

The NFA Patches Shooting Program



Welcome to the NFA Patches program information page. Take a moment to look through these documents to learn more about this exciting new program. For more information about the NFA Patches Program, please [contact the NFA](#).

About the Patches Program

[Details of Patches - The Overall Shooting Program](#)

Read this document first to become familiar with the general program and the appearance of the patches.

[The Hunting Program](#)

The NFA's patches program encourages safety, training and skill among hunters, and rewards good shooters with an attractive patch.

[Certification Rules](#)

Qualified Range Officers and Instructors can be certified automatically. Become part of the Patches certifying team. Register today as a certified official!

Patch Designs

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Patch Qualifications

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Registration Forms

When you think you're ready to earn your patch, print out the appropriate form and mail the completed sheet to the National Firearms Association.

Registration for Officials

Use this form to register an as official in the Patches program. You must be an NFA member or a member of an NFA affiliated-club, and be properly qualified to request certification Program

Earned Patch Order Form

Use this form to request your patches. Remember to have your NFA certified official certify your request form before mailing. Do not send your targets! Send this form with proper payment to receive your patches.

Details of Patches - The Overall Shooting Program Overview

This program is open to all direct NFA members and all members of all NFA-affiliated clubs. Designed by the NFA, it has been adopted by the Shooting Federation of Canada and the Dominion of Canada Rifle Association, who will operate their own programs.

All patches are symbols only; the program is completely multi-lingual, with no letters or words used on any patch.

Officials Patches

The OFFICIAL patch pattern offers three patches, sewn 2" high x 4" wide: Black on red **Range OFFicer**, black on yellow **INSTRUCTOR**, and black on green **MAster Instructor**, designated by three-letter combinations: **ROF**, **INS**, and **MAI**. That 2" high by 4" wide format repeats elsewhere. Collecting all 3 plus a pair of discipline patches completes an 8" high by 4" wide **BRICK**.

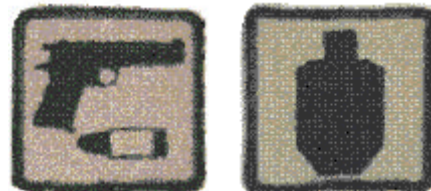


Safe Handling Patches

The SAFE HANDLING patch pattern offers four "qualified-to-handle-this-class-of-firearms-safely" patches, sewn, 2" x 4": **Full Auto**, **Centerfire Longarm**, **Cartridge Pistol**, and **Rimfire Longarm** plus black powder arms (BASIC: We firmly believe that first-timers should learn the basics of BOTH cartridge and historic firearms), designated by two-letter combinations: **FA**, **CL**, **CP**, and **RL**, all black on green. The four classes are defined as described in The Practical Firearms Control System. Collecting all four completes another 8" x 4" **BRICK**.

Discipline Patches

The DISCIPLINE patch pattern of black on light grey patches identifies the **DISCIPLINE** the shooter is involved with and the meaning of the **SKILL** patches below it:



- **Firearm/Ammunition Patches**

There are nine **FIREARM / AMMUNITION** patches, sewn 2" x 2": **Centerfire Shotgun**, **Centerfire Rifle**, **Rimfire Rifle**, **Black powder Rifle**, **Pellet Rifle**, **Centerfire Handgun**, **Rimfire Handgun**, **Blackpowder Handgun**, and **Pellet Handgun**, designated **CS**, **CR**, **RR**, **BR**, **CH**, **RH**, and **BH**.

- **Target Patches**

There are seven **TARGET** patches, sewn 2" x 2" : **TRap**, **SKeet**, **Sporting Clays**, **PRactical**, **BullsEye**, **SIlhouette**, and **HUnting**, designated **TR**, **SK**, **SC**, **PR**, **BE**, **SI**, and **HU**.

One **FIREARM / AMMUNITION** patch plus one **TARGET** patch precisely identifies which discipline is being shot, and forms a 2" x 4" **BAR**. Any **DISCIPLINE** (of 63 possible) can be designated using only four letters: e.g. **CHSI**, **CSTR**, or **BHPR**.

Skill Patches

The **SKILL** patch pattern offers six **SKILL** level patches, sewn, 2" x 2": **1**, **2**, or **3** black **S**tars, plus **1**, **2** or **3** black **T**hunderbolts, designated **1T**, **2T**, and **3T**. Black on red for **1S** and **1T**, on gold for **2S** and **2T**, and on green for **3S** and **3T**.

To qualify for a Star Patch, you must shoot the relevant **FIREARM / AMMUNITION** against the **TARGET** to a specified level of **SKILL**. To qualify for a black Thunderbolt patch, you must shoot that score rapid fire, or, where that is not quited to the discipline, shoot the qualifying score **TWICE IN 10 DAYS** (two shooting weekends) to prove consistency.



Patch Arrangement

Four **SAFE HANDLING** patches form an 8" x 4" **BRICK**. A Star patch beside its Thunderbolt patch forms a 2" x 4" **BAR**. Two **DISCIPLINE** and six **SKILL** patches complete an 8" x 4" **BRICK**. Two **DISCIPLINE** and three **OFFICIAL** patches also complete a **BRICK**.

Details

Mail-in certification is on NFA [Form II](#) by an NFA Range Officer, Instructor, or Master Instructor. Shooters keep their targets.

This program is self-funding. We will not raise our rates to give free patches. A patch-earner sends in name, address, and mail-in certificate plus the small cost-recovery fee for the patches he or she has qualified for to **PATCHES** in Calgary.

The NFA will accept Range Officer certification by Clubs, and Instructor and Master Instructor certification by national organizations (SFC, DCRA, NRA, IMSHA, IPSC, etc.) for a limited time, to establish a group of NFA **OFFICIALS**. Following that period, NFA **OFFICIALS** will be qualified by NFA officials running courses and examinations.

The Hunting Program



The overall PATCHES program is designed for two groups of shooters. Most of it is designed for the target shooter, and provides recognition for those target shooters who are developing from raw beginner to serious competitor. Once they have reached the "serious beginner" level, other rewards are available to them if they enter serious competition.

The HUNTING patches are the recognition that we offer to skilled hunters. The entire HUNTING program is quite different. It recognizes only the ability to kill large and small game cleanly. The Sporting Clays, Trap, and Skeet programs do the same thing for the skilled bird hunter.

Most hunters are well skilled in the use of firearms, and they are the hunters who make clean kills. They take pride in their skills. They are the kind of hunter that the NFA supports, protects and encourages. There were, until this program was begun, virtually no ways to easily distinguish between the hunter skilled in the use of firearms and the unskilled hunter.

We have recognized the "sure-kill zone" of large game as being 6 inches in diameter. If one can put 5 bullets into that sure-kill zone, one is doing well. If one can do it reliably, quickly, and from any shooting position, one is doing very well indeed.

The NFA has included HUNTING DISCIPLINE patches for Blackpowder Rifle (BRHU), Centerfire Rifle (CRHU), Rimfire Rifle (RRHU), Centerfire Handgun (CHHU), and Rimfire Handgun (RHHU). More can be added later, if required.

Although handgun hunting is not currently (Apr 96) available in Canada, we have included it because many Canadian shooters go to the US or other countries where it is lawful and hunt there with handguns. It may be that it will also become a series of patches that are worth earning for themselves, for those who do not hunt.

It is the NFA's hope that the HUNTER patches will upgrade the skills of new hunters, by giving them the recognition they deserve when they upgrade their shooting skills -- and by identifying their skill levels with highly visible patches.

The NFA strongly encourages bird hunters to participate in the Trap, Skeet and Sporting Clays program. Those programs will assist the hunter to make clean kills on game birds.

Rules For Certification of Patches Program Certificate

ALWAYS INCLUDE YOUR OWN NFA MEMBERSHIP NUMBER AND/OR THE NFA NUMBER OF YOUR NFA-AFFILIATED CLUB, GIVING BOTH IF THERE ARE TWO.

A Range Officer (ROF) may be certified by an NFA-affiliated club, or may be an NFA member certified by a national organization.

An Instructor (INS) or Master Instructor (MAI) must be certified by a national organization, and must submit a photocopy of the certification. He or she must also be a direct NFA member OR submit photocopy proof of membership in an NFA-affiliated club.

An OFFICIAL may certify patch earnings for any NFA-affiliated club member or NFA member if the club where the shooting is done agrees to the certifying OFFICIAL's activities at the club's range. Any questions in that area is to be dealt with by the OFFICIAL locally, not by PATCHES PROGRAMS headquarters.

For the purposes of the PATCHES PROGRAMS, certification of an OFFICIAL is permanent certification.

DISCIPLINE patches are identifiers of the DISCIPLINE being shot or taught; the "earned patches" are proofs of accomplishment.

DISCIPLINE (grey) patches are never "earned patches". Only OFFICIAL, SAFE-HANDLING and SKILLS patches "earned patches".

OFFICIALS should encourage participants in the PATCHES PROGRAMS to send in the Form II given them by the OFFICIAL, with the fees for their "earned patches" and the DISCIPLINE patches that identify them. The shooter will then receive his or her patches and a full, updated certification of the shooter's complete PATCHES PROGRAMS status.

The fee for a patch plus computer record-keeping is \$3 per patch. Where no patch is ordered, the fee for computer certification giving status in the permanent computer records is \$1 per "earned patch" to cover the cost of record-keeping, with no charge for any DISCIPLINE entries.

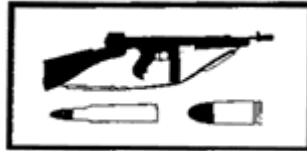
Where a shooter does not want some or all of the "earned patches" or DISCIPLINE patches, he or she may send in a Form II with \$1 per "earned patch". The shooter's records will be entered and kept in the PATCHES PROGRAMS computer, and the shooter will be sent a certification of his or her PATCHES PROGRAMS status, just like the one sent to the shooter who also orders the patches.

A shooter may order any "earned patch" shown on his certification, or any DISCIPLINE patch shown on his certification, at any time.

An OFFICIAL may order any "earned patch" shown on his certification, or any DISCIPLINE patch, at any time.

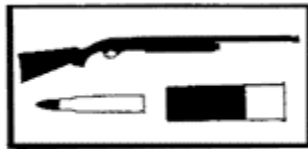
NFA Patches Program: Safe Handling Patches

Full Auto



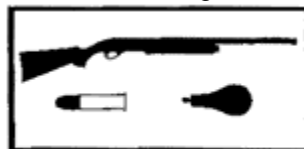
FA

Centerfire Longarm



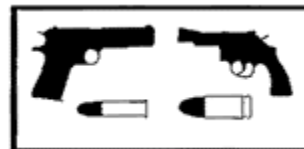
CL

Rimfire Longarm



RL

Cartridge Pistols



CP

NFA Patches Program: Officials' Patches

Range Officer



ROF

Instructor



INS








Master Instructor









MAI

NFA Patches Program: Target Patches










Target patches are worn in conjunction with a firearms/ammunition patch to display the discipline being shot. Skill level patches (either 1S, 2S, or 3S and 1T,2T or 3T) can be worn beside the two-patch discipline bar.

<p>Trap Shooting</p>  <p>TR</p>	<p>Skeet Shooting</p>  <p>SK</p>
<p>Sporting Clays</p>  <p>SC</p>	<p>Bullseye</p>  <p>BE</p>
<p>Practical Shooting</p>  <p>PT</p>	<p>Silhouette</p>  <p>SI</p>
<p>Hunting</p>  <p>HU</p>	

NFA Patches Program: Skill Patches

<p>1 Star</p>  <p>1S</p>	<p>1 Thunderbolt</p>  <p>1T</p>
<p>2 Stars</p>  <p>2S</p>	<p>2 Thunderbolts</p>  <p>2T</p>
<p>3 Stars</p>  <p>3S</p>	<p>3 Thunderbolts</p>  <p>3T</p>





NFA Patches Program: Firearms / Ammunition Patches

<p>Centerfire Shotgun</p>  <p>CS</p>	<p>Centerfire Rifle</p>  <p>CR</p>	<p>Rimfire Rifle</p>  <p>RR</p>
<p>Blackpowder Rifle</p>  <p>BR</p>	<p>Centerfire Handgun</p>  <p>CH</p>	<p>Rimfire Handgun</p>  <p>RH</p>
<p>Blackpowder Handgun</p>  <p>BH</p>	<p>Pellet Rifle</p>  <p>PR</p>	<p>Pellet Handgun</p>  <p>PH</p>

NFA Patches Program: Handgun Bullseye

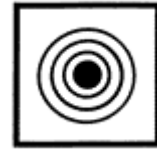
The handgun bullseye program, like the longarm bullseye program, is designed to test the skills of a variety of shooters. As handgun laws are often a barrier to youth taking up handgun shooting, the NFA patches program allows beginning shooters to earn patches using economical pellet guns.







<p>Centerfire Handgun</p>  <p>CH</p>	<p>Qualification Required</p> <p>1S: 12-inch group 2S: 8-inch group 3S: 4-inch group 5 standing at 25 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Rimfire Handgun</p>  <p>RH</p>	<p>Qualification Required</p> <p>1S: 9-inch group 2S: 6-inch group 3S: 3-inch group 5 standing at 25 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Blackpowder Handgun</p>  <p>BH</p>	<p>Qualification Required</p> <p>1S: 12-inch group 2S: 8-inch group 3S: 4-inch group 5 standing at 25 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Pellet Handgun</p>  <p>PH</p>	<p>Qualification Required</p> <p>1S: 8-inch group 2S: 5-inch group 3S: 2-inch group 5 standing at 10 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>

NFA Patches Program: Longarm Bullseye

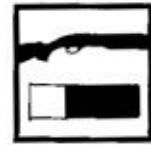
The longarm bullseye program is designed to challenge a variety of shooters, from the beginning shooter with rimfire rifles, to intermediate shooters with blackpowder guns, to youth shooters using economical air rifles. Even beginning shooters can progress quickly to the 3T level.



<p>Centerfire Rifle</p>  <p>CR</p>	<p>Qualification Required</p> <p>1S: 18-inch group 2S: 12-inch group 3S: 12-inch group</p> <p>5 prone at 100 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Rimfire Rifle</p>  <p>RR</p>	<p>Qualification Required</p> <p>1S: 4.5-inch group 2S: 3-inch group 3S: 1.5-inch group</p> <p>5 prone at 25 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Blackpowder Rifle</p>  <p>BR</p>	<p>Qualification Required</p> <p>1S: 4.5-inch group 2S: 3-inch group 3S: 1.5-inch group</p> <p>5 standing at 25 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Pellet Rifle</p>  <p>PR</p>	<p>Qualification Required</p> <p>1S: 6-inch group 2S: 4-inch group 3S: 2-inch group</p> <p>5 prone at 10 meters</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>

NFA Patches Program: Centerfire Shotgun

The centerfire shotgun disciplines reward a variety of shotgun shooting skills. Whether you are a casual trap shooter, or advanced practical shooter, the NFA centerfire shotgun patches are sure to challenge and reward your abilities.



<p>Trap Shooting</p>  <p>TR</p>	<p>Qualification Required</p> <p>1S: 10 birds hit out of 25</p> <p>2S: 15 birds hit out of 25</p> <p>3S: 20 birds hit out of 25</p> <p>Clay targets</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>
<p>Skeet Shooting</p>  <p>SK</p>	<p>Qualification Required</p> <p>1S: 10 birds hit out of 25</p> <p>2S: 15 birds hit out of 25</p> <p>3S: 20 birds hit out of 25</p> <p>Clay targets</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>
<p>Sporting Clays</p>  <p>SC</p>	<p>Qualification Required</p> <p>1S: 10 birds hit out of 25</p> <p>2S: 15 birds hit out of 25</p> <p>3S: 20 birds hit out of 25</p> <p>Clay targets</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>

Practical



PT

Qualification Required

1S: Hits/time 50+

2S: Hits/time 100+

3S: Hits/time 150+

Qualification Required

1T: Twice in 10 days

2T: Twice in 10 days





3T: Twice in 10 days

10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Divide hits x1000 by the number of pellets per shotshell, and divide by time in seconds. If the result is too large, (max: A,4; B,3; C,3) subtract 1000. Divide the result of that calculation by the time taken in seconds.

NFA Patches Program: Hunting Patches

The hunting program is designed to develop a shooter's skill and accuracy from various shooting positions. Everyone can get involved, from the beginning shooter with rimfire rifles, to intermediate shooters with blackpowder guns, to youth shooters using economical air rifles.



<p>Centerfire Rifle</p>  <p>CR</p>	<p>Qualification Required</p> <p>1S: 6-inch group from prone 2S: 6-inch group kneeling 3S: 6-inch group standing 5 various at 100 meters</p>	<p>Qualification Required</p> <p>1T: Same in 25 seconds 2T: Same in 25 seconds 3T: Same in 25 seconds</p>
<p>Rimfire Rifle</p>  <p>RR</p>	<p>Qualification Required</p> <p>1S: 2-inch group prone 2S: 2-inch group kneeling 3S: 2-inch group standing 5 various at 25 meters.</p>	<p>Qualification Required</p> <p>1T: Same in 25 seconds 2T: Same in 25 seconds 3T: Same in 25 seconds</p>
<p>Blackpowder Rifle</p>  <p>BR</p>	<p>Qualification Required</p> <p>1S: 6-inch group prone 2S: 6-inch group kneeling 3S: 6-inch group standing 5 various at 50 meters.</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Centerfire Handgun</p>  <p>CH</p>	<p>Qualification Required</p> <p>1S: 6-inch group prone 2S: 6-inch group kneeling 3S: 6-inch group standing 5 various at 25 meters.</p>	<p>Qualification Required</p> <p>1T: Same in 15 seconds 2T: Same in 15 seconds 3T: Same in 15 seconds</p>

Rimfire Handgun



RH

Qualification Required

- 1S: 2-inch group prone
- 2S: 2-inch group kneeling
- 3S: 2-inch group standing
- 5 various at 10 meters.




Qualification Required

- 1T: Same in 15 seconds
- 2T: Same in 15 seconds
- 3T: Same in 15 seconds

NFA Patches Program: Longarm Practical

The practical shooting patches are designed to appeal to the growing number of gun owners engaged in this exciting discipline. Please note the special rules used to calculate scores. Please contact the NFA for more information on this program or to suggest improvements.



<p>Centerfire Rifle</p>  <p>CR</p>	<p>Qualification Required</p> <p>1S: Hits/time 50+</p> <p>2S: Hits/time 100+</p> <p>3S: Hits/time 150+</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p> <p>10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.</p>
<p>Rimfire Rifle</p>  <p>RR</p>	<p>Qualification Required</p> <p>1S: Hits/time 50+</p> <p>2S: Hits/time 100+</p> <p>3S: Hits/time 150+</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p> <p>10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.</p>
<p>Blackpowder Rifle</p>  <p>BR</p>	<p>Qualification Required</p> <p>1S: Hits/time 20+</p> <p>2S: Hits/time 25+</p> <p>3S: Hits/time 30+</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p> <p>10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.</p>

Centerfire Shotgun



CS

Qualification Required

1S: Hits/time 50+

2S: Hits/time 100+

3S: Hits/time 150+

10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.

Qualification Required

1T: Twice in 10 days




2T: Twice in 10 days

3T: Twice in 10 days

NFA Patches Program: Handgun Practical

The practical shooting patches are designed to appeal to the growing number of gun owners engaged in this exciting discipline. Please note the special rules used to calculate scores. Please contact the NFA for more information on this program or to suggest improvements.







<p>Centerfire Handgun</p>  <p>CH</p>	<p>Qualification Required</p> <p>1S: Hits/time 50+</p> <p>2S: Hits/time 100+</p> <p>3S: Hits/time 150+</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p> <p>10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.</p>
<p>Rimfire Handgun</p>  <p>RH</p>	<p>Qualification Required</p> <p>1S: Hits/time 50+</p> <p>2S: Hits/time 100+</p> <p>3S: Hits/time 150+</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p> <p>10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.</p>
<p>Blackpowder Handgun</p>  <p>BH</p>	<p>Qualification Required</p> <p>1S: Hits/time 20+</p> <p>2S: Hits/time 25+</p> <p>3S: Hits/time 30+</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p> <p>10 hits (10,000 points) in under 200, 100 or 67 seconds. With three figure targets, start on command, fire 2 into A, 2 into B, 1 into C. Reload. Fire 2 into C, 1 into B, and 2 into A. Raise hand to stop the clock. Subtract 1 hole if too many on a target (max: A,4; B,3; C,3). Divide hits x 1000 by time in seconds.</p>

NFA Patches Program: Longarm Metallic Silhouette

The longarm silhouette program is designed to challenge a variety of shooters, from the beginning shooter with rimfire rifles, to intermediate shooters with blackpowder guns, to youth shooters using economical air rifles. Even beginning shooters can progress quickly to the 3T level.







<p>Centerfire Rifle</p>  <p>CR</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns 2S: 10 hits/knockdowns 3S: 15 hits/knockdowns 20 at 200 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Rimfire Rifle</p>  <p>RR</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns 2S: 10 hits/knockdowns 3S: 15 hits/knockdowns 20 at 50 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Blackpowder Rifle</p>  <p>BR</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns 2S: 10 hits/knockdowns 3S: 15 hits/knockdowns 20 at 100 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>
<p>Pellet Rifle</p>  <p>PR</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns 2S: 10 hits/knockdowns 3S: 15 hits/knockdowns 20 at 20 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days 2T: Twice in 10 days 3T: Twice in 10 days</p>

NFA Patches Program: Handgun Metallic Silhouette

The handgun metallic silhouette program is designed to challenge a variety of shooters, from the beginning shooter with rimfire rifles, to intermediate shooters with blackpowder guns, to youth shooters using economical air rifles. Even beginning shooters can progress quickly to the 3T level.



<p>Centerfire Handgun</p>  <p>CH</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns</p> <p>2S: 10 hits/knockdowns</p> <p>3S: 15 hits/knockdowns</p> <p>20 at 200 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>
<p>Rimfire Handgun</p>  <p>RH</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns</p> <p>2S: 10 hits/knockdowns</p> <p>3S: 15 hits/knockdowns</p> <p>20 at 50 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>
<p>Blackpowder Handgun</p>  <p>BH</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns</p> <p>2S: 10 hits/knockdowns</p> <p>3S: 15 hits/knockdowns</p> <p>20 at 100 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>
<p>Pellet Handgun</p>  <p>PH</p>	<p>Qualification Required</p> <p>1S: 5 hits/knockdowns</p> <p>2S: 10 hits/knockdowns</p> <p>3S: 15 hits/knockdowns</p> <p>20 at 20 meters maximum</p>	<p>Qualification Required</p> <p>1T: Twice in 10 days</p> <p>2T: Twice in 10 days</p> <p>3T: Twice in 10 days</p>



Patches Shooting Program Registration Form

FORM 1: REGISTRATION; CLUBS AND RANGE OFFICERS - PLEASE PRINT

CLUB NAME: _____

AFFILIATION: NFA () SFC () OTHER: _____

CLUB'S AFFILIATION NUMBER IN ABOVE ORGANIZATION: _____

ADDRESS: _____

CITY: _____ PROVINCE: _____ POSTAL CODE: _____

PHONE: (____) _____ FAX: (____) _____

RANGE OFFICER'S NAME: _____

ADDRESS: _____

CITY: _____ PROVINCE: _____ POSTAL CODE: _____

MEMBERSHIP NUMBER IN ABOVE ORGANIZATION, IF ANY: _____

PHONE: (____) _____ FAX: (____) _____

PLEASE CIRCLE THE PATCHES THE RANGE OFFICER IS QUALIFIED TO DISPLAY

OFFICIAL PATCHES: ROF INS MAI SAFE HANDLING PATCHES: FA CL CP RL

FIREARM: CS CR RR BR PR CH RH BH PH TARGET: TR SK SC BE PR SI HU

CERTIFYING EXECUTIVE SIGNATURE: _____

PRINTED NAME, POSITION: _____

NATIONAL GROUP NAME: _____ CLUB AFF. NO: _____

MAIL THIS TO: PATCHES, PO Box 4384, Stc C, Calgary, AB T5T 5N2



Patches Shooting Program Registration Form

FORM 2: CERTIFICATION OF EARNED PATCHES - PLEASE PRINT

1. IDENTIFY THE PERSON WHO HAS EARNED THE PATCH(ES)

PERSON'S NAME: _____

ADDRESS: _____

CITY: _____ PROVINCE: _____ POSTAL CODE: _____

PHONE: (____) _____ FAX: (____) _____

NATIONAL GROUP NAME: _____ CLUB AFF. NO: _____

PERSONAL IDENTIFICATION IN THIS PROGRAM: _____

2. CIRCLE THE PATCH(ES) THE PERSON ABOVE HAS EARNED

OFFICIAL PATCHES: ROF INS MAI SAFE HANDLING PATCHES: FA CL CP RL

FIREARM: CS CR RR BR PR CH RH BH PH TARGET: TR SK SC BE PR SI HU

SKILL LEVEL PATCHES: 1S 2S 3S 1T 2T 3T DISCIPLINE _____

SKILL LEVEL PATCHES: 1S 2S 3S 1T 2T 3T DISCIPLINE _____

FEE FOR PATCHES, SHIPPING AND HANDLING ENCLOSED: _____

3. CERTIFY THE ENTRIES ABOVE

SIGNATURE OF CERTIFYING OFFICIAL: _____

PRINTED NAME, STATUS: _____, ROF/INS/MAI

CLUB NAME: _____

NATIONAL GROUP NAME: _____ CLUB AFF. NO: _____

PERSONAL NATIONAL GROUP IDENTIFICATION NUMBER: _____

MAIL THIS TO: PATCHES, PO Box 4384, Stc C, Calgary, AB T5T 5N2