

CARRYING AMMUNITION AND/OR FIREARMS ON THE QANTAS/JETSTAR GROUP

All firearms and/or ammunition carried on the Qantas/Jetstar Groups, (Qantas, QantasLink, Jetstar, National Jet Systems and Network Aviation) is done in accordance with dangerous goods Regulatory and company requirements. In addition, some countries also have specific requirements regarding their carriage e.g. Singapore.

It is the sole responsibility of a passenger to:

- adhere to all the Group carriage requirements, both domestically and internationally;
- ensure all relevant country specific import/export permits and documentation (including Australia) are obtained prior to travel;
- adhere to relevant firearms legislation.

CARRAIGE OF AMMUNITION

In accordance with Dangerous Goods Regulations, the carriage of ammunition requires the approval of the Operator (airline). An Approval issued by Qantas Dangerous Goods is valid on the Qantas and Jetstar Group.

To be Eligible for an Approval You Must:

- hold either a valid Firearms Licence or Permit or Enforcement Agency Identification;
- not carry more than 5kg gross of ammunition*, (multiple passenger allowances cannot be combined);
- ensure all ammunition is securely packaged e.g. individually separated in a container;
- ensure all ammunition is carried in checked baggage only.

** In accordance with the Firearms Control Act (Act 60 of 2000), when travelling to, from or through South Africa, an additional restriction limits ammunition to 200 rounds person.*



To obtain an Online Approval Letter:

Use the link below, then follow the prompts:

<http://www.qantas.com/travel/airlines/dangerous-goods/global/en#ammunition-cartridges-for-weapons-andor-firearms>

- select 'Ammunition';
- enter your valid Firearms Licence number, Permit Number or Enforcement Agency Identification;
- enter your full name;
- enter your email address and confirm;
- submit your request.

At Check-In You Must:

- see a Customer Service Agent/Officer;
- show your valid Firearms Licence or Permit or Enforcement Agency Identification;
- present the ammunition to be weighed;
- present your current Dangerous Goods Approval Letter e.g. hard or soft copy.

Note: When ammunition is packed within a locked firearms case, the ammunition must be in a separate locked container.

CARRIAGE OF FIREARMS

Passengers carrying only firearms (no ammunition), **do not** require the Approval of the Operator (airline), however you must ensure that all Firearms are:

- unloaded;
- inoperable e.g. bolt removed, trigger guards fitted etc.; and
- contained in a separate locked case (hard or soft is acceptable) *.
- in checked baggage only.

**Passengers travelling with firearms are permitted an additional piece of baggage within their total weight allowance, at no charge. Not valid on JQ operated flights, standard fees apply.*

At Check-In, You Must:

- see a Customer Service Agent/Officer
- show your valid Firearms Licence **or** Permit **or** Enforcement Agency Identification;
- confirm the firearm(s) are inoperable;
- confirm the firearm(s) are in a separate locked case (hard or soft is acceptable).

Note: *Firearms and/or parts of firearms are only permitted as checked baggage.*

If travelling Internationally, you must also:

- confirm any required Import Permit/s for the destination country have been obtained;
- if applicable, confirm an International Visitor Firearm Permit valid in the Australian state of arrival has been obtained.

COLLECTION OF FIREARMS

Baggage containing firearms will only be available for collection at the airlines' 'Baggage Services' area.

Important

Identification **is required** before any items will be released.

Singapore

Requirements for the carriage of firearms/ammunition to, from or through Singapore are detailed in the link below.

<http://www.qantas.com.au/travel/airlines/dangerous-goods/global/en#ammunition-cartridges-for-weapons-and-or-firearms>

Further information is available on the Qantas/Jetstar Dangerous Goods website:

<http://www.qantas.com/dangerousgoods/sin-carriage-of-firearms-and-or-ammunition.pdf>