

**S T A T E M E N T**  
**OF THE FIELD TRAINING CONTEST OF AIRBORNE TROOPS**  
**«AIRBORNE PLATOON (DESANTNYJ VZVOD)»**

*Approved by order of the commander of the Airborne troops*

**I. Generalities**

International field training contest of Airborne troops «Airborne platoon» (hereinafter – the Contest) is an international complex competition among airborne (air assault) units of the Russian Federation and foreign countries.

**1. Obligations of the contestants.**

1.1. The contestants of «Airborne platoon» are obligated:  
to know the requirements of the present Statement, carefully adhere it;  
to arrive at the Contest on right time with the regular weapon and equipment, identification papers (service passports, identity cards, military cards);  
to comply with the dress code (to have arm-band of corresponding color or determined chevron); to use combat vehicles, marked in compliance with the present Statement (Addendum №5);  
to stay in the areas, designated for the contestants, and to keep to the schedule, established for a while of the Contest;  
to ensure implicit obedience of the referees;  
to adhere the specification with the weapons, ammunition and military equipment.

The participants of the Contest are not allowed to be appointed as referees.

1.2. Each team should have an elected team head.

The team head is responsible for the safety of weapons, ammunition, disciplinary situation, observing the rules of the Contest by the team members and keeping to the schedule, complying the dress code, safety requirements and keep schedule.

He is obligated:

to present the application, set by the present Statement (the entry form), to the referee's board by the indicated date;  
to reside in the area of the competition, to leave it only by authority of the Chief referee or his assistant;  
to inform the team about the decisions of the referee's board, changes in the schedule and program of the Contest;  
to tender to the referee's board revised applications, to inform about the participants, who are put out of Contest, relying on doctor's decisions;  
to be aware of the results, demonstrated by the team members, to sum up the results of the competition's day, to pose tasks for the days that follow;  
to be present at the meetings of the referee's board with advisory capacity and ballot-opportunity;  
to stay restrained and tactful by deciding point issues.

1.3. Team captain is responsible for abidance by the rules of the Contest and observance of standards of behavior by his team during the procedure of the Contest; he discusses with the referee top priority questions.

### **Preparation and procedure of the Contest**

1.4. The organizing committee is created for the purpose of preparation of the Contest. The staff of committee is confirmed by the commander of the Airborne Troops of the Russian Federation.

The second in command of the Airborne Troops of the Russian Federation is at the head of preparation and procedure of the Contest.

The chiefs of corps and services of the Airborne Troops are entrusted with the immediate direction of the preparation and procedure of the Contest.

1.5. The immediate direction of the preparation of training and material resources, housing resources, accommodation and catering of the participants of the Contest are assigned to the deputy for acquisition, technology, logistics and the chief for training of the Airborne Troops of the Russian Federation also to the commanders of the formations, where the Games will take place.

The immediate direction of comprehensive material supply of contestants, the commander of the Airborne troops, the chiefs of corps and special troops designate the Administration of the Contest on the place, where the Contest will take place (hereinafter – Administration).

The designated administration should wear prescribed uniform (arm-bands, vests or stripes) in accordance with the Statement of the Contest (Addendum №5).

## **II. Goals of the Contest**

The goals of the Contest are:

to increase military and military-technical cooperation among the states, taking part at the Contest;

to enhance prestige of military service;

to increase the level of field training of the Contestants;

to display combat capability (performance characteristics) of modern pieces of armament and specialized vehicles.

## **III. Contest's categories**

The main categories are related to the combat vehicles.

Special categories within platoons without crews (without drivers and combat vehicle operators).

Squad leader participates in all exercises of the Contest's stages within a platoon both on foot and on vehicle;

Platoon commander participates within a platoon in all special exercises without combat vehicle of the Contest.

The Contest includes:

the first stage – «Landing within a platoon, assembling of the platoon at the landing ground, battle march»;

the second stage – «Individual race on combat vehicles»;

«Biathlon (shooting from various positions) within platoons, small arms and grenade launchers shooting without crews»;

the third stage – «Combat vehicles pursuit race with firing»;

«Direction finding within squads (patrol race) without crews»;

the fourth stage – «Combat vehicles relay race»;

«Battle march (relay race) with overcoming the obstacles track including small arms and grenade launchers shooting without crews».

«Individual accurate parachute jumping» is carried out by the Russian serial parachute systems of special designation «Arbalet» or any equivalent parachute systems.

Contestant teams, not operating any combat vehicles, take part in the Contest on special conditions, have other categories and other rating.

There are 5<sup>1</sup> secured nominations in the Contest:

1. «Master of race». The best crew is awarded with a cup by results of the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> stages of the Contest.

2. «Men of strong spirit». The best platoon is awarded with a cup by results of the 1<sup>st</sup> stage of the landing, assembling at the landing ground and 10 km battle march.

3. «Joint force». The best platoon is awarded with a cup by results of relay race of the squads.

4. «Best professional». The high scorer person of the Contest is awarded with a cup.

5. «Accurate parachute jumping». The most accurate team is awarded with a cup.

#### **IV. General terms and procedure of the Contest**

The Contest must proceed according to the contests program.

4.1. The Contest should be opened and closed by the solemn ceremonies, placed at the venue. All contestant teams take part at the solemn ceremonies.

Contestant teams must arrive and settle at the venue of the Contest within less than 5 days before the opening solemn ceremony. During the stage of arrival and allocation should be realized following events:

engage permit for the teams to take part in the Contest in compliance with application, filled in accordance with a form, set by the present Statement;

inspection of the tracks and obstacles, built for the Contest;

contestant's training (also training parachute jumps and zeroing of the armaments beyond the shooting ranges, where the competition takes place).

Only the teams, arrived at the right time, in accordance with the present Statement, will be permitted to the Contest.

---

<sup>1</sup> the amount of nominations might be changed by the chief of the Contest

Contestant teams use weapons and equipment, which have analogous characteristics with weapons and equipment, used in the Russian Airborne units.

4.2. Weapons and military equipment are prepared to the Contest on the way, described in their operational requirements.

Maintenance work, emergency repair (as appropriate), also fuel and oils filling of the equipment might be done by efforts of the maintenance sections of the teams based on laager of the receiving military unit. It is allowed to engage representatives of defense industry and their maintenance units. After a contestant team receives equipment and draws up a technical report, full responsibility for technical state of the equipment imposes on contestant teams. To prevent the access of unauthorized persons to the combat vehicles, team crew must cover them with the canvas cover, seal it and put under security. It is illegal to change factory tuning and adjustments, disturb seals, make alterations in the design without permission of the Chief referee of the Contest and representative from a producer factory. In case of eliciting foresaid facts the combat vehicle is barred from the Contest, also the crew is disqualified.

The Chief referee of the Contest conducts scheduled and unannounced inspections of the technical state of equipment. Walk-around inspection of the combat vehicles, their maintenance and preparations for the next day, should be done beforehand.

Team crew should conduct walk-around inspections during the Competition; at the end of the day the crew must fulfill technical maintenance and preparation for the next day.

Coaching staff and maintenance units of teams are not allowed to use the frequencies of referee's board and organizers' during the Contest. All team members are strictly required to use only the frequency, set by the referee's board. Use of other frequencies, also communications devices and other gadgets, interfering communications handling during the Contest, is **strictly prohibited**.

Coaching staff and maintenance units of contestant teams are not allowed to replace persons, weapons and military equipment without authorization of the Chief referee during the Contest. Substitution of the team members might be made only in accordance of the request, approved by the Chief referee of the Contest, with counterparts of the reserve squad (squad leader for squad leader, tank gunner for tank gunner, tank driver for tank driver etc.). Substitution of the combat vehicle, broken during the exercise, with the backup vehicle might be done only by the crews request and by decision of platoon leader, by authority of the Chief referee of the Contest.

4.3. The Chief referee of the Contest establishes safety requirements, in accordance with the guidelines of Armored forces of the Russian Federation.

The Chief referee is allowed to interrupt the Contest in case of preconditions to violate the safety requirements, force majeure or irresistible power (weather conditions, bad visibility by shooting), which can affect the final results of the Contest, before the conditions change to the best. The time reading of the exercise is to hold up in that case. When the cause of break up is over,

the Chief referee of the Contest gives an order to continue both time reading and exercise.

According to the circumstances the Chief referee can stop the exercise (or time reading) both for certainly unit (crew, squad) and for all units (crew, squads) passing the route.

When the safety requirements are violated while carrying out the stage of the Contest, and that fact caused mutilations (injuries), death or extensive material damage (example of armament or military equipment is liable to be written off or to the complete overhaul), the Chief referee of the Contest institutes an administrative inquiry, and the crew (platoon) is to be barred from the Contest.

Persons (units, crews) barred from the stage of the Contest because of rules violations, medical reports or fall out on their own, also in case of preconditions of violation safety requirements, which might cause mutilations (injuries), death or extensive material damage, the Chief referee can debar the unit (platoon) from the Contest's stage, pulling them down in the rating of the stage. In that case the result of the debarred team is the worst result of the Stage plus 10 penalty minutes.

The lecture about the safety requirements and introductory instruction are carried out by arrival the teams. At the same time teams get the information about their daily routine (addendum №2). Medical examination and staff presence and application accordance take place after arrival of the contestants and before each stage of the Contest.

Questions about comprehensive support of teams and their responsibilities, applied to injures of contestants' health and damages of material and technical resources, also ways of their reimbursement are to negotiate with contestants.

4.4. The ballot is hold by the referee's board in the presence of the contestant countries representatives. The results of ballots are drawn up in a protocol, signed by the referee's boards members and team representatives. The ballot determines starting order, number of the race, team color, sequence of target demonstration. According to the schedule of the Contest ballots are hold up before each Stage of the Contest. During the ballots chiefs of every squad (crew, unit) of teams take out from the transparent container a token coin (ball) with a starting order, route number and sequence of target demonstration.

4.5. The inspection of the route and obstacles, built for the Contest (hereinafter in text – the Track) by the crew will be realized in dismounted. **It is prohibited to train on routes and tracks, where the stages of the Contest are carried out.**

Test shooting and firing are carried out at the special shooting ranges with an amount of ammunition specified by system description manual and operating instruction of the combat vehicle.

While exercising during the Contest the uploading of the ammunition into combat vehicles is realized in accordance with operating instructions of the combat vehicles, used by contestants. The driver does not stop the engine before every uploading, crew lines up 4 m behind the stern of combat vehicle for 2-3 sec (to highlight the formation of the crew), whereupon they do the upload by their own.

Time<sup>2</sup> of uploading and shooting is not involved in the total result of race, made by the crew during the exercise of the Contest. The uploading and shooting should take less than 10 min. In case of violation that rule, the team is to be fined with the amount of penalty minutes, corresponding the exceeding time, rounded up.

Targets are demonstrated in 10-12 sec. after the combat vehicle reaches the limit of opening fire, and the crew reports their readiness to fire. Firing results are confirmed hardware-assisted, by sight, as appropriate by actual visual inspection, while driving to the targets.

The targets can not be replaced while discussion about the target striking is held or when referees are at the target range.

Contestants should fire (shoot) only the targets in their axis. For hitting targets of neighboring targets, all hits are not taken into account, the crew gets fined with a penalty loop. The firing (shooting) in the approved targets is carried out until the allowance of ammunition is over.

In case of troubles while shooting or in other cases, when the crew does not expends all uploaded ammunition, the Chief referee commands to unload the combat vehicle, whether by discharge or firing into the discharge shield.

The target is considered as struck:

when the target, identified as an armored object, has holes after direct hits of bullet (s) or its substitutes, having evident trace of the hit;

when bullet (s) or its substitutes touches the edge of a target – it is not considered as a hit;

in case of destroyed targets, hits are determined by visible traces in remains; target is considered as unstruck, if there are no visible traces of hit;

when the target, identified as an unarmored object, has holes from bullets, missiles or splinters.

When the hit at the target is considered as doubtful, and there are no evident traces of the direct hit, the target is considered as unstruck.

The decision to set penalty loops to the crew, should be made by the Chief referee of the Contest by results of shooting (after inspecting targets).

The crew and field referees receive corresponding signal with amount of set penalty loops. In that case the crew turns the combat vehicle to the penalty loop on-call of the field referee after receiving the order to pass the penalty loop.

When the target inspection confirms, that the target is unstruck, but no penalty loop was set, the total result of the race increases on 2 more minutes. While leaving the penalty loop the crew has to make way for the crew, moving in a straight line. On the exit from the penalty loop must be placed a traffic sign, meaning «Give way!».

4.6. In case of technical breakdown of the combat vehicle, it might be substituted for reserve vehicle with crew from reserve crew at the command of platoon leader, by authority of the Chief referee of the Contest. The reserve combat vehicle makes the route from the start line up to the point, where the main

---

<sup>2</sup> On decision of the Chief referee of the Contest, the time for shooting might be included into the total time of the stage

vehicle collapsed, without overcoming obstacles on the route (the substitute might be done once during the race and should be done within 5 minutes). The route for the reserve combat vehicle might be changed in exceptional cases by the decision of the Chief referee of the Contest.

At the same time after the report of the combat vehicle commander about the breakdown of his combat vehicle, the field referee stops the stopwatch, and lets it go after report about successfully replace and readiness of the reserve crew to continue the race.

Without reference to the reason of the substitution of the combat vehicle, the crew is fined **with the penalty loop** or they get 2 penalty minutes, when the penalty loop can not be passed or by a decision of the Chief referee of the Contest.

#### 4.7. Canons of criticism:

№1 «Antitank ditch» - the obstacle should be overcome without engine shutdown, hitting the sidewalls, border columns (border posts) and rolling down. Each hit (caught) column (border post), sidewall, caused no damage of combat vehicle, stopping on the obstacle (engine shutdown) or rolling down is to be fined with 60 penalty seconds.

№5 «Model of the tracked bridge» – entering the model of the tracked bridge without reverse motion and its passage without stopping and falling down from the obstacle. Reverse motion, falling down from the obstacle are to be fined with 60 penalty seconds;

№8 «Slope stop ground» – stoppage and restart of movement within an appointed slope stop ground, without crossing the borders, hitting against columns and engine shutdown. Cross of borderlines, hitting against columns or engine shutdown are to be fined with 60 penalty seconds;

№9 «Track lane in mine obstacle» – the obstacle should be passed without stopping and hitting against limiting marks (inner columns) and reverse motion. Each fallen (caught) column is fined with 30 penalty seconds. When the crew runs over

the mine model and passes not the track, determined by the Chief referee, it gets 120 penalty seconds;

№12 «Sloping gangway between columns» – thoroughfare through the sloping gangway between columns without hitting against columns and engine shutdown. Hitting against columns or engine shutdown are to be fined with 60 penalty seconds;

№20 «Maneuvering section» – the obstacle should be passed without hitting against columns and engine shutdown. Each fallen (caught by the vehicle) column (border post) is to be fined with 30 penalty seconds;

№21 «Hillside» – the obstacle should be passed without crossing the borders, hitting against columns and rolling down. Each fallen (caught) column (border post), stopping on the obstacle and rolling down are fined with 60 penalty seconds;

№23 «Flame zone» – the obstacle should be passed without stopping, crossing the borders and reverse motion. Each fallen (caught) column (border post) of the obstacle is to be fined with 60 penalty seconds.

№24 «Ford» – the obstacle should be passed without stopping, sudden turning and sliding down by exiting from ford. Standstill on the obstacle (engine shutdown), sliding down by exiting from ford are to be fined with 30 penalty seconds;

**When the crew avoids passing of an obstacle by any diversion, it should be fined with 180 penalty seconds (that rule concerns all obstacles on the route).**

While parachute jumping during the Contest, the paratrooper's ejection will be done by dispatch-instructor officers from the team contestants of the Contest. Rating standards should be set in the stages.

4.8. It is prohibited to do escort («to fulfill leadership»), to render any assistance, to guide actions of the team, neither by voice, nor via any communication devices by the persons, who do not take part in the competition.

4.9. Video- and photo shooting should be provided by the host country to guarantee argued settlement of nascent disputes. The receiving country should provide the Contest with the devices for photo and video fixing. It is prohibited to use any other photo and video devices, not approved by the Chief referee of the Contest, for complaining about the results of the exercise, also for confirmation of overcoming the obstacles

### **Contestants requirements**

4.10. Each contestant country submits one regular airborne or air-assault platoon (containing 3 basic and 1 reserve squads) to the field training contest of Airborne (air-assault) troops «Landing platoon». For taking part in the individual accurate parachute jumping team should include 3 paratroopers.

4.11. Airborne platoon includes:

platoon leader (team captain);

three squads consisting of: squad leader (combat vehicle commander), combat vehicle operator, driver, senior gunner, gunner, grenade launcher operator, machine gunner;

one reserve squad consisting of: squad leader (combat vehicle commander), combat vehicle operator, driver, senior gunner, gunner, grenade launcher operator, machine gunner;

3 (three) persons, who do «Individual accurate parachute jumping» are not included into the number of 3 basic squads and 1 reserve squad.

Total amount of the platoon – 32 persons.

Management team and maintenance staff include:

team head;

coaching staff;

maintenance staff.

Total amount of the management team and maintenance staff must be less, than 10 persons.

Armament and equipment of the platoon include:

AKS-74M and its modifications with mechanical sight;

RPKS-74 and its modifications with mechanical sight;

RPG-7D and its modifications with hollow-charge shells or inert filler;

combat vehicles with automatic cannon (hereinafter – combat vehicles);

coaxial machine guns (PKT) mounted on combat vehicles.

4.12. Contestants should wear summer military combat uniform, camouflage cloak (extra for crews: special uniform with gas mask with no weapons);

armored with regular weapons and equipped for armament fastening (for AKS-74, RPKS-74 two magazines and bag for them);

4.13. Total weight of weapon and equipment of each person should be more than 8 kg, missing weight is to be made with dimension and weight models of ammunition. When a team (or any team member) decreases the weight of the equipment during the Stage of the Contest, it is to be fined with 2 penalty minutes for each person.

## **V. Instruction about refereeing of the Contest**

5.1. The refereeing is carried out by the referee's board in accordance with the rules of the Games and present Statement of the Contest.

5.2. **Refereeing principles are:**

impartiality;

publicity;

democracy;

unified approach the score;

cooperation;

objectivity;

equity,

tolerance;

transparency (openness).

5.3. The two-level refereeing system is created for objective appraisal of contestant's actions and scores. It includes the referee's board of the Games and the referee's board of the competitions, which involve representatives of contestant states.

5.4. The referee's board of the competition includes referees from each contestant state (one referee from state). Referees are as a rule responsible for combat training in the national armed forces.

5.5. The secretariat is created for the sake of operability assurance. It includes principal secretary, two technical clerks, interpreters into/from Russian and English (or into/from other participant state languages of necessity). The field referees are assigned in addition for the sake of operability assurance of the referee's board.

5.6. The referee's board of the Games is led by the Chief referee of the Games, the referee's board of the competition – by the Chief referee of the competition. There might be no other referee's boards. The management of the competition can not have any influence on the referee's board, they also do not participate in its work.

5.7. Both the Chief referee of the Games and the Chief referee of the competition are elected as a rule from the host country nominees by a great majority of the open ballots.

### **Referee's board tasks:**

5.8. Guaranteeing of the planned competition, in accordance with approved schedule (fixture list).

5.9. Creating objective equal conditions, which ensure fair competition among competitors, also observance of their ethical and moral standards.

5.10. Fulfillment of a competition schedule and evaluation routine of individual and team scores.

5.11. Absolute abidance by the rules of the competition and by the safety requirements, established by regulations of competitions.

5.12. Guaranteeing of the objective determination of the winners.

5.13. Determination:

of the individual winners of the stage competitions and the Games as well on the basis of the received scores, confirmed by the Chief referee of the competition by a great majority of the open ballots;

of the national team, which wins the contest, relying on the rating and fixture list, and overall medal standings.

5.14. Processing of complaints (appeals) relative to procedure and rules of the competition or results of the contestants.

5.15. **Referee's board is entitled** to demand creating of impartial and equal conditions during the Contest for all teams from the Contests management. Decisions of the referee's board are obligatory for the authorities, responsible for the procedure of the Contest.

5.16. Present Statement must be signed up by representatives of all the contestant states after the study. In that way the representatives confirm the unqualified approval for the contestant to be equally guided by the Statement.

5.17. Statement modifications might be accepted under referee's board's decision by a great majority of the open ballots.

### **Refereeing organization**

5.18. Work of a referee's board starts with the mustering a quorum (more than 70% of referees) and the adoption of the agenda. Referee's board member might advance a remark (verbally or in writing) or make a suggestion on specific items, introduced during the adoption. Referee's board member, suggested to introduce a specific item into the adoption, should be afforded an opportunity to present the grounds for his conclusion. Each decision to enter the received suggestion on the agenda, and rules of procedure might be resolved by a majority by open voting among the members of the referee's board.

5.19. Chief negotiator (team head) might make a suggestion to replace a referee from the referee's board in case of impossibility to fulfill his duties. The referee's replacement during the competition might be done only once.

5.20. After an application of team for engage in the competition (Addendum №6) is considered, there must be drawn up a protocol of admission to the competition, which should be signed up by the referee's board and approved by the Chief referee of the Contest.

5.21. The referee's board is entitled to demand from the chief negotiators (team heads) the documentation, necessary for admission to the competition.

5.22. The team head has the right to appeal to the referee's board of the competition in case of having debatable questions. In case of failure to act on a complaint the team head can appeal the relevant petition to the referee's board of the Games.

5.23. The referee's board of the Contest considers debatable questions about the organization and procedure of the Contest, appealed by the chief negotiators and team heads, during their meetings. The referee's board also keeps calculation of temporary score, based on what the Contest's rating of the national teams is compiled.

5.24. All the results remain temporary before the records of the field referees will be checked. The results of the competition must be drawn up in protocol, made by the referee's board and approved by the Chief referee of the Contest (Addendum №10).

5.25. In case of controversies the conclusive decision must be accepted by voting among the referee's board. That conclusive decision of the competition's referee's board is not subject neither to any appeal or discussion.

5.26. When the controversies are concerned with use of weapons and military equipment, the domain arm experts (expert) can be engaged. If necessary, maintenance tests are allowed to prove the true values of the parameters.

### **Complaint (proposal, petition) procedure**

5.27. Complaint (Addendum №9) in the case of the competition's results or the referee's board's decisions can be registered by the team head in writing in Russian and English (or in the host country language) during the competition's day, until the corresponding results will be approved.

5.28. The complaint should be addressed to the Chief referee of the Contest, and given to the principle secretary of the Contest.

5.29. The complaint should contain the subject-matter of the debatable question, its date, time and venue with applied photo and video records of the debatable results, actions (decisions), which need to be examined by the referee's board of the Contest.

5.30. Before the referee's board accepts a decision, they have to consider both the explanation of the complainant, and the respondent. In the absence of the interested party the decision can be accepted by default.

5.31. Decisions on protest are accepted by a great majority by open ballots among the referee's, taking part at the meeting.

5.32. In case of equal amount of votes, wins the party, led by the Chief referee of the competition.

5.33. When the decision, accepted by the referee's board, is unacceptable for the applicant, it can be disputed by the referee's board to the same extent.

5.34. There also might be made a verbally petition (or in writing) about the matters, referring to the Contest's organization, addressed to the official representative of the Contest management.

5.35. The petition can be made verbally by the team head immediately during the competition, within one hour after the matter for the complaint happens.

5.36. After clarification is made, the team head should commit the complaint to paper by giving precise argumentation.

5.37. The referee's board considers the complaints, influencing the score for the day, within 24 hours after the complaint was made, before the daily protocol will be signed.

5.38. The decision of the referee's board is accepted, when the quorum had been mustered, and at least 70% of commissioners took part in it. Accepted decision should be recorded in the minutes, and reported to the applicant.

5.39. The referees are allowed to announce only collective decisions, which are recorded in the minutes. After the decision is accepted, the Chief referee, and other referees are not allowed to come out with their own points of view on the debatable questions.

5.40. The accepted decision is definitive and obligatory for all the contestants.

#### Final result protocol

5.41. The final conference of the referee's board of the competition is held before the solemn closing ceremony of the Contest. Also the representatives of the teams, members of the organizing committee take part in the final conference, where the results of the competition are summed up. The summing-up of the Contest involves: confirmation of the rating, based on the final protocol of the Contest; evaluation of work of the referee's board, team representatives, maintenance staff and other authorities, responsible for organizing and procedure of the Contest (positive and negative aspects are mentioned); qualification and organization of teams and their conduct during the competition (if necessarily) are also to be evaluated.

5.42. The Chief referee of the Contest in association with the principal secretary draws up a report after the competition is completed. The report involves: common data (name of the competition, its terms, venue and conditions); personal data of the contestants (names of the participant teams, their quantitative composition, age of players etc.); technical results of the competition; complaints and their decisions; participant's discipline (violations of military discipline, competition's regulation and legislation of the host country); material resources condition and quality of medical care; security requirements adherence; refereeing evaluation and work of the team heads); general conclusion, containing deficiencies in organization and procedure of the competition, also suggestions for improvement of the conditions in the course of preparations for the following Contests. Final data sheets are also prepared and subscribed during the final conference, whereupon are announced and published.

#### Obligations of the officials

##### Obligations of the Chief referee of the competition

5.43. **The Chief referee of the competition** – is an official, authorized to realize the refereeing during the competition.

The Chief referee of the competition is obligated to be governed by the present instruction book in his work.

The Chief referee of the competition is in charge of the referee's board work, he regulates the vesting of referee's authority, makes decisions on the aspects, referring to the procedure of the competition to guarantee fairness and correctness of the competition procedure. He also manages the consideration of applications, complaints and results of the competition.

All the referee's board members are obligated to carry out the Chief referees orders.

The Chief referee is responsible for the refereeing and quality of the referee's board work.

**He is obligated:**

to hold an organizing meeting before the competition starts, where the latest changes in the competition's regulation and methodical recommendations of the specified statements are considered;

to establish objective and equal conditions for all the team members;

to wear on the sleeve the referee's mark (or armband), with the Contest's emblem placed on it;

**before the beginning of the Contest:**

to prove the condition of training-material resources (tracks for the Contest), objective control devices, special devices and their readiness for the competition, also the field referees' grounding;

to prove actual condition of weapons, military equipment and ammunition, availability of their technical state reports, in association with the members of the referee's board and relevant experts;

to hold an exercise with all the contestants to study the safety requirements;

to make a introducing lecture to acquaint with the track (route) and barriers on them, where the competition will take place;

to hold a muster for the competition's participants, where to prove private papers of the participants and nominal lists, declared by the team heads in their applications, their knowledge of the competitions Statement and available equipment;

to ballot for places;

to elaborate the schedule of the competition;

**during the Contest:**

to organize and manage the work of the referee's board; strictly adhere the statement of the competitions procedure and demand its exact performance from the referee's board members and also from other participants of the competition;

to take a personal responsibility for timing during the riding exercises;

to approve complaints about discovered violations from referee's board members and teams heads verbally or in writing, personally consider them on time and to put them to the voting in the referee's board;

to report the accepted decisions on every complaint or disputable question to the team heads on the right time;

to consider and approve daily score-protocols of each stage of the Contest, and total score of the whole Contest;

to consider questions of admission and replace (in necessity) of contestants, based on written application, made by the teams heads, and to put them to the voting in the referee's board;

to stop the competition, when the safety requirements are violated, or in case of other force majeure, threatening live and health of contestants, spectators and guests of the competition;

to keep out the unauthorized persons from the place, where the referee's board works, to prevent pressure on the referee's board from the teams heads (or higher officials);

to communicate with the supervising and maintenance staff while staging the competition;

to give a personal report on the Chief referee of the Games about the results of the staged competition in general, by providing a report (protocol) with photo and video records.

5.44. The Chief referee of the Contest is entitled to submit suggestions, related to change (specify) special conditions of the Statement, to a committee. The suggestion is considered as accepted, when the majority of the referee's board members vote for it. In case of equal amount of votes, the Chief referee of the competition makes the final decision. The principal secretary of the secretariat draws up made changes in a protocol, which must be signed up by all members of the referee's board, approved by the Chief referee of the Contest and reported to the participants of the Contest.

The Chief referee of the Contest is entitled to engage other officials to accomplish his tasks under the agreement with the organizer of the Contest.

The Chief referee of the Contest cooperates with the Chief referee of the Games and runs the work of the referee's board of the Contest. He should act resolute, courageous and persuasive, his decisions must be clear and comprehensible for contestants, trainers and audience.

#### **5.45. The referee of the Contest.**

Each team-contestant designates a referee for the competition. As a referee must be designated a person, having vocational training in organizing of the Contest.

He is subordinated to the Chief referee of the Contest. The referee is responsible for objectivity of the refereeing and correct calculation of results.

He is obligated:

to study the Statement of procedure of the Contest;

to control the accuracy and objectivity of the procedure of the Contest, the correct fulfillment of duties by the referees, field referees and the organizers of the Contest, and how are the results calculated;

to referee skillfully, impartially, excluding mistakes, which can falsify the results of the competitions, and also objectively and timely adjudicate disagreements, caused by the Contest;

to take part in the meetings of the referee's board under the guidance of the Chief referee of the Contest;

to consider the results, complaints and render a collective decision on them or put them to the open ballots among the members of the referee's board of the Contest;

to sign registers and data sheets after staging (races) during the Contest.

**5.46. Under no circumstances** must any referee argue with the contestants or let the accepted decisions to be disputed.

Undisciplined contestants, who show their displeasure with inappropriate expressions or gestures about the referee's decisions, should be immediately punished according to the rules.

#### **5.47. Secretariat of the Contest.**

**Secretariat** – is a structure, appointed to clerical work with the organizational and executive purpose, for keeping minutes, preparing resolutions etc.

#### **5.48. Principal Secretary of the Contest.**

##### **He is obligated:**

to keep minutes of the meetings of the referee's board; to schedule the speaking order of the referee's board members; to make arrangements and decisions of the Chief referee of the competition; to accept applications, register them and transmit them to the Chief referee of the Contest;

to maintain the records of the referee's board of the Contest;

to run the work of the secretariat;

to hand over the information referring to the Contest to the mass media by authority of the Chief referee of the Contest;

to draw up the reporting documentation of the Contest.

##### **He is responsible for:**

the successful teamwork of all the authorities from the secretariat of the Contest;

the maintenance of the continuous communication with the secretariat of the Games;

the promptly elaboration of the referee's protocols and their promptly signing by the referees from the participant states and approval by the Chief referee of the Contest.

**5.49. Technical clerk** submits to the principal secretary of the Contest and is responsible for precise and punctual transmission of all decisions of the Chief referee of the Contest.

##### **He is obligated:**

to fulfill the commands and orders in proper time; collect and process corresponding information; be able to work on the personal computer; provide data in their standard forms.

5.50. **Interpreter** submits to the principal secretary of the competition and is responsible for accurate and punctually translation of all the decisions of the Chief referee of the Contest.

**He is obligated:**

to be keenly aware of the Statement of the Contest and the present instruction book;

to communicate in colloquial and technical English and Russian (and other languages of necessity);

to stay nearby the Chief referee of the Contest;

to transmit all decisions of the referee's board of the Contest to the Chief negotiators (team heads) from foreign languages with the help of other interpreters.

5.51. **Field referee** performs the most crucial functions during the immediate refereeing the actions of the contestants. His main task is close observation of the contestants and rating of their actions, also prevention of infringement of the laws of the Contest.

**He is obligated:**

to be aware of his rights and obligations, established by the Chief referee of the Contest; to know the rules of the Contest;

to know the execution environment, precedence rule for the contestants (military equipment) in accordance with the Statement of organization and procedure of the Contest;

to stay in the most comfortable and secure position during the execution (passing the obstacles by the contestant), from where the most objective appraisal of their actions might be done;

to give a correct, precise and punctually assessment for the violations of the rules;

to transmit the results to the referees.

The field referee should not have any influence on the progress of exercise (standard), which can make the contestants actions easier or heavier.

## **Rewards and penalties**

### **5.52. Rewards**

The referees might be rewarded in the following way for the active and blameless performance of their duties:

presentation with diploma, official document, also with keepsake, established by the Contest's organizers;

recommendation for a decoration with official rewards in the prescribed manner, including material rewards.

### **5.53. Penalties**

Every contestant might be punished by the Chief referee of the Contest in case of non-observance of the competitions rules or ungentlemanly conduct. The measure of punishment (subtract points, extension of penalty time etc.) is settled by the rules of the Contest.

**Ungentlemanly conduct:**

disregard for referee's demands.

## **VI. Procedure of the Contest<sup>3</sup>**

### **6.1. Preparative stage.**

Preparing stage is carried out in accordance with the program of the preparative Stage of the international field training Contest «Airborne platoon», hold in \_\_\_\_\_ terms of the international ARMY-Games (Addendum №3).

### **6.2. Practical stage.**

Practical Stage is carried out in accordance with the program of the international field training Contest «Airborne platoon», hold in terms of the international ARMY-Games (Addendum №4).

### **6.3. Procedure of the Stages of the international field training Contest «Airborne platoon»**

#### **The first stage**

6.3.1. **The first stage:** «Landing within a platoon, assembling at the landing ground and 10 km battle march».

Within the first stage of the Contest teams fulfill following exercises:

landing is carried out within a platoon with a D-6 (version 4) parachute system (foreign contestant teams might use analogous parachute systems having equal technical characteristics);

assembling at the landing ground;

10 km battle march.

Landing is carried out with serial landing parachute systems (having maximal horizontal velocity while landing lower than descent rate according to the operational data).

Parachute jumping is carried out from 3 helicopters Mi-8 (airplanes AN-2) at the velocity of 140-160 km/h with the gap of 1-1,5 min. between them from the altitude of 600-800 m with the gap of 3 seconds between paratroopers.

Parachute landing is carried out by the weather conditions, which correspond the operational data of the parachute system and governing documents about paratroopers training of each contestant team (responsibility lies on the team head).

From each helicopter (airplane) is detached a regular squad, the platoon leader decides on his own, within which of squads he will carry out the landing.

Dispatching of the contestant from helicopters (airplanes) is carried out by Russian instructors.

Gap between each paratrooper while dispatching makes 3 seconds. Drop point of the first paratrooper of a platoon is estimated based on weather conditions (direction and velocity of wind within a landing layer) for the parachuting system, having horizontal velocity of 0 mps and descent rate of 5 mps.

---

<sup>3</sup> There might be made modifications of the procedure of the Contest by decision of the Chief of the Contest (of the Chief referee of the Contest)

The assembling of the contestants is carried out sequentially from the intermediate to the finish assembly point. The intermediate assembly point is placed in the middle of the landing ground near the estimated landing point; the final assembly point lies within 1 km from the intermediate assembly point. Both points are marked with signs (red flags), good remarkable from above and on the ground.

After landing the contestants gather on the intermediate assembly point, marked with corresponding signs. When the last one person of the platoon reaches the intermediate assembling point (on the ground, marked with corresponding signs),

the platoon leader reports the field referee about the results of the landing (presence of the personnel, weapons and equipment), whereupon the field referee commands to move to the final assembly point (presence of the personnel, weapons and equipment are to be captured with video (photo) recording devices).

The distance between leading and last person should be within 50 m while finishing.

During that stage contestants should wear military combat uniform, helmet for jump, armored with regular weapon and equipped for armament fastening. Total weight of weapons and equipment, carried by each team member is defined by the present Statement, and must be not less, than 8 kg.

The weight control of weapons and equipment of the team members is carried out by the field referees after finish (at the final assembly point, during the preparation for the 10 km battle march).

Contestant are allowed to assist each other during the assembling, including carrying of parachute systems, except carrying personal weapons of the teammate.

**Teams are rated relying on the duration of landing within platoon, assembling at the landing ground, including the penalty time.**

Time reading of the landing within platoon, assembling on the landing ground begins with the last person of the platoon leaves the helicopter (airplane) and ends when the last team member reaches the final assembly point.

Time control of landing within platoon and assembling at the landing ground is carried out by the referees-timekeepers (in amount not less, than 3 referees).

Teams might be fined with the penalty time:

when a squad obviously violates standard gap time (of 1,5-2 sec) while detaching from the aircraft – 1 penalty minute;

when the paratrooper arrives to the intermediate (final) assembly point, wearing the suspension system of the parachute system – 1 penalty minute for each person \, violating the rule;

when the paratroopers' actions obviously violate the landing safety requirements – 5 penalty minutes;

when team reaches the intermediate or final assembly point without weapon – 5 penalty minutes;

when the distance between the leading and the last person of the platoon is more than 50 m – 1 penalty minute;

in case of escort of the platoon (fulfillment leadership) – 3 penalty minutes;  
when the team gets any assistance from individuals, who do not take part in the exercise – 3 penalty minutes;

when the team members unburden their equipment – 2 penalty minutes;  
when the team (platoon) is guided by individuals, who do not take part in the exercise – 3 penalty minutes.

Each team-contestant is responsible for readiness of their paratroopers.

10 km ( $\pm 500$  m) battle march is carried out after landing and reaching intermediate assembling point (point of parachute piling) within 5 minutes, after the last team member reaches the assembling point. In case, when the start is delayed, team gets fined with penalty time, corresponding with the start delay.

Contestants are allowed to assist each other during the assembling, including carrying of parachute systems, except carrying personal weapons of the teammate. When somebody does not carry his weapon and passes it to his teammates, team is to be fined with 10 penalty minutes.

Time of the battle march is read since the command «Go!» (*marsh!*) is given by the referee's board member. Time reading is over, when the last person of the platoon crosses the finish line. The distance between leading and last person should be within 50 m while finishing. When the team violates that rule, it is to be fined with 1 penalty minute.

The total result of that stage includes total time of the landing within a platoon, assembling on the landing ground and battle march; the penalty time for violation any evaluative parameters.

The result of the platoon are put into the rating table.

### The second stage

**6.3.2. The second stage:** «Individual combat vehicle race. Determines each crew (squad) rating».

«Individual combat vehicle race» is carried out on the loop route with the length of 5,0 – 6,0 km. Each crew accomplishes one loop. They start non simultaneously with a 60 seconds gap in the order, determined during the ballots. At the same time there might be less than 3 combat vehicles on the route.

The route is equipped:

with a base starting line (border) (including starting ground and waiting area) and finishing line; 300 meters long penalty loop; slope stop ground; sloping gangway between columns; maneuvering section; antitank ditch; speed section; ford; hillside; track lane in mine obstacle; model of the tracked bridge; flame zone; stationary firing range.

Shooting range includes:

field ammunition supply points;  
starting line (border of white post);  
stands for preparing of ammunition;  
control stations for the field referees;

shooting line – firing on line (border of red post);

border of stop and resumption of time reading;

shooting field with marked targets for each type of weapon on combat vehicle:

IFV (armored vehicle, target №14). The targets appear three times by 30 sec on different frontiers, imitating movement near and away at distances of 1400 m, 1500 m, 1600 m ( $\pm 50$  m) away for firing with 30-mm main gun.

Hand-held antitank grenade launcher (target №9). The target appears three times by 30 sec on different frontiers, imitating movement near and away at distances 500 m, 600 m, 700 m ( $\pm 50$  m) away for firing with coaxial machine gun.

Contestants fire in stationary, targets are exposed in order, determined by ballots.

Procedure (machinery):

Three crews from each team take part in the race. Each crew of the team one by one passes the prescribed route, conducted on the loop, only once. Both start order

and order of targets demonstration are determined by ballots. Combat vehicles stay at the starting line before the race starts. Combat vehicles stay at the start line, crews are in its regular seats in the combat vehicles, the engine are started up. Combat vehicles, which wait for their turn, stay on the waiting ground. Each crew contacts referee's board before start.

Since the referee commands «On the route of individual combat vehicle race with stop on the slope, on the right (left, middle) track lane in mine obstacle – GO!» (*po marshrutu individualnoj gonki s ostanovkoj na podjome, po pravomu/ po levomu/ po centralnomu kolejnomu prohodu v minno-vzryvnom zagrazhdeniji – VPERJOD!*)

via communication devices to start the race, the time reading starts. The crews overcome obstacles on the combat vehicles one by one, enter the shooting range of their direction and take up the starting point (border of white post), where they load 12 armour-piercing tracer shells for 30 mm automatic gun, 18 shells for coaxial machine gun, 7 of them are tracer shells and go to the cease-fire line (border of red posts), complete preparing for the firing and report the referee's board their readiness. In 10-12 seconds according to the target order starts the target demonstration.

After the firing is finished the combat vehicle commander reports the referee's board the cease fire and that the gun is discharged. The gun (machine gun) are to be inspected after the firing in hand of the referee's board, after that the crew takes a route up to the finish, the time reading stops after the finish line is crossed.

In case of missing targets the referee's board fines the crew with one penalty loop for each missed target.

After crossing the frontier of the firing ground, while loading ammunition, shooting and unloading the time reading stops not more than for 10 minutes and goes on only after the crew leaves the firing ground. When that time of the crew exceeds 10 minutes, the crew is to be fined with amount of rounded up exceeded minutes.

The combat vehicle is set on the waiting ground after the crew finishes the race on the command of the field referee.

By command of the Chief referee the next crew, in accordance with the ballots, begins the race.

The total result of the crew is calculated from the time of passing the route and penalty time, added for violation of criterion measures and avoiding obstacles.

The total result of the platoon includes results of three squads.

**The second stage (continuation):** «Biathlon within platoon (stationary shooting from various positions), small arms and grenade launchers shooting without crews»

«Individual biathlon within platoon, including small arms and grenade launchers shooting without crews» is carried out from the «Start»-line on the 10 km ( $\pm 500$  m) distance with small arms and grenade launchers shooting from various positions. The first – in prone position (RPKS-74 using bipods, AKS-74 offhand without support, RPG-7D in prone position). The second – in kneeling position (RPKS-74 using bipods). The third – in standing position (RPKS-74 using bipods), after an additional intermediate loop of 500 m.

While carrying out the battle march contestants should wear military combat uniform in accordance with the present Statement.

Contestants are allowed to assist each other during the assembling, including carrying of parachute systems, except carrying personal weapons of the teammates. The distance between leading and last person should be within 50 m while intermediate finishing before shooting. Violation of that requirement is to be fined with 1 penalty minute.

The route of the battle march is equipped with a base starting line (border) and finishing line, stationary firing range.

Shooting range includes:

limit of opening fire, stand for preparing of ammunition, target ground, equipped with targets, marked for each person of the team (platoon) and field ammunition supply point; border of stop and resumption of time reading;

for rifle- and machine gun-shooting – chest-shaped target spaced with concentric rings (target №4), which appears for 10 sec 100 m away from shooter;

for hand-held antitank grenade launcher shooting – tank-shaped target (target №12 b), which appears for 15 sec in the distance of 250 m – for shooting in prone position, 200 m away – for shooting in kneeling, 150 m away – for shooting in standing position.

Contestants take 5 rifles-shots in each position, the target is 100 m away. Hits into the working space of the target are taken in account. Grenade launcher operators take one shot in each position, along a separate axis.

Hitting from the hand-held antitank grenade launcher is counted, when the missile directly hits the target (except stabilizer fin hitting).

The target inspection by the referee's board is to be carried out after each shooting. Each target, missed by shooting with small arms, is to be fined

with 30 penalty seconds, each missed grenade launcher target is to be fined with 1 penalty minute.

The total result of the squad is calculated of the time, in which the route is passed and also of added penalty time for shooting and overcoming obstacles.

#### The third stage

**6.3.3. The third stage:** «Combat vehicles pursuit race with firing (determination of the rating position of each participating crew)».

Combat vehicles pursuit is carried out on the loop route with the length of 5,0 – 6,0 km. Each team is represented by two crews, having the best results after the individual combat vehicle race. Crews start simultaneously (the first three crews start in accordance with the ballots). Each crew accomplishes two loops (the first loop – with firing and overcoming the obstacles, the second one – without firing, with overcoming the obstacles). At the same time there might be less, than 3 combat vehicles on the route.

The route is equipped:

with a base starting line (border) (including starting ground and waiting area) and finishing line;

300 meters long penalty loop;

slope stop ground; sloping gangway between columns; maneuvering section; antitank ditch; speed section; ford; hillside; track lane in mine obstacle; model of the tracked bridge; flame zone; stationary firing range.

Shooting range includes:

field armament supply points;

starting line (border of white posts);

stands for preparing of ammunition;

control station of the field referees;

shooting line – firing on line (border of red post);

border of stop and resumption of time reading;

shooting range with marked targets along a separate axis for each crew:

IFV (armored vehicle, target №14). The target appears three times for 30 sec, on different frontiers, imitating the movement near and away on the distances 1400 m, 1500 m, 1600 m ( $\pm 50$ m) for firing with 30-mm automatic gun;

Hand-held antitank grenade launcher (target №9). The target appears three times on the different frontiers, imitating the movement near and away on distances 500 m, 600 m, 700 m ( $\pm 50$ m) away for shooting with coaxial machine gun.

The firing is carried out in stationary position, the order of targets demonstration is defined by ballots.

Procedure (machinery):

Two crews from each team, showed the best results in the individual race, take part in the pursuit race. The race is carried out on the defined looped track one by one, each crew passes two loops. The order of crews is defined by ballots. Combat vehicles stay at the starting line before the race starts. Crews are in their regular seats in the combat vehicles, which have the engine started. Combat

vehicles, waiting for their turn, stay on the waiting ground. Each crew contacts referee's board before start.

Since the referee commands «On the route of individual combat vehicle race with stop on the slope, on the right (left, middle) track lane in mine obstacle – GO!» (*po marshrutu individualnoj gonki s ostanovkoj na podjome, po pravomu/ po levomu/ po centralnomu kolejnomu prohodu v minno-vzryvnom zagrazhdeniji – VPERJOD!*) via communication devices to start, the race begins. Crews overcome obstacles one by one, reach the shooting ground of their axis, take the starting point where they load 12 armour-piercing tracer shells for 30 mm automatic gun, 18 shells for coaxial machine gun, 7 of them are tracer shells and go to the cease-fire line (border of red posts), complete preparing for the firing and report the referee's board their readiness. In 10-12 seconds according to the target order starts the target demonstration.

The combat vehicle commander reports the referee's board that the firing is over and the gun is discharged. The referees undertake the checkup of the discharged main gun (machine gun), then they continue passing the route until they cross the finish line, whereupon the time reading stops.

In case of missing some targets while shooting the crew gets from the referee's board one penalty loop for each missed target.

After entering the shooting range for uploading, shooting and unloading the time reading stops until the crew leaves the shooting range. The time, spent on the shooting range should be less than 10 minutes. The exceeding of that time is to be fined with amount of rounded up exceeded minutes.

After the race is over, on the command of the field referee the combat vehicle should move to the waiting area.

The total result of the crew is made based on the time for distance passing and penalty time, added by violating any conditions of the execution.

The result of the platoon is calculated from results of the crews (squads).

**The third stage (continuation):** «Direction finding within squads (patrol race), without crews»

The competitions is carried out in accordance with the rules of the International Rogaining Federation (IRF) as a 3-hour event (short route).

Team composition – from each national team (platoon) are picked out 3 squads of 5 persons each.

Start – in common trial, at the round takes part one squad from each team with a gap of 10 minutes between squads. Both start- and finish-line are set at one and the same place. The maps are given to the participants 10 minutes before they start the round to calculate the route.

The procedure of the exercise: the squad has to find as much as possible checkpoints, marked on the map, within 180 minutes. Scoring of the checkpoints is carried out by electronic system. The whole personnel of the squad, from the first person until the last one, should be checked at the checkpoint within 120 seconds. In case of violation of this rule, the checkpoint is not scored. The amount

of points for reaching one or another checkpoint depends on the number of that checkpoint, e.g. at the checkpoint number 31 the team earns 3 points.

Demerit points – one point of the total score of the squad is subtracted in case of overdrawing of allowed time (180 minutes) by each complete or incomplete minute. In case of overdrawing of allowed time more than over 30 minutes – the exercise is concerned as failed.

Summing up of results – squads are rated according to amount of their points (wins those, who gets more, than other). Among platoons wins the platoon, which 3 squads got more points summarized. In case of equal amount of points wins the team, who made the route faster.

#### The fourth stage

##### **6.3.4. The fourth stage «Combat vehicles relay race».**

The relay race is carried out on the loop route with the length of 5,0 – 6,0 km. Crews start simultaneously in order, defined by ballots. At the same time there might be less than 3 combat vehicles on the route.

The route is equipped:

with a base starting line (border) (including starting ground and waiting area) and finishing line;

300 meters long penalty loop;

slope stop ground; sloping gangway between columns; maneuvering section; antitank ditch; speed section; ford; hillside; track lane in mine obstacle; model of the tracked bridge; flame zone; stationary firing range.

Shooting range includes:

field ammunition supply point;

starting line (border of white post);

stands for preparing of ammunition;

control stations for the field referees;

shooting line – firing on line (border of red post);

border of stop and resumption of time reading;

shooting range with marked targets along a separate axis for each crew:

IFV (armored vehicle, target №14). The target appears three times for 30 sec, on different frontiers, imitating the movement near and away on the distances 1400 m, 1500 m, 1600 m ( $\pm 50$  m) for firing with 30-mm automatic gun;

Hand-held antitank grenade launcher (target №9). The target appears three times for 30 sec on the different frontiers, imitating the movement near and away on distances 500 m, 600 m, 700 m away for shooting with coaxial machine gun.

The firing is carried out in stationary position, the order of targets demonstration is defined by ballots.

Procedure (machinery):

Each team is presented by three crews. The race is carried out at the looped track, crews pass it one by one. Each crew passes only one loop. The order of crews and of the target demonstration is defined by ballots.

Before start of the race combat vehicles are placed on the start-line, personnel of the first crews, wearing headgear, line up in front of the tribune, their combat

vehicles stay behind them. Reserve combat vehicles are placed on the special ground, allotted for them. The second and the third crews stay in safe distance from the changeover line.

The first crews take place in their combat vehicles, start engines, contact referee's board and report the Chief referee of the Contest, that they are ready to start the race.

The command to start the race: «On the route of individual combat vehicle race with stop on the slope, on the right (left, middle) track lane in mine obstacle – GO!» (*po marshrutu individualnoj gonki s ostanovkoj na podjome, po pravomu/ po levomu/ po centralnomu kolejnomu prohodu v minno-vzryvnom zagrazhdeniji – VPERJOD!*), is given by the Chief referee of the Contest. After the command is given

by the referee (via communications devices) the crew starts passing of its route, the time reading starts. During the exercise the crews overcome obstacles and halt at the loading ground of their shooting axis. While entering the shooting range the crew loads at the loading ground 12 armour-piercing tracer shells for 30 mm automatic gun, 18 shells for coaxial machine gun, 7 of them are tracer shells, and move to the cease-fire line (border of red posts), complete preparing for the firing and report the referee's board their readiness. In 10-12 seconds according to the target order starts the target demonstration.

In case of missing targets while firing the referee's board fines the crew with one penalty loop for each unstruck target.

After entering the shooting range for uploading, shooting and unloading the time reading stops until the crew leaves the shooting range. The time, spent on the shooting range should be less than 10 minutes. The exceeding of that time is to be fined with amount of rounded up exceeded minutes.

After finishing the round the first crew of the team passes the baton to the second crew. Then the second crew passes the baton to the third crew.

Procedure of passing the baton:

before the crew of the first (second) round crosses the finish line of the loop the second (third) crew moves forward to the starting position on command of the referee. After the crew of the first (second) round stops on the final line, the crew does not stop the engine, on command of the combat vehicle commander they leave the vehicle and pass the baton to the crew of the next round. The crews member, that have finished their round, run to the next one crew and accomplish a changeover while touching by hand some part of the body of the corresponding crew member. The changeover is considered as fulfilled after all the crew members of the first (second) round pass the baton to the corresponding crew members of the second (third) round. After the changeover is done, crew members take their regular sits in the combat vehicle. The driver moves forward without any command – on his own, when the crew is ready.

The crew, finished its round, leaves the route in adherence of the safety requirements and moves to the team coach.

Total result of the squad is calculated of the distance time and penalty time, added by violating any conditions of the execution.

Total result of the platoon includes the sum of all the crews.

**The fourth stage (continuation):** «Battle march (relay race) within squads overcoming the obstacles with small arms and grenade launcher shooting».

Battle march (relay race) overcoming the obstacles track for airborne units with small arms and grenade launcher shooting (without crews) is carried out from the start-line over the 5,0 km ( $\pm 500$  m) route, with small arms and grenade launcher shooting from various positions: by the first squad - in prone position (RPKS-74 using bipods, AKS-74 offhand without support, RPG-7D in prone position). The second – in kneeling position (RPKS-74 using bipods). The third –

in standing position (RPKS-74 using bipods). The starting order for the first squads is determined during the ballots, each next squad starts after the previous squad finishes its route. The platoon leader passes the exercise within the first squad. On the route might be several teams at the same time.

The route is equipped with start and finish lines, barrier line for airborne units<sup>4</sup>, shooting range and ground for changeover.

The shooting range is equipped with:

limit of opening fire (border of red posts);

stands for preparing of ammunition;

starting point (border of white posts);

control stations for field referees;

for rifle and machine gun shooting – chest-shaped target spaced with concentric rings (target №4) appearing for 10 sec 100 m away from the shooter;

for hand-held antitank grenade launcher shooting – tank-shaped target in the trench (target №12 b), appearing for 15 sec 250 m away from shooter – for shooting in prone position; 200 m away – for shooting in kneeling position, 150 m away – for shooting in standing position.

Contestants take 5 shots with rifles (machine guns) in each position. As struck are considered the hits into the working space of the target. Grenade launcher operators take one shot in each position, along a separate axis. Hitting from the hand-held antitank grenade launcher is taken into account, when the missile directly hits the target (except stabilizer fin hitting).

Each target, missed by shooting with small arms, is to be fined by the referee's board with 30 penalty seconds, each missed grenade launcher target is to be fined with 1 penalty minute.

When an obstacle is failed or avoided by a contestant, the team gets 2 penalty minutes. In case of avoiding an obstacle ground by a contestant, the team gets 10 penalty minutes.

After the first squad finishes the loop, it passes the baton to the second, the second – to the third. The baton is considered as passed, when all the persons of the previous squad pass the baton to the corresponding persons of the next squad

---

<sup>4</sup> The location and order of obstacles also fulfillment conditions and canons of criticism are determined in the Addendum №12

at the changeover ground. After the baton is passed the next squad passes the track without command – on their own.

Total result of the squad is calculated of the distance time and penalty time, added by violating any conditions of the execution.

Total result of the platoon includes the sum of all the crews.

**The fourth stage (continuation): «Individual accurate parachute jumping»**

Jumping is carried out by serial parachute systems of special designation (guided parachute systems of «wing»-type classification), entered into service by participating armed forces and not sport-type.

Before landing with Russian parachute systems of special designation there is hold an airborne training by Russian specialists in airborne training of the Russian Federation for the contestants from abroad.

Instructors of special parachute training of the Armed Forces of the Russian Federation estimate the readiness of the contestants for carrying out parachute jumping and report that information to the chief referee of the Landing-stage.

The jumping is performed from Mi-8 helicopters (AN-2 airplanes) at the altitude of 1200-1300 m with not less than 3 sec stabilization with interval of not less than 3 sec after the previous person has jumped out of the helicopter (airplane) and 3 sec stabilized descending (free fall).

Parachute jumping is carried out by the weather conditions, which correspond the operational data of the parachute system and governing document about paratroopers training (responsibility lies on the team head).

Drop point of the first paratrooper of the round is calculated based on weather conditions (direction and velocity of wind within a landing layer) for the parachuting system, having horizontal velocity of 0 mps and descent rate of 5 mps.

The specialists in the airborne training of the host-state gives a command for dispatching from the helicopter (airplane). The command for dispatching at the estimated drop-point is given by the head of the group.

During that stage contestants should wear military combat uniform, helmet for jumping, armored with regular weapon and equipped for armament fastening.

From each helicopter (airplane) is detached a group of 3 paratroopers from one team (platoon). The order, in which persons do the exercise, is determined by the head of the group.

The paratroopers should land within the 10 m circle.

The circle is made of soil (surface), having contrasting color. Borders of the circle are made of bright color. Nearby the circle should be mounted a wind direction indicator (cone, bands).

**Teams are rated based on amount of paratroopers, landed within the 10 m weight circle.** Landing on the line of the circle counts as landing within the circle. When the amount of paratroopers, hit the circle is the same by different teams, wins the team, which has finished the exercise more accurately in accordance with the distance from the middle of the circle and with the amount of the penalty points.

The amount of points corresponds to the distance from the center of the circle to the point, where the paratrooper hits the circle, measured in meters accurately to the hundredth part (centimeters). Points, scored by each paratrooper of the team are to sum up, and including penalty time are the total result of the team. The team, which has less points, wins.

When taking into account the accuracy of the landing from center of the circle, the penalty points are assigned:

for landing outside the 10 m circle – 6 points;

for apparent non-compliance with ship's group of the interval of separation of paratroopers from the aircraft (1,5-2 sec) – 1 point;

for actions of the paratroopers, leading to the violation of the safety of jumping with a parachute – 6 points;

The paratroopers' actions, leading to a violation of the safety of parachute jumping include:

low opening of the parachute system (below 800 m);

transfer of the canopy from parachute mode to stall mode at a height below 100 m;

doing an accelerated stall at the height over 5 m;

turns more than 180° at an altitude below 100 m;

turns more than 90° at an altitude below 50 m;

landing down the wind.

The referee's board has the right to disqualify the participant of a team for violation of safety requirements while jumping with a parachute.

Results of the exercise are taken into a total result of the team.

Each national contestant team is responsible for readiness of their paratroopers.

## **VII. Definition procedure of the winners and awardees of the Contest**

The team-winner, and teams-awardees of the Contest are defined by the referee's board of the Contest in terms of less amount of points, scored by the team during the stages of the Contest.

The score of the stage of the Contest includes points for total time of passing the route, time of overcoming the obstacles, results of shooting and added penalty time.

In special nominations without combat vehicles national teams-participants of the Contest are estimated subject the agreement.

## **VIII. Procedure of rewarding the winners and awardees of the Contest**

The Procedure of rewarding the winners and awardees of the Contest with medals (cups) is carried out on solemn occasions during the solemn victory ceremony for the contestants, after the first, second, third and fourth stage of the Contest are over and approval the final protocols by the Chief referee of the Contest is done.