

REGULATION
on “Tank Biathlon” Contest of
International Army Games – 2019

I. General regulations

1. Commander-in-Chief Land Forces of the Armed Forces of the Russian Federation bears responsibility for the arrangement and guidance of a contest “Tank Biathlon” (hereinafter referred to as the Contest).

2. They establish referee panel, field referee board, technical commission as well as designate maintenance and support staff.

They appoint referees from participating teams.

Chief Referee is elected as a Chair person of their meeting. Race scoring is executed only by referees of participating teams.

Chief Referee of the Contest is elected in open balloting by a majority of votes, generally from the host country.

Deputy of Chief referee of the contest is to be elected among referees of participating teams. He is responsible for leading the meeting of the referee commission on controversial issues’ decision making arising with respect to the team of a country whose representative is the Chief Referee of the contest. Chief Referee and his deputy should be representatives from different countries.

Referee panel consists of video-assistant referee for timely decision making with respect to defeating of targets and overcoming of obstacles by contestants. Video review is requested by Chief Referee and he bears responsibility for the decision making.

They include one representative from participating teams into field referees board in order to ensure impartiality, fairness and transparency of the contest.

They establish technical commission in the course of the contest in order to define technical failures as well as to make expert assessment of controversial issues. It consists of military experts (expert panels) from weapons and military equipment manufacturer and one representative of participating team. Its composition is to be adopted on the first meeting of referee panel.

3. They establish management team for dealing with issues of comprehensive support of the contest. Its composition is to be determined by chief executive officer of the contest.

Russian and English are official languages of the international Contest. If it is required, interpreters could be assigned by a country hosting the Contest.

4. The team consists of:

team leader;

team members (four tank crews (three main and one reserve crew) (total 12 individuals);

coach team (two individuals);

maintenance team (6 individuals).

5. The Contest will have three

stages: Stage 1 – Preparatory stage;

Stage 2 – Active stage with teams' races and scoring
Stage 3 – Final stage.

II. Contest's setup

6. The competition is held using T-72 tanks or its analogues (hereinafter referred to as tank). They have to use for firing practice shells less than 1000 m per second muzzle velocity.

If there is a big difference in performances between the particular piece of military equipment and T-72 or look-alike tank, the relevant coefficients will be applied.

Maintenance, repair (if necessary), fueling and lubricating of the equipment are to be carried out by maintenance personnel at the combat vehicle pool of the unit.

It is allowed to involve industry specialists and their repair organizations. After the team has received the military equipment and the document on technical condition has been put together, the responsibility for technical condition rests with the team. To avoid unauthorized access to military equipment, the teams shall cover tanks, place them under seals and put under security. Without having coordinated with manufacturer and the Chief Referee of the Contest it is prohibited to change factory settings, to break seals, to introduce changes in design. The tank with above mentioned violations is not allowed to participate in competition and the crew will be disqualified. Chief Referee of the Contest shall conduct scheduled and snap checks of technical condition of the military equipment. Final inspection, maintenance and preparation of tanks for the next day shall be performed in advance.

Moving on highway shall be regulated by the traffic laws of the Russian Federation or by command of the Chief Referee of the Contest. All the violations are to be considered by the inspector of the Military Traffic Police of the Russian Ministry of Defense or State Traffic Safety Inspectorate of the Ministry of Interior of the Russian Federation.

7. The crews familiarize themselves with the route of the Contest by walking.

Practical training on the route is strictly prohibited.

8. Defeating of targets, designated according to Contest's conditions, shall continue until run-out of ammunitions. In case of delays during firing or when a crew is not able to expend all the ammunition due to any other reason, the Chief Referee of the Contest orders to unload the tank at a specially designated area (unload site) by unloading ammunition or shooting them at safety shield.

Variants of targets display are prepared in advance and put in envelopes, sealed and held by the Chief Referee without any distinctive marks. Just before the race the Chief referee gives the sealed envelope with the targets display variant to the Deputy Chief for Target Layout.

9. Examination of destroyed targets is performed by using technical means,

visually, and if necessary with close inspection in the target field.

If necessary, photo and video records to be used in order to determine destroyed targets. It is prohibited to replace targets until controversial issue is solved or referees return from target field.

Target is deemed to be destroyed in following cases:

- When shooting on armored target – if a target has direct hit of shells (a shell) or their substitutes, which have penetrated the target and left a hole, including distinctive trace of fin. If a shell (its substitute) has touched an edge of a target with its body, the target is not destroyed. If a target falls apart, it is deemed to be destroyed, if parts of the target have shell hits. If there are no obvious traces of direct hit or the target fell apart due to bound shot, this target is deemed to be not destroyed;

- When shooting on non-armored target – if a target has hole made by bullet or shell, including trace of fin and fragments.

If hit of a target is ambiguous and there is no strong indication of direct hit the target is deemed to be missed.

If conditions of the Contest prescribe to shoot on the move, each shot at halt (with full stop) will be evaluated as a miss.

Each missed target implies a penalty lap. Each unshelled target during gun fire sessions implies an extra penalty lap.

According to the results of shooting the Chief Referee of the Contest takes decision on giving a penalty laps to a crew. For violations of obstacle overcoming rules and safety requirements a crew will have to proceed to penalty time site and penalty laps respectively.

The crew will have to perform an exercise “Walk-around inspection” at the penalty site according to annex №1.

To ensure correct performing of a penalty lap and penalty site the crew and referees on the track get the relevant command with indication of a number of appointed penalty laps.

A field referee has to direct a tank to the penalty lap making a signal to a crew.

If during the inspection it was determined, that the target was not engaged and a penalty lap was not appointed, then the best time of doing a penalty lap by this crew is added to the total runtime. If in course of race a crew did not make for a penalty lap, then the total runtime shall be increased for 1 minute.

If during the inspection it was determined, that the target was engaged and a penalty lap was appointed, then the time of making for a penalty lap by this crew is subtracted from the total runtime.

When leaving penalty lap a crew has to yield right of way to another tank, which moves directly. Pool out area from penalty lap is equipped with the sign “Yield ahead”.

10. Crews have to load up ammunition in accordance with operational requirements of a particular piece of military equipment in use.

11. With main tank’ failure, it is to be replaced with backup from reserve.

Replacement is to be done by command of the Chief Referee of the Contest with a help from backup tank's crew (driver) of a participating team. The backup tank has to move from start line to the place of breakdown on its track under control of backup crew (driver). Upon arrival the main crew has to change from broken tank to the one from backup, to report readiness and to continue race track by command of the Chief Referee. The march route of a backup tank can be changed in exceptional cases and by the decision of the Chief Referee.

If the tank's breakdown occurred through no fault of this crew, time of stop is not to be added to the total runtime. The decision on the reason of breakdown of a tank has to be taken by technical commission based on the inspection report (of technical condition) and has to be approved by the Chief Referee of the Contest. One copy of inspection report could be given to the representative of a team concerned.

Notwithstanding the reason of replacement of the main tank for one from backup, this team gets additional penalty lap or by the decision of the Chief Referee the time required to pass the penalty lap is to be added.

The list of breakdowns through a fault of participants of the Contest, which cause disqualification of a crew or imply the last place in the ranking table, is indicated in the Annex 2.

III. Program of the Contest

12. Preparatory stage of the Contest starts with the arrival of participating teams.

Following measures have to be done in course of Preparatory stage of the Contest:

- accommodation and overall support of teams' personnel;
- loading out of military equipment (for teams with their own military equipment), moving it to the combat vehicle pool;
- if necessary medical examination of the teams' personnel;
- team leaders (chief coaches) have to submit applications for participation in the contests for their registration (Annex 3);
- foreign teams receive Russian weapons and military equipment (for those, which stated their willingness to do that);
- maintenance of weapons and military equipment; safety instruction;
- familiarization of the crews with the track of the Contest;
- gun-to-sight alignment; test shooting and sighting weapons.

Starting numbers, number of race, tank and targets color are determined by a draw procedure.

The opening ceremony concludes the Preparatory stage of the Contest.

13. Active stage of the Contest starts with "Individual race".

"Individual Race" is conducted on the track with natural and artificial obstacles, combat tracks, trenches (site) for firing. Three crews from each participating team enter this race. The length of one lap is 4-6 kilometers and

depends on terrain (Annex 4).

The track is equipped with start (finish) lines, direct moving area, obstacles (ford, track bridge model, maneuvering section, mound, escarp, anti-tank ditch with passage, comb, mine barrier, slopes, fire band), ammunition loading sites, firing ranges and penalty lap. Track layout and dimensions of obstacles could be found in Annexes.

Crews start separately with 1-2 minutes gap. Command for start is given by the Chief Referee of the Contest. Not more than four tanks at once are allowed to be on the track.

The first firing range is equipped with initial line, ammunition rack, fire opening line, target field with targets marked with respective color (3 targets №12 at a distance of 1600, 1700 and 1800m), cease-fire line and trench (platform) for firing until run out of ammunition (unloading site).

The second firing range for each tank is equipped with platform with ammunition rack, fire position and target field with targets marked with respective color. For firing with air-defense machine gun there is target №25 (helicopter) at a distance of 800-1000 m. For firing with coaxial machine gun there is target №9 (hand anti-tank grenade launcher) at a distance of 600-800 meters.

Crews fire at the first firing range with tank gun at halt from a trench or a platform. At the second firing range crews fire with coaxial and air-defense machine gun at halt from a trench or a platform.

Tank crews have to line-up behind tanks with headwear on their heads and to face tribune before start of "Individual race".

By a signal crews have to take their places in tanks, start engines, establish communication and report to the Chief Referee of the Contest their readiness for race.

By command of the Chief Referee of the Contest (Deputy Chief Referee for Practical Actions) crew has to start movement on designated route. In course of race crews overcome maneuvering area and stop at the loading platform of the first firing range. Crews have to stop engine at the loading platform, dismount the vehicle without any command, close hatches and line-up 2-3 steps behind the tank, load up three regular artillery rounds, return back to their places, start engine and report their readiness via radio communication.

By command of the Chief Referee of the Contest crews start moving, take firing position in a trench (on a platform), report firing readiness, observe and destroy with tank gun three targets (№12) of the respective color at a distance of 1600m, 1700m, 1800m. Targets are shown sequentially. After the first target was shelled it goes down and at the same time the next target is shown. After shooting tank commander reports about ceasefire, weapon unload and run-out of all ammunition.

The crew keeps moving on the route by command of the Chief Referee.

The crew has to overcome natural and artificial obstacles en-route, finishes the first lap and starts the second lap of "Individual Race". Non-compliance of obstacle overcoming leads a crew to the penalty site where they have to perform exercise "Walk-around inspection" in accordance with Annex №1. List of

obstacles, their dimensions, overcoming procedure and race penalties is set out in Annex №5.

On the second lap crews have to load ammunition for air-defense machine gun and take position at the limit of opening fire. For AD machine gun firing the crew has 15 rounds, 6 of which are tracer rounds. After report of the crew about firing readiness the Judge gives order to show target №25 (helicopter). Tank commander observes and after having detected the target destroys it.

On the third lap tank crews load ammunition for coaxial machine gun and take position at the limit of opening fire. For coaxial machine gun firing the crew has 15 rounds, 5 of which are tracer rounds. After report of the crew about firing readiness the Judge gives order to show target №9 (RPG). Gunner observes and after having detected the target destroys it.

After every firing activity tank commander has to report to the Judge of the Contest about ceasefire, ammunition run-out and weapon unload.

After having passed the finish line tanks have to arrive to the waiting area and by command of the Chief Referee they proceed to the combat vehicle pool. By command of a representative of the referee panel of the Contest the next tank crews come to start line in accordance with draw's results.

The scoring of a tank crew in "Individual race" consists of total runtime.

14. "Relay Race" is conducted on the track with natural and artificial obstacles, combat tracks, trenches and platforms for shooting (Annex 5). Three crews from each team participate in this race using one tank. Total length of one lap is 3-5 kilometers and depends on terrain. Each crew has to make 4 laps, overcoming obstacles and destroying targets. During relay race shooting is performed with tank gun on the move, with coaxial and air-defense machine gun at halt from a trench or a platform.

Not more than four tanks at once are allowed to be on the track.

Sequence of firing during "Relay Race" is to be determined by a variant of draw procedure.

Variant 1. The first lap is a speed race; the second lap is flank firing on the move with the gun on three targets №12; the second lap is air-defense machine gun firing on targets №25 and №11; the third lap is coaxial machine gun firing on three targets №9.

Variant 2. The first lap is flank firing on the move with the gun on three targets №12; the second lap is air-defense machine gun firing on targets №25 and №11; the third lap is coaxial machine gun firing on three targets №9; the fourth lap is a speed race.

Variant 3. The first lap is air-defense machine gun firing on targets №25 and №11; the second lap is coaxial machine gun firing on three targets №9; the third lap is a speed race; the fourth lap is flank firing on the move with the gun on three targets №12.

Variant 4. The first lap is coaxial machine gun firing on three targets №9; the second lap is a speed race; the third lap is flank firing on the move with the gun on three targets №12; the fourth lap is air-defense machine gun firing on targets №25 and №11.

The relay race route is equipped with start (finish) lines, switchover line, direct moving area (speed track), obstacles (track bridge model, mound, escarp, ford, anti-tank ditch with passage, comb, mine barrier, slopes, fire band), ammunition loading (charging) sites, unloading sites, firing ranges (air-defense machine gun firing site and coaxial machine gun firing site, two sites for flank firing) 9 penalty sites and 1-2 distances for penalty laps. Track layout and dimensions of obstacles could be found in Annexes.

Firing ranges are equipped with ammunition racks, flank firing site – with the line where the gun has to be turned towards target field, limit of opening fire and cease fire line, platforms for firing, target field with the targets, marked with respective color as well as additional trench for firing until run-out of ammunition (unloading site).

For tank gun firing there is a target field equipped with three targets №12 (each firing range) marked with respective color at a distance of 1600-1800 m, and additional target for firing until run-out of ammunition.

For air-defense machine gun firing there is a target field equipped with two targets (target №25 (helicopter) and target №11 (antitank gun)) at a distance of 800-1000 m.

For coaxial machine gun firing there is a target field equipped three targets №9 (hand-held anti-tank grenade launcher) of every color at a distance of 600, 700 and 800 m.

Before starting of a race tanks of teams have to be moved at the start line, the first crews line up facing tribune in front of a tank with headwear on their heads. Tanks for the next race and backup vehicles are located at the specially designated areas. The second and the third crews are located at a safe distance close to the switchover line.

By a signal the first crew boards the tank, starts engine, establishes radio communication and reports to the Chief Referee of the Contest about readiness for race.

All crews in each race start at the same time. The command to start the race is given by the Chief Referee of the Contest (Deputy Chief Referee for Practical Actions).

By a command of the Deputy Chief Referee for Practical Actions tanks start moving on established track and variant. In course of the race crews overcome obstacles and stop at the loading platform of a respective firing range. At the loading platform they have to stop engine, leave the vehicle, close hatches and line up two-four steps behind the tank, load ammunition, board tank, start engine and report firing readiness via communication. Then depending on the variant of race by a command of the Referee of the Contest crews take firing positions or enter combat track, observe and destroy targets of a respective color.

During the speed race a crew moves on the track without shooting, overcomes natural and artificial obstacles. Non-compliance of obstacle overcoming leads a crew to the penalty site where they have to perform exercise “Walk-around inspection” in accordance with Annex №1. The order of overcoming obstacles,

giving penalty time and penalty laps for driving technique is set out in the annexes.

For flank firing crews load three regular artillery rounds and report via communication about firing readiness. They start moving by a command of the Referee of the Contest (Deputy Chief Referee for Practical Actions). Once at the line, marked with yellow pointers, the crew has to turn gun barrel to the target field. The first target is shown by a command of the Chief Referee of the Contest and after the tank hull crosses the limit of opening fire, marked with red pointers. They open fire as soon as they detect it. Time slot for every target is not more than 1 minute, total timing for flank firing is not more than 4 minutes. In case of a delay, tank commander has to decide whether they are capable to resolve problem and fulfill combat task in time slot. He has to report to the Chief Referee about delay when they are incapable to resolve it by their means. By the command of the Chief Referee this tank is to be moved to the unloading site where the runtime of the crew is to be stopped. In case of reporting failure for 30 seconds exceeding time-limit of flank firing time slot they would be given one penalty lap. The Chief Referee involuntary directs (withdraws or evacuates) tank to the unloading site where this delay has to be resolved and runtime is not to be stopped.

The second and the third targets are shown after the previous one has been shelled. At each site for flank shooting there can be only one tank. After firing tank commander reports that they finished shooting, unloaded gun and run out of ammunition.

If during moving not all ammunition was shot, tank takes firing position in a trench (on a platform for unloading) and fires until out of ammunition or by a command of the Chief Referee unloads the tank. After all ammunition is shot (unloaded) and by a command of the Chief Referee tank continues race. Time needed to unload the tank counts against total runtime and timer is not stopped.

For air defense machine gun firing a crew has 20 rounds, six of which are tracers. After the crew has reported its firing readiness the Referee gives command to show target №25 (helicopter) and target №11 (antitank gun) at the same time. Tank commander observes, detects targets and destroys them.

For coaxial machine gun firing a crew has 30 rounds, 10 of which are tracers. After the crew has reported its firing readiness the Referee gives command to show three targets №9 (RPG) at the same time. Gunner observes, detects targets and destroys them.

After each firing activity tank commander reports to the Referee panel of the Contest that they ceased fire, run out of ammunition and unloaded weapon.

After having passed all laps the tank stops before start line and its hull has to be within designated dimensions marked with pillars. The crew stops engine, leaves the tank, takes communication helmets off, puts on headwear and closes hatches.

Switchover procedure:

The crew of the first race passes the tank to the crew of the second race. After having finished the route the crew of the second race passes the tank to the crew of the third race.

After full stop of the tank at finish line the referee gives command to the

next crew to line up at switchover line at a distance of 70-100 m from start line in direction of movement. The crew of the finishing tank has to stop it in the designated area before the start line, then the crew stops engine, leaves the tank, takes communication helmets off, puts on head wear and runs to the next crew, standing on the switchover line. The switchover is to be done by touching by hand of any body part of the next crew member. The members of the next crew are not allowed to move before switchover. After switchover the next crew boards the tank, driver starts engine, tank commander reports about readiness and the tank starts moving on the track according to the respective variant without any additional order. The crew, which has passed the tank, leaves the track and returns to the coach in compliance with the safety requirements.

At the end of the active stage of the “Relay Race” the scoring is summarized and winners are to be determined.

IV. Determination of the winners of the Contest

15. Winners and medalists of the Contest are determined by the decision of the Referee Panel of the Contest according to the best total runtime, number of demerit points and absence of violations, for which the crew is disqualified.

16. At the end of “Individual Race”, the referee panel of the Contest summarizes scoring and determines: a winner and awardees’ tank crews of “Individual race”.

In the event that the crews show the same time for the Contest track, a crew with the minimum penalties takes the highest rating.

17. In order to determine the teams entering the next stage of the Contest (semi-final, final stage), they summarize a scoring (rating) consisting of total runtime of all three crews participating in the “Individual Race”.

The highest scoring (rating) corresponds to the minimum (summarized) runtime of the team. Teams with the highest scoring (rating) are entitled to participate in the “Relay Race” in accordance with the Contest Regulations.

Twelve best teams of “Individual Race” are picked for participation in semi-final of the “Relay Race” contest. After semi-final the referee panel summarizes scoring and determines four teams to participate in the final stage of the “Relay Race”.

18. At the end of “Relay Race”, the referee panel of the Contest summarizes scoring and determines: a winner-team and awardee-teams of “Relay Race”.

The final stage of the Contest includes the closing ceremony of the “International Army Games”, return of weapons and military equipment to Russia and departure of the teams’ personnel to their permanent bases.

V. The list of safety requirements’ violations causing penalties

19. In case of safety requirements’ violations, the team gets one penalty lap: moving with an open hatch (hatches); violation of weapon unloading procedure.

In case of safety requirements’ violations, the team gets two penalty laps: Starting movement or firing without command of the Chief Referee of the

Contest;

Movement along the track with charged weapon, loaded ammunition (except for sections of the track from sites of ammunition loading to the open fire line);

Charging a weapon before a tank reaches open fire area;

Firing with open hatches (except for the hatch of the tank commander when firing from an anti-aircraft machine gun);

Firing beyond sidelines of safety areas;

Firing beyond the limit of opening fire and cease fire line;

Moving of a tank, when crew members are not at their places;

Non-observance of the commands of the Chief Referee, Deputy Chief Referee on Practical Actions, Field Referees and instructions of the technical staff;

Loading of ammunition with running engine.

The crew will be disqualified and placed to the last place in rating of the current competition stage for pointing the gun barrel or MG towards the tribunes, dismounting without the command of the Chief Referee.

The crew causing a collision of tanks on the track will be disqualified and placed to the last place in the current competition stage.

VI. The order of solving of controversial issue

20. Each participating team is entitled to put a question before the Referee Panel. This matter has to be considered at the earliest or at the special meeting by the decision of the Chief Referee (Annex № 7).

21. The Referee Panel resolves controversial issues by open voting. The decision is deemed to be taken by a simple majority of the presenting referees. With an equality of votes, the final decision is to be taken by the Chief Referee of the Contest. In other cases, the Chief Referee does not vote.

22. They could lodge an appeal to the Chief Referee of the International Army Games against the decision of the Referee Panel.

**Actions (exercise) “Walk-around inspection”
performed by a crew on a penalty site**

| № | Actions (exercise) implementation's arrangements | | |
|----|---|---|--|
| | Tank commander | Gunner | Driver |
| 1. | <p>⊖ The crew is inside the tank. Hatches are closed on the stoppers. By the command of the tank commander “dismount from a vehicle,” the driver shuts down the engine. Crew to dismount the tank and make sideline formation.</p> | | |
| 2. | <p>He gives order to the driver to make walk-around inspection of running gears' condition, to the gunner - to check the aiming devices (if necessary, to keep them by removing dirt and dust). Performs boarding in tank. Performs a check on the operability of communications. He gets in contact with the Referee at the command and control point. (For example: "I am yellow (red, green, blue) tower, over to you"). Standing by for a reply. Makes disembarking from the tank, order the crew for a formation, receives check-up reports.</p> | <p>By tank commander's order, he boards the tank and makes visual inspection of aiming device of the tank (if necessary, keeps them by removing dirt and dust). Makes report to the commander on inspection check-up results.</p> | <p>By the tank commander's order, he makes walk-around inspection, checks the condition of tank's running gears (right and left side) Reports to the tank commander on on inspection check-up results.</p> |
| 3. | <p>The crew is to make formation at the side of the tank. By the command of the tank commander "Embark" they have to board the tank. Hatches are to be closed on the stoppers. Driver runs up the engine. The tank commander reports to the Chief Referee about the readiness for movement.</p> | | |

**LIST OF
tank's breakdowns caused by the crew which bring disqualification
and last place rating**

1. Breakdown or crippling of steering wheel's stabilizer crank.
2. Equalizer beam' crippling.
3. Hull bottom' breaking.
4. Engine overheating*.
5. Backward run-up of engine.
6. Burning or warp of disk of driving and interlocking friction of planetary steering mechanism.
7. Burning of turning or stopping brakes bands.
8. Extra fuel compartment crash.
9. Turret and main gun lock' breakdown.
10. Main gun barrel bending.
11. Engine hydraulic surge.
12. Flooding of the vehicle (tank).

*The engine is considered to be overheated if the coolant temperature is higher than the short-term permissible temperature indicated in the manuals (instructions) for the maintenance and operation of the combat vehicle.

Participant's application for the Contest “Tank Biathlon”

Annex 3

(country)

| № п/п | Duty assignment | Military rank | Full name | Series, ID number of the officer (military ID, passport) | Remarks |
|--------------------------|----------------------------|---------------|-----------|--|---------|
| 1. | <i>Contest team leader</i> | | | | |
| Coaching staff | | | | | |
| 2. | <i>Coach</i> | | | | |
| 3. | <i>Coach</i> | | | | |
| 1 tank crew | | | | | |
| 4. | <i>Tank commander</i> | | | | |
| 5. | <i>Gunner</i> | | | | |
| 6. | <i>Driver</i> | | | | |
| 2 tank crew | | | | | |
| 7. | <i>Tank commander</i> | | | | |
| 8. | <i>Gunner</i> | | | | |
| 9. | <i>Driver</i> | | | | |
| 3 tank crew | | | | | |
| 10. | <i>Tank commander</i> | | | | |
| 11. | <i>Gunner</i> | | | | |
| 12. | <i>Tank commander</i> | | | | |
| Back-up tank crew | | | | | |
| 13. | <i>Tank commander</i> | | | | |
| 14. | <i>Gunner</i> | | | | |
| 15. | <i>Tank commander</i> | | | | |
| Maintenance team | | | | | |
| 16. | <i>Team leader</i> | | | | |
| 17. | <i>Engineer</i> | | | | |
| 18. | <i>Engineer</i> | | | | |
| 19. | <i>Tech mac</i> | | | | |
| 20. | <i>Tech mac</i> | | | | |
| 21. | <i>Tech mac</i> | | | | |

16

Team leader (Chief coach) _____

(country)

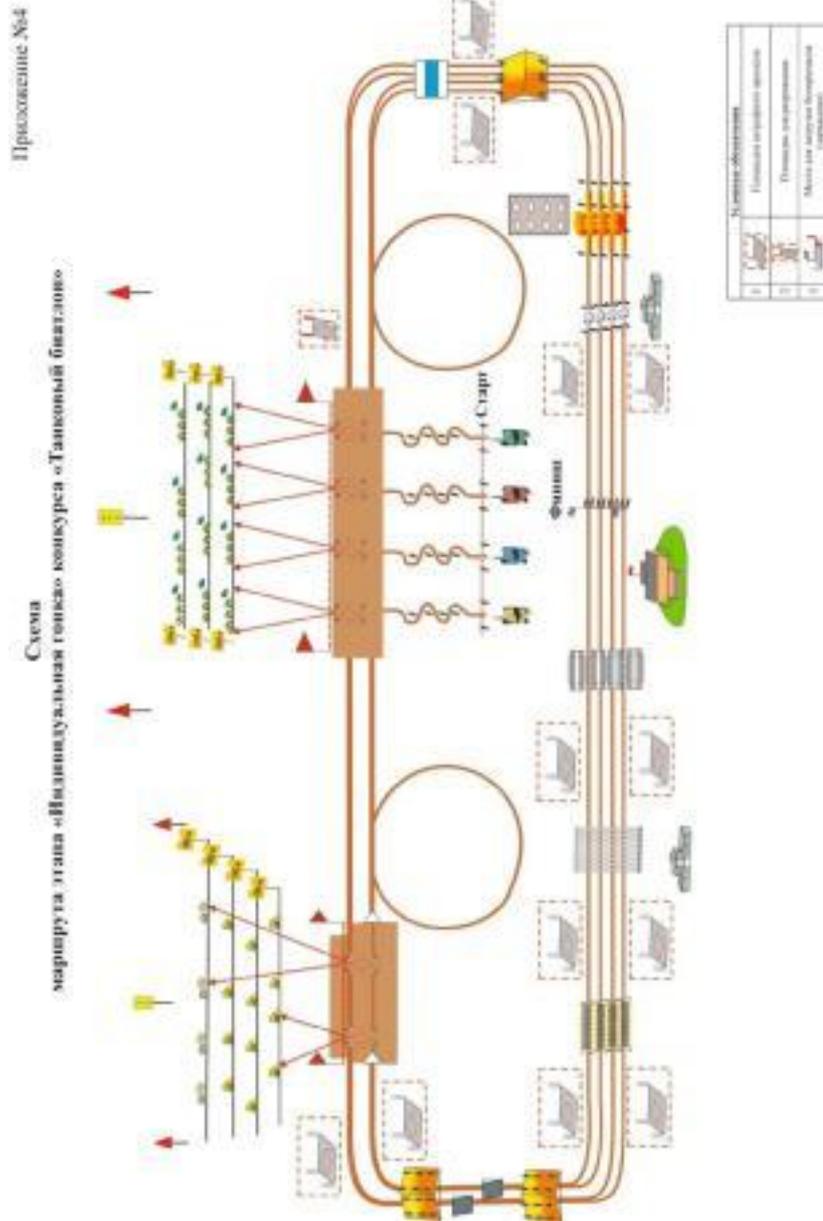
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(military rank)

20 _____

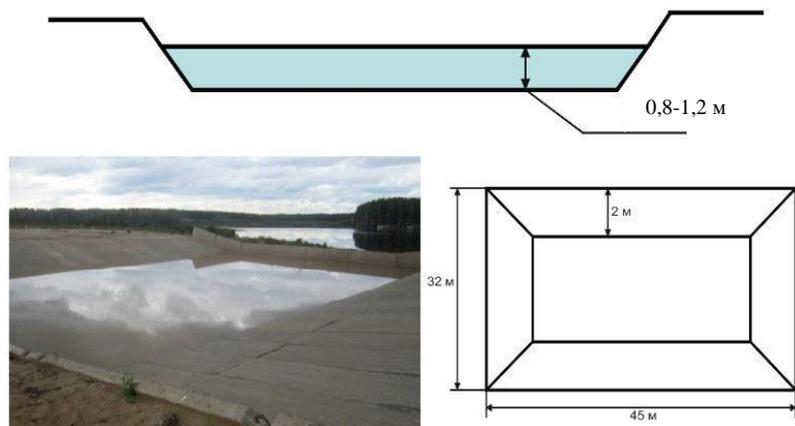
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(Full name)



List of obstacles, layouts, overcoming procedure and driving technique violation's penalties

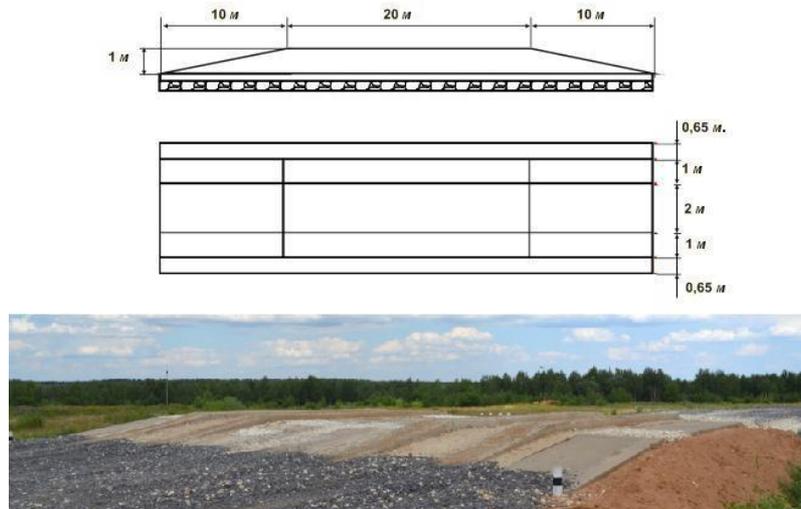
Ford



They have to overcome this obstacle nonstop without quick turns and rolling back during exit.

The crew maneuvering section is involuntary to be directed to the penalty site for stopping at the obstacle (engine cut-out), rolling back during exit or bypassing it.

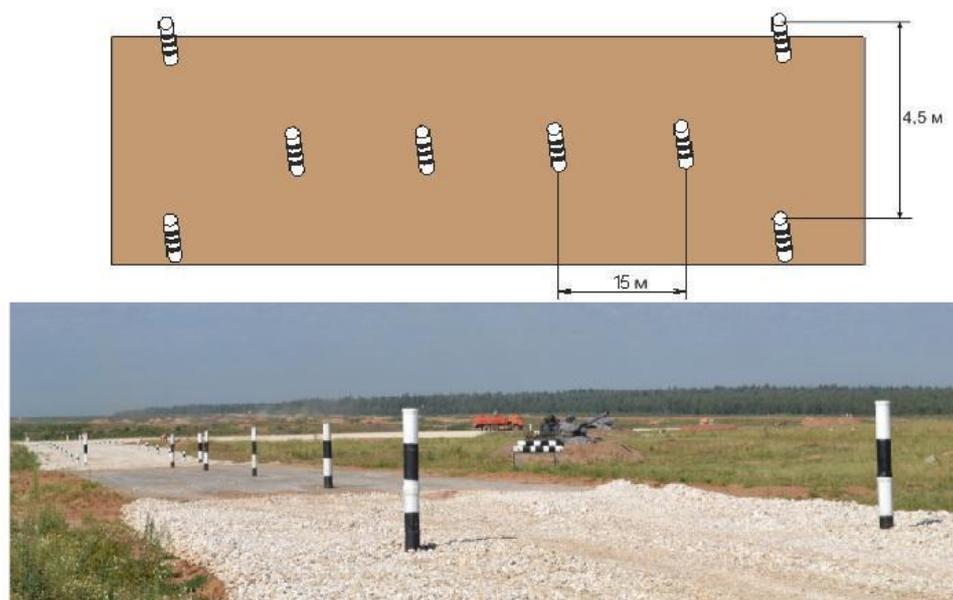
Track bridge model



They have to overcome track bridge without backward motion and move along it without stopping and dumping.

The crew is involuntary to be directed to the penalty site for knocking down (touching) pillar (limiter) of an obstacle, backward moving, dumping or bypassing the obstacle.

Maneuvering section

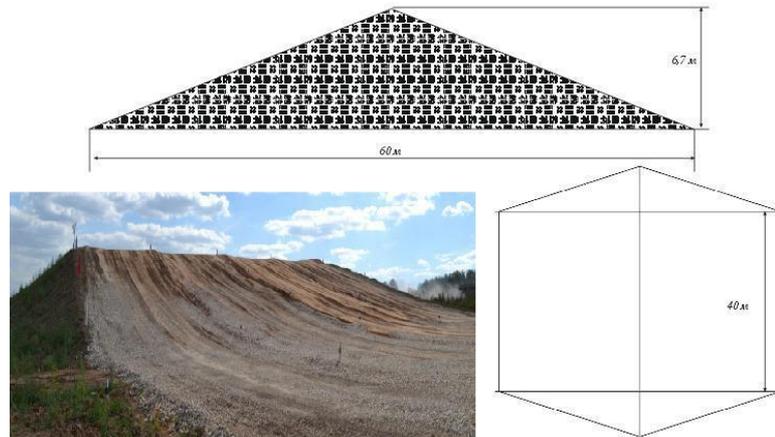


They have to overcome maneuvering section without touching pillars and

cutting down the engine.

The crew is involuntary to be directed to the penalty site for knocking down (touching) pillar (limiter) of an obstacle and bypassing it.

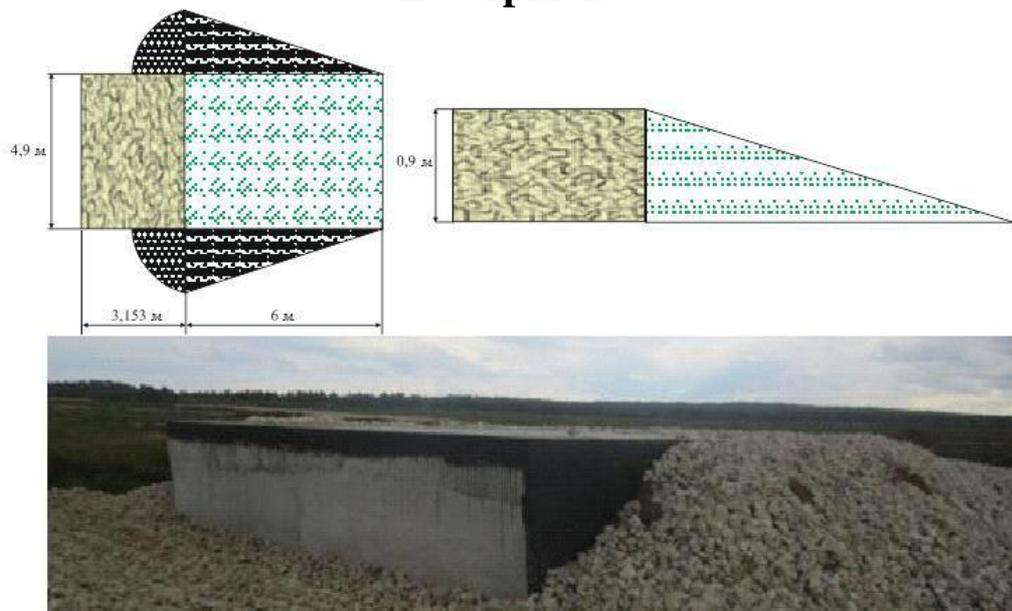
Mound



They have to overcome mound without cutting down engine and rolling down.

The crew is involuntary to be directed to the penalty site for stopping at the obstacle, cutting down engine, rolling down, bypassing it.

Escarpment

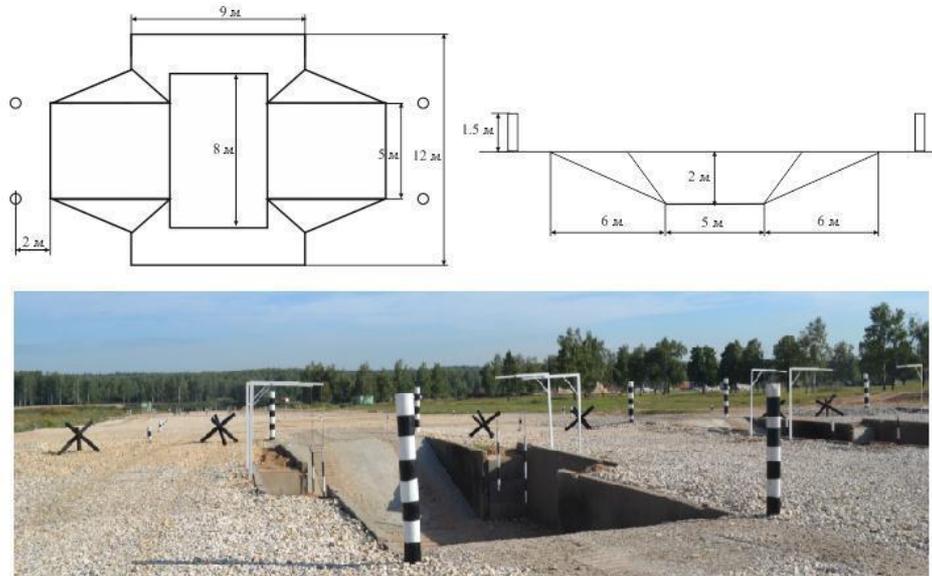


They have to overcome escarpment without cutting down engine and rolling down.

The crew is involuntary to be directed to the penalty site for overcoming it without speed decrease down to 5 km/h 5-10 meters before the obstacle, for

stopping on it, rolling down and bypassing it.

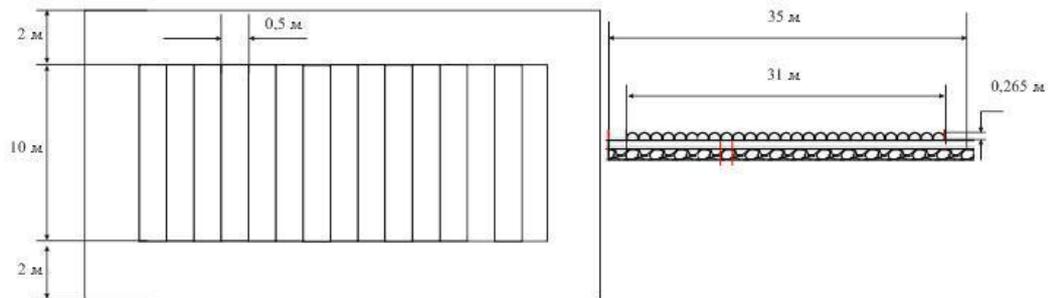
Anti-tank ditch with passage



They have to overcome this ditch without cutting down engine, touching inner walls and pillars and rolling down.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), touching inner wall without its movement failure, high-speed overcoming, stopping at it (cutting down engine) or rolling down as well as bypassing it.

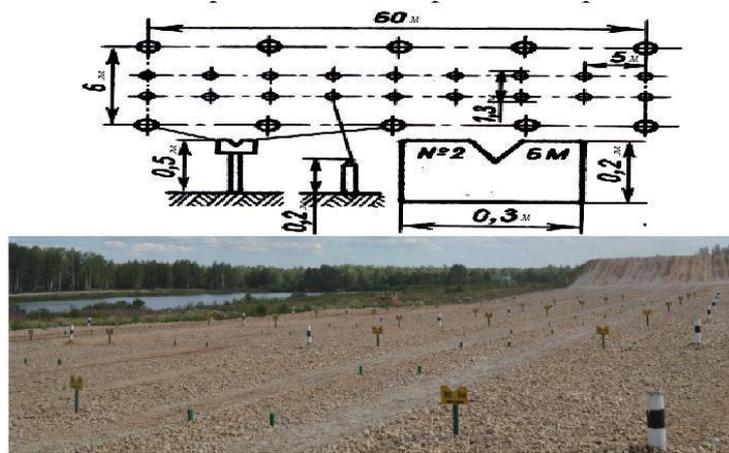
Comb



They have to overcome this comb without cutting down engine, touching limiters and backward moving.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), bypassing this obstacle.

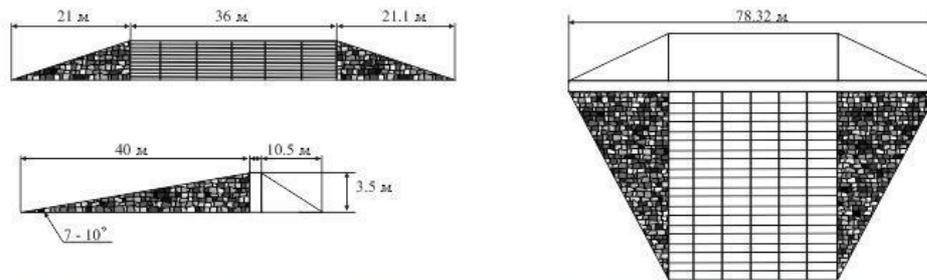
Mine barrier



They have to overcome this mine barrier without stopping, touching limiters (inner marks) and backward motion.

The crew is involuntary to be directed to the penalty site for every mark (limiter) touched (knocked down), bypassing this obstacle, stopping, mine encounter during overcoming it.

Slope

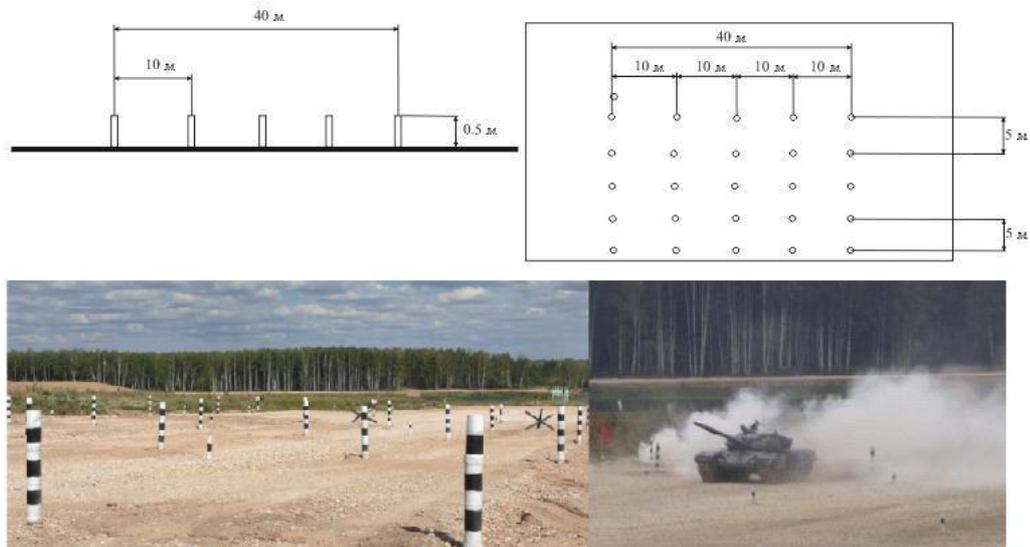


They have to overcome this slope without stopping, touching limiters and rolling down.

The crew is involuntary to be directed to the penalty site for every pillar

(limiter) touched (knocked down), stopping, rolling down, as well as bypassing this obstacle.

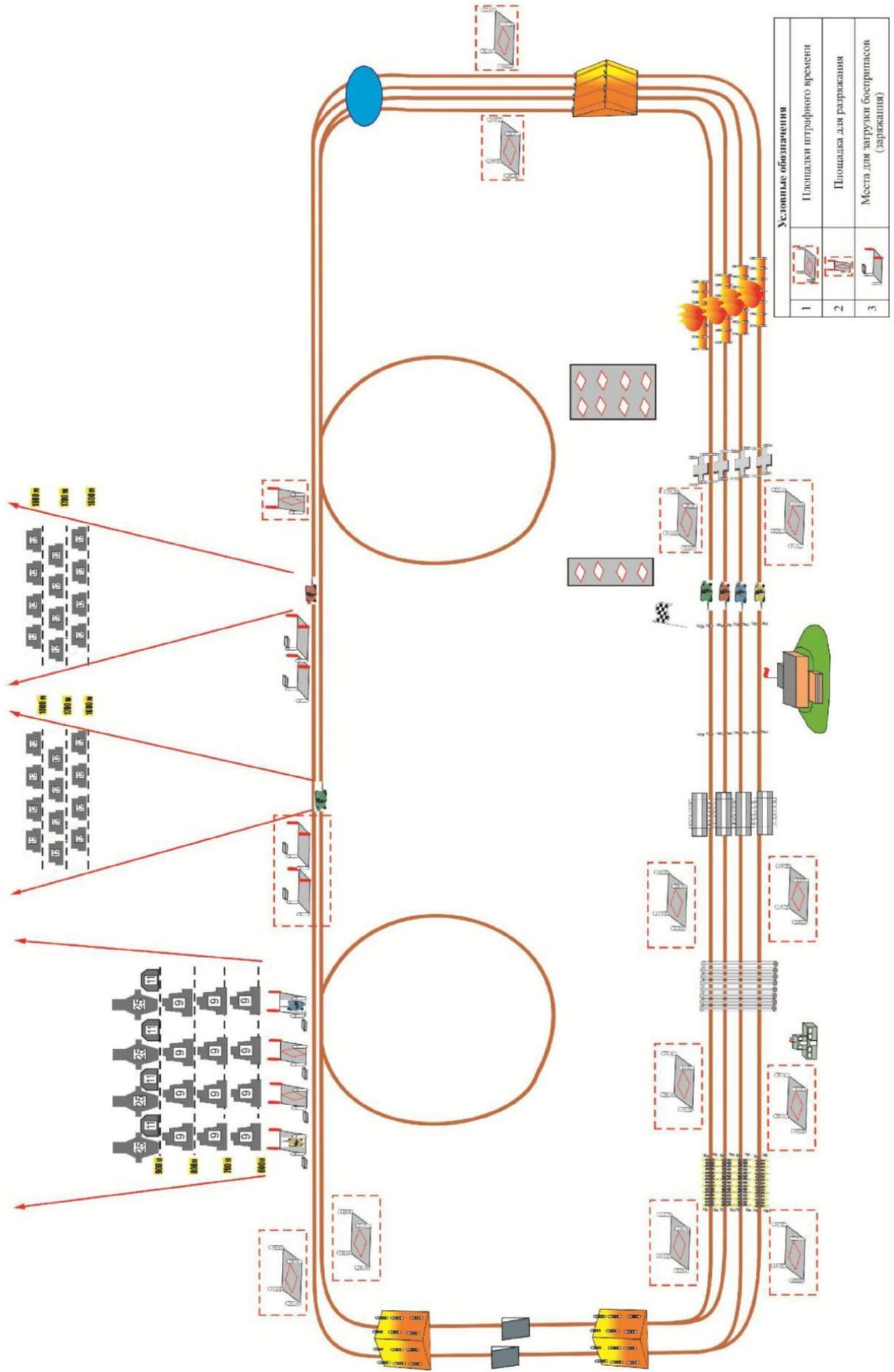
Fire band



They have to overcome this fire band without stopping, touching limiters and backward motion.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), backward motion, stopping, as well as bypassing this obstacle.

Схема маршрута этапа «Эстафета» конкурса «Танковый биатлон»



**NOTICE OF APPEAL
against scoring and procedure**

(Contest title)

from _____

(Coach, Team leader) (Full name) (Team)

(Stage) (Date) (Time)

| Summary of the appeal. Which articles of the rules or the Competition Regulations are considered violated. Proposed solution and its justification. | Pending appeal consideration | |
|--|------------------------------|---|
| | Name of examiner | Resolution, justification. Signature of decision maker |
| | | |
| | | |
| | | |

I have read and understood,
«AGREE», «DISAGREE» _____
(delete as applicable) (date,time, signature of claimer)

REFEREE PANEL RESOLUTION

Chief Referee:

Referee Penal members: _____

(Date, time)

I have read and understood _____
(Signature, full name)
