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Subject: Glossary of Firearms Terminology

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Delegations will find in the Annex the Glossary of Firearms Terminology as finalised by the European Firearm Experts (EFE) Group at its meeting on 14 October 2015.

The Glossary is structured according to the following topics of firearms terminology:

- Ammunition;
- Firearms;
- Ballistics / Law Enforcement Activity.

The LEWP is invited to endorse the Glossary and encourage its better and wider use by the relevant experts, especially in the framework of national experts' contributions to multinational databases¹.

¹ See measure 5 in the list of actions suggested to COSI on improving the use of means of fighting trafficking of firearms (10753/1/15 REV 1).



European Firearm Experts (EFE) Group

Glossary of Firearms Terminology

October 2015

Ammunition

Ammunition

- a collective term for all items that can be discharged from a firearm. A loaded cartridge consists of a primed case, propellant and with / or without one or more projectiles

Ball Ammunition

- ammunition loaded with bullet(s)

BB

- this refers to the size of birdshot with a nominal diameter of .180" in shotgun cartridges. It is also used to refer to air weapon ammunition of .177" (4.5mm) steel projectiles in diameter and also to the plastic BBs used in airsoft or soft air weapons. This is despite the fact that these are with a diameter of 6 mm

Belt

- strengthening of the base of the case by a metal reinforcement used on high power cartridges (belted case). A belt is also known as a metallic, plastic or canvas integral or disintegrating piece of equipment which holds a series of cartridges for use with belt-fed machineguns

<i>Black Powder</i>	- a heterogeneous explosive substance consisting of potassium nitrate (oxidiser), sulphur and charcoal (reducer) which can be produced in many different forms (large grains, fine grains, mealed gunpowder or flakes). The original composition was made of carbon, sulphur and saltpetre
<i>Blank Cartridge</i>	- is a cartridge that is loaded without a projectile designed only to cause a sound and/or flash effect
<i>Bottleneck Cartridge</i>	- a cartridge case that has a main body diameter and a distinct angular shoulder stepping down to a smaller diameter at the neck portion of the case, similar in shape to a bottle
<i>Buck Shot</i>	- shot with a diameter of greater than 6.1 mm in the English system. In the international metric system, buckshot starts at 5mm
<i>Bullet</i>	- a unique projectile, spherical or non-spherical and can be made from a variety of materials
<i>Bullet Core</i>	- the inner section of a jacketed bullet
<i>Bullet Diameter</i>	- the maximum dimension across the largest cylindrical section of a bullet
<i>Bullet Jacket</i>	- a metallic or plastic/polymer envelope surrounding the core of a compound bullet
<i>Cartridge</i>	- a cartridge consists of a self contained unit comprising the primer, propellant, and with / or without one or more projectiles all housed within a cartridge case
<i>Cartridge Case</i>	- component of the cartridge which contains primer and propellant. The body of an ammunition is the portion that contains the propellant and on which a projectile can be inserted

Cartridge Case Length - the greater length of the cartridge case - the dimensions from face of the head to the mouth

Cartridge Case Mouth - the open end of a cartridge case or shotgun cartridge from which the projectile or shot charge is expelled in firing

Centrefire Cartridge - any cartridge that has its primer central to the axis of the case head



Charge - the amount, by weight, of a component of a cartridge (i.e., priming weight, propellant weight, shot weight)

Dummy Cartridge - an inert cartridge designed for firearms handling purpose, which contains neither primer nor propellant and cannot be fired under any circumstances

Expanding Bullet - a bullet designed for extending its surface upon impact with the target

Full Metal Jacket (FMJ) - a projectile in which the bullet jacket encloses most of the core, with the exception of the base. Other terminology includes Full Jacketed, Full Patch, Full Metal Case

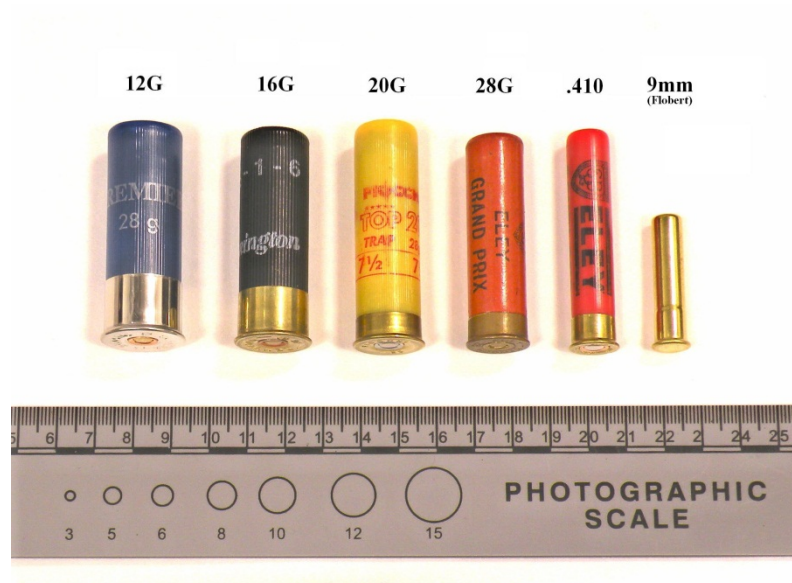
<i>Gun Powder</i>	- a generic term for cartridge and muzzle loading propellant
<i>Gunshot Residue</i>	- residues from the powder, primer and projectile, as well as from the metallic components of the cartridge case and firearm's barrel, which partly are expelled from the firearm during firing and partly remain in the firearm (mainly in the bore)
<i>Handloading</i>	- the process of manually assembling a cartridge case with a primer, propellant and bullet or wads and shot. See Reloading
<i>Head</i>	- the end of the cartridge case in which the primer or priming is inserted and the surface upon which the headstamp identification is imprinted. The head impacts against the breech during firing
<i>Headstamp</i>	- numerals, letters and symbols (or combinations) stamped into the head of a cartridge case or shotgun cartridge to identify the manufacturer, year of manufacture, calibre or gauge, and other additional information
<i>Heel</i>	- the rear portion of a bullet
<i>Hollow Point Bullet</i>	- a bullet with a cavity in the nose to facilitate expansion
<i>Lead Bullet</i>	- a compact bullet formed by a lead alloy
<i>Load</i>	- the combination of components used to assemble a cartridge. Load also refers to the act of putting ammunition into the chamber of a firearm
<i>Long Rifle</i>	- the name given to one type of .22” rimfire calibre cartridges and in direct connection with the length of the cartridge case
<i>Magnum</i>	- a term commonly used to describe a cartridge that is longer than a standard cartridge or shell of a given calibre with an increase over standard performance

<i>Metallic Cartridge</i>	- ammunition having a metallic cartridge case
<i>NATO Cartridge</i>	- a common designation for military cartridges produced under the specifications of the North Atlantic Treaty Organization (NATO) and signified by a \oplus symbol on the headstamp
<i>Nitrocellulose Powder</i>	- is a smokeless propellant for ammunition whose principal ingredient is colloidal nitrocellulose. The nitrogen content of the nitrocellulose is usually between 12.6% and 13.5%. It is also known as single base powder
<i>Paper Shell</i>	- a cartridge (shot shell) with a body of paper
<i>Pellet</i>	- a common name for the small spherical projectiles loaded in shot shells. It also refers to a non-spherical projectile used in some air rifles
<i>Percussion</i>	- a means of ignition of a propellant charge by a mechanical blow against the primer (modern) or cap (antique)
<i>Percussion Cap</i>	- the ignition source for several types of muzzleloading firearms, usually consisting of a copper alloy cup containing the priming mix. It is placed over a hollow nipple at the end of the barrel with a clear channel to the propellant
<i>Pinfire</i>	- an obsolete design of cartridge created in the early 19th Century that utilised a pin emanating through the wall of the cartridge that when struck by the hammer of the firearm would strike a primer within the body of the cartridge. The pinfire cartridge was rendered obsolete by the invention of the rimfire and centrefire cartridge
<i>Primer</i>	- a component in the ammunition which explodes when struck by the firing pin, or under an electric excitement, igniting the propellant and discharging the projectile. The primer is composed of a primer cup containing priming mixture

<i>Primer Cup</i>	- brass or copper cup designed to contain priming mixture
<i>Primer Pocket</i>	- a cylindrical cavity formed in the head of a metallic centrefire cartridge case, or in the head of a shotgun cartridge, to receive an appropriate primer or battery cup primer assembly
<i>Primer Seating</i>	- is the insertion of a centrefire primer in the primer pocket
<i>Projectile</i>	- an object (bullet, shot, slug or pellet) which is discharged by the force of rapidly burning gases or by other means when a gun is fired
<i>Propellant</i>	- a chemical compound inside a cartridge which burns rapidly when ignited to produce large amounts of hot gas. This gas drives the projectile(s) out of the barrel
<i>Reloading</i>	- the process of reassembling a fired cartridge case with a new primer, propellant and bullet or wads and shot. See Handloading
<i>Rimfire Cartridge</i>	- cartridges containing the primer mixture around the rim of the case head. Often used to refer to .22” calibre ammunition, the most common rimfire calibre
<i>Rimless Cartridge</i>	- a centrefire cartridge whose case head is of the same diameter as the body and has a groove all around the base to provide the extraction surface
<i>Rimmed Cartridge</i>	- a cartridge having a head that is larger in diameter than the body of the case May be either rimfire or centrefire
<i>Round</i>	- a generic term for a bulletted cartridge
<i>Shot</i>	- small pellets of varying sizes and weights which are used as the projectiles in shotgun cartridges

Shotgun Cartridge

- a centrefire or rimfire cartridge loaded with small diameter shot



Shot Size

- a numerical or letter(s) designation related to the average diameter of a pellet. The number system varies from country to country

Slug

- term in use to describe a unique projectile in a shotgun cartridge

Smokeless Powder

- the name for a nitrocellulose-based powder. Can be single base (nitrocellulose only) or double base (nitrocellulose and nitroglycerine or another nitric ester)

Soft Point Bullet

- a semi-jacketed bullet design where a portion of the core are exposed of at the nose of the bullet

Steel Shot

- soft steel pellets made specifically for use in shotgun cartridges

Steel Jacketed Bullet

- steel metallic envelope surrounding the core of a compound bullet

Total Metal Jacket Bullet - a projectile in which the bullet jacket encloses the whole core, including the base

Wadding - plastic or fibre filler loaded in shotgun cartridges to isolate propellant from pellets



Firearms

Action - the working/firing mechanism of a firearm. May be broken down into action types as: automatic, semi-automatic, manual repeating or single shot action

Air gun - uses compressed air or gas to propel a projectile

Airsoft gun - a kind of air gun intended to look like a firearm and expelling small pellets (e.g. plastic BB, aluminium BB...)

Alarm firearm - a blank firing gun: object or device that may or may not have the appearance of another firearm, originally designed and intended to provoke only a sound effect, by the percussion of the ammunition, and whose characteristics exclude the firing or the conversion for the firing of any projectile (e.g. starter pistol). This definition excludes any modified real firearm. (Blank firing gun)

Antique - a firearm for which the year of model and/or manufacturing is considered as antique in national legislation. The Schengen convention considers those firearms as antique firearms where the model or manufacturing are previous to 1st January 1870. However, this definition excludes all firearms which can fire ammunition, or firearms that are prohibited or under authorisation



<i>Assault Rifle</i>	- is a selective fire rifle with a detachable magazine. It is capable of firing in different modes (both fully automatic and semi-automatic fire) and is typically the standard infantry weapon in the armed forces
<i>Automatic firearm</i>	- any firearm that, once the first round has been fired, loads automatically and can, per single pull of the trigger, fire a burst of many shots until the trigger is released (term also used: fully automatic firearm)
<i>Barrel</i>	- the cylindrical tube designed to contain the pressure of a propellant and direct the projectile. For many weapons it consists of chamber it consists of a chamber ending a rifled or smooth bore. For a revolver, the barrel does not have a chamber
<i>Blank-Firing Weapon</i>	- object or device that may or may not have the appearance of a firearm, originally designed and intended to provoke only a sound or flash effect by the percussion of the ammunition and whose characteristics exclude the firing or the conversion for the firing of any projectile (e.g.: alarm firearm, starter pistol/revolver). This definition excludes all modified real firearms. See Alarm firearm
<i>Blowback Action</i>	- in self-loading firearms, the blowback action is characterised through the acquisition of energy due to the combustion of the propellant that drives the movement of the firearm mobile elements and so ensures the complete cycle of the weapon kinematic
<i>Bolt</i>	- movable essential part of a firearm which ensures the closing and the locking of the firearm for manual repeating firearms
<i>Bolt Action</i>	- a manual (repeating) action where the bolt is moved in line with the bore that, by a movement of translation then rotation ensures the closing and the locking of the firearm. This manual action by the operator executes nearly all the operations (extraction, ejection, armament of the firing pin, introduction of a round of ammunition, then, the extractor claw engages the base of the case)

<i>Bolt Handle</i>	- a protrusion from the bolt, usually at right angles from the axis of the bolt, which is used to manually actuate the mechanism
<i>Bore Obstruction</i>	- a foreign object or material in the bore of a barrel which prevents unhindered passage of projectile(s) when fired
<i>Breech</i>	- movable essential part of an automatic or semi-automatic firearm which ensures the closing and the locking of the firearm
<i>Breech Block</i>	- Part of the firearm that closes the breech of a weapon (whether small arms or artillery) at the moment of firing
<i>Breech Closing mechanism</i>	- an essential element of the firearm, consisting of the bolt or the breech, the breech block, the bolt handle, the barrel, the receiver and/or frame. For a revolver the closing mechanism consists of the frame (grip) and the cylinder
<i>Breech Face</i>	- the part of the breech block, which maintains the cartridge in the chamber by supporting its base
<i>Bull Pup</i>	- a shoulder firearm, in which the rear of the firing action/mechanism and magazine are located behind the trigger assembly. This system was created to obtain a shorter rifle with the longest possible barrel
<i>Burst-Fire Weapon</i>	- this type of automatic firearm fires a predetermined number of shots (for example, three) with each pull of the trigger
<i>Butt</i>	- in handguns it is the bottom part of the grip. In long guns, it is the rear or shoulder end of the stock
<i>Butt-Plate</i>	- a metal, rubber or composition covering to reinforce and protect the shoulder end of a firearm stock

<i>Calibre</i>	- a measurement of barrel diameter, but commonly used to identify, in association with other elements (length of the cartridge case in metric system or brand...), the type of cartridge a gun is designed to fire
<i>Carbine</i>	- a rifle of relatively short length and light weight originally designed for mounted troops
<i>Cartridge Guide</i>	- a firearm component which acts as a guide for the cartridge while it is being fed from the magazine to the chamber
<i>Chamber</i>	- essential part of a firearm where the cartridge is inserted prior to being fired. In a revolver, the chamber is not part of the barrel but is instead made by holes in the cylinder that have been formed to accept a cartridge
<i>Choke</i>	- an interior constriction at or near the muzzle end of a shotgun barrel for the purpose of controlling shot dispersion
<i>Class Characteristics</i>	- marks which have common characteristics and these systematic features that are printed on cases and projectiles during discharging allow the identification of a particular model of weapon or gun
<i>Cock (to)</i>	- to place the hammer or firing pin/ striker in position for firing
<i>Combination Firearm</i>	- a multiple barrel firearm designed to handle cartridges of different sizes, calibres, or types of ammunition and may comprise smooth and rifled barrels
<i>Compensator</i>	- a device attached to the muzzle end of the barrel that utilises propelling gases to reduce recoil and recoil jump. Also, see Muzzle Brake

Components (parts)

- any element or replacement element specifically designed for a firearm and essential to its operation (e.g. trigger, hammer, magazine ...)

Converted Firearm

- firearm which has been modified in one or more of the essentials characteristics (e.g. shoulder firearm in hand firearm, semi-automatic in automatic and incersion, from a calibre in another, blank firing in bullet firing.)



Cut Rifling

- a process of forming the spiral grooves in the bore of a smooth barrel by a cutting tool which has a hook shape. Also called Hook Rifling

Cyclic Rate

- the rate which a succession of movements repeats itself; in an automatic firearm, it is usually expressed in shots per minute that are theoretically possible to be fired, given an unlimited supply of ammunition

Cylinder

- part of a revolver holding rounds in separate chambers; the chambers are sequentially rotated in line with the barrel prior to each round being discharged

<i>Deactivated Weapon</i>	- deactivated weapons are firearms that have been modified in such a manner that they can no longer discharge any shot, bullet or other missile. Deactivation is intended to be permanent and such firearms should be incapable of being reactivated without specialist tools and skills
<i>Derringer</i>	- a generic term applied to many variations of small one-or more shot pistols, using both percussion caps and cartridges. The term is from the original designer, Henry Derringer
<i>Disconnecter</i>	- a device intended to disengage the percussion system from the trigger. 1.) In a manually operated firearm, it is intended to prevent firing without pulling the trigger. 2.) In a semi-automatic firearm, it is intended to prevent full automatic firing
<i>Disguised Firearm</i>	- a firearm constructed in such a manner that it doesn't look like a firearm. Examples have included those capable of lethal discharge disguised as pen guns, mobile phones and Maglite styled torches
<i>Double Action</i>	- a firing method where the hammer or firing pin are cocked and released by the same movement of the trigger
<i>Double Barrel</i>	- two barrels in a firearm mounted to one frame. Can be vertically ("over-under") or horizontally ("side-by-side") aligned
<i>Ejection Port</i>	- an opening in the slide or receiver for expelling the cartridge case
<i>Ejector</i>	- a part or device which causes the cartridge or cartridge case to be expelled out of the firearm. Shotguns are nearly always equipped with an extractor which can act as an ejector

<i>Essential Component</i>	- any element or replacement element designed for a firearm and essential to its operation, which, being separate objects, are included in the category and follow the legal regime of the firearm on which they are or are intended to be mounted. They include barrel, frame or receiver or handle, slide, cylinder, grip, bolt or breech block
<i>Extractor</i>	- part of a firearm that extracts the cartridge or the cartridge case from the chamber when the breech closing mechanism is opened
<i>Feed Ramp</i>	- an angled surface before the chamber, which helps to guide a cartridge into the chamber when it is loaded from a magazine. (Can be useful in identification examination). See <i>Loading Ramp</i>
<i>Firearm</i>	- weapon that use the combustion of a propellant to launch one or multiple projectile(s) or to produce a sound or flash effect
<i>Firing Pin</i>	- the part of a firearm which strikes the ammunition primer or the rim of the cartridge, igniting the propellant and discharging the projectile(s)
<i>Frame</i>	- essential component, the basic unit of revolvers, pistols, and break-open guns which houses the firing and breech mechanism and to which the barrel and stock are assembled. For other guns, it is called the receiver
<i>Gauge</i>	- a term used to denote the calibre of a shotgun. It is taken as a measure of the number of identical solid spheres, of the same diameter than the bore of the smooth barrel that can be made from a pound of lead. (e.g. there are 12 identical solid spheres that can be made from a pound of lead that fit the internal diameter of a 12 bore shotgun)

<i>Gas firearm</i>	- object or device that may or may not have the appearance of a weapon, originally designed and intended to provoke only a gas expulsion, by the percussion of the ammunition, and whose characteristics exclude the firing or the conversion for the firing of any other projectile. Normally the cartridges are filled with a noxious substance (CS or OC) to temporarily disable an attacker. This definition excludes any modified real firearm
<i>Gas Operated</i>	- a fully 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
<i>Grip</i>	- in handguns, it is the handle, while in shoulder arms, it is that portion of the stock to the rear of the trigger
<i>Grooves</i>	- the spiral or helicoidal cuts in the barrel which create the rifling
<i>Gun</i>	- the common term for a firearm, for example, a handgun or rifle
<i>Half cock</i>	- it's a safety notch dedicated to prevent shocks or decocking: the intermediary position of the hammer between notch of armed and decocking position intended to prevent release of the hammer without pressing on the trigger. This can be the safety or loading position of many guns
<i>Hammer</i>	- a part of the firing mechanism which strikes the firing-pin, primer or percussion cap. In some instances the firing pin is an integral part of the hammer
<i>Handgun</i>	- a firearm designed to be held and fired in one hand and not dedicated to be shouldered

<i>Heavy Firearm</i>	- weapons destined to be used by more than one member of armed or security forces, as a team, and which calibre is bigger or equal to 100 mm. According to NATO definitions, the term " <i>heavy weapons</i> " means all tanks and armoured vehicles, all artillery 75 mm calibre and above, all mortars 81 mm calibre and above, and all anti-aircraft weapons at 20 mm calibre and above
<i>Imitation Firearm</i>	- a functional reproduction of an existing firearm. It is also the term used to refer to a modern reproduction of an antique weapon in some MS. See replica Netherlands – also referred to as a ' <i>look-a-like</i> '?
<i>Improvised Firearm</i>	- there is no general agreement on the definition
<i>Lands</i>	- the area between the grooves in the rifling
<i>Lever Action</i>	- the breech mechanism for manual repeating action is cycled by an external lever usually found below the receiver or the frame
<i>Light Weapons</i>	- according to NATO definitions, light weapons are collective firearms designed to be used by two or three persons, though some of them can be used single handedly
<i>Loading Ramp</i>	- a platform in the receiver behind the chamber that guides the cartridges into the chamber. See <i>Feed Ramp</i>
<i>Long Firearm</i>	- a firearm other than a short firearm. See <i>Short Firearm</i>
<i>Machine Gun / Fully Weapon</i>	- is a firearm that fires rapidly and repeatedly without <i>Automatic</i> requiring separate pressure on the trigger each time The gun will continue to fire until the trigger is released or the supply of ammunition exhausted.

<i>Machine Pistol</i>	- is a fully automatic handgun, for example the Glock 18. In some MS, the term Machine Pistol is used to refer to a sub-machine gun
<i>Magazine</i>	- a spring loaded box or tube that holds cartridges ready for loading into the chamber of a repeating or self-loading gun. It may be removable or an integral (fixed) part of the firearm
<i>Mainspring</i>	- the mechanical, energy storage device that operates the striker or hammer of a firearm
<i>Markings</i>	- letters, numbers, words or symbols, stamped, rolled, cast or engraved, on a firearm designating the manufacturer, model, origin, calibre or gauge, choke, material, proof etc.
<i>Musket</i>	- outdated military matchlock, flintlock or wheel lock shoulder firearm with long smooth bore barrel
<i>Muzzle</i>	- the forward end of a barrel from which the bullet or shot emerges
<i>Muzzle Brake</i>	- a slotted device attached at the muzzle of a firearm that uses the emerging gas behind a projectile to reduce recoil
<i>Muzzle Energy</i>	- the kinetic energy of the projectile as it leaves the muzzle of a firearm (generally expressed in Joules)
<i>Muzzleloader</i>	- a firearm that does not use compact cartridges which can only be loaded with blackpowder and projectile(s) through the muzzle or front end of a cylinder in the case of a muzzle-loading revolver
<i>Muzzle Velocity</i>	- the speed at which the projectile leaves the muzzle of a firearm (expressed in meters/second)
<i>Operating Handle</i>	- handle of semi or full automatic firearm used to cycle firearm without firing. Also called Charging Handle, Cocking Handle, and Cocking Knob

Original Lethal Purpose - a firearm originally manufactured with lethal purpose as opposed to weapons converted to be capable of live firing with lethal effect

Over and Under (O/U) - firearm with two barrels placed one above the other



Overall Length - the length from the muzzle to the butt plate, measured parallel to the barrel

Pepper Spray - pepper spray does not use ammunition. It is an incapacitating spray (aerosol)

Pistol - a handgun in which the chamber is a part of the barrel



Polygonal Rifling - rifling created in the barrel by hammering in which there is no sharp edge (no lands and grooves)

Proof Mark - a stamp or a set of stamps applied on all stressed components of a firearm after it has passed a proof test (barrel, breech block, frame, slide, receiver, cylinder)

Pump Action - a manual repeating action where all the mechanisms are moved by a back and forward action of the servant on the slide to cycle the action (unlocking, opening, cocking, loading, closing, locking...)



Rate of Fire - the rate at which a number of projectiles can be discharged from the firearm in a given timeframe, e.g. one minute or per second

Rate of Twist - the distance required for the rifling to complete one revolution

Reactivation - the restoration of its original capacities of firing to a firearm which was previously deactivated

Receiver - essential component, the basic unit of a firearm which houses the firing and breech mechanism and to which the barrel and stock are assembled. In revolvers, pistols, and break-open guns, it is called the Frame

Recoil - the backward force of a firearm caused by expansion of powder gases that also expels the bullet out of the barrel

Recoil Operated

- in an automatic or semi-automatic type firearm, force caused by expansion of propellant gases is used to unlock the breech bolt and then to complete the cycle of extracting, ejecting the cartridge case and reloading the cartridge in the chamber

Replica

- a functional reproduction of an existing firearm. It is also the term used to refer to a modern reproduction of an antique weapon in some MS

Revolver

- a firearm, usually a handgun with a revolving cylinder of chambers, so arranged to allow several successive shots to be discharged by the same firing mechanism fired without reloading



Rifle

- a shoulder firearm with a rifled barrel

Rifling

- spiral / helicoidal lands and grooves inside the barrel designed to make the bullet spin, thereby stabilising it and improving its accuracy

Safety Device

- mechanical device in a firearm designed to block the firing mechanism during the movement of the mobile parts to prevent the unintentional discharge when properly engaged

Sawn off shotgun

- a shotgun that has had its barrel and/or stock shortened



Sear

- a part that retains the hammer or striker in the cocked position.
When released, it permits firing

Selective-Fire

- a self-loading firearm that can fire in fully automatic, semi-automatic or burst-fire modes at the option of the individual

Semi-Automatic

- a firearm in which the loading is automatic and the fire of a single shot is obtained when the trigger is pulled, the fired cartridge case is then ejected and a fresh cartridge loaded into the chamber. The trigger must be released and pulled again to fire another shot

Serial Number

- a number applied to a firearm by the manufacturer in order to identify the individual firearm

Short Firearm

- a firearm whose overall length does not exceed 60 cm

Shotgun

- a firearm with a smooth bore, normally designed to be fired from the shoulder that normally discharges a cartridge containing a number of small pellets or shot or a single solid slug or any other load that can be carried by the cartridge



Shoulder Firearm

- a firearm generally supported with two hands and shouldered to fire

Side by Side

- a firearm with two barrels arranged adjacently in the horizontal plane



Single Action

- this refers to the requirement by the individual to pull the hammer back manually (cocking the hammer) prior to utilising the trigger to operate the firing mechanism

Single Shot

- a firearm without a magazine, holding a single round of ammunition

Sleeving

- using a metal tube to replace an existing gun barrel (or to be inserted in a weak barrel). It is observed in criminal conversion enterprises to overcome weaknesses in a barrel caused by the presence of venting holes or in an attempt to provide a barrel that chambers available ammunition correctly

Slide Action

- a repeating mechanism where the loading is done by moving a part of the firearm parallel to the barrel. Also called pump action

<i>Small Arms</i>	- according to NATO definition, these are individual firearms, capable of being carried by a person and fired without mechanical support. They, especially but not exclusively, include handguns, shoulder weapons, light-machine guns, sub-machine guns and assault rifles
<i>Smooth Bore</i>	- a firearm with a barrel with no internal rifling, typically a shotgun
<i>Sound Moderator</i>	- also known as a Sound Suppressor or a Silencer – a device that attaches to, or is fixed to the muzzle of the barrel of a firearm and reduces the noise (report) produced by a cartridge discharging in a firearm
<i>Stock</i>	- part of a shoulder firearm by which it is held for firing and into which the action is attached. It is used to steady the firearm against the shoulder of the individual when firing
<i>Straight Pull Action</i>	- a bolt action firearm in which the bolt handle does not need to be rotated for locking and unlocking, but can be handled by a straight backward and forward motion of the shooter's hand, the bolt does rotate though
<i>Stun Gun</i>	- an electroshock handheld contact weapon which uses a temporary high-voltage, low-current electrical discharge and delivers the electric shock without projectile that momentarily disable the recipient

Sub-machine Gun (SMG) - an automatic firearm that frequently discharges ammunition in pistol calibre and generally used with two hands



Toy Weapon - a representation of a firearm (not necessarily realistic) that is incapable of firing ammunition or one that is only capable of discharging soft rounds The firearm would be structurally unsuited to be modified to discharge ammunition

Trigger - the part of a firearm's mechanism which is pressed or squeezed by the finger to cause the firearm to discharge

Trigger Guard - a rigid loop that partially surrounds the trigger to reduce the possibility of accidental discharge

Wheellock - a friction mechanism designed to cause a spark to ignite the gunpowder pan, by releasing tension on a spring, by pulling a trigger. The spring unspins, causing the sparks. (for Muzzleloader)

Ballistics / Law Enforcement Activity

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