

99089108261000

# Display weapon rendered unusable or destroyed

Heruntergeladen am 28.07.2025

<https://fimportal.de/xzufi-services/401612643/L100008>

Modul	Sachverhalt
Leistungsschlüssel	99089108261000
Leistungsbezeichnung I	Display weapon rendered unusable or destroyed
Leistungsbezeichnung II	Display weapon rendered unusable or destroyed
Typisierung	3a - Bundesaufsichtsverwaltung: Regelung, Land: Vollzug
Quellredaktion	Sachsen-Anhalt
Freigabestatus Katalog	unbestimmter Freigabestatus
Freigabestatus Bibliothek	fachlich freigegeben (silber)
Begriffe im Kontext	
Leistungstyp	Leistungsobjekt mit Verrichtung
Leistungsgruppierung	Sicherheit und Ordnung (089)
Verrichtungskennung	Entgegennahme (261)
SDG-Informationsbereich	
Lagen Portalverbund	Erlaubnisse und Genehmigungen (2010400), Fischen und Jagen (1110200)

Modul	Sachverhalt
Einheitlicher Ansprechpartner	Nein
Fachlich freigegeben am	10.08.2022
Fachlich freigegeben durch	Bavarian State Ministry of the Interior, for Sport and Integration
Handlungsgrundlage	<a href="https://www.gesetze-im-internet.de/waffg_2002/_37.html">https://www.gesetze-im-internet.de/waffg_2002/_37.html</a> <a href="https://www.gesetze-im-internet.de/waffg_2002/anlage_1.html">https://www.gesetze-im-internet.de/waffg_2002/anlage_1.html</a> <a href="https://www.gesetze-im-internet.de/awaffv/_25a.html">https://www.gesetze-im-internet.de/awaffv/_25a.html</a> <a href="https://www.gesetze-im-internet.de/waffg_2002/_37.html">https://www.gesetze-im-internet.de/waffg_2002/_37.html</a> <a href="https://www.gesetze-im-internet.de/waffg_2002/anlage_1.html">https://www.gesetze-im-internet.de/waffg_2002/anlage_1.html</a> <a href="https://www.gesetze-im-internet.de/awaffv/_25a.html">https://www.gesetze-im-internet.de/awaffv/_25a.html</a>
Teaser	If you have had your weapons rendered unusable, you must report this immediately.
Volltext	<p>Weapons or their essential parts are rendered permanently unusable if their firing capability or function cannot be restored with commonly used tools.</p> <p>However, if</p> <ul style="list-style-type: none"> <li>• the chamber has not been permanently altered in such a way that neither ammunition nor propelling charges can be loaded,</li> <li>• the breech has not been rendered permanently inoperable,</li> <li>• the trigger mechanism in grips or other essential weapon parts for handguns has not been rendered permanently inoperable,</li> <li>• in the case of handguns, the barrel does not have a full length, starting at the chamber, a continuous longitudinal slot at least 4 mm wide up to the muzzle or at intervals of 3 cm, but at least 3 caliber-sized holes or other equivalent barrel modifications has,</li> <li>• in the case of long guns, the barrel does not have at least 6 caliber-sized holes or other equivalent barrel modifications in the third facing the chamber and is</li> </ul>

## Modul

## Sachverhalt

permanently closed in front of these in the direction of the muzzle with a caliber-sized hardened steel pin,

then the same regulations continue to apply to these weapons as to functional weapons requiring a license.

You must have the weapons deactivated by a gunsmith/gun manufacturer. They will then issue you with a deactivation certificate as proof. You must keep the deactivation certificate together with the deactivated weapons or take it with you when transporting such weapons. If you lose the deactivation certificate, you must report this immediately to the relevant firearms authority.

If you have reported the deactivation and presented the deactivation certificate, the competent weapons authority will remove this weapon from your permit to possess and acquire weapons (WBK) and, if applicable, from your European firearms pass.

You can use the NWR identification numbers (NWR-ID) to complete the notification more quickly:

- Your Personal NWR ID (P or F NWR ID) for your personal details
- the permit NWR ID for the firearms permit (E-NWR ID)
- the weapon or weapon part NWR ID (W or T NWR ID).

You can obtain the NWR IDs on request from the relevant weapons authority.

## Erforderliche Unterlagen

- Identity card or passport (copy)
- Weapons ownership card in which the weapons are registered (if available)
- European firearms pass, if applicable
- Deactivation certificate (officially certified copy)
- Power of attorney/proof of activity/other proof if the notifying party is not the gun owner, e.g. insolvency/forced administrator, officially appointed guardian, possessor (in the event of the gun owner's death)

## Voraussetzungen

- You must have a deactivation certificate.
- Weapons that have been rendered inoperable and

Modul	Sachverhalt
	whose functionality cannot be restored using conventional tools.
Kosten	
Verfahrensablauf	You must report a weapon requiring a permit that has been rendered unusable or destroyed to the relevant weapons authority. Submit the notification together with the required documents.
Bearbeitungsdauer	
Frist	The disabling or deactivation of weapons must be reported immediately.
weiterführende Informationen	
Hinweise	
Rechtsbehelf	
Kurztext	<ul style="list-style-type: none"> <li>• Notification of weapons requiring a permit that have been rendered inoperable or destroyed</li> <li>• The rendering inoperable or deactivation of weapons must be reported immediately</li> <li>• Weapons or their essential parts have been rendered permanently inoperable if their firing capability or function cannot be restored with commonly used tools.</li> <li>• The deactivation is only permitted by the holder of a firearms manufacturing license</li> <li>• Proof of deactivation by means of a deactivation certificate</li> <li>• Weapons demonstrably rendered inoperable are removed from the license to acquire and possess weapons (WBK)</li> <li>• The deactivation certificate must be kept permanently and carried along when the deactivated weapon is taken along.</li> <li>• Loss of the deactivation certificate must be reported immediately</li> <li>• Responsible: Weapons authority</li> </ul>
Ansprechpunkt	
Zuständige Stelle	

Modul	Sachverhalt
Formulare	
Ursprungsportal	Unbrauchbar gemachte oder zerstörte Waffe anzeigen, Display weapon rendered unusable or destroyed