ACCURACY—In firearms using single projectiles, the measure of the dispersion of the group fired. The optimum would be one hole no larger in diameter than a single projectile.

ACCURACY LIFE—An estimated, or empirically determined, number of rounds that can be fired in a particular gun, of a particular caliber, before it fails to meet a particular accuracy specification. Wide variations may occur due to caliber, ammunition characteristics, firing schedules and firearm design.

ACTION—The combination of the receiver or frame and breech bolt together with the other parts of the mechanism by which a firearm is loaded, fired and unloaded.

BARRELED ACTION—A combination of barrel and receiver or frame and breech bolt together with the other parts of the mechanism by which a firearm is loaded, fired and unloaded.

AUTOLOADER--A firearm in which each pull of the trigger results in a complete firing cycle from discharge through reloading. It is necessary that the trigger be released and pulled for each cycle. Also called a Self-Loader.

SINGLE-SHOT--A firearm requiring the manual cocking of the hammer before sufficient pressure on the trigger releases the firing mechanism.

SLIDE ACTION--A firearm which features a movable forearm which is manually actuated in motion parallel to the barrel. Forearm motion is transmitted to a breech bolt assembly which performs all the functions of the firing cycle assigned to it by the design. This type action is very prevalent in rimfire rifles and shotguns and to a lesser extent in centerfire rifles. Also known as Pump Action.

PUMP ACTION--A firearm which features a movable forearm which is manually actuated in motion parallel to the barrel. Forearm motion is transmitted to a breech bolt assembly which performs all the functions of the firing cycle assigned to it by the design. This type action is very prevalent in rimfire rifles and shotguns and to a lesser extent in centerfire rifles. Also known as Slide Action.

BREAK ACTION —A design in which the barrel or barrels are connected to the frame by a hinge-pin below the barrels. Upon release of the locking mechanism, the barrel or barrels rotate around the hinge-pin away from the standing breech.

AIMING POINT—A point on the target upon which the sights are aligned.

AMMUNITION—One or more loaded cartridges consisting of a primed case propellant and with or without one or more projectiles.

METALLIC AMMUNITION—A generic term for rimfire and centerfire ammunition derived from their metallic cases - in contrast to shotshells which have plastic or paper cases.

ANVIL—An internal metal component in a primer assembly against which the priming mixture is pinched by the firing-pin blow. See Primer.

BACKSTOP—A structure intended to stop a fired bullet or other projectile(s).

BALLISTICS—The science of projectiles in motion. Usually divided into three parts: 1) Interior Ballistics, 2) Exterior Ballistics, and 3) Terminal Ballistics.

BALLISTIC COEFFICIENT—A term used in the science of ballistics. Expressed as a number that indicates the efficiency of a given projectile's ability to overcome air resistance and maintain initial speed (or muzzle velocity) during flight. The higher the ballistic coefficient number, the more efficient the projectile.

EXTERIOR BALLISTICS—The branch of Applied Mechanics which relates to the motion of a projectile from the muzzle of a firearm to the target.

INTERIOR BALLISTICS—The science of ballistics dealing with all aspects of the combustion phenomena occurring within the gun barrel, including pressure development and motion of the projectile along the bore of the firearm.

BALLISTIC TABLE—A descriptive and performance data sheet on ammunition. Information usually includes: bullet weight and type, muzzle velocity and energy, velocity, energy and trajectory data at various ranges.

TERMINAL BALLISTICS—That branch of ballistics which deals with the effects of projectiles at the target.

BARREL—That part of a firearm through which a projectile or shot charge travels under the impetus of powder gases, compressed air, or other like means. May be rifled or smooth-bore.

BARREL BAND—A strip or strips of metal that encircle and hold the barrel and stock, fore-end, magazine or other accessories together.

BARREL EXTENSION—A metal projection which extends rearward from the breech end of a barrel into which the breech locks while the firearm is in battery or firing position.

BARREL GUIDE—A ring shaped attachment on the barrel of many shotguns which encircles the magazine tube. Sometimes called Magazine Tube Bracket.

INTERCHANGEABLE BARREL—Barrels which may be installed or interchanged on a particular action without factory fitting.

BARREL LENGTH—On shoulder arms and most handguns the distance between the muzzle of the barrel and the face of the breech block or bolt. On revolvers it is the overall length of the barrel only.

BARREL LIFE—The total number of rounds fired in a rifled barrel before it becomes inaccurate or unserviceable.

BARREL OBSTRUCTION—Also called bore obstruction. A foreign object or material in the bore of a barrel.

BARREL PRESSURE—The pressure in a barrel developed by the propelling gases.

HIGH BASE—A term commonly applied to a shotshell with a high metal cup, but properly applies to the height of the internal base wad. Often misused as synonymous with high brass or high cup.

LOW BASE—A term commonly applied to a shotshell with a low metal cup, but properly applies to the height of the internal base wad. Often misused as synonymous with low brass or low cup.

BATTERY CUP—A flanged metallic cup used in shotshell primer assemblies that provides a rigid support for the primer cup and anvil. Also called battery pocket.

BB—The designation of spherical shot having a diameter of .180" used in shotshell loads. The term BB is also used to designate steel or lead air rifle shot of .175" diameter. Although the two definitions cause some confusion, they have co-existed for many years.

BEDDING—Refers to the fit or fitting of the metal parts of the barrel and receiver with the wood or synthetic stock.

BENCHREST—A table specifically designed to eliminate as much human error as possible by supporting a rifle for competitive target shooting or for sighting-in purposes.

BIG BORE—In America, any firearm using a centerfire cartridge with a bullet .30" or larger in diameter.

BLANK—A cartridge without a projectile designed to make noise.

LOCKING BLOCK—The component in a firearm designed so that when the action is closed, a block or blocks slide into place securing the bolt in the locked position.

LIGHT BLOW—Insufficient firing-pin energy or protrusion. The result is erratic ignition or failure to ignite the primer.

BLUING—The chemical oxidation process to color ferrous metal firearms parts various shades of blue or black.

BOAT-TAIL—A term defining the shape of a bullet in which the rear end of the bullet is tapered into reduced diameter. This reduction helps reduce wind resistance of the bullet and maintain higher continued velocity when the bullet has left the muzzle.

BODY (CASE)— 1) The Portion of the cartridge case which contains the propellant. 2) Shotshell - the tubular section that contains the propellant, wads and shot charge (if present).

BOLT HANDLE—A protrusion from the bolt of bolt action rifles usually at right angles from the axis of the bolt which is used to manually actuate the mechanism.

BOLT LOCKING LUGS(S)—The protrusion of protrusions from the surface of the bolt body which lock into mating recesses in the receiver, barrel or barrel extension to resist rearward thrust of the chamber pressure.

BOLT THROW—The distance a bolt handle travels from "fully open" to "fully closed" position.

BORE—The interior of a barrel forward of the chamber.

BORE AXIS—A line through the center of the bore.

BORE BRUSH—A brush used to clean the interior surface of the barrel of a firearm.

BORE CONSTRICTION—A reduction in the internal diameter of a firearm bore.

BORE DIAMETER— 1) Rifled barrels: The minor interior diameter of a barrel which is the diameter of a circle formed by the tops of the lands in a rifled barrel. 2) Shotguns: The interior dimension of the barrel forward of the chamber but before the choke.

HIGH BRASS—Common terminology referring to the length or height of the external metal cup on a shotshell. Properly called high cup.

LOW BRASS—Common terminology referring to the length or height of the external metal cup on a shotshell. Properly called low cup.

BREECH--The rear end of the barrel into which a cartridge or shotshell is fed.

BREECH BOLT--The locking and cartridge head supporting mechanism of a firearm that operates in line with the axis of the bore.

BUCKSHOT—Lead pellets ranging in size from .20" to .36" diameter normally loaded in shotshells.

BULLET—A non-spherical projectile for use in a rifled barrel.

COPPER JACKETED BULLET—A bullet having an outer jacket of copper or copper alloy, and containing a lead alloy core.

BULLET CORE—The inner section of a jacketed bullet.

BULLET DIAMETER—The maximum dimension across the largest cylindrical section of a bullet.

EXPANDING BULLET—A hunting bullet design that provides for controlled expansion upon impact.

FULL METAL JACKET BULLET—A projectile in which the bullet jacket encloses most of the core with the exception of the base. Also called Full-jacketed, Full Patch or Full Metal Case.

GAS CHECK BULLET—A lead alloy bullet with a copper or gilding metal cup pressed over the heel.

HOLLOW POINT BULLET—A bullet with a cavity in the nose to facilitate expansion.

BULLET JACKET—A metallic cover over the core of the bullet.

LEAD BULLET—A bullet formed from a lead alloy.

METAL BULLET—An alloy of lead, antimony and/or tin.

MUSHROOM BULLET—A bullet that has expanded upon impact to a mushroom-like shape.

BULLET OGIVE—The curved forward part of a bullet.

BULLET PENETRATION—That distance which a bullet travels in a target material.

ROUND NOSE BULLET—An elongated projectile with a radiused nose.

SEMI-WAD CUTTER BULLET—A projectile with a distinct shoulder and short truncated cone at the forward end.

SOFT POINT BULLET—A design providing for exposure of a portion of the core at the nose of a jacketed bullet.

BULLET SPIN OR ROTATION—The rotational motion imparted to a bullet by the rifling in the barrel.

BULLET STABILIZATION—The act of stabilizing a bullet in flight by use of the proper rifling twist to create the optimal relationship of rotational spin to bullet velocity.

TRUNCATED BULLET—A design of a flat-nosed bullet having a conical shape rather than a nose formed by a radius.

WADCUTTER BULLET—A generally cylindrical bullet design having a sharp shouldered nose intended to blank target paper cleanly to facilitate easy and accurate scoring.

BULLSEYE—In target shooting, the aiming point.

BUTT—Handguns: Bottom part of the grip. 2) Long Guns: Rear or shoulder end of stock.

BUTT PLATE—A metal, rubber or composition covering to reinforce and protect the shoulder end of a firearm stock.

BUTT STOCK—The rear or butt end of the firearm which is normally placed against the shooter's shoulder.

CALIBER— 1) A term used to designate the specific cartridges(s) for which a firearm is chambered. 2) Firearms: The approximate diameter of the circle formed by the tops of the lands of a rifled barrel. 3) Ammunition: A numerical term included in a cartridge name to indicate a rough approximation of the bullet diameter.

CANNELURE—A circumferential groove generally of corrugated appearance cut or impressed into a bullet or cartridge case.

PERCUSSION CAP—A small, generally cylindrical metallic cup containing a primary explosive, used to ignite the powder charge in muzzle-loading firearms.

CARBINE--A rifle of short length and light weight originally designed for mounted troops

CARTRIDGE--A single round of ammunition consisting of the case, primer and propellant with or without one or more bullets. Also applies to a shotshell.

BLANK CARTRIDGE—A cartridge loaded without a projectile designed to produce a loud noise.

BOTTLENECK CARTRIDGE—A cartridge case having a main body diameter and a distinct angular shoulder stepping down to a smaller diameter at the neck portion of the case.

CARTRIDGE CASE—The main body of a single round into which other components are inserted to form a cartridge.

CENTERFIRE CARTRIDGE—Any cartridge intended for use in rifles, pistols and revolvers that has its primer central to the axis in the head of the case.

CARTRIDGE CLIP—A separate cartridge container to hold cartridges or shells in proper sequence for feeding into a specific firearm. It is a magazine charger. Sometimes improperly called a Magazine.

CARTRIDGE DESIGNATION-METRIC—Most foreign and some American commercial cartridges are identified by the nominal bullet diameter and cartridge case length, both of which are given in millimeters - e.g., 8x57, 7x57, 6.5x54mm.

DUMMY ROUND—An inert cartridge which cannot be fired under any circumstances. In America, an inert cartridge for gun functioning is black oxidized and may or may not have holes in side wall of the case. An inert cartridge for display may be natural colored and should have a hole in the primer cup with holes in the side wall of the case optional.

MAGNUM CARTRIDGE—A term commonly used to describe a rimfire or centerfire cartridge, or shotshell, that is larger, contains more shot or produces higher velocity than standard cartridges

or shells of a given caliber or gauge. Rifles, handguns or shotguns that are designed to fire magnum cartridges or shells may also be described with the term "magnum".

METALLIC CARTRIDGE—Ammunition having a metallic cartridge case.

CARTRIDGE NECK—The reduced diameter cylindrical portion of a cartridge case, extending from the bottom of the shoulder to the case mouth.

RIMFIRE CARTRIDGE—A flange-headed cartridge containing the priming mixture inside the rim cavity.

RIMLESS CARTRIDGE—A centerfire cartridge whose case head is of the same diameter as the body and having a groove cut forward of the head to provide the extraction gripping surface.

RIMMED CARTRIDGE—A cartridge having a rimmed or flanged head that is larger in diameter than the body of the case for extraction gripping purposes. May be either rimfire or centerfire.

SHOT CARTRIDGE—A centerfire or rimfire cartridge loaded with small diameter shot.

SMALL BORE CARTRIDGE—General term applied in the United States to rimfire cartridges. Normally used for target shooting.

WILDCAT CARTRIDGE—Cartridges that have never been commercially manufactured and made available to the public.

CASE—Refers to cartridge or shotshell case. Shortened through common usage.

BELTED CASE—A cartridge case design having an enlarged band ahead of the extractor groove. This type construction is generally used on large capacity magnum-type cartridges.

CASE LIFE—An expression of the number of times a case can be reloaded and fired.

CASE MOUTH—The opening in the case into which the projectile or shot is inserted.

CASE MOUTH CHAMBERING—A reaming operation performed on cartridge cases prior to reloading, to provide a taper at the case mouth for ease of bullet seating.

CASE SHOULDER—The section of a bottleneck cartridge case connecting the main body of the case and the smaller diameter neck.

CENTER OF IMPACT—The center of a shot pattern or target made by a series of rounds fired at the same aiming point.

CHAMBER— 1) In a rifle, shotgun or pistol, the part of the barrel bore that has been formed to accept a specific cartridge or shell. 2) In a revolver, the holes in the cylinder that have been formed to accept a specific cartridge.

CHARGE—The amount, by weight, of a component of a cartridge (i.e., priming weight, propellant weight, shot weight).

POWDER CHARGE—The amount of powder by weight in a cartridge case.

CHECKERING—A diamond-like pattern in the wood, plastic or metal components of a firearm for ornamentation or improved gripping.

HAND CHECKERING—A process of wood carving gun stocks by hand rather than machine.

PRESSED CHECKERING—A heated die process which produces a checkered pattern in the gun stock or forearm.

MACHINE CHECKERING—A process of checkering gun stocks by machine rather than by hand.

CHEEKPIECE—A raised part of the side of the stock of a shoulder-arm against which the shooter rests his face. Usually associated with a Monte Carlo type stock.

CHOKE—An interior constriction at or near the muzzle end of a shotgun barrel for the purpose of controlling shot dispersion.

CYLINDER BORE—The lack of any constriction at or near the muzzle of a shotgun barrel.

CHOKE MARKINGS (UNITED STATES)--
Full Choke = FC, Full (greatest constriction)
Improved-Modified = Imp. Mod. (less constriction)
Modified = Mod. (less constriction)
Improved-Cylinder = IC, Imp. Cyl. (less constriction)
Skeet = Skeet, Sk (less constriction)
Cylinder Bore = Cyl. (least constriction)

VARIABLE CHOKE--An adjustable device attached to the muzzle of a shotgun in order to control tile shot patterns. Also referred to as a poly-choke.

COMB--In a shoulder arm, the ridge at the top forward part of the butt stock just back of the grip section.

FORCING CONE—The tapered section at the front end of a shotgun chamber by which the diameter of the front end of the chamber is decreased to the bore diameter.

ROLLED CRIMP—The closure of the mouth of a shotshell by inverting the mouth of the tube over a top wad or slug.

STAR CRIMP—A type of closure of the mouth of a metallic case or shotshell in which the side walls are folded in a star-shaped pattern. Also called Rose Crimp or Pie Crimp.

CROWN—The radius on the muzzle end of a barrel.

CYLINDER—The rotate-able part of a revolver that contains the cartridge chambers.

CYLINDER GAP—In a revolver, the space between the cylinder and the barrel measured with the cylinder in the rearmost position. Also called Cylinder-Barrel Gap.

DEFLECTION—The variation in the normal flight path of a projectile caused by wind or other external influences.

DEFLECTOR—A device mounted on the receiver or frame of a firearm to change the direction of fired-case ejection.

DOUBLE-BARREL—Two barrels in a firearm mounted to one frame. Can be vertically or horizontally aligned.

DRAM EQUIVALENT—The accepted method of correlating relative velocities of shotshells loaded with smokeless propellant to shotshells loaded with black powder. The reference black powder load chosen was a 3 dram charge of black powder, with 1 1/8 oz. of shot and a velocity of 1200 fps. Therefore, a 3 dram equivalent load using smokeless powder would be one with 1 1/8 oz. of shot having a velocity of 1200 fps or 1 1/4 oz. of shot and a velocity of 1165 fps. A 3 1/4 dram equivalent load might have 1 1/8 oz. of shot and a velocity of 1255 fps. Abbreviated "Dram Equiv."

DRIFT—The deviation in flight of a bullet from the center line of the bore due to the gyrational spin of bullet imparted by the rifling.

BULLET DROP—The vertical distance a bullet has fallen, under the influence of gravity, at any point in its flight path. The distance is measured from a point on its path to the straight line from axis of the bore to target.

DUST COVER—A cover over the ejection port of a firearm to reduce the possibility of the entrance of foreign matter into the action.

EJECTION—A device which expels cartridges or fired cases from a firearm.

EJECTOR—A device which expels cartridges or fired cases from a firearm.

PROJECTILE ENERGY—The capacity of a projectile to do work, commonly expressed in the foot-pounds, joules or kilogram meters. Sometimes called Bullet Energy.

TERMINAL ENERGY—Projectile energy at the time it strikes a target. Sometimes called Striking Energy.

EXTRACTION—The act of withdrawing a cartridge or fired case from the chamber of a firearm.

EXTRACTOR—Device for withdrawing the cartridge or fired case from the chamber.

FIREARM—An assembly of a barrel and action from which a projectile is propelled by products of combustion.

FIRING PIN—That part of a firearm mechanism which strikes the primer of a cartridge to initiate ignition.

FLASH HOLE—1) A hole pierced or drilled through the center of the web in the primer pocket in a metallic cartridge case. 2) The hole in the end of a battery cup primer used in shotshells.

FLOOR PLATE—The bottom of a fixed box magazine. May be hinged or immovable.

FORE-END—The forward part of a one or two piece stock. Sometimes called Forearm.

FREE BORE—A cylindrical length of bore in a firearm just forward of the chamber from which the rifling has been removed. Associated with bullet jump.

GAS CHECK—A metallic cup attached to the base of some lead alloy bullets.

GAS OPERATED—An automatic or semiautomatic type firearm in which the propellant gases are used to unlock the breech bolt and then to complete the cycle of extraction and ejection. This is accomplished usually in conjunction with a spring which returns the operating parts to battery.

GAUGE—A term used in the identification of most shotgun bores. (.410 bore is an exception). It is related to the number of bore diameter lead balls weighing one pound.

GRIP—In handguns, the handle. In shoulder arms, that portion of the stock to the rear of the trigger.

PISTOL GRIP--On shoulder firearms that part of the stock, behind the trigger, shaped similar to the grip of a pistol to afford a better grasp.

GROUP—A series of consecutive shots fired at the same aiming point without changing the sight adjustments of the firearm.

GROUP MEASUREMENT—The determination of the center to center distance between the two bullet holes farthest apart in a target. This is referred to as the group extreme spread. Other common measurements made are the extreme horizontal and vertical spread, and mean radius.

SKEET GUN—A shotgun designed for use in the game of Skeet. Usually made with a cylinder bore or similar type choke.

SPORTING GUN—A firearm intended for sport and recreation.

TRAP GUN—A shotgun specifically designed for the game of Trap shooting.

HAMMER—A component part of the firing mechanism which strikes the firing pin, primer or percussion cap.

HAMMERLESS—Any firearm having a concealed hammer.

HANDGUN—A firearm designed to be held and fired with one hand.

OPERATING HANDLE—Handle of semi or full automatic firearm used to cycle firearm without firing. Also called Charging Handle, Cocking Handle, Cocking Knob.

HANDLOADING—The process of manually assembling a cartridge case with a primer, propellant and bullet or wads and shot.

HEAD—The end of the cartridge case at which the primer or priming is inserted.

HEADSPACE—The distance from the face of the closed breech of a firearm to the surface in the chamber on which the cartridge case seats.

HEADSTAMP—Numerals, letters and symbols (or combinations) stamped into the head of a cartridge case or shotshell to identify the manufacturer, caliber or gauge, and other additional information.

HEEL—The part of a rifle or shotgun stock at the top of the butt end. The rear portion of a bullet.

HULL—A slang term for an empty or fired shotshell case.

JACKET—The envelope enclosing the lead core of a compound bullet.

JAM—A malfunction of a firearm that prevents the action from operating; may be caused by faulty parts, ammunition, improper maintenance or improper use of the firearm.

KEYHOLE—An oblong or oval hole in a target that is produced by an unstable bullet striking the target at an angle to the bullets' longitudinal axis.

LAND(S—The uncut surface of the bore of a rifled barrel.

LEADING—The accumulation of lead in the bore of a firearm from the passage of lead shot or bullets. Also called Metal Fouling.

LOAD— 1) The combination of components used to assemble a cartridge or shotshell. 2) The act of putting ammunition into a firearm.

FIELD LOAD—A shotshell loaded for hunting small game animals and birds.

RECOIL LUG—A block or plate on the bottom of a receiver and/or barrel to transfer the recoil to the stock.

MAGAZINE—Any receptacle on a firearm that holds a plurality of cartridges or shells preparatory for feeding into the chamber. Magazines take many forms, such as box, drum, rotary, tubular, etc., and may be fixed or removable.

MAGAZINE BOX—A rectangular receptacle attached to or inserted into a firearm that holds cartridges stacked on top of one another ready for feeding into the chamber.

MAGNUM—A term commonly used to describe a rimfire or centerfire cartridge, or shotshell, that is larger, contains more shot or produces higher velocity than standard cartridges or shells of a given caliber or gauge. Rifles, handguns or shotguns that are designed to fire Magnum cartridges or shells may also be described with the term Magnum.

MID-RANGE—A term that defines a specific point in the trajectory of a projectile that is half the distance between the firearm and a target.

MINUTE OF ANGLE (M.O.A.)—An angular measurement method used to describe accuracy capability. A minute of angle is one sixtieth of a degree, and subtends 1.047 inches at 100 yards, which for practical shooting purposes is considered to be one inch. A minute of angle group, therefore, equals one inch at 100 yards, two inches at 200 yards, etc.

MISFIRE—A failure of the priming mixture to be initiated after the primer has been struck an adequate blow by a firing pin or the failure of the initiated primer to ignite the powder.

SCOPE MOUNT—A device to hold a telescopic sight, or scope, on a firearm.

MOUTH—The open end of a cartridge case or shotshell, from which the projectile or shot charge is expelled in firing.

MUSHROOM—A descriptive term for a soft point, hollow point or special type of bullet point that is designed to expand to increased sectional diameter.

MUSHROOMING—The act of expansion of a bullet upon impact with a target.

MUZZLE—The end of a gun barrel from which the bullet or shot emerges.

MUZZLE BLAST—The resultant noise that occurs at the muzzle of a firearm when the projectile leaves the muzzle and the hot gases are released.

MUZZLE ENERGY—A projectile's energy at the time it leaves the muzzle of a gun.

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.

POWDER—Commonly used term for the propellant in a cartridge or shotshell.

POWDER CHARGE—The amount of powder by weight in a cartridge case.

RELOADING POWDERS—Propellant powders offered to individual consumers for loading small arms ammunition. Also called Canister Powders.

RELOADING PRESS—A mechanical device for hand-loading metallic cartridges or shotshells.

PRESSURE—In a gun, the force developed by the expanding gases generated by the combustion of the propellant.

CHAMBER PRESSURE—That pressure in a gun generated by the expanding propellant powder gases after ignition. Normally measured by means of piezoelectric transducers or crusher gauges.

PRIMER—An ignition component consisting of brass or gilding metal cup, priming mixture, anvil and foiling disc.

BATTERY CUP PRIMER—1) A flanged metal cup having a flash hole at the bottom end. 2) An ignition component using a battery cup as a holder for the other elements.

CENTERFIRE PRIMER—A cartridge initiator which is assembled central to the axis of the head of the cartridge case and which is actuated by a blow to the center of its axis as opposed to rimfire, which must be struck on the circumference of the cartridge head.

PRIMER CUP—Brass or copper cup designed to contain priming mixture.

NON-CORROSIVE PRIMER—A primer which does not contain chemical compounds that could produce corrosion or rust in gun barrels.

PRIMER PELLET—The explosive component of a primer.

PRIMER POCKET—A cylindrical cavity formed in the head of a metallic centerfire cartridge case, or in the head of a shotshell, to receive an appropriate primer or battery cup primer assembly.

RIMFIRE PRIMER—A type of primer found in the circumferential cavity of a particular type of ammunition. Usable only with rimfire guns.

PRIMER SEATING—The insertion of a centerfire primer or battery cup in the head of a cartridge case or shotshell. Properly seated, it should be flush or below face of the head.

PRIMING MIXTURE—A combination of explosive and/or pyrotechnic type ingredients, which when pressed into a cup or spun into the rim cavity of a rimfire shell, will explode or deflagrate from the impact of a firing pin and ignite the propellant in a cartridge or shotshell.

PROJECTILE—An object propelled from a firearm by the force of rapidly burning gases or other means.

FLAT NOSE PROJECTILE—A projectile which is flat at its forward end.

POINTED PROJECTILE—A projectile that is designed with a pointed profile.

PROJECTILE ROTATION—The spinning motion that is imparted to a projectile due to engagement with the rifling in the barrel of a firearm as it is driven down the barrel. The rate of spin rotation

is dependent upon the rate of twist of the rifling and the velocity. The barrel twist (left or right) determines the direction of the rotation.

SABOT TYPE PROJECTILE—A sub-caliber projectile centered in a lightweight carrier to permit firing the sub-caliber projectile in a larger caliber firearm.

PROPELLANT—In a firearm, the chemical composition which, when ignited by a primer, generates gas. The gas propels the projectile. Also called Powder.

RANGE— 1) An area equipped for testing firearms and ammunition. 2) The horizontal distance between the firearm and the target.

EFFECTIVE RANGE—The maximum distance at which a projectile can be expected to be useful.

MAXIMUM RANGE—The greatest distance a projectile can travel when fired at the optimum angle of elevation of the gun barrel.

RATE OF TWIST—The distance required for the rifling to complete one revolution.

RECEIVER—The basic unit of firearm which houses the firing and breech mechanism and to which the barrel and stock are assembled. In revolvers, pistols, and break-open shotguns, it is called the Frame.

RECOIL—The Rearward movement of a firearm resulting from firing a cartridge or shotshell.

RECOIL PAD—A butt plate, usually of rubbers to reduce the sensible recoil of shoulder firearms.

RELOADING—The operation or practice of assembling cartridges or shells using fired cases.

RELOADING COMPONENTS—Primers, propellant powder, bullets, or shot and wads, used with fired cases to load ammunition.

RELOADING DATA—A description of recommended relationships of reloading components.

REPEATER—Any firearm equipped with a magazine.

PALM REST—An adjustable support for a target rifle extending downward from the forearm.

REVOLVER—A firearm, usually a handgun, with a cylinder having several chambers so arranged as to rotate around an axis and be discharged successively by the same firing mechanism.

DOUBLE ACTION REVOLVER—A type of revolver in which the rotation of the cylinder, cocking and firing are performed by a single pull of the trigger. Most Double Action revolvers can also be fired Single Action.

SINGLE ACTION REVOLVER—A type of revolver in which the hammer must be cocked manually, rotating the cylinder. The firearm is discharged by a separate pull of the trigger.

RIB—A raised surface used as a sighting plane. Ribs may be either solid or ventilated. See Rib, Ventilated.

SOLID RIB—A solid raised surface above a barrel or barrels which functions as a sighting plane.

VENTILATED RIB—A raised sighting surface which is separated from the barrel by means of posts that allow air to circulate around it. Its purpose is to minimize heat waves in the line of sight. Also called Bridge Rib.

RIFLE—A firearm having spiral grooves in the bore and designed to be fired from the shoulder.

BENCHREST RIFLE—A rifle designed for optimum accuracy while being shot from the shoulder and supported by a specifically designed table (rest).

VARMINT RIFLE—A sporting rifle with a heavy barrel, designed for long range small game hunting, firing high velocity, flat trajectory projectiles.

RIFLING—Grooves formed in the bore of a firearm barrel to impart rotary motion to a projectile.

RIM—The flanged portion of the head of a rimfire cartridge, certain types of centerfire rifle and revolver cartridges and shotshells. The flanged portion is usually larger in diameter than the cartridge or shotshell body diameter and provides a projecting lip for the firearm extractor to engage so that the cartridge or shotshell may be extracted from the chamber after firing. In a rimfire cartridge, the rim provides a cavity into which the priming mixture is charged.

SABOT—A carrier of a given caliber in which a smaller caliber projectile is centered to permit firing the sub-caliber projectile in a larger caliber firearm.

SAFETY—A device on a firearm intended to provide protection against accidental or unintentional discharge under normal usage when properly engaged.

CROSS BOLT SAFETY—A type of firearm safety operated by lateral force on a button usually located in the trigger guard. Also called Push-Button Safety.

SCHNABEL—A German term for a hook shaped knob at the forearm tip.

SEATING—The positioning of a primer or bullet in a metallic cartridge case or a wad in a shotshell.

SEMI-AUTOMATIC—Firearm which fires, extracts, ejects and reloads once for each pull of the trigger. Also called Self-loading or Auto-loading.

SERIAL NUMBER—A number applied to a firearm by the manufacturer in order to identify the individual firearm.

SHELL CATCHER—A device for catching fired shells.

SHOCKING POWER—A colloquial term used to describe the ability of a projectile to dissipate its kinetic energy effectively in a target.

SHOOTING GLASSES—Eye protection and sight improvement specifically designed for and which should always be used, when shooting firearms.

SHOT—Spherical pellets used in loading shotshells. Commonly formed from lead but may be made from steel.

BIRD SHOT—A general term used to indicate any shot smaller than buckshot.

CHILLED SHOT—Lead shot containing more than 0.5% alloying metal to increase its hardness. Also called Hard Shot.

COATED SHOT—Copper or nickel-plated lead shot, coated to increase apparent shot hardness and reduce in-bore shot deformation.

DUST SHOT—Lead shot having a nominal diameter of .040" or smaller.

SHOT SIZE—Numerical or letter(s) designation indicating the average diameter of a pellet.

STEEL SHOT—Soft steel pellets made specifically for use in shotshells.

SHOT STRING—The distance between the leading and trailing pellets of a shot charge in flight.

SHOT TOWER—A tall building in which a molten lead alloy is dropped through a colander near the top of the tower into a tank of water at the bottom to produce spherical pellets.

SHOTGUN—Smooth bore shoulder firearm designed to fire shells containing numerous pellets or a single slug.

DOUBLE BARREL SHOTGUN—A shotgun with two barrels adjacent to each other in the horizontal plane. If arranged vertically, it is usually termed an "over and under" shotgun.

SHOTSHELL—A round of ammunition containing multiple pellets for use in a shotgun.

SHOTSHELL (ONE PIECE)— 1) A shotshell component having the body and base wad as a single unit with a metallic cup. Sometimes called Unibody Shell. 2) A complete round of ammunition having the body and base wad as a single unit without a head of different material.

SHOULDER-ARM—Any firearm fitted with a stock and designed to be used while held with both hands and supported by a shoulder.

SIGHT—Any of a variety of devices, mechanical or optical, designed to assist in aiming a firearm.

ADJUSTABLE SIGHT—Usually taken to mean a rear sight that is adjustable for windage or elevation or both. However, adjustable front sights are sometimes used on target firearms.

SIGHT ADJUSTMENT—The movement of a sight to change the point of impact.

APERTURE SIGHT—A form of metallic sight, front or rear, containing an aperture or disc with a hole. See Sight Aperture. Also called Peep Sight.

SIGHT BASE—That part of a sight that is usually attached to the gun.

BEAD SIGHT—The small cylindrical top portion on some forms of front sights.

BLADE SIGHT—Thin, flat metal post used as the front sight on some firearms.

SIGHT COVER—Protective metallic cover fastened about a sight to guard it from being moved out of adjustment by jars or blows. Sometimes called a Sight Hood or Hooded Sight.

SIGHT ELEVATION—The height to which a rear sight is set to zero-in the firearm for any specific range.

FRONT SIGHT—Any form of sighting device at or near the muzzle of a firearm.

SIGHT FRONT HOOD—A cover to protect the front sight from damage.

HOODED SIGHT —A front sight that is provided with a cover to shade it from direct light.

LINE OF SIGHT—A straight line drawn from the shooter's eye, passing through the sights of a firearm and extending from the firearm to a target.

METALLIC SIGHT—Any sight, front or rear, not containing optical magnifying elements. It may be fixed or adjustable. Also called Iron Sight.

MIDDLE SIGHT—A second small bead sight near the middle of the barrel or barrels of a shotgun.

OPEN SIGHT—A rear sight having a notch through which the front sight is aligned for aiming.

SIGHT PICTURE—The visual image observed by the shooter when the firearm sights are properly aligned on the point-of-aim.

SIGHT RADIUS—The distance between the rear sight and the front sight on a firearm.

REAR SIGHT—Any metallic sight used in conjunction with a metallic front sight located anywhere between the shooter eye and the front sight.

RECEIVER SIGHT—Any rear sight fitted to the receiver of a firearm.

SCOPE (TELESCOPIC SIGHT)—A sight containing optical elements which magnify or enlarge the target.

SIGHTING IN—The procedure of adjusting the sights so as to bring the point of impact to coincide with the point of aim.

SKEET GUN—A shotgun with an open choke specifically designed for Skeet shooting or close range hunting.

SLING—A strap detachably fastened to a firearm to assist in carrying or to steady it during firing.

SLING SWIVEL—A metallic loop to which the sling is attached.

SLUG—A term applied to a single projectile for shotgun shells. Also slang term for bullet.

RIFLED SLUG—Single projectile with spiral grooves and hollow base, intended for use in shotguns.

SMALL-BORE—In America, any firearm or ammunition of the rimfire type with a lead alloy bullet not over 0.23" diameter.

SMOOTH-BORE—Firearm with unrifled bore.

EXTREME SPREAD—The distance between the centers of the two shots which are the farthest apart of a group of shots on a target.

STOCK—The wood or plastic component to which a barreled action is attached to enable the shooter to hold a firearm.

BENCHREST STOCK—Generally, a large and heavy stock used exclusively for benchrest shooting.

MONTE CARLO STOCK—A stock with a raised comb to bring the eye in alignment with the sight.

ONE PIECE STOCK—A full length stock made from a single piece of wood. Includes both the butt and fore-end.

PISTOL GRIP STOCK—A stock or butt stock having a downward extension behind the rigger guard to simulate the grip of a pistol.

STRAIGHT STOCK— 1) A stock with no pistol grip. 2) A stock with less than the normal amount of drop.

HAND STOP—An attachment beneath the fore-end or forearm of a target rifle to restrict the forward movement of the hand. Also called Knuckle Buster.

QUICK DETACHABLE SWIVEL—A two part swivel which has a stud that is attached to the stock or barrel and a bow portion which is mounted on a spring plunger arrangement. The plunger passes through a hole in the stud for attachment of the bow to the firearm. They are sometimes called QD Swivels.

CLAY TARGET—A circular, domed, frangible disc used as an aerial target for shotgun shooting games. Originally formed out of clay, modern "clay" targets are generally made from a formulation of pitch and limestone. Dimensions and weights are regulated by skeet and trap shooter's associations. Also called Clay Bird or Clay Pigeon.

TARGET(ING)—The act of shooting a firearm to align the sights.

TARGET RIFLE—Any rifle designed and equipped for match or target shooting.

TIME OF FLIGHT—The total elapsed time that a projectile requires to travel a specific distance from the muzzle.

TOP BREAK—The term used for any firearm on which the barrel or barrels are allowed to tip down at the muzzle (up at the breech), exposing the chamber or chambers for loading or unloading.

TRAJECTORY—The curved path of a projectile from muzzle to target.

MID-RANGE TRAJECTORY—The distance, measured in inches, that a projectile travels above the line of sight at a specific point in the trajectory that is half the distance between the firearm and a target.

TRAP—A clay target throwing device.

HAND TRAP—A small, hand operated clay target throwing device.

MECHANICAL TRAP—A mechanically operated clay target throwing device.

TRIGGER—That part of a firearm's mechanism which is moved by the finger to cause the firearm to discharge.

ADJUSTABLE TRIGGER—Any trigger mechanism which has features that can be adjusted by the shooter.

TRIGGER GUARD—A rigid loop which partially surrounds the trigger to reduce the possibility of accidental discharge.

TRIGGER PULL—The average force which must be applied to the trigger of a firearm to cause sear or hammer release with the force applied approximately parallel to the bore line.

TRIGGER SQUEEZE—A gradual increase of pressure on a trigger until it releases.

TWIST—The distance required for one complete turn of rifling usually expressed as a ratio, e.g., 1 in 10 inches.

VELOCITY—The speed of a projectile at a given point along its trajectory.

STANDARD VELOCITY—An industry term for rimfire ammunition loaded to a velocity level below high velocity ammunition of that type.

WAD (BASE)—A cylindrical component that is assembled into the head end of a shotshell.

WAD (CARD)—A thin card-like disc placed over a shot load or powder.

WAD COLUMN—The wads between propellant and shot pellets in a specific shotshell.

WAD (CUP)—A powder and shot separator of a shallow cup design which when loaded with the lips down, acts to help seal powder gases, and so protects the rear of the shot column.

WINDAGE ADJUSTMENT—The transverse movement of a sight to compensate for the horizontal displacement of a bullet or bullets from the aiming point.

X-RING—A circle inside the highest scoring ring on a target.