

**REGULATIONS**  
**on the International Seamanship Competition**  
**among surface ship crews "Sea Cup-2019"**

**I. General provisions**

The International Seamanship Competition among surface ship crews "Sea Cup -2019" (hereinafter referred to as the Competition) is held among the crews of surface ships of the Competition Member States as part of the International Army Games – 2019 (IAG19).

Each Competition Member State Navy can delegate one ship with a displacement of up to 1000 tons, having a small-size floating craft (boat, dinghy) to perform rescue operations, artillery weapons and small arms of:

23 - 57 mm for firing at sea and air targets; and

12-30 mm for firing at a floating dummy mine.

Each Competition Member State's team shall have:

- a head of the Delegation;
- 2 coaches (training managers);
- 2 officers to be delegated into the panel of judges;
- organic crew.

Official languages of the Competition are Russian and English. To perform crews management during preparation and in the course of the Competition the teams may have interpreters for linguistic support in national languages.

The Competition is held **in three phases**.

1. Artillery shooting contest.
2. Damage control and rescue training contest;
3. Seamanship contest;

This Regulation is subject to changes during the planning conferences of the participating countries.

Competition phases program and the technical issues of refereeing are subject to amendments during organizational meeting of the panel of judges in the course of direct preparation for the Competition.

In the event of adverse weather conditions and subject to decision of the Head of the Competition upon consultations with the panel of judges, the sequence of phases and episodes of the Competition can be changed.

## **II. Competition preparation and conducting procedures**

For the preparation and conduct of the Competition events, an Organizing Committee is to be established, Personal composition of such Committee is approved by the Host Country Minister of Defense.

General management of the preparation and conduct of the Competition is exercised by the Commander-in-Chief of the Host Country Navy.

Direct management of the preparation and conduct of the Competition and its full support rests with the Organizing Committee of the Competition.

For the direct management of the Competition an Administration of the Competition is to be established (hereinafter - the Administration), which includes representatives of the Host Country Ministry of Defense and Navy as well as representatives of the Russian Navy General Headquarters.

The Head of the Administration is appointed by the Host Country Navy headquarters.

Composition of the Administration:

Deputy-Head for moral-psychological support;

Deputy-Head for communications;

Deputy-Head for material-technical support;

Assistant-Head for cultural and recreation activity;

Assistant-Head for information support;

Assistant-Head for international military cooperation and protocol;

Assistant-Head for VTC and TV broadcasting;

Assistant-Head for transport support;

Assistant-Head for medical support;

Assistant-Head for training facilities, sea-range equipment and targets layout;

Commandant;

Organization-planning department;

Technical services to support the Competition:

- Operations desk;
- Navigation safety management service;
- Navigation-hydrological and hydrometeorological support;
- Emergency rescue service;

## **III. Panel of Judges constitution procedures**

The Panel of Judges which shall abide by the IAG19 Refereeing Regulation is constituted to rate performance of the Competition participants by phases and episodes.

The Panel of Judges will comprise:

Chief Judge – appointed by the Host Country Navy;

Judges - one Judge from each participating country Navy (according to the number of participating countries), (if the total number of participating countries is odd, then the Host Country appoints the Chief Judge only, if even - it appoints the Chief Judge and a Judge);

Referees and Controllers when performing Competition events - one officer expert from each participating country Navy (according to the number of participating countries);

Live photo and video recording team;

Secretary of the Panel of Judges (appointed by the Host Country Navy).

At its meetings, the Panel of Judges addresses the issues of organization and progress of the Competition, charges award and penalty points based on the results of the phases and episodes of the Competition, draws up summary minutes and determines the winners of the Competition.

Tempering in the work of the Panel of Judges by the Competition organizers, managers and team representatives is unacceptable. Competition organizers, leaders and representatives of the teams may be invited to the Panel of Judges meetings.

The Chief Judge organizes the Competition in strict compliance with this Regulation and the Competition Program and ensures safety procedures. Execution of orders of the Chief Judge is mandatory for all participants of the Competition. The Judges are responsible for the course of the Competition at the sites assigned to them.

The secretary of the Competition organizes records management, does all paperwork and draws up Final Report.

#### **IV. Draw procedures**

The draw is organized and conducted after the Competition opening ceremony by the Panel of Judges publicly and openly in presence of the heads of delegations, invited observers and media. The lot determines sequence of setting sail by the participating ships in each episode of the Competition and the sequence of the crews performing exercises of the Competition. Drawing of starting numbers is separate for each episode of the Competition. Members of the delegations draw a token indicating starting number out of a non-transparent bag (container). Draw results are recorded in the Minutes, signed by members of the Panel of Judges and representatives of the teams.

Choosing accident-caused damage simulation options to be exercised in a damage control exercise at the Training Facility is done right before commencement of the Damage Control Episode by the Panel of Judges, drawing cards blindly. Contents of the exercise card is communicated to the team and passed to the Training Facility Operator. Cards to be composed in advance by the Competition Panel of Judges.

## **V. Competition procedures**

Participating ships are to arrive at the port of the competition no later than 5 days prior to the Opening Ceremony. Preparatory period is for direct preparation of the administration, the Panel of Judges and the crews.

Pilotage, towing, mooring, port services and berthing costs are covered by the Host Country.

Refueling, lubs-and-oils and food supply of the ships is made upon request of the participating countries for consideration.

The Competition begins with a Grand Opening.

At the end of each phase of the Competition, based on the generalized score results, national teams are rated in the table of a respective phase by the number of points accumulated. Ratings are carefully documented in the Minutes and communicated to participants of the Competition.

Duration of the Competition phases is established by the Panel of Judges, based on the number of teams participating in the Competition and the conditions of the exercises.

Teams are given a 24-hour time before each Competition phase to service their materiel.

At least two days off are allocated for cultural, leisure and sports events During the competition.

The competition ends with a solemn Closing Ceremony where the winners are decided and the most distinguished participants awarded.

## **VI. Competition terms and conditions**

the Competition shall last from 3 to 17 of August, 2019, Opening and Closing Ceremonies included.

Location: Baku, Republic of Azerbaijan.

Admitted to participate in the Competition are the ships that make part to combat structures of the participating nations' Navies, that have weapons and technical equipment that meet the conditions of the Competition phases, whose crew have learnt safety rules when performing relevant Competition exercises and doing artillery shooting.

The ships proceed to the areas of the episodes in accordance with the routes prescribed by the organizers of the Competition. Sailing within territorial sea of the Host Country outside agreed routes and areas is forbidden.

Participating ships and crews undergo medical and sanitary control in accordance with the International Sanitary Regulations upon arrival at the port of the Competition.

## VII. Participants preparation procedures

Accommodation and catering of foreign military delegations' management teams and members of the Panel of Judges of up to 5 persons from each participating country is sponsored by the Host Country.

Accommodation and catering of the crew members is done on board of their ships. Preparation of the participation ship crews includes:

- registration of the Competition participants;
- filing applications for the ship crews participation in the Competition;
- workshop and organizational meeting of the Competition Panel of Judges;
- crews and coaching (support) teams briefing on safety requirements;
- assessment of the navigation area, doing preliminary navigation calculations;
- rehearsal of exercises (as agreed);
- servicing weapons and materiel.

## VIII. Competition Program

The competition is held in designated combat training areas.

### **Competition procedures and sequence:**

- Arrival and registration of the Competition participants, assessment of the navigation area, preliminary navigation calculations, servicing weapons and materiel;
- crews and support teams safety brief;
- Sea Cup-2019 Grand Opening Ceremony;
- Drawing Ceremony – establishing crews starting sequence in all episodes;
- Conducting the Competition by phases;
- **The 1st Phase** - crews competing in combat use of their ships (with artillery firing);
- **The 2nd Phase** - ship-damage control and rescue training contest;
- **The 3rd Phase** – seamanship contest;
- identification of Sea Cup-2019 winners;
- Sea Cup – 2019 Solemn Closing Ceremony;
- visiting of the ships by representatives of the participating teams, enterprises, public organizations and local residents;
- departure of the participating ship;
- At least two days off throughout duration of the Competitions and in the course of preparation for it are allocated for cultural, leisure and sports events.

## **IX. General Safety Requirements**

Ships proceed to the area of the mission in accordance with the traffic routes with unconditional compliance with the requirements of the International Regulations for Preventing Collisions at Sea (IRPCS-72), local navigation rules and good marine practice. The rules for using the off-shore means and tools as well as port equipment are communicated to the participants with arrival of ships at the port.

The Chief Judge of the Competition is responsible for taking into account factors of the sea, navigational and hydrometeorological situation in the area of the Competition as well as for decision-making for performing Competition episodes.

Competition exercises are carried out only after the ship commander reports on readiness and obtains clearance from the Chief Judge.

## **X. Performance of the Competition phases**

### **General provisions**

Ships pass the distance of performing an exercise one after another in accordance with their starting numbers obtained at the draw. Before the start of each episode, the ships remain in the waiting area, located no more than 1.5 miles from the start line. The Chief Judge, after receiving report from the group of controllers (arbitrators) confirming readiness of the target (raid equipment), as well as from support forces and live recording teams, gives clearance for execution of episode. After having been cleared, the participating ship must cross the start line within 15 minutes and commence an exercise.

Before starting each new episode, ship's commander reports on readiness of his(her) ship and the crew, operability of equipment for the episode. If the ship is not ready and the malfunction may not be fixed within 30 minutes, the ship is subject to elimination from the episode. Re-execution of an episode by the same ship or reserve one can be allowed by the Panel of Judges no later than 24 hours with deduction of 5 penalty points.

Artillery fire is controlled from regular command posts. The fire controller guided by these presents as well as Artillery Weapons Employment Regulations should apply such methods of using the weapons, equipment and systems that are most effective in a given situation.

Each ship maneuvers to take up shooting position, fires and leaves the area independently in accordance with commander's decision.

The Competition Range is equipped with a waiting area, start and finish lines, artillery firing (maneuver) areas.

Before commencement of the Competition, the first ship to start in accordance with the draw results is waiting at the start line and upon agreed signal (duplicated by radio) sets sail.

The other participating ships remain in the designated waiting area. Each next ship starts only after the area has been cleared by the previous ship and its readiness report to the Panel of Judges and support teams.

Preparation of the weapons and technical means for performance of combat exercises is carried out in the waiting area.

If the judges find that the ship violates speed intervals, they immediately inform the ship commander who is obliged to immediately take measures to reduce (increase) the speed and inform the judge. Should the ship Commander fail to take measures to reduce the speed, his/her time performance is not counted, points are not awarded. Failure to take measures is the lack of action on behalf of the ship commander for 20 seconds.

## **PHASE 1. Naval Training Contest.**

### **Naval Training Contest Organization.**

The Phase is composed of one episode only: anchorage and buoy mooring.

### **Episode “anchorage and buoy mooring”**

#### **General situation:**

The area of the episode is least 3x3 miles, equipped with a start line (entrance gate) and a mooring buoy separated by 0.5 miles from the start line.

#### **Task:**

Ship to maneuver and to anchor and stern-moor with a prescribed course.

#### **Execution conditions:**

Ships proceed to the area of the mission in accordance with the traffic routes.

Each ship commander chooses the ship's course, depending on weather and sea conditions and reports it to the Chief Judge together with the readiness report.

The ship, having been cleared to complete the episode by the Chief Judge, crosses the start line towards designated anchorage point, where she anchors and stern-moors to the buoy with an earlier prescribed heading using organic watercraft.

Prior to set sail to the entrance buoys the ship commander announces his mooring heading, which is recorded by the Panel of Judges. **It is forbidden** to alter the mooring heading after crossing the buoys line.

Ship's watercraft (motorboat, boat) is only launched after entering the mooring area.

With the ship's passage of the entrance buoys, the commander of the ship controls the watercraft and the actions of his crew at his sole discretion, without any restrictions.

Maneuver is considered complete after the ship commander's report to the Chief Judge of the Competition on completion of the episode. Within 10 minutes after the report the Panel of Judges will be measuring the ship's mooring heading with one-minute increment, the averaged results of which are recorded in the Minutes.

Duration of the buoy mooring may not be more than 30 minutes.

The Panel of Judges records the time of crossing the start line abeam the entrance buoys, and the end of the maneuver – by the ship commander's report.

The next ship may only start after the previous one has cleared the area and reported to the Panel of Judges. Performance under the episode is **evaluated** by two indicators:

- Maneuver performance time;
- Precision in maintaining the heading.

1. The first indicator is evaluated by the time from crossing the start line after the Chief Judge of the Competition commanded to start execution of the episode until he receives a report on completion of the maneuver (the ship anchored and buoy-moored).

- best performance - 20 points;
- second result - 18 points;
- third result - 16 points;
- fourth result - 14 points.

Ships that fail to complete the maneuver within standard time (30 minutes) gets 0 points.

2. The second indicator is evaluated by an average deviation of the ship off the heading after report to the Chief Judge of the Competition of completion of the maneuver. The accuracy is estimated by averaging 10 measurements of the heading by the principal course indicating tool.

- maintaining heading accuracy of  $\pm 0-5$  degrees - 20 points;
- maintaining heading accuracy of  $\pm 5,1-10$  degrees - 15 points;
- maintaining heading accuracy of  $\pm 10,1-15$  degrees - 10 points;
- maintaining heading accuracy of  $\pm 15,1-20$  degrees - 5 points;
- maintaining heading accuracy exceeding 20 degrees - 0 points.

Competition results are monitored visually using photo and video cameras installed on observation ships (boats) and UAVs.

3. Each ship hull touching the mooring buoy results in deduction of 3 penalty points.

After the ship's commander report to the Chief Judge on completion of the maneuver, it is prohibited to use any technical means of the ship (main engines, main/lateral thrusters, capstan winches). Failure to observe this rule results in deduction of 5 penalty points.

### **Safety requirements:**

Ensuring safety of navigation of participating ships is a direct responsibility of ship commanders, command and control centers crews, ship combat command posts and services crews in strict compliance with the International Regulations for Preventing Collisions at Sea (IRPCS-72).



Clearance to perform each episode is given by the Chief Judge of the Competition after assessing navigation situation and obtaining readiness report from the ship commander.

Safety requirements in preparation of the anchors and mooring equipment for anchorage (mooring/unmooring) should be observed in accordance with national Naval Manuals and Regulations of the participating countries.

Particular attention should be paid to compliance with security measures to avoid human accidents, accidents with propellers and rudders of the ships.

Safety requirements in relation to motor boats, crafts and warps astern and in the area of propellers and rudders of the ships should be observed in accordance with national Naval Manuals and Regulations of the participating countries.

## **PHASE 2. Ship-damage control and rescue training contest.**

### **Organization of the contest:**

Phase 2 is composed of **two episodes** involving ship crew damage control and rescue teams:

- Water control episode exercised at an onshore simulator;
- Life-saving appliances employment contest.

Each participating ship is expected to delegate two teams of 5 service members.

### **Outside water penetration control episode exercised at an onshore simulator.**

At an onshore water control simulator two teams of five service members each alternately perform patching of holes and leaks using emergency equipment and kits. Water pressure in the pipelines of the Simulator is 4 kg/cm<sup>2</sup>. The sequence of water leakage in the “holes” of the emergency compartment and situation buildup are determined by the card, which are chosen “blindly”.

Water is supplied into the holes sequentially, with an interval of 10 seconds. It is forbidden to use any personal tools or materials for sealing the holes, except for standard equipment of the training complex. Episode starts with opening of the water supply valve and water coming into simulated holes. Water is supplied into the holes in accordance with selected option. In the course of sealing simulated leaks water pressure is not reduced. Upon sealing the holes water supply valves remain open.

The water in the holes is supplied sequentially, with an interval of 10 seconds. It is forbidden to use any available personal funds, materials for sealing holes, except for standard facilities of the training complex. Opening the water supply valve to the hole simulators is the start of the development of measures. Working water for the holes is supplied in accordance with the selected option. In the process of sealing imitators holes the water supply to the embedded holes does not stop. At the end of the seal holes in the valve remain in the open position.

Emergency-Rescue Equipment is distributed between the teams 3 days before the episode. Teams are authorized to carry out maintenance of the Emergency-Rescue Equipment without changing its structural elements. Before start of the episode, the emergency-rescue kits are examined by judges and referees.

To avoid controversies, each team is authorized to call upon as many judges and referees as needed, having previously stated this to the Panel of Judges.

Completed the episode participating team sends a bull horn signal and leaves emergency simulation site which shall be interpreted as completion of the episode.

It is forbidden to even touch the rescue equipment and tools to seal the next hole before water starts leaking. For failure to do so, the team will be penalized for 3 points.

After report by the chief of an emergency response team (bull horn signal) tempering with Emergency-Rescue Equipment may cost 3 penalty points.

**Evaluation:**

This Episode is evaluated by the following two criteria:

- damage eliminating (leakage stop) time;
- leakage stop quality.

The time for eliminating damage is determined by the time from opening water supply valve to the moment the bull horn signal is given by the emergency response team.

- best performance - 20 points;
- second result - 18 points;
- third result - 16 points;
- fourth result - 14 points.

Leakage stop quality is evaluated by the amount of water found in the emergency compartment. The team exits the compartment through the upper hatch. The water level is measured 10 minutes after report by the chief of an emergency response team.

- the least water amount - 20 points;
- second result - 18 points;
- third result - 16 points;
- the highest water amount - 14 points.

Results shown by two national teams is averaged.

**Episode. Life-saving appliances use contest.**

This episode is held in a restricted water area of the port near the pier or in the pool. Two teams of five service members each put on life-saving hydro suits, jump into the water, swim 25 meters to inflatable rescue raft PSN-10, get into the raft and stroke to the finish line using raft oars.

All teams compete with the same rescue equipment. Before commencement of the episode the teams with involvement of the judges check air pressure in the rescue raft, integrity of the equipment, rigging, raft oars, correctness of rescue hydro suits packing, and absence of foreign liquids and lubricants on bodies of the personnel and on zippers of the suits.

It is forbidden to change the raft, raft equipment, or rescue hydro suits after the check-up as described above, fixing identified faults and until the start of the competition. The uniform of the personal is determined by the team leader at his sole discretion.

A long whistle signal (bull horn) is the sign to commence the episode by start putting on rescue suits by the members of a participating team.

Team members jump into the water one after another as ready and after properly putting the rescue suits on without the need to wait for the other members to jump simultaneously.

When in water team members swim free style to the rescue raft with the oars inside, which is located 25 meters away from the place of jumping into water. Removing or unzipping rescue hydro suits before climbing into the raft is prohibited.

The raft is considered ready to set sail and is ordered to do so by an observation judge after the last team-member is on board. The team strokes the shortest way towards the finish line using oars organic to the raft. Finish time is when the raft touches pontoon.

The raft is only allowed to set sail after the last team-member is onboard. Climbing of a team-member on board is only counted when the full body is out of the water. Shoving the raft off the wall so as pulling it by the rope or cord is forbidden. Failure to observe any of the rules listed above results in deduction of 5 penalty points.

Evaluation criteria: duration of performance of the episode, duration of the episode as to running the whole distance from starting line to the raft touching pontoon.

- best performance - 20 points;
- second result - 18 points;
- third result - 16 points;
- fourth result - 14 points.

### **PHASE 3. Artillery fire contest.**

#### **Organization of artillery fire**

Artillery fire areas are equipped with targets depending on the type of an episode:

- one 19 by 5 meters minor anchored seaborne target with corner reflector to exercise in shooting minor sea targets using artillery radar station;
- when performing artillery firing at an air target the number of targets as per the number of participants, plus reserve;
- when performing artillery firing at a floating mine the number of dummy floating mine as per the number of participants, plus reserve.

**In case** if judges detect that a ship crosses the buoys line (beacons), they are required to inform ASAP the ship commander. The ship commander is required to cease fire and take all necessary measures to leave the buoys line (beacons) and inform the judge when the maneuver is accomplished, then proceed shooting. **Failure** to take measures of leaving the beacons line and continue shooting shall result in success of firing not assessed and points not allocated.

**Firing conditions are given in the Table 1.**

Caliber, mm	Minimal advance range of the first shot (salvo), km	Targets	Number of shots
1. Firing at a naval target			
23-57	4	Small ship shield	40
2. Firing at a floating mine			
45 and less	0.2	Dummy mine	16
3. Firing at an air target			
57 and less	—	Air target simulator	40

**Episode «Artillery firing at a naval target»**

**General situation:**

The area of least 6x4 miles is designated for this contest.

Starting-point for movements of the firing ship is - entering beacons, general course - parallel to the edge of the firing range.

Place for anchored shield - in the center of the range.

Open fire line is marked with beacons.

Traverse distance between the line, connecting the entrance with exit, and beacons line is 2 miles.

**Task: destroy** hypothetical naval target by the live artillery fire at a naval target.

**Conditions for firing:**

1. Ship shooting is to be conducted on one tack.
2. General course of a firing ship is to be - parallel to the edge of the firing range, with absolute velocity of the firing ship determined by the ship commander independently in a range from 5 to 12 knots (+0.9).

The ship commander independently takes decision to engage the target, free on maneuvering.

3. Ammunition - any ammunition of one type can be used, by the ship commander decision.

4. Minimal shooting range at a naval target - 30 mm and more - 3.5 km, 20 (25) mm - 2.5 km - reduced target surface up to the two adjacent surfaces of the target.

### **Artillery firing at a naval target organization**

Prior to the contest the first ship occupies the start line position (starting point for movements).

Panel of judges checks readiness of the gun mount to artillery fire conduct, controls belt shell loading and gun loading. Results are to be reported to the Chief judge.

Having received the authorization from the Chief judge, the commander of the firing ship independently enters the area and moves to take up shooting-position, with firing safety considerations taken into account.

Ship shooting is to be conducted on the first tack. The tack is considered to be initiated when the firing ship receives the order from the Contest chief judge «To move out from the starting position».

Firing shall be disallowed if at least one shot is taken from out of the beacons line (less than 3.5 km) (2.5 km by the fallback plan).

Having accomplished the firing task, the ship commander is to report to the Panel of judges on the cease-fire and gun unloading.

Having completed the firing task, the ship moves towards the exit from the area to the exit beacons point. When crossing the designated point, the ship commander is to report to the Contest chief judge on the completion of the episode.

Panel of judges representatives (judges at ships) report to the chief judge on the ship fulfillment of the exercise conditions, episode performance time and preliminary results of firing missions conduct.

Firing at a naval target results control is carried out: visually, with the use of photo and video cameras on ships (boats) and controllers (UAV).

The next ship-contestant occupies the given waiting position. It is allowed to start movement not until after the first ship-contestant leaves the artillery fire area and upon receiving the report from the Panel of judges and support forces on their readiness.

**Assessment** is done by two criteria:

- success of firing;
- episode performance time.

1. The first criterion - «success» is dictated by the fact if at least one shell hits the target's surface, rigging, support bars not higher than the upper edge of the target surface and not lower than lower edge of the target surface. Hull hits **are disallowed**.

Any hit of the target - 20 points, miss - 0 points;

The fact of a shell hits the shield is determined by its examination by the Panel of judges and if necessary (if any disputes arise within the Panel of judges), it is to be confirmed by the live recording data.

Any hit is required to be confirmed by the photo and video records.

The second criterion - «episode performance time» is determined as follows:

episode performance time is determined by the time starting from the entering the firing range (crossing the line of buoys) to the finish line (end point of movements):

- best performance - 20 points;
- second result - 18 points;
- third result - 16 points;
- fourth result - 14 points.

any violations of: the interval speed - 5 penalty points, buoys and beacons touch - 1 penalty point.

#### **Safety requirements for artillery firing at a naval target:**

The firing is only allowed when  $\pm 15^\circ$  sector towards the target at distances of at least 10 km is free from any foreign naval and air targets.

The firing is considered to be realized after the first shot of a gun mount. The firing can be repeated, by the decision of the Chief judge and only if foreign targets in the given sector have been detected or in case of any critical influences made on the target, that render firing impossible.

#### **Episode «Artillery firing at an air target»**

**General situation:** The area of 6x4 miles is designated for this contest.:

Starting-point for movements of the firing ship - at the edge of the firing range, general course - parallel to the fixing point of an air target simulator (balloon, aerostat-like structure anchored in the middle of the firing range at the altitude of 100 m, 500 m from the beacons line). Traverse distance between the line, connecting the entrance with exit, and beacons line is 2 miles. The speed of the ship is determined independently by the ship commander in a range from 5 to 12 knots (+0.9) when the ship enters the range (crosses entering buoys line).

#### **Task:**

Destroy hypothetical air target by the live artillery fire at an air target.

#### **Conditions for firing:**

1. The ship firing at an air target is conducted by the ship commander decision with unconditional safety requirements compliance.

2. Maneuver to take up the shooting-position is determined independently by the ship commander; thus, the speed of the ship is to remain within 5 to 12 knots (+0,9).

4. Ammunition - any ammunition of one type can be used, by the ship commander decision. Total number of shots - 40 rounds.

5. Number of firing guns - one.

### **Artillery firing at an air target organization**

Prior to the contest the first ship is at the start line (starting point for movements).

Panel of judges checks readiness of the gun mount to artillery fire conduct. Results are to be reported to the Chief judge.

Having received the authorization from the Chief judge, the commander of the firing ship independently enters the area and moves to take up shooting-position, with firing safety considerations taken into account.

Ship shooting is to be conducted on the first tack. The tack is considered to be initiated when the firing ship receives the order from the Contest chief judge «To move out from the starting position».

Firing shall be disallowed if at least one shot is taken from out of the beacons line (less than 500 m).

Having accomplished the firing task, the ship commander is to report to the Panel of judges on the cease-fire and gun unloading.

Having completed the firing task, the ship moves towards the exit from the area to the exit beacons point. When crossing the designated point, the ship commander is to report to the Contest chief judge on the completion of the episode.

Panel of judges representatives (judges at ships) report to the chief judge on the ship fulfillment of the exercise conditions, episode performance time and preliminary results of firing missions conduct.

Firing at an air target results control is carried out: by visual inspection of the target, with the use of photo and video cameras on ships (boats) and controllers (UAV).

The next ship-contestant occupies the given waiting. It is allowed to start movement not until after the first ship-contestant leaves the artillery fire area and in receiving the report from the Panel of judges and support forces on their readiness.

Having accomplished the firing task, the ship commander is to report to the Panel of judges on the cease-fire and gun unloading.

Panel of judges representative reports firing missions results to the Chief judge.

### **Artillery firing at an air target assessment**

Assessment is done by two criteria - success of firing and episode performance time.

The criterion - «success» is determined by the fact of rounds hit the balloon. Target kill - 20 points, miss - 0 points;

The second criterion - «episode performance time» is determined as follows:

- best performance - 20 points
- second result - 18 points
- third result - 16 points
- fourth result - 14 points

Air target hits are to be confirmed by photo and video footage.

Minimal number of rounds per salvo - 4. Single-shot fire is prohibited and is considered as a major violation of rules, with the exception of the last round in a belt. Single-shot - 5 penalty points.

### **Safety requirements for artillery firing at an air target:**

1. Permission to fire is granted to the firing ship after receiving all reports on the firing area obligatory survey and the air situation.
2. Target engagement is authorized after the chief judge confirms the absence of foreign targets in the fire sector.

If the firing is impossible for a reason beyond the control of the ship's crew (foreign targets in the given sector detection, air target rupture), the ship's commander is to immediately report to the Chief judge with further documented confirmation of this fact. Judges shall take the decision to retake firing.

#### **Firing support means:**

Support means: air target (aerostat-like) is fixed to 100 m cord attached to an anchored buoy in the center of the firing range 500 m away from beacons line.

### **Episode “Firing at a floating mine”**

#### **General situation:**

The area of least 6x4 miles is designated for this contest.

Starting-point for movements of the firing ship - entering beacons, general course - parallel to the edge of the firing range.

Traverse distance between the line, connecting the entrance with exit, and beacons line is 2 miles.



Floating dummy mines are anchored in the middle of the firing range 300 m away from beacons line.

**Task:**

Destroy a floating mine, by the live firing at a floating dummy mine.

**Conditions for firing:**

1. Ammunition - any ammunition of one type can be used, by the ship commander decision. Total number of shots - 16 rounds.
2. Number of firing barrels - one.
3. Minimal firing distance at a floating dummy mine - 300 meters.

**Firing stage organization**

The contest firing area is equipped with: waiting position, start (starting-point for movements) and finish (finish-point for movements) lines, dummy mines and beacons line at 300 m distance from dummy mines.

Firing at a naval target area is equipped with a target - floating dummy mine.

Prior to the contest the first ship is at the start line (starting point for movements).

Panel of judges checks the artillery gun mount (machine gun), with the results reported to the Chief judge.

Upon authorization from the Contest chief judge the firing ship commander moves out from the starting position with course parallel to the beacons line with absolute velocity from 5 to 12 (+0.9) knots. When en-route detecting a floating mine at the distance less than 200 meters, the ship is to engage the target, with all firing safety measures and procedures taken.

Ship shooting is to be conducted on the first tack. The tack is considered to be initiated when the firing ship receives the order from the Contest chief judge «To move out from the starting position».

Firing shall be disallowed if at least one shot is taken at distances less than 300 meters.

Having accomplished the firing task, the ship commander is to report to the Panel of judges on the cease-fire and weapon unloading.

The ship, after having completed the firing, is required to cross the finish line.

The next ship-contestant remains at the given waiting position, it can start with the authorization of the Chief judge.

Firing at targets results control is carried out: visually, with the use of photo and video cameras on ships and on Unmanned Aerial Vehicles.

Every firing ship gets a new target, inspected with the use of photo and video means and on record made by the judges.

The firing is considered to be initiated after the first shot of a gun mount.

The firing can be repeated, by the decision of the Chief judge and only if foreign targets in the given sector have been detected and in case of any critical influences made on the floating dummy mine, that render firing impossible.

The criterion - «success» is evaluated by a single hit of the floating dummy mine. Floating dummy mine hit is any visible damages, penetration point from the shell on a floating dummy mine or its inundation, documented, with the use of photo and video cameras, recorded by the judges immediately after the firing.

### **Firing at a floating mine assessment**

Assessment is done by two criteria:

- success of firing;
- episode performance time.

1. The first criterion - «success» is dictated by the fact of the floating dummy mine hit.

At least one round hit the floating dummy mine - 20 points, miss - 0 points,

Floating dummy mine hits are to be confirmed by photo and video footage. The final result is to be determined after the visual inspection of the mine.

2. The second criterion - «episode performance time» is determined by the time of a ship crossing entry and exit beacons:

- best performance - 20 points;
- second result - 18 points;
- third result - 16 points;
- fourth result - 14 points.

### **Safety measures:**

1. Firing is allowed after the area inspection by the firing ship commander visually and with the help of technical means.

2. The firing is only allowed when  $\pm 15^\circ$  sector from the target bearing is free from any foreign naval and air targets.

### **Firing support means:**

Naval target main characteristics (floating dummy mine): diameter - 0.6 meters.

## **XI. Procedure for determining the winners**

Upon completion of every episode of the Contest results are summarized, stage winners are determined among the teams of the participant states of the Contest, taken to records by the Panel of judges. The results are included in the leader board, communicated to the contest participants, and reported to the Main Panel of judges. Judge-informer introduces press-release to spectators, observers and mass media.

Upon completion of the third stage of the Contest, the Panel of judges session shall determine the winners among the teams of the participant states of the Contest by the biggest score gained by teams in total after three stages.

For the sake of the “Sea Cup - 2019” contest if one or more teams have equal score, team with the best result in the second stage - i.e. ship crews competition in artillery weapon use - shall get the advantage.

Additionally, the Panel of judges shall determine the best specialists, that contributed significantly in success of their teams.

## **XII. Awarding the winners**

Awarding the winners and prize-takers of stages of the Competition is carried out in a solemn atmosphere of the scripted victory ceremony on the closing day of the Competition.

Awarding the winners and prize-takers of the Contest is conducted by ship crews - cup, medals and certificates for the first place, medals and certificates for the second and third places.

Additionally, competition administrators institute encouragement awards for the best specialists and judges.