

**MUZZLE VELOCITY**—The velocity of a projectile as it exits the muzzle of a firearm.

**NECKING-DOWN**—The use of case forming dies to reduce both the outside and inside diameter of a cartridge case neck.

**NON-CORROSIVE**—A term applied to primers that contain no chemical compounds that could produce corrosion or rust in gun barrels.

**NOSE**—The point or tip of a bullet.

**OGIVE**—The curved portion of a bullet forward of the bearing surface.

**ORIFICE**—A small hole or vent such as the gas port in the barrel of a gas-operated firearm.

**OVER AND UNDER**—Firearms with two barrels placed one above the other.

**PARKERIZING**—A non-reflecting, rust-preventive finish used on metal surfaces of military firearms. Also called Phosphatizing or Phosphate Coating.

**PATTERN**—The distribution of shot fired from a shotgun. Generally measured as a percentage of pellets striking in a 30" circle at 40 yards. Some skeet guns are measured with a 30" circle at 25 yards.

**PELLET (SHOT)**— 1) A common name for the small spherical projectiles loaded in shot shells. 2) A non-spherical projectile used in some air rifles.

**PENETRATION**—The depth that a bullet or shot pellet will travel into the target medium.

**PERCUSSION**—A means of ignition of a propellant charge by a mechanical blow against the primer (modern) or cap (antique).

**PISTOL**—A generic term for a one-hand held firearm.

**DOUBLE ACTION PISTOL**—A pistol mechanism in which a single pull of the trigger cocks and releases the hammer.

**SINGLE ACTION PISTOL**—A pistol mechanism, which requires the manual cocking of the hammer or striker before pressure on the trigger releases the firing mechanism.

**PLINKING**—The informal shooting at inanimate objects located at arbitrary or indefinite distances from the firing point.

**PLUG SCREW**—Screw used to fill holes for sight or telescope (sight) mounting when not in use. Also used to fill access holes to internal pins. Also called Dummy Screw.

**POINT OF AIM**—The exact point on which the shooter aligns the firearm's sights.

**POINT OF IMPACT**—The point at which a bullet hits a target.

**PORT**— 1) An opening in the wall of a barrel to allow gas to operate a mechanism or reduce sensible recoil. 2) An opening in a receiver to allow loading or ejection.

**LOADING PORT**—The opening in a receiver where a cartridge may be placed in the firearm either directly into the chamber or the magazine.