Australian
BORDER FORCE

Deactivating warfare items

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Introduction

This document provides guidance for deactivating various warfare goods to satisfy the collectors and non-government museum test set out of Part 1 of Schedule 13 of the *Customs (Prohibited Imports) Regulations 1956* (the Regulations). It is a requirement that to meet the collectors and non-government museum test, the goods are inert and permanently deactivated (to the extent that the goods cannot return to their original working order).

The importation of warfare goods is prohibited without permission, in the form of a permit, from the Minister for Home Affairs or an authorised person. Warfare goods are those listed in items 1 and 1A of Part 2 of Schedule 13 of the Regulations.

Due to the many variations in design and manufacturing techniques used in warfare items, some items will require additional or alternate steps to ensure they are permanently inoperable.

The guidance provided in this document is designed to meet the requirements for import under the Regulations. In certain circumstances, there may be domestic (state or territory) requirements that require additional deactivation measures. The collector and/or armourer within the jurisdiction where the item is to be located should comply with or ensure deactivation measures undertaken are consistent with the legislation of that jurisdiction.

Importers of warfare items that are already deactivated in accordance with this document still require import permission to be granted by the Minister for Home Affairs or an authorised person prior to the item's arrival in Australia.

Enquiries on individual weapons permit applications can be sent to fwp@abf.gov.au

Permits and Strategic Goods Section
Customs & Trade Policy Branch

Definitions

Definitions	
Ammunition	One or more loaded cartridges consisting of a primed cartridge case, propellant, and with or without one or more projectiles. For the purposes of this guide, ammunition includes projectiles, bombs, rockets or any other missile, grenades, mortar bombs, mines, etc.
Component of ammunition	Projectile, casing or primer
Explosive Ordnance	Ammunition and explosive or pyrotechnic devices
Inert	Round or device that contains no primer, propellant, projectile or explosive charge (i.e. no active components)
Machine (verb)	To make, prepare, or finish with a machine (an apparatus using force, electrical or mechanical power).
Mill (verb)	To grind, work, treat, or shape.
Ordnance (weapons)	Includes artillery, howitzers, cannons, self-propelled guns, mortars, machine guns, flame throwers etc.
Permanently deactivated	Item has been rendered incapable of discharging ammunition or other projectiles and cannot be returned to a condition in which it could discharge ammunition or other projectiles.
Relic	A weapon having historical interest by reason of its age or its association with the past
Section	To cut showing the internal structure; cross-section.
Weapon	Goods listed in Part 2 of Schedule 13 of the *Customs (Prohibited Imports) Regulations 1956.*

Standards

Alternative deactivation method

A method of treating the major parts that ensures that the parts are deactivated to the extent that the weapon is incapable of being returned to its original firing condition.

Importers may submit proposals from qualified armourers that ensure that the parts are deactivated to the extent that the weapon is incapable of being returned to its original firing condition.

This also includes consideration of where the condition of the weapon as a ‘relic’ may contribute to the deactivation requirements.

A weapon will be considered a relic where:

1. Rust, oxidation or corrosion is significant and obvious.
2. All working surfaces including the internal mechanism and any other moving parts are seized, bound or damaged so they cannot be restored through force, lubrication, temperature or electrolysis.
3. The weapons is of historical interest due to its age or its association with the past.

These applications will be assessed on a case-by-case basis on receipt of an application for permission to import a particular part or component.

Sectioning

This process involves the machining or milling of all the major parts of the large calibre armament or bomb/grenade/landmine body in a way that cannot be reversed and exposing the internal mechanism.

Welding

This procedure involves ARC or MIG welding only where a steel rod is inserted and welded into the barrel, and the welding of all the major parts of the large calibre armament, in a way that cannot be reversed.

Superficial or spot welding will not be accepted.

Welding will need to result in a strong bond along the section/length of the nominated parts.

Guns or rifles

Machine guns or rifles with a calibre greater than .50 (12.7 mm)

Including automatic or burst firing, shell firing cannons of 20mm or greater calibre, if designed to be carried and deployed by hand.

Firearms with a calibre equal to or less than 0.50 (12.7mm) are classified under a different part of the Regulations and are not covered by this deactivation guide.

Welding procedures

1. Bore a calibre size hole into the chamber.
2. Insert a close fitting steel rod into the barrel and weld to the muzzle and breech.
    a. Where the weapon has a quick detachable barrel, it must be welded to the receiver.
3. Weld the bolt to both sides of the receiver from the breech face (or as close as possible) for 60% of its length. Weapons with bolt carriers will have the bolt welded to the carrier and the carrier welded to the receiver.
4. Remove the gas piston and spring where fitted, and block the gas port with weld.
5. Belt-fed firearms are to have the feed mechanism (pawls) welded to the feed tray.
6. Weld the trigger and hammer/sear to the receiver. Body covers and/or end caps are to be welded to the receiver.
7. Removable assemblies (trigger/butt group) are to be welded to the receiver.

Sectioning procedures

1. Machine away the bolt face with a 45-degree backward facing cut from the firing pin hole. The cut must break through the side of the bolt.
2. Shorten the nose of the firing pin in line with or under the bolt face (i.e. so that it does not protrude).
3. Machine a slot through the full length of the chamber and into the bore at least 20mm long. This slot will be large enough to remove at least a one-third section from the chamber diameter.
4. Machine at least a 20mm long calibre size slot approximately halfway along the barrel.
5. Machine a cut into the receiver/breech ring that matches the chamber cut. Only the minimal amount of material should remain to prevent the breech ring from flexing open. Machine guns with trunnion blocks will have a ‘T’ cut machined into the base. This cut will be no less than 10mm in diameter with the top of the ‘T’ extending across the full width of the receiver.
6. Remove at least half the material from all locking surfaces to a depth of 4mm. In the case of a removable locking shoulder, through the locking shoulder and 4mm into the supporting material.
7. Machine at least a 3mm vertical slot down both sides of the receiver that reduces the wall thickness by at least half. The cut does not have to be exposed but must be in the area of the locking surface (front locking) or between the locking surface and the breech face. If the firearm has an upper and lower receiver, both parts must be so machined.
8. The hinge point on the upper and lower receiver must be sectioned by the removal of at least a one-quarter section.
9. Machine at least a 3mm slot through the actuating arm(s) removing at least half of the thickness.
10. Remove at least half the diameter of the gas port for a distance of at least half of its length.
11. Machine a slot into the gas cylinder that is at least half the size of the piston head for the full length of the piston head travel.

12. Remove at least one-third of the diameter of the piston head.
13. Remove at least half of the sear mating surfaces.
14. Machine at least 3mm from the face of the hammer where it contacts the firing pin.

Field guns

Includes self-propelled guns, howitzers, cannons, recoilless rifles, aircraft and other automatic shell-firing cannons of .79 calibre (20 mm) or greater.

1. Bore a hole at least equal to calibre of the gun through the lower half of the barrel.
2. Cut off firing pin and weld the firing pin hole completely closed.
3. Bore at least a 15mm hole in the side of the buffer cylinder or otherwise deactivate the recoil mechanism.

Antique or reproduction muzzle-loading cannons

1. Bore a hole at least equal to calibre of the cannon through the lower half of the barrel.
2. Touch hole/cannon vent to be welded completely closed.

Importers are advised to contact their state or territory weapons registry for further domestic measures that may apply to these goods, including the welding of an obstruction within the bore.

Mortars

1. Bore a hole at least equal to half the calibre of the mortar into the chamber or base end of the tube.
2. If they separate, weld the tube to the end plug.
3. Removable balls are to be welded to the tube.
4. Grind back the firing pin nose. Removable firing pins are to be welded in place or removed completely and the thread in the ball fouled with weld.

Rocket/projectile launchers

Welding Procedures

1. Bore a hole of at least half calibre size into the tube approximately halfway along its length.
2. The firing mechanism is to be welded solid. If an electric type, the generator is to be removed and the housing filled with an epoxy resin.

Sectioning procedures

1. Bore a hole of at least half calibre size into the tube approximately halfway along its length.
2. Shorten the nose of the firing pin so that it does not protrude into the tube.
3. Reduce the actuating arm (hammer face/cam plate) so it will not contact the firing pin.
4. The cartridge guide or indexing channel is to be removed / machined out.
5. Where a trigger mechanism is fitted, remove half of the sear mating surfaces.

Artillery (alternative deactivation method for calibres above 40mm)

1. Plug chamber with minimum 50.8mm thickness solid steel plug. Plug should be positioned as near to breech as individual piece will allow. Ring weld plug using continuous and substantial run of weld to 95% of circumference. A water drainage hole at the 6 o'clock position is acceptable.
2. Cut a slot into the breech end of the barrel of at least 25.4mm wide and 50.8mm long. This should ideally be done from the exposed barrel face.
3. Machine or grind the internal breech face to reduce strength and to prevent a gas seal from forming. A minimum of 4 intersecting cuts of 12.7mm width and depth is required.
4. Substantially weaken and interrupt obturation rings where fitted, by weld, machining or grinding.
5. Remove or shorten striker/firing pin if fitted, along with any mechanical linkage within the breech block that relate to the firing mechanism.
6. Weld striker/firing pin aperture on rearward face of breech block.

Dazzle or decoy devices

1. All chemical residues removed.
2. All major parts of each dazzle or decoy device must be machined or milled by at least an eighth, exposing the internal mechanism.

Equipment designed or adapted for the making of smoke screens

1. All chemical residues removed.
2. Machine or mill all the major parts of the smoke screen body by at least an eighth, exposing the internal mechanism.

Explosives or incendiary materials

Permits will not be approved for private collections of explosive or incendiary materials.

Flamethrowers (for warfare or like purposes)

Flamethrowers are to be deactivated by either of the following procedures:

Welding Procedures

1. All chemical residues removed.
2. Weld all the internal mechanisms. The supply equipment is to be rendered inoperable by welding the control valves shut.

Sectioning procedures

1. All chemical residues removed.
2. Cut at least a 15mm hole in the tank/tanks.
3. Remove the ignition source and prevent its replacement by machining or milling its seat to prevent replacement, or weld it to the flamethrower body.

Ammunition and explosive or pyrotechnic devices

Permits will not be approved for private collections of gasses or liquids designed for the purpose of killing or incapacitating persons and devices or apparatus designed or adapted for use with those goods.

Grenades of any type, whether charged or not

Fragmenting grenades

1. All chemical residues removed.
2. Separate the fuse/detonator from the main body of the grenade.
3. Remove striker section where it comes in contact with detonator/fuse.
4. Machine or mill all the major parts of the grenade (including fuses) by at least an eighth, exposing the internal mechanism or compartment.

Signal, smoke, light case pyrotechnic use grenades

1. All chemical residues removed.
2. Separate the fuse/detonator from the main body of the grenade.
3. Remove striker section where it comes in contact with detonator/fuse.
4. Drill at least a 6 mm hole in the side of the body.

Mines

1. All chemical residues removed.
2. Machine or mill all the major parts of the mine by at least an eighth, exposing the internal mechanism.

Mortar bombs, bombs, rockets or any other missile

1. All chemical residues removed.
2. Machine or mill all the major parts of the item in by at least an eighth, exposing the internal mechanism.

Trip flares

1. All chemical residues removed.
2. Machine or mill of all the major parts of the trip flare by at least an eighth, exposing the internal mechanism.

Projectiles/cases

Permits will not be approved for private collections of uranium depleted rounds or similar items.

Permits will not be approved for private collections of rounds containing any tracer, incendiary or explosive compounds or similar items.

Solid projectiles

Solid projectiles without internal components or compartments do not need to be sectioned, and must not be seated in any cartridge/shell casings.

Hollow or compartmented projectiles

1. All chemical residues removed.
2. Machine or mill all the major parts of the item by at least an eighth, exposing the internal mechanism.

Cartridge/shell cases

Less than 40mm

1. Remove all chemical residues.
2. Remove the primer/ignition device or expend to ensure that each case is free from all explosive compounds.
3. Drill at least a 1mm hole through the lower third of the case.

40mm or greater

1. Remove all chemical residues.
2. Remove the primer/ignition device or expend to ensure that each case is free from all explosive compounds.
3. A hole does not need to be drilled through the shell/cartridge case.

Direct fire tank ammunition – any calibre

1. Remove all chemical residues.
2. Remove the primer/ignition device or expend to ensure that each case is free from all explosive compounds.
3. Drill at least 1mm hole through the lower third of the case.

Parts and accessories for warfare items

Includes parts and accessories designed or adapted for warfare, or for use with any of the above items.

Deactivation procedures for parts and accessories will be determined on a case-by-case basis on receipt of an application for permission to import a particular part or component.