shell casing and load a new cartridge into the chamber. This makes it an automatic loader. This is sometimes shortened to 'automatic' which some people confuse with a full-auto (machine gun).

Shot

1) n. A term used to describe the round pellet projectiles fired in a shotgun. The shot may be one of many different sizes described by a number. The smaller the number the larger the pellet. The numbers do not go negative, but start adding additional zeros to the designator. 00

(pronounced 'double-nought') is larger than 0. Number 8 shot is about the size of a head of a pin. 00 shot (also sometimes called 'buck-shot') is about the size of a large pea. 2) v. act of firing a firearm.

Shotgun

A (typically) smooth bore long firearm that shoots a group of pellets called shot instead of bullets. Depending on the bore size and the size of the pellets there may be from less than 10 to two hundred or more pellets in a single shotgun cartridge. Shotguns are designed for shooting moving targets (such as flying birds or moving rabbits) at close range.

Shell Casing

A hollow, bottle or drinking glass shaped, piece of metal that is closed on one end except for a small hole which holds a primer. The open end holds the bullet. The hollow portion holds the powder. Together the assembled unit is called a cartridge.

Sights

The device that aids the eye in aiming the barrel of a firearm in the proper direction to hit a target. The most common sights are iron and telescopic.

Stalk

To move threateningly or menacingly. To track prey or quarry. To pursue by tracking stealthily. To approach under cover of a screen, or by stealth, for the purpose of killing, as game. (dictionary.com)

Stealth

To avoid detection by moving carefully and quietly. (dictionary.com)

Stock

The supporting structure of a long firearm to which the receiver, barrel, trigger, and other components are attached. Typically this is the portion of the firearm the shooter holds while firing. See also heel and butt.

Telescopic Sight

A sight which has an integral telescope.

Trigger

The mechanism used by the shooter to initiate the firing of a cartridge. Typically this is a lever type piece of metal that must be pulled with the index finger.

Trigger Lock

A locking device put on a firearm to render it unable to be fired.

Trigger Pull

A piece, as a lever, which is connected with a catch as a means of releasing it; especially (Firearms), the part of a lock which is moved by the finger to release the cock and discharge the piece. (dictionary.com)

These definitions from:

Gun Dictionary, <http://www.boomershoot.org/general/GunDict.htm>, updated 30 December 2003. Cited 8 January 2004.

Dictionary.com, <http://www.dictionary.com> "2004 Lexico Publishing Group, LLC. Cited 8 January 2004

WHERE TO GET MORE INFORMATION:

Whether your particular interest is target shooting, deer hunting or collecting antique firearms you will find a club to suit. Joining a club provides the opportunity to share information, support and friendship with fellow enthusiasts. You can get a list of clubs from the Police Arms Officer, the NZMSC or local firearms dealers.

You can also get advice and practical help from a qualified gunsmith, the Police website and the *Firearm Handbook* from the NZMSC. Organisations to do with shooting and firearms are listed below.

For legislation see
www.legislation.govt.nz

Ministry of Defence

Army General Staff,
HQ NZ Defence Forces
Private Bag, Wellington
PH: (04) 496-0920
www.defence.govt.nz

National Rifle Association of New Zealand

National Secretary,
PO Box 47036
Trentham, Upper Hutt
PH: (04) 528-4843
FX: (04) 528-4198
E: nranz@xtra.co.nz
www.nranz.com

New Zealand Antique Arms Association

PO Box 50713, Porirua
PH/FX: (04) 237-7500
E: antiquearms@xtra.co.nz
www.antiquearms.org.nz

New Zealand Black Powder Shooting Federation

C/- 20 Thrush Street, Taihape
PH: (06) 388-0387

New Zealand Clay Target Association

PO Box 5355 Papanui,
Christchurch
PH: 03-352-9203
www.shootingnz.com

New Zealand Deerstalkers Association

PO Box 6514 Te Aro, Wellington
PH: (04) 801-7367
FX: (04) 801-7368
E: deerstalkers@paradise.net.nz
www.deerstalkers.org.nz

New Zealand Fish and Game Council

Manager, PO Box 13-141
Wellington
PH: (04) 499-4767
FX: (04) 499-4768
www.fishandgame.org.nz

New Zealand Mountain Safety Council (NZMSC)
PO Box 6027 Te Aro, Wellington
PH: (04) 385-7162
E: Info@mountainsafety.org.nz
www.mountainsafety.org.nz

New Zealand Paintball Players Association (NZPPA)
www.paintball.org.nz

New Zealand Paintball Online
www.paintball.co.nz

New Zealand Pistol Association
Administration Officer,
PO Box 50493 Porirua
PH: 04 237-7500
E: Info@pistolnz.org.nz
www.pistolnz.org.nz

New Zealand Police
Manager: Licensing and Vetting
Service Centre,
Police National HQ
PO Box 3017 Wellington
PH: 04-474-9539
FX: 04-499-1065
www.police.govt.nz/service/firearms

Arms Officers
See 'Contacts' on
www.police.govt.nz/service/firearms

New Zealand Society of Gunsmiths
www.gunsmithsociety.com

New Zealand Shooting Federation
PO Box 72-846
Papakura, Auckland
PH: 09-296-1813
FX: 09-296-1308
<http://home.xtra.co.nz/hosts/nzshootingfed>

Shooting New Zealand
www.shootingnz.com

Target Shooting New Zealand
PO Box 49
Levin 5540
Ph 06-3686749
Fax 06-3684596
Email: targetshootingnz@xtra.co.nz
www.targetshootingnz.co.nz

FORMS:

Record your firearms

Use these pages to record details of your firearms. This information will be useful for future reference, including insurance claims. Keeping a photo of your firearm is a good idea.

If you have a firearm through a permit to procure or import, record the number of the permit and the date you received the firearm. This includes pistols, MSSAs and restricted weapons.

Firearms record:

Make: _____

Model: _____ Serial no.: _____

Action: _____ Calibre: _____

Purchased from: _____

Address: _____

Date: _____ / _____ / _____

Sold to (name): _____

Address: _____

Licence number: _____

Date: _____ / _____ / _____

(Attach photograph of the firearm)

Firearms record:

Make: _____

Model: _____ Serial no.: _____

Action: _____ Calibre: _____

Purchased from: _____

Address: _____

Date: ____ / ____ / ____

Sold to (name): _____

Address: _____

Licence number: _____

Date: ____ / ____ / ____

(Attach photograph of the firearm)

Firearms record:

Make: _____

Model: _____ Serial no.: _____

Action: _____ Calibre: _____

Purchased from: _____

Address: _____

Date: ____ / ____ / ____

Sold to (name): _____

Address: _____

Licence number: _____

Date: ____ / ____ / ____

(Attach photograph of the firearm)

Firearms record:

Make: _____

Model: _____ Serial no.: _____

Action: _____ Calibre: _____

Purchased from: _____

Address: _____

Date: ____ / ____ / ____

Sold to (name): _____

Address: _____

Licence number: _____

Date: ____ / ____ / ____

(Attach photograph of the firearm)

Firearms licence holder

(please print)

Notification of change of address

Licence number: _____

Surname: _____

Forename(s): _____

Date of birth: ____ / ____ / ____

New address: _____

Phone number(s): Home: _____

Work: _____

Mobile: _____

Email: _____

Signature: _____

Date: ____ / ____ / ____

Complete the details and send to your nearest Arms Office (local Police can provide the location).

Or, visit our website at www.police.govt.nz and use the link provided to update your address.



Request for replacement of lost or stolen firearms licence

Licence number: _____

Surname: _____

Forename(s): _____

Date of birth: / / _____

Address: _____

Phone number(s): Home: _____

Work: _____

Mobile: _____

Email: _____

Signature: _____

Date: / / _____

Complete the details and send to your nearest Arms Office (local Police can provide the location, or, visit our website (see 'Contacts' on www.police.govt.nz/service/firearms)

