I. General provisions

1. “Suvorov onslaught” is a contest of the Army International Games (hereinafter referred to as the “Contest”), which aims to determine the best crew, team and the best specialists of an infantry fighting vehicle.


3. The Competition may be held on the territory of foreign states provided that they have an equipped competition track as provided for in the framework of the International Army Games.

When the Contest is held on the territory of foreign states, the procedure for its organization, preparation and conduct shall be agreed upon at the planning conferences.

If the state applying for the competition on its territory does not fulfill the requirements of these Regulations, the Commission of Representatives of the Participating States of the Contest, when checking readiness, may decide to shift the venue of the competitions to the territory of the Russian Federation or another state, in coordination with the International Organizing Committee of the Army international games.

4. The Regulations on the Contest "Suvorov onslaught" is approved by the Commander-in-Chief of the Land Forces of the Russian Federation.

5. When the Contest is held in the territory of foreign countries, the overall direction of the preparation and conduct of the Contest is the responsibility of the General Headquarters of the Land Forces of the Russian Federation, and the direct management is the responsibility of the military administration authorities of the country in which the Contest is held.

The official languages of the Contest are Russian, English and, if necessary, the language of the country in whose territory the Contest is held.

6. The composition of the participating team - 21 people:

   - team leader - 1 person;
   - referee - 1 person;
   - trainer - 1 person;
   - team members - 12 people (4 crews, among which 3 main and 1 reserve crew);
   - technical support section - 6 people.

To ensure the work of the team on the territory of a foreign state, two interpreters, a psychologist and a medical professional are additionally appointed.

To participate in the contest, each team can use no more than four own-produced infantry fighting vehicles with the Tactician-Technical Specifications in accordance with the Regulations of (Annex # 1).

At the request of the participating team, the country in whose territory the Contest is being held, provides no more than four indigenous infantry fighting
vehicles with of the Tactician-Technical Characteristics in accordance with the relevant Regulations.

7. The Contest is organized and conducted in two stages: first stage - “Individual race”; second stage - “Relay”.
8. Winners (runners up) of:
   “Individual race” stages are determined by the shortest total time spent by the crews for track performance;
   “Relay” stages are determined by the shortest time spent on the team’s track performance.
   The total time of the team consists of the time of passage of the track and the penalty time; if the total time is the same, then the team with the fewest penalty laps (time) wins.
9. For refereeing a refereeing brigade, a team of field referees, a technical commission, technical and auxiliary staff shall be appointed.
   The refereeing panel consists of Referees who are appointed from the participating teams; the votes of all referees are equivalent.
   In reviewing the results of the races only referees, whose teams participate in the stages or races of the Contest, participate in all meetings of referees that are chaired by the Chief Referee of the Contest.
10. At the end of the “Individual Race”, the Panel of Referees of the Contest summarizes the results and determines the winning crews who took 1st, 2nd, 3rd places and runners-up crews, which are awarded with diplomas and valuable prizes. According to the results of the “Individual Race”, the best commander of the crew, the best gunner-operator, the best driver-mechanic is determined, one person in each nomination. The best gunner-operator is determined by the greatest number of hits in the target, the best driver is the driver who showed the best time to complete the track while overcoming 100% of obstacles in the Individual Race.
11. At the end of the “Relay” the Panel of Referees of the Contest summarizes the results and determines the winning teams, who took 1st, 2nd and 3rd places, as well as runners-up crews that are awarded with cups, medals, diplomas and especially valuable prizes.
12. To ensure control over target field and its maintenance, a group of specialists is appointed. It consists of group leader and four assistants (appointed from the country in which the Contest is held).
   The group is responsible for:
   provision of targets and target equipment; target field control;
   control of damage to targets and visualization of results of damage to targets;
   output of video information about the destruction of targets on the screens of the judicial brigade and the audience.
13. Country, on the territory of which the Contest is held, completes the preparation of its team in the main sector (venue) of the contest no later than 14 days before the opening of the International Army Games in Moscow. In the event
that this condition is not fulfilled, all crews of the country in whose territory the Contest is being held are fined a penalty lap for each day of exercising, except for the day specified in the general schedule for the preparation of teams of the countries participating in the Contest.

14. All teams, including the team of the country in which the Contest takes place, are live, feed, move, train, store equipment during the preparation and conduct of the Contest together with other teams of the participating countries, in case of non-compliance with this requirement, the team is considered not to have arrived at the Contest.

The participation of crews and individual members of the crews in the Contest more than once every two years is prohibited. In case of non-compliance with this requirement, the crew is assigned a penalty lap.

Upon arrival at the competition site, teams exchange lists of crews in the contest languages (Russian, English, language of the country in which the Contest is held) with the attachment of photos of crew members (9 × 12 mm) aiming to control.

15. On the day of the arrival of the last team, according to the lot, the teams of the participating countries have the opportunity to conduct trainings in the main area (facility) of the Contest for preparation.

During the preparation for the Contest, the host country provides the teams of the participating countries with:
- conduct of safety training sessions;
- familiarization with the route of the contest (including obstacles) and the target information (Annex #3) according to the scheme (showing all targets for at least an hour at each turn) during a demonstration exercise along the route;
- practical training with equipment without shooting on the main track - at least two hours for each team member and on the training track - at least four hours for each team member;
- training with shooting at the training track (at least three hours) before each stage of the Contest, and issuing ammunition to teams participating in the host country equipment (at least 30 pieces for a 30-mm gun, at least 70 pieces for a 7.62-mm machine gun);
- bringing the weapons of the participating teams to normal combat condition (at least two hours) before each stage of the Contest with issuing ammunition to teams participating in the host country (at least 30 pieces for a 30-mm cannon, at least 70 pieces for 7.62-mm machine gun).

Representatives of the countries participating in the Contest have the right to attend trainings and bringing weapons of combat vehicles to normal combat condition of any team without coordination, as observers.

16. Preparation for the Contest and participation in it of the participating teams is organized and held in strict accordance with the plan of the Contest.

At the last planning conference, the receiving party presents to the participating teams the schedule for training the teams on the main and alternate tracks of the Contest, specifying the time and places for bringing the weapons of
combat vehicles to normal combat conditions and maintenance of weapons and military equipment, shows locations for personnel and equipment.

17. A participating team that has committed unauthorized actions or that ignores instructions from the Panel of Referees loses the status of a participating team in the Contest.

II. Track and target fields

18. The contest is held on a limited part of the terrain, where a route with a length of 4,300 meters is equipped (Annex # 2).

19. For the “Individual Race” stage, the route is limited by “Start” and “Finish”, and includes 11 obstacles:
   - maneuvering area, water obstacle (ford), rut pass in mine explosive obstacle, mound, fiery strip, anti-tank ditch, model of a rut bridge, comb, slope No. 1, escarpment, slope No. 2 (Annex No. 3);
   - two shooting areas;
   - site for unloading weapons of combat vehicles.

   **In the first shooting area they are equipped with:**
   - a) at the fire opening line of the four shooting positions (the point of ammunition and the line for shooting are on the same platform);
   - b) on the target field there are four target groups consist of five targets (BMP), at distances from 1100 to 1500 meters and on the front not more than 15 °, one target at each lane, each group of targets is painted in one of four different colors (red, blue, green, yellow) (Annex # 4).

   **In the second shooting area they are equipped with:**
   - a) at the fire opening line of the four shooting positions (the point of ammunition and the line for shooting are on the same platform);
   - b) on the target field:
     - four targets (helicopter) at a distance of 900 meters and along the front no more than 15 °, each target is painted in one of four different colors (red, blue, green, yellow);
     - four groups of targets, each with three targets (RPG) at distances from 500 to 800 meters, one target at each frontier along the front not exceeding 15 °, each group of targets is colored in one of four different colors (red, blue, green, yellow).

20. For the “Relay” stage, the route is limited to “Start” and “Finish” and includes 10 obstacles:
   - track bridge model, comb, slope # 1, escarpment, slope # 2, water barrier (ford), a track in the mine-explosive obstacle, a mound, a fire strip, an anti-tank ditch;
   - two areas for shooting;
   - area for unloading weapons of combat vehicles.
   - The first area for shooting is equipped with:
     - a) at the fire opening line of the four shooting positions (the point of ammunition and the line for shooting are on the same platform);
     - b) on the target field:
four targets (helicopter) at a distance of 900 meters and along the front no more than 15°, each target is painted in one of four different colors (red, blue, green, yellow);

four targets (BSO on a vehicle) at a distance of 900 meters and no more than 15° along the front, each target is painted in one of four different colors (red, blue, green, yellow);

four groups of targets, each with three targets (RPG) at distances from 500 to 800 meters, one target at each turn and no more than 15° on the front; each group of targets is colored in one of four different colors (red, blue, green, yellow).

The second area for shooting (flank shooting) is equipped with:

a) on the starting line - the point of ammunition;

b) on the route of firing:
   Turn point for the automatic cannon toward the targets (yellow pillar);
   Fire opening line (red pillar);
   line of cease fire (blue pillar);
   site for unloading weapons (a platform marked with four pillars, located 50 meters after the cease-fire line);

b) on the target field:

four groups of targets each with three targets (BMP), at distances from 1300 to 1500 meters, one target at each turn and no more than 15° along the front, each group of targets is colored in one of four different colors (red, blue, green, yellow);
	he target for unloading automatic guns is at a distance of 1100 meters, the direction for unloading automatic guns corresponds to the main direction of firing.

21. The training track is equipped on a separate terrain with a length of 4,300 meters with the obligatory presence of obstacles (anti-tank ditch, escarpment, model of a track bridge, a track in the mine-explosive barrier).

The target field of the training track must be equipped with a minimum number of targets (one BMP target at the 1100, 1200, 1300, 1400, 1500 meters targets and one RPG target at the 600, 700, 800 meters fixed targets).

Four shields (of plywood) 1.0 meter by 1.5 meters are permanently installed to calibrate sighting devices and bring the weapons of BMP to normal combat at a distance of 100 meters from the line of opening fire.

22. Target fields are installed with following (Annex 5):

signs side protection zone (set on the left and right borders of the target field, at the line marking 900 meters in the first shooting area and at the line marking 1500 meters in the second shooting area);

the sign “main direction of shooting” (it is set at the main shooting range, at the turn of 900 meters in the first shooting area and at the turn of 1500 meters in the second shooting area);

at least five different orientations (layouts: a house, a mill, an electricity pylon, a separate tree, a car), clearly visible with an naked eye from firing positions and distinguishable against the background of the terrain.

23. Options of displaying targets are developed in advance, submitted for review by the Panel of Referees, sealed in an envelope, sealed and deposited with the Chief Referee of the Contest. The storage is carried out in a special safe with a
code lock. Before the start of the contest, the Chief referee opens the sealed envelope and passes on the option of showing the target to the target field control group.

24. The route of the Contest track for each team is determined according to the draw, organized by the chief referee, the head of each team draws lots before the start of the Contest.

25. The party, on the territory of which the Contest is held, provides visualization of the passage of the track by the crews, overcoming obstacles and hitting all targets with reflection of information on the screens of the central control station of the Contest.

To visualize the destruction of targets (BMP, BSI on a car, RPG and helicopter), they are additionally equipped with smoke elements that are activated after a target is damaged or the target is made of a fragile material that breaks when a shot (bullet) hits it.

26. The results of hitting targets, the time of the passage of the laps of the route, the time for the race and the total time for the "Individual Race" and "Relay Race" are reflected on the screens in real time.

III. Contest

27. The preparatory stage of the Contest begins with the arrival of personnel of the teams participating in the Contest.

During the preparatory stage the following events are conducted by the administration of the Contest from the country on whose territory the Contest is being held:
accommodation and overall provisioning of teams;
unloading of equipment (for the teams that arrived to participate in the Contest on their equipment), placing it in park place for combat vehicles;
medical examination of teams;
accepting applications from team leaders for participation in the Contest and registration of teams;
the transfer of the BMP to the teams that expressed an intent to take part in the Contest in the infantry fighting vehicles of the country in whose territory the Contest is being held;
maintenance of weapons and military equipment; security briefing;
conducting control drive of BMP (at the request of teams); familiarization of the crews with the track of the Contest; conducting training of crews;
reconciliation of sights, checking weapons in combat and bringing weapons to a normal battle mode;
the drawing of lots to determine the order of start, check-in numbers, colors of infantry fighting vehicles and targets for the “Individual Race” stage;

Seven days before the start of the competition, the Chief Judge of the Contest is obliged to hold a seminar with state judges on the matters of refereeing
and the procedure for evaluating crew actions in accordance with these Regulations.

The preparatory stage of the Contest ends with a solemn opening ceremony.

IV. Passage of the Contest track

"Individual Race"

28. Three crews from each team participating in the contest take part in the race. Each crew is using one combat vehicle. In case of failure of the combat vehicle, it is allowed to replace it with a spare one, in which case the faulty machine becomes a spare one. The faulty machine goes to the site for troubleshooting. If it is impossible to eliminate the malfunction of the spare machine and the failure of the other machines during the race, the team will be disqualified.

At the command of the Chief Referee, the crews take their places in the combat vehicles, start the engine, and report to the Chief Judge about readiness for the race. At the command of the Chief Referee, the crews start moving along the specified route (2.5 laps). The interval of the beginning of the movement between the machines is one or two minutes.

29. The first lap:

During the race, the crews overcome the maneuvering area, set off along the route to the firing position corresponding to the color determined by the team as a result of the draw. The crew dismounts, covers the hatches and lined up behind the combat vehicle, raising the hand for the crew commander to be ready for action. Then, at the signal of the referee (raised white flag), the crew starts loading ammunition (25 armor-piercing tracing shots for a 30-mm automatic cannon), takes its places and reports on readiness for combat.

At the first firing line with the start of loading of ammunition, a simultaneous display of five targets (infantry fighting vehicle) begins, the target display time is 160 seconds.

The crews, upon readiness to fire, independently open fire on targets of the corresponding color on their own (range to targets from 1100-1500 meters). Upon completion of the shooting report is made on the completion of the shooting and ammunition expenditure.

If for any reason (not detecting targets, delays in shooting or in other cases) the crew did not use up all the ammunition at the command of the Chief Referee of the Contest, the crew moves to the discharge site and discharges the weapons of combat vehicles by unloading the ammunition or shooting them on the discharge shield. The time spent on discharging the combat vehicle is included in the total time of the route.

After the ammunition is spent (unloading unused), the crew, at the command of the Chief Referee, continues along the route, overcomes 10 obstacles: a water barrier (ford), a track in the minefield, a barrow, a fire line, an anti-tank ditch, a
track bridge model, comb, slope number 1, escarpment, slope number 2. Then the crew goes to the second firing line, thereby completing the first round.

30. **The second lap:**

With the passage of the second lap, the crews stop the vehicle at the second shooting range, occupy a position at the shooting range in accordance with the color determined by lot, and load 10 armor-piercing tracing shots for a 30-mm automatic cannon. With the start of loading ammunition, a single target (helicopter) is shown simultaneously. After the crew report on readiness for shooting with the permission of the chief referee, the crew opens fire on an appearing target (helicopter) of the corresponding color, the target display time is 80 seconds. Upon completion of the shooting report is made on the completion of the shooting and ammunition expenditure.

In case if for any reason (not detecting targets, delays during firing or in other cases) the crew did not use up all the ammunition at the command of the Chief Referee of the Contest, the crew moves to the discharge site and discharges the weapons of combat vehicles by unloading the tape with ammunition or shooting them on the discharge shield, while the time spent on unloading the combat vehicle is included in the total time of the route.

After the ammunition is spent (unloading unused), the crew, following the command of the Chief Referee, continues to move along the route, overcomes 10 obstacles: a water barrier (ford), a track in the minefield and explosive obstacle, a mound, a fiery strip, an anti-tank ditch, a track bridge layout, a comb, slope # 1, escarpment, slope # 2. After that, the crew enters the third firing line, thereby completing the second round.

31. **The third lap:**

On the third lap, the crews stop the vehicle at the third shooting range, occupy a firing position in accordance with the color determined by lot, and load ammunition for a coaxial machine gun - 30 pieces of 7.62 mm ammunition loaded into a ribbon 10 of which are with a tracer bullet.

With the start of loading of ammunition, the crew simultaneously shows three targets (RPG). After the crew’s report on readiness to fire, with the permission of the chief referee, a coaxial machine gun is fired at three simultaneously appearing targets (a hand anti-tank grenade launcher) of the corresponding color at a distance of 500-800 meters, the display time is 120 seconds.

Upon execution of the shooting report is made on the completion of the shooting and ammunition expenditure.

If for any reason (not detecting targets, delays during firing or in other cases) the crew did not use up all the ammunition at the command of the Chief Referee of the Contest, the crew moves to the discharge site and discharges the weapons of combat vehicles by unloading the tape with ammunition or shooting them on the
discharge shield, while the time spent on unloading the combat vehicle is included in the total time of the route.

After the ammunition is spent (unloading unused), the crew, following the command of the Chief Referee, continues to move along the route, overcomes five obstacles: a water barrier (ford), a rut in the minefield, a barrage, a fire strip, an anti-tank ditch and reaches the finish line, completing the competition.

After passing the finish line, combat vehicles are placed at the waiting area and, at the command of the head referee, descend to parking place for combat vehicles.

During the “Individual Race” stage, if the main vehicle cannot be used due to a malfunction, you must inform the chief referee about this and you can use a spare vehicle with his permission. The procedure for using a spare vehicle is made in accordance with the requirements of the Contest Regulations.

If the failure of the combat vehicle occurred with no fault of the crew, the time of breakage, replacement and repair in the total time of the route is not taken into account (Annex # 7).

"Relay race"

32. The four participating teams with the least total time in the “Individual Race” take part in the “Relay” stage.

Before the start of the competition, infantry fighting vehicles stop at the start line, the first crews in headdresses stand in front of the fighting vehicles, facing to the tribune. At the signal, the crews take their places in the combat vehicles, start the engine, check the means of communication and report to the main judge about the readiness for movement. The chief referee of the contest gives the command to start, the first and third crews start at the same time, after 30 seconds the second and fourth crews start simultaneously. The countdown starts from the start of each crew.

Three crews from each team participating in the contest take part in the race. All crews of the team participate in the race on the same combat vehicle. In case of failure of the main vehicle, it is allowed to replace it with a spare one. The main (faulty) vehicle gets to the spare area for troubleshooting. Replacing other vehicles is prohibited. If it is impossible to troubleshoot both vehicles - the team is disqualified.

33. Spare combat vehicles are placed on a specially equipped site. The second and third crews are waiting in the zone of the “Relay” stage, after crossing the transmission line, the relay takes their places. At the same time on the route can be no more than four BMP.

34. The order of transfer of the relay.

The crew of the finished combat vehicle stops the vehicle in front of the start line, muffs the engine, leaves the combat vehicle, covers the hatches, removes the headsets, puts on hats and runs to the next crew standing at a distance of 100 meters. The relay is passed by touching the hand of any part of the body of a serviceman of the next crew. It is forbidden to get under way from the members of
the next crew before getting touched. After the passing of the relay, the next crew is running to the infantry combat vehicle, occupies regular places in the BMP, the driver starts the engine, the BMP commander reports readiness and the BMP starts moving along the route in accordance with the established option.

Having passed the baton, the crew leaves the track in compliance with the safety requirements and returns to their team in the waiting area.

35. The sequence of passing the distance of the “Relay” stage is carried out according to the option set by lot.

**First option:**

*on the first lap* there is a speed race, the crews overcome obstacles, there is no shooting;

*on the second lap* - flank shooting from a 30-mm automatic cannon (15 armor-piercing tracing shots for a 30-mm automatic cannon) at three targets (infantry fighting vehicle);

*on the third lap* - shooting a 30-mm automatic cannon at 2 targets (the first target is a helicopter, the second target is a recoilless gun on a car) (15 armor-piercing tracer shots for a 30-mm automatic cannon);

*on the fourth lap* - shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm ammunition, 10 of them tracers).

**The second option:**

*on the first lap* - flank shooting from a 30-mm automatic cannon (15 armor-piercing-tracing shots for a 30-mm automatic cannon) at three targets (infantry fighting vehicle);

*on the second lap* - shooting a 30-mm automatic cannon at 2 targets (the first target is a helicopter, the second target is a recoilless cannon on a car) (15 armor-piercing tracer shots for a 30-mm automatic cannon);

*on the third lap* - shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm ammunition, 10 of them tracer);

*on the fourth lap* there is a speed race, the crews overcome obstacles, there is no shooting.

**The third option:**

*in the first lap*, shooting from a 30-mm automatic cannon at 2 targets (the first target is a helicopter, the second target is a recoilless cannon on a car) (15 armor-piercing tracer shots for a 30-mm automatic cannon);

*on the second lap*, shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm of cartridges, 10 of them are tracer);

*on the third lap* - the speed race, the crews overcome obstacles, there is no shooting;

*on the fourth lap* - flank firing of a 30-mm automatic cannon (15 armor-piercing tracing shots for a 30-mm automatic cannon) at three targets (infantry fighting vehicle).
The fourth option:

on the first lap - shooting at three targets (RPGs) from a coaxial machine gun (30 pieces, 7.62 mm of cartridges, 10 of them are tracer);

in the second lap there is a speed race, the crews overcome obstacles, there is no shooting;

on the third lap - flank shooting from a 30-mm automatic cannon (15 armor-piercing tracing shots for a 30-mm automatic cannon) at three targets (infantry fighting vehicle);

on the fourth lap - shooting a 30-mm automatic cannon at 2 targets (the first target is a helicopter, the second target is a recoilless cannon on a car) (15 armor-piercing tracer shots for a 30-mm automatic cannon).

36. During the execution of flank shooting, only one combat vehicle is allowed in the firing range.

The crew stops the combat vehicle at the site of shooting at the specified location (assigned firing position), the crew covers the hatches, dismounts and lined up behind the combat vehicle, and the commander of the crew gives a signal to the referee at the station about readiness for action. Then, at the signal of the referee (raised white flag), the crew starts loading ammunition (15 armor-piercing tracing shots for a 30-mm automatic cannon), takes its places, reports on the readiness for battle radio. At the command of the Chief Referee of the Contest, the combat vehicle begins to move.

With the exit to the line marked with a yellow pillar, the crew turns the barrel of the gun towards the target field. Showing of the first target begins after the body of the combat vehicle crosses the yellow pillar.

The crew starts firing only after the corps of the combat vehicle crosses the firing line, indicated by the red pillars.

Shooting is conducted from short stops; the crew’s fire opens independently when a target is detected. Showing the next target is performed sequentially after the defeat (shelling) of the previous one. The display time of each target is 20 seconds.

The total time for flank shooting is 2 minutes.

If the time spent on flank firing is exceeded for more than 1 min., as well as when firing is delayed, the combat vehicle’s, by the decision of the chief referee, is taken to the unloading site, where the delay is eliminated, and the crew’s route time does not stop.

On the second and third firing lines, the display of targets is carried out simultaneously.

The target display time at the second frontier (helicopter) and (BSW on a car) - 100 sec.

Target display time at the third frontier (three targets RPG) - 120 sec.

37. Upon completion of the shooting, the commander of the combat vehicle reports the end of the shooting, unload of the weaponry and the expenditure of ammunition. If, during the execution of the combat vehicle firing, the ammunition was not fully consumed, at the command of the Chief Referee, the combat vehicle
enters the certain site to discharge the weapon. The time spent on discharging the combat vehicle is included in the total time of the route.

38. After all the ammunition has been used (unloading weapons) at the command of the Chief referee, the crew continues to move. If the vehicle in front does not finish flank shooting, the vehicle behind it stops before the point of the ammunition supply and reports to the chief referee, the time for the crew stops. After the vehicle in front of the flank has finished firing, the crew resumes the route following the command of the chief referee, the countdown for it continues.

V. Overcoming of obstacles.

39. “Maneuvering area”:
the obstacle is overcome without touching the pillars and the stop of the engine, with the entrance to and out of the restrictive gate.
"Ford":
the obstacle is overcome without stopping, sharp turns and rolling back with access to the opposite bank.
"Track pass through the mine – blast barrier":
the obstacle is overcome without stopping, without the use of a backing, without touching the restrictive pointers and hitting mines.
"Mound":
the obstacle is overcome without stopping the engine and rolling back.
"Anti-tank ditch with passage":
the obstacle is overcome without stopping the engine, without touching the side walls, restrictive pillars and rolling back.
"Fire Strip":
the obstacle is overcome without touching the restrictive pillars, without stopping the engine and using reverse gear.
"Model of the track bridge":
the obstacle is overcome without touching the restrictive pillars, without stalling, without stopping the engine and rolling back, without detaching the BMP tracks from the canvas of the track bridge layout (speed of overcoming the track model is not more than 25 km / h).
"Comb":
the obstacle is overcome without touching the restrictive pillars, without stopping the engine and using reverse gear.
"Slope":
The obstacle is overcome without touching the restrictive pillars, without stopping the engine, without rolling and using reverse gear.
"Escarment":
the obstacle is overcome without stopping the engine, rolling and reversing.

VI. Refereeing
40. For refereeing and organizing the provision of the Contest, a refereeing panel shall be appointed, consisting of:
   Chief referee; Deputy
   Chief referee;
   Assistant Chief referee of the Video Review; refereeing brigade;
   field referees team;
   technical commission;
   technical and support staff.
In addition to the composition of the refereeing panel to ensure the holding of the competition, the decision of the Chief Referee may appoint the required number of deputies and assistants who do not participate in voting by the refereeing panel and do not have the right to vote.

   All meetings of judges are chaired by the Chief Referee of the Contest.
During the voting, the votes of all referees are equivalent.
   In reviewing the results of the races, only referees whose teams participate in the stages or races of the Contest participate.
   The Chief Referee of the Contest is responsible for organizing the judging and determining the results of the Contest, is elected by open vote, by a majority vote, usually from the receiving party;
   The Deputy Chief Referee of the Contest is elected from the participating teams. The Chief Referee of the Contest and his Deputy must be representatives of different states. The Deputy Chief Referee of the Contest is charged with leading the meetings of the Panel of Referees and the consideration of controversial issues arising during the contest.
   Assistant to the Chief Referee of the Contest on video replays, appointed by the receiving party for prompt decision-making on controversial issues regarding the destruction of targets and overcoming obstacles by the participants of the Contest, he is obliged to organize the collection of video materials at the command post and, at the command of the Chief Referee of the Contest, organize a video replay of the controversy.
   From each state participating in the contest, one referee is appointed as a member of the refereeing brigade, all referees have equal rights to participate in voting and in decision-making.
   The Technical Commission consists of experts (expert groups) from manufacturers of weapons and military equipment and one representative from each participating team, it determines the causes of malfunctions and equipment failures, and also resolves controversial issues related to the use of weapons and military equipment, its composition is approved at the first meeting of the refereeing brigade.
   Each referee from a member country has the right to appoint from the team the necessary number of observers to monitor the actions of the referees.

41. In case of disputes, the Chief referee of the Contest hears reports from referees of the Contest stage, then studies video and photographic materials, audio recordings, and then determines the actual state of affairs. If the dispute remains
unresolved, the main referee can organize an open vote in which members of the refereeing brigade vote, and the main referee and his deputies (from the receiving party) do not participate in the vote. The final decision is made in accordance with the majority of votes; in the case of an equal number of votes, the right to vote will remain with the main referee.

42. At each stage of the Contest, the designated referees will verify compliance with the rules of the Contest and competitive results.

43. Field referees at the sites with the help of technical staff monitor the passage of teams routes and overcoming obstacles. Passing routes and overcoming obstacles is recorded on a video camera. Referees report to the Chief referee on the results of passing the route and overcoming obstacles competitors.

44. Fixing the results of hitting targets is determined using technical means, visually, if necessary, and direct inspection with a field trip. Before the resolution of a controversial issue of hitting targets and before the return of the refereeing brigade after inspecting targets from the field, the replacement of targets is not allowed.

45. **Evaluation of the defeat of the target.**
   The target is considered to be affected if it contains direct hits of shells or their substitutes that have pierced a target or left a hole. Touch by the shell (its substitute) on the target’s edge is not considered to be hit.
   In the case of destruction of the target, the presence of hits is determined by visible traces remaining on its remaining parts.
   If no obvious direct hit is detected or the target is destroyed as a result of a ricochet, then the target is considered to be unaffected.
   If there are any controversial issues, the team may apply for the inspection of the target in this case, the inspection of the target is carried out by the Panel of Referees of the Contest upon completion of the competition.

46. Each team participating in the competition has the right to file an appeal in the event of a dispute on the results of the Contest (Annex # 6).
   An appeal is submitted to the Panel of Referees on the day of the competition within 4 hours after the end of the race. The team leader prepares an appeal in writing with the presentation of relevant evidence.
   According to the appeals requirements, the main judge organizes the discussion of the subject of the appeal in the composition of the judicial commission and convenes a special meeting, checks the evidence presented, reviews videotapes, photographs and audio materials from the competition, conducts a thorough analysis, listens to the reports of the stage arbitrators and makes a decision based on all the facts.
   If the Panel of Referees is not able to make a unanimous decision, the chief referee of the contest sends an appeal to the arbitration panel.

**VII. Penalties**
47. During a competition, if a team has detected a violation, the field referee raises the red flag, reports to the chief referee and records the violation in the protocol. The Chief referee in accordance with the violation adds a penalty time. The decision to add a penalty is made by the chief referee of the Contest.

48. Penalty time is charged on the track, obstacles and penalty circles for each touch or damage to a rack (pillar) - 10 seconds, at the site of overcoming obstacles during maneuvering for touching or knocking down a rack (pole) at the entrance or exit - 10 seconds, at the entrance or exit from the shooting position for each touch of the rack (pillar) - 10 sec., the penalty time is summed up with the total travel time of the track.

49. In case of violation of safety requirements, one penalty lap is given for:

- movement with open hatch (s);
- violation of the order of unloading weapons.

In case of violation of safety requirements, two penalty laps are given for:

- movement along the route with loaded weapons loaded with ammunition (with the exception of parts of the route from loading site to the fire opening line);
- loading weapons until the BMP is at the fire opening line; shooting by crew with open hatches;
- firing beyond side protection zones;
- firing before set off the BMP at the fire opening line and after crossing the line of cease-fire;
- movement of infantry fighting vehicles when crew members did not take their regular places;
- non-fulfillment by the crew of instructions of the chief referee, deputy chief referee for practical actions, field referees, technical workers;
- loading ammunition when not stopped engine BMP.

For aiming the barrel of a cannon or machine gun in the direction of the stands, walking of personnel on the track without the command of the Chief referee, the crew is disqualified and takes the last place in the ranking at this stage of the Contest.

The crew responsible for the collision of tanks on the route is disqualified and occupies the last place in the ranking at this stage of the Contest.

VIII. List of faults and their determination

50. When a malfunction is found, the crew is given 3 minutes to make a decision (eliminate the malfunction independently and continue participation in the Contest on the main machine or replace the machine with a spare one).

51. In the event of failure of the main combat vehicle, it is allowed to replace it with a spare one (the reserve crew is in readiness at the reserve vehicle). Replacement is carried out at the command of the Chief Referee of the Contest by the reserve crew of the participating team, who consistently drives through all the
obstacles in accordance with the stage of the Contest and arrives at the place where the main crew stopped. Upon arrival at the stop place of the combat vehicle, the combat vehicle is replaced and, after replacing the combat vehicle, the crew reports readiness for movement. At the command of the Chief Referee, the main crew that started the contest continues the execution of the contest program. A faulty combat vehicle is evacuated through a special tow truck.

If the failure of the combat vehicle occurred through no fault of the crew, the time of breakage, replacement and repair in the total time of the route is not counted (Annex # 7).
If the failure of the combat vehicle occurred due to the fault of the crew, then the time of breakdown, replacement of combat vehicle is counted in the total time of the route.

The Panel of Referees concludes on the fault on the basis of an on-site expert assessment, the Chief referee approves them, and upon the request of the participating team, the expert opinion is provided in written form. 52. The procedure for assessing faults of a combat vehicle.

After submitting an application for a vehicle replacement, the time is recorded, the cause of the breakdown is determined and a decision is made.

**IX. Safety Requirements**

53. In order to prevent violations of safety requirements by the crews of combat vehicles during the Contest, the Chief referee has the right to stop the Contest until the violations are eliminated; the stopping time is not taken into account in the total time of the route. After elimination of violations at the command of the Chief referee, the competitions and countdown are resumed.

**I. For the driver of the BMP.**

1. Before starting the combat vehicle, it is necessary to check the amount of oil and coolant in the engine of the combat vehicle. Motor oil should be at least 30 and not more than 40 liters. Coolant should be no more than 52 liters.
2. Before starting the engine of the combat vehicle, you must wear a headset, check the gear lever so that it is in the neutral position.
3. When faults are detected, moving off is forbidden without removing them;
4. When the engine is running, the driver should observe the instruments. The engine oil pressure should not be below 0.3 MPa, the oil pressure in the gearbox should not be below 0.2 MPa. If the oil pressure drops below the indicated values, the combat vehicle should be stopped and a technical inspection should be carried out.
5. When the temperature of the engine oil above 40 degrees, you can increase the speed, not exceeding 120 degrees.
6. During movement of the combat vehicle, the engine louver must always be in the open position (raised);
7. The vehicle engine, overcoming climbs, can stall. Therefore, it is necessary to turn off the gear so that the vehicle completely brakes hard to prevent a fire. If a fire occurs, you must put it out.
II. For the gunner-operator BMP.
1. It is forbidden to have foreign objects in the combat compartment of a combat vehicle;
2. Carefully sit down and jump off the vehicle in order not to get hurt, not get hurt and not hit;
3. The combat vehicle must have a headset on.
4. It is forbidden to open fire without a command of the commander of a combat vehicle, with poor visibility and with the loss of radio communications;
5. After the end of shooting, it is necessary to inspect the cannon (gun, PCT), check the bore for ammunition.
6. During fire, it is forbidden to direct the cannon (gun, PKT) towards the stands and the central command post;
7. Strictly comply with the rules of operation of the weapon, act in accordance with the instructions.
8. When checking the operation of the mechanisms for turning and lifting weapons, it is necessary to make sure that there are no people on the combat vehicle.
9. Before firing, make sure that there are no people in front of the gun barrel (guns, PCT).
10. Before loading ammunition to the fighting vehicle, you must check the cartridge belt. Do not allow deformation of belt, when belt is being re-used, it should not be used more than 5 times.
11. If damage is found inside the barrel, it is necessary to replace the gun barrel (guns).

III. The commander of the BMP.
1. It is forbidden to pull up the headset, the electrical cable on the chest or fall into the oil when checking to avoid damage;
2. It is forbidden to use a radio station without an antenna and with a faulty antenna.
3. The overload protection switch must be in the "on" position, it is forbidden to switch to the "off" mode.
4. Do not dismantle the radio station in order to troubleshoot.

X. Military equipment

54. The Contest is held on infantry fighting vehicles BMP-2 or on a similar vehicle. If the tactical and technical characteristics of the military vehicle sample submitted for the contest differ significantly from those of the infantry fighting vehicle BMP-2, the corresponding time factors are approved by a vote of the Panel of Referees.
55. For the teams that have sent a request for the use of the country’s vehicles on the territory of which the Contest is being held, a training is being organized for technical maintenance and operation of the equipment. From the moment of receiving the equipment and for the entire period of its use, each participating country independently services the equipment, the country on whose
territory the Contest is held provides the necessary services for this (refueling and repair). The equipment of the participating teams is serviced by the teams themselves. The country on the territory of which the Contest is held is obliged to provide conditions for the maintenance of military equipment, to allocate a place for storage and maintenance.

56. During the Contest, armor-piercing tracer ammunition is used to fire from 30-mm automatic cannon. The use of sub-caliber and sub-caliber tracer ammunition for firing from a 30-mm automatic gun is prohibited. Ammunition used by all participating teams is stored and recounted in stock. 2-3 hours before the start of the Contest, each team independently places the ammunition in the ammunition box and delivers it to the ammunition point. It is allowed to place ammunition in piles or fragmented according to the rules of ammunition storage of each state. One hour before the contest, the referees, together with representatives of the third party at each point of ammunition stationed on the track, inspect the ammunition in turn and count their number. The results of the examination are reported to the Chief Referee of the Contest, who takes all measures to eliminate the comments made by the judicial brigade.

57. As soon as the equipment of each participating country is defined, it is located in the fleet of storage vehicles, no one is allowed to approach the equipment by unauthorized persons. It is prohibited to change the factory settings and adjust the performance characteristics, integrity damage that is inconsistent with the Panel of Referees. If the above violations are detected, the technician is not allowed to compete, and team members are disqualified. To check the technical condition of the main referee of the Contest along with technical staff conducts planned and sudden checks of military equipment.

58. During the competition, each team checks and inspects equipment every day; after each stage of the contest, the team must maintain weapons and military equipment and prepare it for the corresponding competition.

59. The state in the territory of which the Contest is held is obliged to ensure compliance with and compliance with the requirements of the Contest Regulations.

60. **It is prohibited** to make additions and changes to the Regulations on the Contest without considering them at a meeting of the International Organizing Committee and subsequent approval by the Commander-in-Chief of the Land Forces of the Russian Federation.
Annexes

1. Specifications of equipment (BMP)
2. Diagram of the venue of the Contest
3. Dimensions of the obstacles
4. Dimensions of the targets
5. Signs at the target field
6. Appeal (form)
7. List of failures due to fault of the crew
Annex 1

Basic specifications of BMP-2

<table>
<thead>
<tr>
<th>№</th>
<th>Specifications</th>
<th>Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Engine power (kW)</td>
<td>290-300</td>
</tr>
<tr>
<td>2</td>
<td>Max speed (km/h)</td>
<td>65</td>
</tr>
<tr>
<td>3</td>
<td>Cruising endurance (km)</td>
<td>460-510</td>
</tr>
<tr>
<td>4</td>
<td>Main armament</td>
<td>30-mm automotive gun</td>
</tr>
<tr>
<td>5</td>
<td>Additional armament</td>
<td>7,62-mm coaxial machine gun</td>
</tr>
<tr>
<td>6</td>
<td>Effective firing distance from main armament (m)</td>
<td>2500〜4000</td>
</tr>
<tr>
<td>7</td>
<td>Compression ration (kW/ton)</td>
<td>15,8</td>
</tr>
</tbody>
</table>
Annex 2

DIAGRAM OF THE VENUE OF THE CONTEST

Stage “Individual race” diagram

Stage “Relay race” diagram
Annex 2.

Dimensions of the obstacles

Ford
Antitank ditch with passage
Cone
Mine obstacle passage

Slope
Fire strip
Annex 4

Dimensions of the targets

Target “Helicopter”

Target «IFV»
Target (ATGun, ATGM)

Target «RPG»
Signs at the target field

Sign «Side protective zone».

The sign box is red, the border is white. In the corners of the red field of the sign lamps are installed in red, the height of the mark is not less than 4 meters from the ground to the lower edge of the sign.

Sign «Main firing direction».

The square is red, the side of which is 1.5 m, with a yellow border around a 3 cm wide contour and a yellow square field inside it, the side of which is 1.3 m. In the center of yellow field along vertical axis three lamps of green color are installed, sign is at least 4 meters from the ground to the lower edge of the sign.
Annex 6

**Appeal (form)**

Competition:

From team leader Name:

Competition stage: Time and date:

<table>
<thead>
<tr>
<th>Content of the complaint; reasons and evidence of the complaint. Suggestions for solving the causes.</th>
<th>Approval of final competition result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Controller</td>
<td>Proposals for solving; reason; signature</td>
</tr>
</tbody>
</table>

I have read and understood decision of the Referee, «Agree» or «Disagree»

(date, time, signature of complaint)

Panel of Referees decision:

Chief Referee:

Member of Panel of Referees:

Date and time:

Ознакомился с решением судейской группы

(signature, name, date)
Annex 7

List of damages due to fault of the crew

1. Damage or bend of the track idler shackle
2. Bend of the balance shaft
3. Deflection of the vehicle bottom
4. Reversing start of engine
5. Burning or warp of the main clutch disks or blocking friction clutch disks of the planetary steering mechanism
6. Burning of the steering brake belt
7. Stall of turret or gun lock
8. Gunbarrelbend
9. Water hammer shock of engine
10. Flooding of a combat vehicle (tank)
11. Engine overheating (the temperature of the coolant is above the short-term permissible specified in the manuals (instructions) for the material part and operation of the respective vehicles).
12. Cat dumping