



REGULATION
of the contest «Guardian of Order»

I. General provisions

1. The International Contest “Guardian of Order” is conducted as a part of the International Army Games in accordance with this Regulation¹.

Teams of the ARMY participate in the Contest.

2. Following personnel is allowed to compete:

Military police servicemen of the armed forces of the countries-participants of the ARMY or other units, responsible for law and military discipline enforcement in the armed forces, who don't have medical restrictions, serve at least year on the contract basis and occupy position of the junior officer, NCOs or private soldier (or equal position).

3. The ARMY country-participant military police unit composition for this Contest:

Team Chief – 1 person;

Coach – 1 person;

Team composition:

Team leader – 1 person;

Participants – 4 persons (including driver);

Reserve participant – 1 person with a driving permit;

Maintenance group:

Judge – 1 person;

Doctor - 1 person;

Interpreter – 1 person.

4. Individual teams (servicemen) of the military police units armed forces of the countries-participants of the ARMY or other units, responsible for law and military discipline enforcement in the armed forces, unable to compete in all the Contest stages, are also allowed to participate in certain Contest nominations, considering the conditions of the Article 2 of this Regulation.

5. The ARMY country-participant military police unit composition for certain Contest nominations:

Team Chief – 1 person;

Team composition:

Participants – 1-5 persons (including team Captain);

Maintenance group:

Interpreter – 1 person.

6. A place for the Contest to be held is defined by receiving party.

7. The Contest official languages – Russian and English.

¹ Hereinafter in this Regulation, if not stated otherwise, following terms would be given as follows: Main Military Police directorate of the Ministry of Defense of the Russian Federation – Main MP directorate; International Army Games 2020 – ARMY-2020; International Contest “Guardian of Order” – Contest; Regulation on the Organization of the International Contest “Guardian of Order” – Regulation; Federal State Autonomous Institution Military-patriotic recreation park of the Armed Forces of the Russian Federation “Patriot” – Patriot park; motor track of sports center (Kalininets village) of Federal Autonomous Institution of the Ministry of Defense of the Russian Federation “Central Sports Club of the Army” – CSKA motor track; military and special equipment – MSE.

II. The Contest' preparations and conduction supervision

8. In general, the Contest' preparations and conduction supervision is carried out by the Deputy Chief of the Main MP directorate.

Direct supervision is to be carried out by the Chief of the Law Enforcement department of the Main MP directorate.

9. The officials of the Contest venue are responsible for: preparation of the training resource base, accommodation barracks, the Contest press-center; participants' security assurance; organizational committee and teams accommodation and messing organization (in accordance with the Contest organizers requests).

10. The Organizational Committee is created by the order of the Acting Chief of the Main MP directorate for the Contest organization, overall support and activities control.

11. In order to ensure the Contest' direct support, the Organizational Committee is composed of:

Chief deputy - 1 person;

Assistant of the Contest Chief – 7 person;

Organizational Committee Chief of Staff - 1 person;

Organizational Committee Chief of Staff deputy - 4 persons;

The Panel of Judges:

The Chief Judge of the Contest - 1 person;

Secretariat Chief – 1 person;

The Panel of Judges members - 1 person from each participating country;

Video control technical judge - 1 person;

Technical commission - 1 person each from industrial enterprises and participating countries' teams (as agreed);

Field arbiters - up to 10 persons;

Interpreters - 1 person for each Judge (as agreed) from the MO Linguistic Center;

Contest imitation group - the required number of people, from the receiving party;

Contest target group - the required number of people, from the receiving party;

Contest cordon outfit - the required number of people, from the receiving party;

Contest fire brigade - the required number of people, from the receiving party;

Contest medical group - the required number of people, from the receiving party;

Contest communication and video-control provision group - the required number of people, from the receiving party;

Contest announcer group - the required number of people, from the receiving party;

Contest technical maintenance group - the required number of people, from the receiving party;

Contest ammo providing group - the required number of people, from the receiving party;

Contest rescue group - the required number of people, from the receiving party;

Contest moral and psychological support group - the required number of people, from the receiving party;

Contest mass media interaction group - the required number of people, from the receiving party;

Contest material support group - the required number of people, from the receiving party;

Contest transport group - the required number of people, from the receiving party;

Contest law enforcement and road safety group - the required number of people, from the receiving party;

Contest information group - the required number of people, from the receiving party;

Contest signal group - the required number of people, from the receiving party;

Group of meeting foreign military delegations (escorting foreign teams) - the required number of people, from the receiving party;

“Fun Club” support group (instructors) - the required number of people, from the receiving party;

Volunteers’ management group - the required number of people, from the receiving party;

research team – 2 persons;

The Panel of Judges acts also in accordance with the Regulation on the organization of refereeing.

III. The Contest procedure

12. Teams of the ARMY countries-participants arrive to the locations of the Contest and accommodate at least 10 days before the ARMY opening ceremony and do the following:

- a) preparatory part:
 - arrival, accommodation and registration of the ARMY participating teams;
 - medical examination;
 - presentation of the appeals for participation (as Contest participation requests) (see Appendix №4);
 - familiarization with the Contest procedure;
 - conduction of safety requirements lessons;
 - reception and preparation of the MSE;
 - preparation of the MSE, including sights inspection, armament’ inspection in combat conditions and combat preparation;
 - practicing on the Contest stages’ locations;
 - practicing of the participating teams under their coaches’ supervision;
 - organization and conduction of the leisure time;
 - the Contest opening ceremony preparation;
- b) competitive part:
 - the Contest opening ceremony;
 - drawing procedure (conducted in accordance with the Article 22 of this Regulation;
 - the Contest stages’ conduction;

the Contest stages' progress review;
 the Contest closing ceremony preparation;
 the Contest closing ceremony.

departure of the Contest participating teams to their permanent stations (not later than 2 days after the Contest closing ceremony).

13. There are an opening ceremony and a closing ceremony of the Contest.

An exhibition performance of the participating teams is allowed after the opening ceremony and the closing ceremony.

14. For the exchange of positive experience, the development of international military cooperation, it is allowed to hold additional competitions outside the overall standings at the request of the team leaders, agreed with the Chief Judge of the Contest.

15. In case of differences of the participating teams MSE performance characteristics it is allowed to apply appropriate coefficients during the stage passage time assessment.

Coefficients are determined by an open vote of the Panel of Judges members and approved by the majority of votes.

IV. The Contest stage conditions

16. The ARMY participating teams are allowed to compete in the Contest if the Defense departments of corresponding countries organized the teams preparation and arrival 10 days before the ARMY opening ceremony.

17. MSE is given by the Contest organizer.

The Contest participating teams of foreign countries are allowed to use their organic MSE with the performance characteristics complying with those mentioned in this Regulation.

It is not allowed to change package, design and performance characteristics of the MSE, participating in the Contest (excluding changes, that were discussed and agreed upon beforehand by all the interested parties, for example: safety rails or loudspeakers)

Package, design and performance characteristics of the MSE, participating in the Contest, are inspected by the Panel of Judges (with specialists) in accordance with technical and maintenance documents for said MSE. Identification numbers of the MSE of countries-participants (including weapon numbers) are recorded in corresponding document.

18. During the preparatory part the Chief Judge of the Contest informs all the participants about the Contest procedure, order of stage completion and safety requirements on each stage.

19. MSE preparation is carried out in accordance with its operational requirements.

20. The Contest stages are carried out in accordance with the Regulation of the Contest.

The teams are to arrive to the start point 30 minutes prior to the contest. Team Captain shall report to the Chief Judge on team's arrival and readiness for the contest. The Chief Judge shall provide with the specific briefing on safety precautions as well as conditions to perform an exercise (with signature confirmation).

21. During the Contest stages the teams perform inspection, maintenance and preparation of the used MSE for the next day at the end of current day.

22. The admission of the Contest participating countries' teams is carried out in sequence according to the results of the draw.

The draw is held the day before the stage by the Contest Panel of Judges' members in the presence of the chiefs and captains of the teams. The team Chief (team Captain) draws a token (ball) out of an opaque sack (transparent container) with the number of their team in the individual (team) competition order.

The results of the draw are recorded in the protocol. The protocol is signed by the Contest Panel of Judges, team captains and approved by the Chief Judge of the Contest, after signing the protocol, the protocol is sent to the Chief Judge of the ARMY.

The teams participate in accordance with order and name lists, sent to the Contest Organizational Committee. It is prohibited to change the order of the Contest stage participation.

23. The participants compete with their assigned individual numbers. The numbers of the participants do not change during the Contest.

It is strictly prohibited to transfer one's individual number, change the participation order or substitute the participants without the Chief Judge approval.

24. It is prohibited to the team coaches and team maintenance groups to use radio networks, used by the Organizational Committee during the Contest stages.

25. In case of possible safety requirements violation (due to force-majeure) or circumstances of insuperable force that can affect the Contest results, the Chief Judge of the Contest stops the competition for all the teams en route, stopping the timer as well, until the resolution of aforementioned circumstances, which allows to continue the Contest safely. After the resolution of circumstances that led to the competition stoppage the Chief Judge of the Contest gives an order to restart the timer for the teams.

In case of a serviceman (team) committing a gross violation of safety requirements they shall be disqualified, their result is **nullified**.

26. Medical examination of the Contest participants is carried out before the start of each Contest stage on the day of its holding.

All participants of the Contest are required to undergo a medical examination, participants who have not passed a medical examination are not allowed to participate in the competition.

The Contest medical support is organized by the specialist of military unit (organization), hosting the Contest (shall be approved by the chief of said military unit or organization).

27. Issues of overall support of the Contest participants, as well as their responsibilities in terms of infliction of injuries on the participants or damaging the equipment shall be resolved by agreement with the Contest participants.

28. Admission of the reserve (spare) participant(s) to the Contest stages is carried out with the permission of the Chief Judge of the Contest at the written request of the team Chief, before the start of one of the stages. In case of unauthorized substitution of one (two) participant(s), the team receives a zero score for the stage.

29. The participants of the teams should have weapons, military equipment

(weapons included), personal protective equipment, and means of communication according to this Regulation.

Weapons (Appendix № 5):

Automatic assault rifle or carbine (hereinafter – AR, caliber not exceeding 5.45 mm) and pistol (caliber not exceeding 9 mm);

Sighting device – mechanical sight corresponding technical description of the weapon;

Reduced lethality guns, organic to receiving country.

Military vehicles (cars, trucks and armored), organic to receiving country (Appendix 6).

Decision about MSE use is made by the Panel of Judges.

30. The day before each stage a readiness inspection is organized. Matters of inspection are: readiness of the Contest participants, their MSE and uniform; serviceability and fitting of the personal protective equipment, gas masks and military protective gear (shall be done beforehand).

The decision on the use of additional equipment, not included into the equipment list, is made by the Chief Judge at the team Chief's request; participants shall carry said equipment throughout the stage. Field referees and judges are allowed to inspect the team's equipment on their obstacles (exercises, tests) during the stage.

31. The MSE preparation shall be done in accordance with the MSE operational requirements.

During the execution of the Contest stage by the team (participant) in case of vehicle failure through no fault of the participant, the time for passing the stage stops, the team (participant) is provided with a reserve vehicle.

The main vehicle is replaced by backup vehicle in case of breakdown at the request of the Team Captain (Chief) with the permission of the Chief Judge.

Maintenance, repair (if necessary), refueling of fuel and lubricating materials of the MSE are carried out by the maintenance group by their means in specially designated areas.

Maintenance and preparation for next day's activities are carried out at the end of each day. After the service MSE is sealed and handed over under protection.

In case of the MSE necessary repairs (maintenance) it is allowed to attract industry representatives and repair agencies, at the request of the team Chief and the permission of Chief Judge.

32. Acceptance of samples of weapons and military equipment is carried out by the team captain with the preparation of an Acceptance Certificate, which is signed by the representative of the Contest Organizing Committee, the head and captain of the team, and the driver when accepting the vehicles.

After the MSE is accepted and the Acceptance Act is signed, the team is responsible for the technical condition of the received AMSE.

33. Control examination of the AMSE readiness for the stages of the Contest is carried out prior to the stage of the Contest by the team maintenance group.

34. The weapons zeroing and adjustment fire is carried out in designated areas, according to pre-submitted requests, in strict accordance with the documents, related to this model of weapon.

35. Storage, accounting, reception and delivery of the AMSE is carried out in

strict accordance with the requirements of the guidelines, in military units, places for storage of equipment and rooms for storage of weapons defined by the Contest Administrative Office.

36. The team Chief is responsible for the safekeeping of weapons and ammunition. It is allowed to appoint an additional person or persons responsible for safekeeping, delivery and receipt of specific samples of MSE.

The list of persons responsible for safekeeping, delivery and receipt of AMSE is presented by the team Chief to the Secretariat of the Contest and to the leadership of the military unit where the places of storage are located.

37. In case of the Contest stoppage due to technical reasons, weather conditions or any other circumstances, the competition should be resumed and/or finished in the same day. If it is impossible, the Chief Judge of the Contest decides to transfer the competition to the next day (the participants' performance during the last day is taken into account as well).

38. Particularities of the Contest stages:

A) each stage task is carried out by team members, noted in the entry request, under the supervision of judges and field arbiters;

a) the participant (team) preparation time before an exercise (stage):

For a participant – 10 minutes at most;

For a team – 15 minutes at most;

b) "Fire" stage, "Patrol Guard in the settlement", "Patrol Guard" – in case of a weapon malfunction (including cartridge jamming) the competition continues, the timer goes on and the participant eliminates the fault in accordance with the safety requirements and continues the exercise;

If weapon failures during the stage, participant gets another one for coming through the Contest stage.

After the exercise or after request to change weapon the Referee-Expert shall find out the reason of malfunction and report it to the Panel of Judges and to the participant. If the malfunction was caused by the participant's actions, the result is recorded, and if the malfunction happened through no fault of the participant, the result is nullified. In that case the participant is allowed to change the weapon and redo the exercise.

When using IPSC targets, the penetration rate is calculated:

Target has three sectors "A", "C" and "D":

"A" – 5 points;

"C" - 3 points;

"D" - 1 point.

If there is a hole in the target, which is located on the contour line between the sectors, its value is considered upward.

d) "Team" – during the preparatory period the Panel of Judges determines the obstacles on the stage course, informs the participants about the order of obstacle passage and makes a stage readiness report including the number of obstacles, their names and the order of passage.

39. In case of team (participant) preparation time extension through no fault of Contest Organizational Committee, the participating team is excluded from the stage and starts last with an addition of **10 penalty points** (to individual score) for the stage.

The penalty points are added in accordance with penalty conditions for the stage.

40. In case of unsporting behavior on the course, including deliberately damaging a weapon, a vehicle or sports equipment, used during the Contest stages, the participant(s) shall be disqualified and receive 0 points for the stage (to individual score).

41. In case of the Chief Judge of the Contest discovering a danger for a participant's health, he is allowed to eliminate this participant without adding penalty points.

42. The Chief Judge of the Contest after request of at least one of the Judges or arbiters decides upon the necessity of disqualification of a participant (team) during an exercise (obstacle, course, task).

The participant is disqualified:

- in case of a grenade exploded in hand
- in case of unsporting behavior (disputes, mockeries, insults or assaults toward other persons);
- leaving weapon on stage's element;
- violating safety precautions during firing or caring out exercises;
- in case of deliberate damage to the equipment on the stage course;
- in case of losing a weapon.

The team is disqualified:

- leaving weapon on stage's element;
- violating safety precautions during firing or caring out exercises;
- in case of placing the handcuffs beforehand;
- in case of one (two or more) participants not passing two obstacles on the stage;
- in case of the whole team not passing an obstacle;
- in case of unsanctioned team composition change during a stage;
- deliberate departure of the car outside the fence (marking) of the track;
- shooting not at one's own target, with the exception of the stages in which this Regulation provides for such shooting;
- in case of unsporting behavior of the team Chief, coaches, maintenance group member or fan group, if their behavior is considered as unsporting and imposing obstacles to the holding of the stage by the Panel of Judges;
- unsporting behavior of more than two team members.

43. The uniform for the members of the Organizational Committee, the team Chiefs, coaches and maintenance personnel and the Contest participants – field uniform.

The uniform for the Contest opening and closing ceremonies – summer service dress (field uniform for team servicemen).

V. Responsibilities of the Contest participants

Rights and obligations of the participants

44. The Contest participants should:

- know the rules of this Regulation, comply with said rules and behave so as to promote the fairness of the Contest;

arrive to the Contest (Contest stages) in time with all the necessary MSE, identification documents, individual number and conform to this Regulation;
 compete in clean uniform, corresponding to this Regulation;
 stay in designated locations for participants and comply with daily routine;
 comply with the referees' instructions immediately;
 follow the safety requirements, while operating a weapon in particular;
 perform a doping test in case of the Panel of Judges demand;
 be well-mannered and disciplined while communicating with other participants;
 operate the MSE professionally;
 inform the closest referee or the team Chief in case of inability to continue competing, then follow their command;
 stay within the limits of team (participant) preparation time before the start at a firing zone.

45. The Contest participants are allowed to:

check their weapons' serviceability, do warm-ups and training in a designated location at a designated time;
 directly address the referees with urgent problems/questions, concerning the exercise and address the Panel of Judges with any other question in oral or written form through the team Chief.

The Contest participant cannot be a referee at the same time.

46. It is strictly prohibited for the Contest participants:

to drink alcoholic beverages or stimulating products (doping);
 to damage equipment deliberately.

47. A team Chief shall be appointed in each team by the leadership of military management body.

The team Chief

a) is responsible for:

weapons and ammunition safekeeping;
 military discipline;
 compliance with the competitions' rules and regulations by the team members;
 correct wearing of the uniform;
 compliance with safety requirements and daily routine;

b) is obliged to:

constantly stay at the Contest venue location and leave it only by the Chief Judge (or their Deputy) permission;

inform the team about the Panel of Judges' decisions, changes in the daily routine and the Contest Program;

present additional requests to the Panel of Judges and inform the Panel of Judges about the team members that were excluded from the Contest due to medical reasons;

review team performance, inform team about their results and assign tasks for the next day;

be present at the Panel of Judges meetings and participate in drawing procedure.

Team Chief is prohibited to interfere in the Panel of Judges work, as well as to remove from the Panel of Judges work a judge appointed to its composition.

In case of violation of the requirements of these Regulations on the part of the Team Chief, he is removed from the leadership of the team by the Chief Judge of the Contest, which is notified to the organizing committee of the ARMY.

48. The team Captain is assigned from the team members, he is responsible for complying with the competitions' rules and behavior norms. Team Captain has a right to ask judge in the field questions and get motivated answers.

The team Captain:

a) is responsible for:

direct preparation of the team members for each competition (exercise), maintenance of the MSE, controlling that the participants arrive to the Contest stages and begin exercises in time.

b) is obliged to:

lead the team members and the maintenance group;

enforce discipline, assure compliance with daily routine and the Contest Program;

follow all instructions of the team Chief and perform his duties in his absence.

49. Team driver should have a permit to drive a vehicle of the relevant category.

Driver

a) **is responsible for:**

the correct operation of the given vehicle;

the good technical condition of the vehicle;

b) is obliged to:

know the technical characteristics of the vehicle;

observe driving rules in compliance with the essential safety requirements;

observe the established speed regime as on the route of the Contest and outside of these areas.

VI. The Contest program

50. The Contest consists of the preparatory and competitive parts.

During the preparatory part the events indicated in the article IV ("The Contest stage conditions") are organized.

The competitive part includes four stages, first is individual, second, third and fourth – team stages:

51. **First stage** - "*Fire*", is held in the shooting range.

All the team members perform pistol and AR shooting.

Exercise type – mixed, short (10 pistol shots, 10 AR shots, see Appendix №7).

Pistol targets – classic cardboard targets for shooting practice or targets №4 (chest-high target with circles) or targets №7 (shooter target) – 5 targets; AR targets – 5 classic cardboard targets for shooting practice or targets №4 (chest-high target with circles) or targets №7 (shooter target). It is allowed to use targets №8 (standing target) and №10 (manual MG).

Uniform and equipment for participants: Summer-type field uniform with individual armor protection means and tactical (shooting) glasses.

All the team members stay in front of the shooting range. Personnel at the shooting range: referees, observers from rival teams, one (shooting) team member. Having finished the exercise, the participant stays inside until the end of the stage.

Exercise procedure:

1) The next team member goes from the waiting zone to the firing zone of the range at the order of the officer in charge (referee). A pistol is charged with empty chamber, lying on a table, barrel in the direction of the frontal bullet stop, safety lock applied. An assault rifle is charged with empty chamber, lying on a table, barrel in the direction of the frontal bullet stop, safety lock applied.

2) At the officer in charge (referee) command "**Load the gun!**" "Get ready!" the participant safely performs all the necessary actions to take up a position, mentioned in the exercise procedure below. At the beginning of the exercise all the

additional ammo clips should be placed into carrier;

3) At the officer in charge (referee) question-command **“Ready?”** participant takes initial position, described below and reports: **“participant name is ready to fire!”**, simultaneously stopping any actions with the equipment, talking, etc. If a participant is not ready to start the exercise right now, he shall report it to the officer in charge (referee) in a loud and clear voice;

4) In case of using a firing timer, the officer in charge (referee) gives a command **“Fire!”** which is not an executive command by itself. The participant shall wait for the firing timer signal to start the exercise.

In case of using ordinary stopwatch, the officer in charge (referee) gives a command **“Fire!”** which is an executive command to start the exercise.

After hearing the signal, the participant hits targets in any order that he thinks is the most efficient for himself;

5) It is prohibited to rest on objects/surface, which are out of the firing zone boundaries, marked by penalty lines. It is allowed to step onto these lines, but it is prohibited to step out of these boundaries.

6) The participant shall move freely in the firing zone and perform safe manipulations with his weapon (loading, unloading, changing, performing maintenance) independently;

7) Having finished the exercise, the participant stops shooting, safely moves the weapon from the sighting line and shows the referee that there would be no further actions concerning completing the exercise; then he applies safety lock and reports: **“Participant name has finished firing”**

After the officer in charge (referee) command: **“Cease fire! Unload the weapon!”** the participant unloads the weapon, presents an empty chamber to the officer in charge (referee), closes the breech block and performs security shot; the barrel shall be directed towards the targets (into the bullet stop), unloading of weapons is performed one after another starting with the one that the participant is holding. After that the participant applies the safety lock and reports: **“Weapon unloaded, safety lock applied”**;

8) The exercise time is determined by the time of the last shot, using the firing timer or stopwatch;

9) After the participant performs all the aforementioned actions, the officer in charge (referee) gives a command **“All clear”**, allowing the participant, referees and their assistants to go to the target zone (out of the firing zone boundaries) to calculate the results and repair the targets;

10) the officer in charge, participants and field referee inspect the targets. After inspecting the targets and recording the results the officer in charge, participants and field referee go back to the initial line.

Exercise conditions:

distance to the AR targets – 40-120 meters;

distance to the pistol targets – 5-40 meters.

Exercise particularities.

The exercise is carried out by one team member: 10 AR shots and 10 pistol shots from standing position. Changing directions of fire and changing weapon/magazines is carried out independently. AR firing shall be performed in bursts, any single shots except for the first and the last one lead to addition of 30 seconds of penalty time.

There is no time limit for shooting.

The firing zone is limited by red lines, which are at least 2 cm higher above the target zone surface. It is allowed to step onto these lines, but it is prohibited to step out of these boundaries.

Decorations – 2x2 meters half-transparent (or opaque) walls.

Weapons position:

Pistol: lying on a table, barrel in the direction of the frontal bullet stop, charged with empty chamber, safety lock applied.

Assault rifle: lying on a table, barrel in the direction of the frontal bullet stop, charged with empty chamber, safety lock applied.

Shooter position: standing in the firing zone, legs touching the marks on the penalty line in the center of firing zone, facing frontal bullet stop.

The Chief Judge of the Contest determines if the exercise shall be performed with gas masks equipped to make it more difficult.

Due to the safety requirements it is prohibited to fire without tactical (shooting) glasses and ear protectors.

While using:

target №7 it is allowed to equip them with paper targets №4 “Chest-high target with circles”;

target №8 - to divide them into three parts (head, chest, belly, legs) 50 sm in high (Appendix 8), and determine holes size as: **Hitting head and chest - 10 points, belly - 5 points, legs - 3 points.**

Each target should be hit with **at least two shots**. If the target is hit with more than two shots, the **best results are recorded**.

If the target is hit only once, **10 seconds of penalty time is added**.

If the conditions for firing targets are violated (the target was not hit), as well as for each target that was not hit, as well as firing (transferring fire) in a continuous burst at two or more targets (if this is not provided for by the conditions of the exercise), a **penalty time of 30 seconds** is charged.

If the shooting team member uses any objects/surface outside firing zone for support, **5 seconds of penalty time is added**.

Safety requirements for firing:

firing shall be stopped by the participant in case of people/animals appearing in the target zone;

execute officer in charge commands on the shooting range;

shooting is stopped by the judge if the participant has turned the weapon more than 45 degrees from the direction of shooting towards the rear.

Procedure to determine the stage I winner

A participant's score is determined by addition of all the hit points in each target (number of successful hits). This number then is divided by the time (seconds), that the team member spent on the range (with added penalty time). The result of this calculation is called “hit factor”. The participant with the highest “hit factor” is placed at the top. Other participants are placed correspondingly to their “hit factors” compared to the highest one.

$F = Q / (T + S)$ (the “hit factor” formula)

F – hit factor;

Q – quantity of successful hits;

S – penalty time (seconds)

T – time spent on the range.

The winner and awardees are determined by the Panel of Judges using the “hit factor”.

The winner of the “Best Military Police shooter” individual nomination is the serviceman with the highest “hit factor”.

To determine the overall result of the team, the "hit factors" of each team member are multiplied by a coefficient equal to 100, and the results are added up and are considered the points received for the stage.

The team results are taken calculation of the Contest team total.

The team with the highest “hit factor” is determined the winner of the stage.

52. Second stage - “*Patrol Guard in Settlement*”, is held in the shooting range.

The stage is attended by four servicemen from the Contest participating teams, who perform the exercise as part of a patrol guard consisting of two servicemen.

Patrol guard performs pistol and assault firing exercises (Appendix 9).

Uniform and equipment for participants: summer-type field uniform, armored jacket with a vest, helmet and tactical (shooting) glasses.

All the team members stay in front of the shooting range. Personnel at the shooting range: judges, observers from rival teams, two (shooting) team members. Having finished the exercise, the participant stays inside until the end of the stage.

Exercise procedure:

1) the shooting director (judge) brings the tactical situation to the next participants: “The patrol guard moves along the patrol route by car, arriving at the settlement, dismounts and inspects the territory in order to find persons illegally on the route, without documents, as well as weapons and ammunition. When armed persons are found who are firing at the patrol guard, the servicemen open fire at targets, hiding behind the scenery.”

After hitting pistol targets, the patrol squad hits the targets from a assault rifle.

When completing the assigned task, the patrol guard moves along the route and hits the targets in the order they appear from behind the scenery. Taking a position at the building windows, the patrol guard is armed with assault rifles and fires targets in the following order: first, medium targets are hit, then close ones and finally distant ones;

2) At the order of the officer in charge (judge) the next team member goes from the waiting zone to the firing zone of the range and after command “**Go!**” Take their places in the vehicle. Pistols and assault rifles are unloaded, they are on safety locks, pistols are in holsters, which are fixed on the waist belt of participants, assault rifles are in a position convenient for participants, equipped magazines are with participants (in holsters, pouches, in the pockets of a vest).

3) At the officer in charge (referee) question-command “**Ready?**” Participants report: “**participant name is ready to fire!**”, simultaneously stopping any actions with the equipment, talking, etc. If a participant is not ready to start the exercise right now, he shall report it to the officer in charge (referee) in a loud and clear voice;

4) At the officer in charge (judge) command “**Fire!**” participants dismount from the car, independently and safely load their pistols, the second magazines are put into holsters or pockets of a vest, the assault rifles are not loaded. The weapon is loaded in the area of the first decoration, while the participant must be behind the decoration, as if behind a cover.

After loading the weapon, the patrol guard hits the targets with a pistol in the

order of their detection, while moving back is prohibited.

In case of using a firing timer, the officer in charge (judge) gives a command **“Fire!”** which is not an executive command by itself. The participant shall wait for the firing timer signal to start the exercise.

In case of using ordinary stopwatch, the officer in charge (judge) gives a command **“Fire!”** which is an executive command to start the exercise;

5) It is prohibited to rest on objects/surface, which are out of the firing zone boundaries, marked by penalty lines. It is allowed to step onto these lines, but it is prohibited to step out of these boundaries.

6) The participant shall move freely in the firing zone and perform safe manipulations with his weapon (loading, unloading, changing, performing maintenance) independently. **It is strictly prohibited** for the participant to return (go back) to hit unaffected targets and (or) improve the result;

7) for each participant who is part of a patrol guard, targets for shooting from a pistol are located strictly on one side, located to the right or left in the direction of the shooter. In this case, the participant on the left - shoots at the targets located to his left; the participant on the right - shoots at the targets located on his right. **It is strictly prohibited** for a participant who has taken a position in the shooting zone on the left to shoot at targets on the right, and a participant who has taken a position in the shooting zone on the right to shoot at targets on the left;

8) after the end of the pistol firing, the pistol is put on the safety lock and safely holstered, after which the participant takes a position for shooting at the window of his direction, independently and safely loads the assault rifle and continues to perform a tactical task through the window in the scenery, while the participant is allowed to hit targets in the above sequence, regardless of where they are located, to the right or to the left of the participant's direction of travel. It is strictly forbidden for a participant who fired a pistol at left targets to occupy the right window of the scenery for shooting from an assault rifle, and a participant who fired a pistol at right targets is also prohibited from changing windows (positions) in Scenery;

9) Having finished the exercise, the participant stops shooting, safely moves the weapon from the sighting line and shows the referee that there would be no further actions concerning completing the exercise; then he applies safety lock and reports: **“Participant name has finished firing”**

After the officer in charge (referee) command: **“Cease fire! Unload the weapon!”** the participants unload the weapon, present an empty chamber to the officer in charge (referee), close the breech block and perform security shot; the barrel shall be directed towards the targets (into the bullet stop), unloading of weapons is performed one after another starting with the one that the participant is holding. After that the participants apply the safety lock and reports: **“Weapon unloaded, safety lock applied”**;

10) The exercise time is determined by the time of the last shot, using the firing timer or stopwatch;

11) After the participants perform all the aforementioned actions, the officer in charge (referee) gives a command **“All clear”**, allowing the participants, referees and their assistants to go to the target zone (out of the firing zone boundaries) to calculate the results and repair the targets;

12) the officer in charge, participants and field referee inspect the targets and decorations. After inspecting the targets and recording the results the officer in charge, participants and field referee go back to the initial line.

Exercise conditions:

there is no time limit for shooting;
 number of cartridges for a pistol - 16 (distributed in two magazines) for each participant;
 number of cartridges for an assault rifle - 20 (distributed in two magazines) for each participant;
 number of pistol magazines - 2;
 number of assault rifle magazines - 2;
 distance to the pistol targets – 5-15 meters.;
 distance to the assault rifle targets:
 close targets - up to 70 m;
 medium targets - up to 150 m;
 distant targets - up to 250 m.

Exercise particularities.

The exercise is performed by two team members from a standing, kneeling, and prone position. Changing shooting position in the same firing direction and changing weapon/magazines is carried out independently. AR firing shall be performed in bursts, any single shots except for the first and the last one lead to addition of 30 seconds of penalty time.

The firing zone is limited by red lines, which are at least 2 cm higher above the target zone surface. It is allowed to step onto these lines, but it is prohibited to step out of these boundaries.

Decorations – 2x2 meters half-transparent (or opaque) walls.

Weapons position:

a pistol in a holster, unloaded, on safety lock;
 the assault rifle is unloaded in a convenient position for the participant, is on safety lock;

loaded magazines are in a holster, a pouch, in the pockets of a vest.

The starting position of the shooters: are in the car.

Targets for shooting with a pistol are classic IPSC (cardboard target for practical shooting) or targets №4 (chest figure with circles) or №7 (waist figure) - 5, Target №10 (light machine gun), targets - "swinger", as well as falling targets; to defeat from a machine gun - 5 classic IPSC (cardboard target for practical shooting or target №4 (chest figure with circles), №7 (waist figure), №8 (full-length figure), №10 (light machine gun), as well as targets - poppers and "swinger" (Appendix 8).

While using:

target №7 it is allowed to equip them with paper targets №4 “Chest-high target with circles”;

target №8 - to divide them into three parts (head, chest, belly, legs) 50 sm in high (Appendix 8), and determine holes size as: **Hitting head and chest - 10 points, belly - 5 points, legs - 3 points.**

Each target is hit with a **minimum of two shots**, with the exception of falling targets, which are permitted to be fired before they fall. If the target is hit with more than two shots, the **best results are recorded**.

If the target is hit only once, **10 seconds of penalty time is added**.

If the conditions for firing targets are violated (the target was not hit), as well as for each target that was not hit, as well as firing (transferring fire) in a continuous burst at two or more targets (if this is not provided for by the conditions of the exercise), a **penalty time of 30 seconds** is charged.

If the shooting team member uses any objects/surface outside firing zone for support, **5 seconds of penalty time is added**.

Each penalty point equals 1 second.

Each penalty second is equal to 1 penalty point.

The Chief Judge of the Contest determines if the exercise shall be performed with gas masks equipped to make it more difficult.

Safety requirements for firing:

firing shall be stopped by the participant in case of people/animals appearing in the target zone;

execute officer in charge commands on the shooting range;

shooting is stopped by the judge if the participant has turned the weapon more than 45 degrees from the direction of shooting towards the rear;

perform the exercise without eye protection (tactical (shooting) glasses), body armor, helmets.

Procedure to determine the stage II winner

A participants' score is determined by addition of all the hit points in each target (number of successful hits), falling targets should be hit.

This number then is divided by the time (seconds), that the team members spent on the range (with added penalty time). The result of this calculation is called "hit factor". The participants with the highest "hit factor" is placed at the top. Other participants are placed correspondingly to their "hit factors" compared to the highest one.

$F = Q / (T + S)$ (the "hit factor" formula)

F – hit factor;

Q – quantity of successful hits;

S – penalty time (seconds)

T – time spent on the range.

The winner and awardees are determined by the Panel of Judges using the "hit factor".

To determine the overall result of the team, the "hit factors" of each team member are multiplied by a coefficient equal to 10 or 100, and the results are added up and are considered the points received for the stage.

A coefficient of 10 or 100 is used to obtain an integer value of three digits.

The team results are taken into consideration while calculating the team score for the Contest and according to this the rating board is made.

The team with the highest "hit factor" is determined the winner of the stage.

53. The winners of the "Best Patrol Guard" nomination are the servicemen with the highest "hit factor".

54. **The third stage** – *“Race of the Patrol Guard”*.

The stage is carried out on the natural obstacle course of the motor track. 3 members of each team-participant of the Contest compete in the stage.

The Contest stage route is determined to contain two laps.

One lap is 700-900 meters long. The route is equipped with a start/finish line. The route, exercise locations and obstacles (Appendix № 10) are marked with indicators

Lap 1. 3 members of a participating team are on the start line. Equipment: According this Regulation.

After the assistant referee command, the participants start moving on the 1st lap route. The route is an obstacle course with natural and artificial obstacles.

Participants pass through a straight line (up to 100 meters long) and arrive to the line of “Tires” obstacle. The obstacle is up to 25 meters long and up to 10 meters wide. The whole team overcomes the obstacle. **1 penalty point is added** for each step on a tire.

Having overcome the first obstacle, the team arrives to the “Limited lane” obstacle. The obstacle consists of four lanes. Length of lane – up to 25 meters, width – up to 2 meters, a trip wire is attached in 70 centimeters above the ground. Each team member should pass through his own lane of the obstacle. **1 penalty point** is added for each torn wire.

After the second obstacle on the site to fulfill the standard for NBC protection, the participants independently start putting on a protective kit and a gas mask: protective stockings, a protective raincoat in the form of an overalls (without fastening the two upper pins), a gas mask, a headdress. Then the participants button up the last two pins and put protective gloves on.

Protective equipment (gas mask and OZK) are located at the place where the standard is fulfilled (fitting of personal protective equipment is carried out in advance).

The starting position of the shooters: OZK in a kerchief, fastened behind the shoulders, tied with strings for a belt, stockings in a case on a waist belt, a gas mask for travel.

The team receives additional points for completing the team exercise:

2 minutes - **25 points**; 3 minutes - **20 points**; 4 minutes - **15 points**, over 4 minutes - **0 points**.

The time for fulfilling the exercise is counted from the first soldier who started to fulfill the exercise and stops at the last soldier who fulfilled the exercise, while the time for preparing equipment for the fulfillment of the exercise by the first soldier during the fulfillment of the standard is not included.

Faults during the exercise:

- overboots worn with fastened straps;
- coat sides fastened or overboots worn incorrectly;
- at least one pin holder unfastened;
- equipment and gas masks not worn above the protection;
- coat straps not worn into half-rings;
- exercise completed in wrong order.

15 penalty points are added for **3 or less** faults by one participant. **Participants' penalty points are added.**

Additional penalty points are not given if team participant made 4 or more faults during the exercise.

If the protective gear was damaged by the participant, the exercise is considered **failed** and the team receives **60 penalty points**.

After the NBCP exercise and overcoming the smoky area (up to 100 meters long) the participants remove personal protective equipment, turning the face to the wind (direction of the wind is indicated by a field referee).

After that team members perform assault rifle assembly and magazine loading exercises and get armed,

Fire training exercise № 14 "Weapon assembly after partial disassembly of weapon". Assault rifle is disassembled. Parts and mechanisms are laid out on a rack (table), tools are ready. Each participant stands close to the weapon. Time is counted from the order **"Begin assembly of weapon"** till the last member reports **"Done"**.

27 sec - **30 points**; 30 sec - **20 points**; 35 sec - **10 points**; over 35 seconds - **0 points**.

In case of:

participant not pulling the trigger after attaching the lid of the receiver, 1 penalty point is added;

participant not applying the safety lock, **1 more penalty point is added**.

Fire training exercise number 16 "Loading of the magazine with rounds" starts in 0 seconds. The team members stand in front of the rack (table), where the magazines and training rounds are spread.

Time is counted from the order **"Begin loading of the magazine"** till the last participant reports **"Done"**.

35 sec – **30 points**;

40 sec – **20 points**;

48 seconds – **10 points**;

more than 48 seconds – **0 points**.

After the exercises the team members put the weapon back on racks (tables), put on the body armor and steel (Kevlar) helmet, get armed and move to the "Garage", where they mount the vehicle.

Vehicle starts moving on the circle, overcomes speed part of lane without touching natural or artificial obstacles. After that, the patrol guard gets attacked (firecracker is blasted).

The vehicle stops, servicemen leave the vehicle, one of them is "injured". The field referee determines the character of "injury" (shoulder, hip, etc.) and the team members apply first aid to the "injured", help him get in the vehicle (without using the "injured" arm or leg) and move to the exercise evaluation line. The exercise estimation is performed by a medic.

Exercise number 2 "Application of the tourniquet on the thigh (shoulder)"

18 seconds – **20 points**;

20 seconds – **15 points**;

25 seconds – **10 points**;

more than 25 sec – **0 points**.

Judge gives command to start the exercise under the following conditions:

serviceman has his weapon;

all required equipment is on him.

2 penalty points are added:

if the tourniquet is applied to the improper area;

if the tourniquet is applied to the body without lining or the skin is pinched.

If tourniquet is applied beforehand.

5 penalty points are added:

if the actual time of the tourniquet application, given by Judge, is not indicated;
if the “injured” arm or leg was used while mounting/dismounting the vehicle.
exercise is fulfilled by participant without weapon.

Patrol guard take injured person to the medic and get evaluation of performance of medical exercise. Then they move to the area of grenade throwing.

Three team members perform precision grenade throwing

Exercise "**Precision Grenade Throwing**".

Throwing two grenades for accuracy in 3 equidistant sectors, from a firing line of 2x3 m. The weapon is in the position behind the back (on the chest, on the shoulder).

Sectors are located at the distance of 25 and 30 meters.

Grenades are placed at the firing area.

Each participant throws in his own direction. There is a 1,5-meter interval between directions.

If a grenade gets into the sector, the target is hit.

30 meters – **30** points;

25 meters – **25** points;

5 penalty points:

Exercise is fulfilled without weapon or with equipment violation;

Participant hasn't hit any target, or grenade fell in other participant's sector.

10 penalty points if both targets are missed.

Having finished this exercise, the team moves to the reduced lethality gun firing line.

Reduced lethality gun is unloaded and remains on the Combat weapon with heading beams for blank rounds and the blank rounds are laid on the firing line.

Shooting from reduced lethality is carried out at a silhouette target (target number 8). Distance to the target is 20-30 meters, firing time – 10 seconds. Target should be hit with two shots.

If the shooter does not hit the target, as well as hit the target into prohibited areas, the team moves along the penalty loop.

The number of **penalty loops** is equal to the sum of unaffected targets and hits in prohibited areas.

The penalty lap is determined by the Panel of Judges before the stage starts.

Having completed the exercise, the patrol guard leaves reduced lethality guns at the firing line, gets armed with combat weapon with blank rounds loaded and moves to the vehicle mounting area.

Patrol guard take their places in the vehicle.

The vehicle starts movement along the route where he overcomes "S-turn" obstacle, enters “Garage” frontwards, then overcomes "Reverse S-turn" obstacle and enters the “Garage” backwards. Parking in “Garage” is noted by assistants of the Field Referee, back and front bumpers should not cross the obstacle borders.

5 penalty points are added:

for each cone (artificial obstacle) or natural obstacle that was hit;

for unintentional driving (skidding) of the vehicle beyond the fence (marking) of the track;

for completing a stage element without weapons in cases involving its presence;

if the vehicle crosses the “Garage” borders;

if the driver did not shut down the vehicle engine while stationing during exercises.

Lap 2. After the parking in the “Garage” was noted, the vehicle with patrol guard starts moving on route with natural and artificial obstacles, overcomes the bridge with stopping in a designated area, and continues moving at maximum speed. At a distance of 100-250 meters to finish line the patrol vehicle is being attacked.

25 penalty seconds are added: if the driver did not stop in the designated area.

The patrol guard personnel dismount the vehicle with the driver taking firing position near left front wheel and covers dismounting personnel by assault rifle firing.

Other servicemen of the patrol guard dismount from the other side of the vehicle, opposite of side that is attacked. Covering each other with small arms fire (using blank rounds), using smoke grenades, the patrol guard moves towards “violators”, destroy them and capture one of them by force and cuff him, then delivering him to the vehicle. The handcuffs must be put on the offender at the time of arrest. During delivery of the “violation” to the vehicle two servicemen escort him and the driver covers them.

After bringing the “violation” to the vehicle, the patrol guard personnel put him in the “detainee section” of the vehicle, take their places in the patrol vehicle; the driver continues moving to the finish line.

In case of using a vehicle without a “detainee section” the “violation” shall be put to the vehicle’s back seat.

The vehicle stops at the marked platform “Finish”, fully equipped patrol guard, along with “violation”, form up on the line in front of the vehicle, the referee-starter stops the time.

5 additional points are added for completing the stage exercises without violation, these additional points are taken into consideration while calculating the final score of the Contest.

2 penalty points are added: if the personnel (except for the driver) did not dismount the vehicle from the side of the vehicle, opposite to the attack.

3 penalty points are added: if each team member failed to take cover while running at least once.

5 penalty points are added:

handcuffs are worn in violation of the conditions for performing a tactical mission;

The offender is “lost”;

the door(s) of the car during movement is not completely closed or is open.

Procedure to determine the stage III winner

To determine the winner in the "Best Rapid Response Group" nomination, the recorded time for completing the stage is summed up with the penalty time received during the exercises and standards, and incentive points are added to the points corresponding to the time to overcome the stage, taking into account the penalty time.

The result is calculated the following way: **1 point equals 5 second**

The winner of the “Best Rapid Response Team” nomination is the patrol guard with the least time score for the stage (with added penalty points and deducted additional points)

The score of the guard is taken into calculation for the team scoring.

Score table for stage III

Score	Time of passing the stage (taking penalty time) (min., sec.)	Score	Time of passing the stage (taking penalty time) (min., sec.)
300.	11.00.	140.	12.20.
280.	11.10.	120.	12.30.
260.	11.20.	100.	12.40.
240.	11.30.	80.	12.50.
220.	11.40.	60.	13.00.
200.	11.50.	40.	13.10.
180.	12.00.	20.	13.20.
160.	12.10.	0.	13.30.

Note: in case of exceeding the upper limit of the score table, the score is calculated by successively adding **30 points** for **10 second** to the score.

55. Fourth stage - “MP Charge”.

Terms of the stage:

The program includes overcoming of the natural and artificial obstacles (Appendix № 12) throughout the route (up to 12 km), limited by the special marking by the whole team against the clock.

List of obstacles and order of overcoming the obstacles:

1) Inclined wall (starting climbing wall) – servicemen shall pass from one side of the obstacle to another, each one using his own rope, then they should hold the rope during descent from the back side of climbing wall;

2) Balcony with punching balls – servicemen shall overcome the water pool using a beam above the pool, avoiding the punching balls;

3) Rope way (rope strength crossing) – servicemen shall climb the rope with hands and legs and get to another side of the obstacle;

4) Insidious cobwebs (horizontal net crossing) – servicemen are climbing to the wall using hooks. Then they shall move over the net to the other side of the obstacle (it is forbidden to use legs or roll movements). After than they carefully descend using beams;

5) The athlete – servicemen shall climb up the net on an obstacle, go through the beams (preferably on all fours for their own safety), cross the second section on their hands (touching the bars and net with their feet is forbidden), overcome the third section on their legs, then get off the obstacle using the fixed tires;

6) Inclined fences – in order to climb onto an inclined fence, a serviceman shall pull himself up, climb over to the other side and then, descend the inclined surface of the fence using special indents;

7) Mole (trenches from pipes) – servicemen shall overcome the obstacle moving along the pipes;

8) Monkey bars – servicemen shall climb up the ledges in the plywood to the beam, pull on it and climb onto the platform. Then they go through the bars to the next platform and descend it the same way;

9) Vertical low fences – servicemen shall overcome fences by jumping over them or climbing under them;

10) Barbed wire – servicemen overcome the obstacle on all fours trying not to touch the barbed wire;

11) Teremok (fence with handrails) – servicemen shall climb up the chains to the beams and through them to reach the top of the obstacle. Then they descend in the reverse order;

12) Log barrier (a mud kiss) – servicemen shall move from one side of an obstacle to another, passing on water and climbing through transversely located logs or crawling under them. It is necessary to climb over logs in the center, it is forbidden to use auxiliary structural elements (longitudinal logs, located on the sides of the obstacle, etc.) to overcome obstacles;

13) Crawling under the T-72 tank – servicemen shall crawl under the bottom of the tank;

14) Climbing wall – servicemen shall climb over the obstacle by clinging their hands and putting their feet on special indents;

15) Scout lane (military) – servicemen need to overcome the lane; Each obstacle in the lane is assessed as an individual obstacle;

16) Climbing wall with chains – servicemen shall climb the wall using chains, move to the other side, and then gently descend from the obstacles along the chains;

17) Climbing wall with logs – servicemen shall climb the wall, using notches on logs on the wall, and then gently descend from the obstacle along the beams;

18) Reaching for the Heavens (monkey bars with rings) – servicemen shall overcome the obstacle by passing through the monkey bars made of ropes with rings;

19) Ropes with a bell – servicemen shall climb the rope to the top and ring the bell;

20) Tarzanka – servicemen shall climb up the ropes to the platform, then firmly grab the crossbar with the roller and go down to the opposite side. Be careful when falling onto mats and falling into the water;

21) The Chinese Wall (vertical wall with ropes) – servicemen shall move from one side of the vertical wall to the other using a vertically hanging rope;

22) Swamp Race (Gymnastic beam with web) – servicemen shall overcome a water pool climbing through the ropes. It is prohibited to step over the ropes or crawl under them;

23) Barbed wire with antitank hedgehog – servicemen shall crawl under the barbed wire;

24) Leap into the abyss (trampoline) – servicemen shall get on the obstacle and then jump into the water, drawing their knees to their chest;

25) Steel arms (strength transition on ropes) – a serviceman shall climb up the rope to the top, then descend the inclined rope without grabbing the rope by his legs and/or stepping on the hay;

26) Mount of tires – servicemen shall climb over the barrier made of tires from one side to the other;

27) Net pyramid (crossing the net) – servicemen shall move from one side of the obstacle to the other using the net. A part of the group can stretch the net at the same time for faster and more convenient passage of this obstacle;

28) Ditch with water – servicemen shall pass from one bank to another;

29) Hut (fence with logs) – servicemen shall move from one side of the obstacle to another, climbing up the logs and gently descending from the vertical wall;

30) Climbing wall with ropes – servicemen shall move from one side of the vertical wall to the other using a vertically hanging rope. For those, who find it difficult to climb the rope, there are special indents for the hands and feet;

31) Monkey-bars with logs – servicemen shall pass through the logs without their feet touching the logs;

32) Barbed wire with funnels – servicemen shall climb under the barbed wire without touching it;

33) Perfect balance (gymnastic transition) – servicemen shall climb up an inclined beam and, having crossed the middle of the obstacle, descend from the other side of the beam;

34) Universal monkey bar – servicemen shall pass the monkey bar using hands;

35) Hedgehog – servicemen shall go down into the ditch and then climb up the hill using bulks;

36) Transition on swinging beams – servicemen shall pass along the swinging beams fixed above the pit with water;

37) Gymnastic bars above the water – servicemen shall overcome the bars without falling into the water;

38) Mole gorge (two-level ditch) – servicemen shall climb under a tight barbed wire and go down into the ditch. Then they use the ropes to climb up the hill;

39) Inclined fence with complex railings – servicemen shall climb over an obstacle using crossbeams (there is an easier passage on the one side and a more complicated one on the other side);

40) Zigzag ditch with water – servicemen shall overcome the ditch one after another;

41) Guardhouse (a trench filled with water with a horizontal grid) – servicemen shall crawl along the water under the net;

42) Ascent to the mountain with a climbing wall – servicemen shall overcome a ditch with water, climb a mountain and overcome a climbing wall;

43) Slides in the water – servicemen shall descend into the ditch with water and overcome all the hills made of plywood;

44) A large pit with water – servicemen shall move to the other shore;

45) High wall with logs – servicemen shall overcome the wall;

46) Fence with complex handrails – servicemen shall cross the fence;

47) Moving tires – each team shall move tires from one pole on the other;

48) Amphibious (fences in the ditch) – servicemen shall climb over or pass under the fences;

49) Vertical wall with ropes – servicemen shall move from one side of the vertical wall to the other using a vertically hanging rope;

50) Born anew (an opening made of the tires) – the servicemen shall pass from one side of the obstacle to the other, climbing between the tires. Since the distance between the tires is small, team assistance may be required. It is forbidden to pass the obstacle on top;

51) Skate – servicemen shall jump over the water from one side to the other trying not to fall in the pool with water;

52) Pontoon crossing – servicemen shall overcome the pontoon crossing as a unit, the distance between the first and the last serviceman shall be 50 meters at most;

53) Inclined netlike fence – servicemen shall climb the netlike fence and come down on its reverse side;

54) Water obstacle crossing – the whole team swims through the water obstacle;

55) “Everest” obstacle – servicemen shall reach the rope making a running vault and climb it to the top of the obstacle. Servicemen can help each other, if necessary. Servicemen shall use the net to climb down, paying attention to the hands and feet.

56) Target shooting - servicemen need to shoot from firearms of limited destruction at growth targets.

Number of targets for each participant – 1;

Ammo provided – 2 rounds;

Distance to the target – up to 20 meters;

Time for the exercise – unlimited.

Exercise procedure:

a participant comes to the table, where pistols and ammo are laid out (two rounds for one pistol). Pistols are unloaded and muzzles are directed towards the targets.

After the officer in charge (referee) command **“Load the gun!” “Fire!”** participant safely performs all the necessary actions to load the pistol (loads the pistol with 2 rounds) and shoots at the inflated balloons, complying with safety requirements.

Peculiarities of the exercise.

Target should be hit with **two shots**.

If a participant misses a target, his team gets **penalty points**, calculated as follows: **one missed target – 5 penalty points**.

If the shooter, when hitting the target, hit the prohibited areas, the team is awarded penalty points, based on: **for one hit in the prohibited area - 10 penalty points**.

Penalty points addition at stage IV.

1 penalty point equals 30 seconds.

All the obstacles (exercises) have temporal penalty points. The team receives **1 penalty point** for each obstacle that has not been overcome and/or for each violation of the obstacle conditions.

The team receives a number of **penalty points that equals to a number of obstacles that have not been overcome** for each disqualified team member.

A participant receives **50 penalty points** if he deliberately misses an obstacle.

The participant(s), who fall back for more than one obstacle from their team or who obviously pass the obstacles separately from the team, get(s) **disqualified**.

Safety requirements for firing:

firing shall be stopped by the participant in case of people/animals appearing in the target zone;

firing shall be stopped by the referee in case of the participant turning the weapon towards rear or more than 15 degrees from the firing direction.

A participant' substitution during the stage:

If the team member gets an injury, the Field Referee makes the decision to send him to the medical assistance representative and eliminate him from the Contest.

In this case it is impossible to change the team member, so the team continues the stage with fewer members. The Field Referee Assistant should record the number of the eliminated team member and the number of the obstacle where the injury has happened. The team remains in this area until the protocol is complete, this time is not

subtracted from their total time. The team continues at the Field Referee Assistant command.

There is no penalty for the eliminated member of the team due to injury or health problems.

In case of a participant refusing to overcome an obstacle due to irresistible fear, **there is no possibility** to substitute him and the team receives a number of **penalty points that equals to a number of obstacles that have not been overcome**.

Total penalty points are added to the stage time and these results are considered to be the team total time in order to determine the winner of the “Best Military Police Team” nomination.

The team results are taken calculation of the Contest team total (according to the score table)

Score table for stage IV

Score	Time of passing the stage (taking penalty time) (hr., min., sec.)	Score	Time of passing the stage (taking penalty time) (hr., min., sec.)
600.	1:00:00	350.	1:25:00
550.	1:05:00	300.	1:30:00 AM
500.	1:10:00 AM	250.	1:35:00 AM
450.	1:15:00 AM	200.	1:40:00 AM
400.	1:20:00 AM	150.	1:45:00 AM

Note: 1. In case of exceeding the upper limit of the table, the score is calculated by adding **5 points** for each minute. Rounding rules: for 1-30 seconds are rounded down; for 31-60 seconds are rounded up.

2. In case of lowering the lower limit of the table, the team result is **zero points**.

VII. Procedure to determine the winner and the awardees of the Contest

56. The first, second and third stage first, second and third place scores are added to the fourth stage score.

The Contest winners and awardees are determined by the Panel of Judges' decision based on the highest total team score for all the Contest stages.

In case of two or more teams having **equal total score** for all the stages, their ranking is determined by the “MP Charge” stage **highest score**.

Winner places for the Contest stages are determined by the highest score received for every stage.

The results of the stages are formalized with the protocols signed by the members of the Panel of Judges and should be approved by the Senior Judge on the same day and announced to the teams. Final Protocol of the Contest is made in the end of all competitive activities.

The competitive part of the Contest ends with the Contest closure ceremony, the

awarding ceremony, the MSE transferring to the receiving military unit (military educational establishment) and the participants' return to their permanent base.

VI. The awarding ceremony

57. Awarding of the winners of the Contest with cups, medals and diplomas is carried out during the Contest closure ceremony.

58. Awarding of the winners with cups and diplomas is carried out:

After the I stage – “The Best Shooter”;

After the II stage – “The Best Patrol Guard”

After the III stage – “The Best Rapid Response Team”

After the IV stage – “Winner in the “MP Charge” nomination”

The winning team of the Contest receives the Cup of the “Guardian of Order”

Teams-participants of separate nominations “The Most Accurate Military Police Officer”, “The Best Patrol Guard”, “The Best Rapid Response Team”, “Military Police Charge” are evaluated on the common basis (no separate awarding ceremony and/or prizes).

VII. Filing of protest appeals and resolution of controversies procedure

59. Every team, participating in the Contest, has a right to file a protest appeal to the Panel of Judges. The Team Captain addresses the written appeal against the results recorded at the end of the Contest stages, as well as the appeal against the actions of the Panel of Judges to the Senior Judge on the day of the stage before the protocol is approved (Appendix №12).

Photo and video materials, fixing the appealed points (actions), with an indication of the content of the disputed issue, time and place of recording of the appealed moment (action), shall be attached to the appeal.

In order to ensure the impartiality of Judges, on-line broadcasting video recorders shall be installed inside military vehicles, on the participants' helmets and combat equipment, on obstacles and targets (see Appendix №13 for list of recommendations) and on the Contest stages course parts, where the referee's vision could be obstructed.

60. The resolution of the appeal is carried out by the open vote of the Panel of Judges. The decision is considered adopted if the majority of the present members of the Panel have voted for it. If the votes are equally divided, the final decision is taken by the Senior Judge; in other cases, his vote is not counted.

61. Decisions on the appeals are made by the Panel of Judges and are documented by the protocols which are given to the Team Captains.

Appendix № 1
to the Regulation (Article 6)

RATIFY
Chief of Main MP Directorate
of Russian Federation Defense Ministry

« » _____, 20

ACT
Of the installations equipment serviceability
on the "Guardian of Order" International Competition

_____ « » _____ 20 ____

We, the underwriters:
 The Chief Judge of the Contest _

 (Surname, first name, paternal name)

The Contest Secretary _____

(Surname, first name, paternal name)

The Assistant of the Contest Chief

 (Surname, first name, paternal name)

Who have drawn the present act, confirm that the route of the "Individual Race" with the equipped obstacles, areas, shooting ranges as well as the zones of individual competition, totally correspond the requirements of the Contest Regulation and are suitable to hold the Contest Stage.

The Chief Judge of the Contest _____

(Surname, first name, paternal name)

The Contest Secretary _____

(Surname, first name, paternal name)

The Contest Chief Assistant _____

(Surname, first name, paternal name)

Appendix № 2
to the Regulation (Article 7)

PROTOCOL
of Contest course passing control

(competition)

Distance _____

№ of the control point _____

№	Competition participant number	Numbers (names) of obstacles							Finish
1.									
2.									
3.									
4.									
5.									
6.									
7.									
8.									
9.									
10.									

Assistant of the Field Arbiter: _____
(Signature, surname)

Field Arbiter: _____
(Signature, surname)

« » _____ 20__

PROTOCOL
OF FINISH AND TIME TRACKING

(competition)

Distance _____

Race number _____

№	Competition participant number	Start time	Finish time	Result	Remarks
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					

Timekeeper: _____
(Signature, surname)

Assistant of the Field Arbiter _____
(Signature, surname)

Field Arbiter _____
(Signature, surname)

« » 20__

(military rank, signature)

« » 20__

for participation of the

№	Military rank	Surname, first name, paternal name	Year of birth	Contract date on military service in military police	Medical allowance to the competition (with a stamp)
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					

Medic _____
(Signature, surname)

Performance characteristics

Modification of 5.45 Kalashnikov assault rifle

(AK-74; AKS-74; AKS-74U; AK-74M; AK-12):

Characteristic	Value
Length of assault rifle without magazine and bayonet knife, mm	730-940
Length of assault rifle with folded stock, mm	490-690
Total length of weapon with bayonet knife, mm	1089
Max fire rate, rounds per minute	600-700
Total barrel length, mm	415
Total width, mm	70
Max height	195
Ammunition	<u>5,45X39</u>
Barrel caliber, mm	5.45
Max aiming range, m	400-1000
Weight, kg	2.7-3.5
Bullet weight, g	3.42
Round weight, g	10.2
Magazine capacity, rounds	30
Rifling grooves number	4
Muzzle velocity, meters per second	735-900
Max bullet range	3000
Effective fire distance, up to ... (m)	400-650

9 mm PM (Makarov pistol); 9 mm PYa (Yarygin pistol):

Characteristic	Value
Pistol weight with empty magazine, g	730-950
Pistol weight with loaded magazine, g	810-1140
Pistol length, mm	161-198
Pistol height, mm	126-145
Barrel length, mm	93-112.5
Caliber, mm	9
Rifling grooves number	4-6
Magazine capacity, rounds	8-18

Round weight, g	9.3-10
Bullet weight, g	5.3-6.1
Round length, mm	25-29.7
Combat fire rate, rounds per minute	30-35
Muzzle velocity, meters per second	315-465
Max aiming range, m	50
Effective fire range, m	50

PB-4SP "Wasp" (barrelless pistol "Wasp")

Manufacturer:	Russia
Caliber:	18,45x60
Ammo capacity:	4
Empty weight:	320 gr.
Dimensions:	134x39x120 mm
Trigger force:	3.5-4.0 kgf
Muzzle energy:	67 J.
Source of power:	MIG battery
Cartridge weight:	22 gr.
Bullet weight:	9.0 gr.
Bullet muzzle velocity:	122 m/s

Performance characteristics
of military vehicles

Performance characteristics of military police patrol vehicle UAZ 3163-015-AP

- Wheel arrangement / driving wheels – 4X4 / all
- Vehicle layout scheme – 4WD
- Engine location – front longitudinal
- Body type / doors number – enclosed full metal MPV body / 5 doors
- Number of seats – 7
- Overall dimensions, mm:
- Length, mm – 4785;
- Width, mm – 2110;
- Height, mm – 2150;
- Base, mm – 2760;
- Carrying capacity, kg – 450;
- Max speed, km/h – 140;
- Front track/ rear track, mm – 1600/1600;
- Road clearance, mm – 210;
- Weight of a fully equipped vehicle, kg – 2200;
- Gross vehicle weight, kg (technically acceptable) – 2650;
- Maximum axial weight, kg. (technically acceptable) – front axle: 1215; rear axle: 1435
- Engine – gasoline, 4-stroke, with jump-spark ignition;
- Engine specification – ZMZ-40906;
- Number and allocation of cylinders – 4, in line;
- Max. torque, Nm (min⁻¹) – 217 (2500);
- Cylinder capacity, cm³ – 2693;
- Max. power, kW/(min⁻¹) according to UNECE Regulation №.85 – 99,0 (4600);
- Degree of compression – 9.1;
- Feed system – suballocated electronic fuel injection;
- Ignition system – microprocessed;
- Gas exhaust system – two exhaust silencers, neutralizer of exhaust fumes;
- Transmission – mechanical;
- Engine clutch – dry, single disk;
- Car gearbox – manually controlled;
- Number of gears – forward - 5, backward - 1;
- Distribution gearbox – decouple of front axis driver, gears - 2,
- Main gear – single, conic;

- Front suspension system – conventional spring, on two lateral and crossover links, with stabilizing bar, with hydraulic gas telescopic shock-absorbers;
- Rear suspension system – conventional on two lateral semielliptical few-leaf spring, with hydraulic gas telescopic shock-absorbers, with stabilizer bar;
- Steering – with hydraulic power,
- Steering mechanism – “screw – ball nut – bar – sector”;
- Service brake system – hydraulic dual-braking gear with diagonal separation with ABS or axis separation without ABS, with vacuum booster;
- Front brake mechanism – disk-type, rear brakes – drum-type;
- Emergency brake system – every part of operating brake system;
- Parking brake system – with gear to brake mechanisms of rear wheels;
- Air conditioner.

Detainee section:

- Flooring: plywood at least 8 mm thick, car linoleum at least 3 mm thick;
- Internal lining material allowing wet cleaning;
- Door stopper and open-door locking;
- Frameworks welded from steel sections, cell size 400x400 mm;
- Opening alarm system;

The vehicle is equipped with:

- Full-size spare wheel;
- Jack;
- Lug wrench;
- Car electric air pump (12V);
- 2 wheel stoppers;
- One 2L fire extinguisher; One first-aid kit;
- One first-aid kit;
- Emergency stop sign;
- Lantern on batteries;
- 220V charger for lantern;
- Spare halogen lamp for lantern;
- 12V charger (for cigarette lighter receptacle).

Signaling and loud-speaking installation (SGU)

Located on the roof of the vehicle, in accordance with UNECE Regulation № 65 GOST R 50574-2002.

The SGU set includes:

- 1 light-acoustic unit with built-in power unit;
- 1 microphone-manipulator;
- 1 set of fastenings on the car;
- 1 power cable;
- 1 control cable;

The SGU provides:

- supply of special light signals in the mode of LED "Gleam" with a frequency in the range from 2 to 4 Hz;
- transmission of voice information when working with a microphone;

- Transmission of special sound signals:
long tone signal “WAIL”,
tone 2-frequency signal “HI-LO”,
rapidly changing tone signal “YELP”,
additional low-frequency signal “HORN”.
short-time alert mode.
- has a "hotkey" mode: simultaneous activation of the "Flash" mode and the YELP siren for 15 seconds;
- all modes of the SGU are controlled from the microphone-manipulator.
- The SGU is equipped with a power switch (key type), which turns off the power of the microphone and automatically turns off the operating modes of the light and power unit.
- The SGU is equipped with a special system for detecting failure of light signals.

Microphone-manipulator:

- provides a visual indication of the selected operating mode of the SGU by using of 8 LED indicators;
- provides operative smooth control of the sensitivity of voice messages (the sensitivity controller is located on the microphone);
- there is a three-position switch of siren types on the microphone for switching between the pre-set (selected) types of signal.

Light Acoustic Unit (SAB):

- has a blue filter.
- the light unit (SAB) consists of a frame with two blue shades fixed to it and a horn compartment of the located in the central part of the SAB, forming a monoblock with uniform dimensions over the entire surface without protruding parts and elements (including due to the use of various kinds of seals and inserts) at the junction of the elements of SAB (it is possible that the dimensions of the elements are not up to 3 mm).
- LEDs with an optical lens system are mounted on a mobile chassis (sled), which allows, if necessary, to quickly replace (repair) the elements, without complete disassembly and / or dismantling SAB from the car.

For improved heat dissipation, a magnetic-rheological suspension of 1 ml is present in the gap of the magnetic system of the electrodynamic transducer. The horn loudspeaker is equipped with a grid for protection against dirt.

SAB's frame is made of aluminum profile of increased rigidity, eliminating deflection

Cover: made in oval (streamlined) form, from unbreakable, impact-resistant material, non-burning (in ultraviolet rays), consist of from 3 sections and lateral fairings, connected with each other by 4 pins.

The horn loudspeaker cover is made of polished stainless steel.

Power unit (built-in):

operation modes:

with the reproduction of sound signals in motion – 4 hours of "work", 30 minutes of "silence";

when applying light signals – continuous;

when transmitting voice information when working with a microphone – continuous;

protection against reverse polarity and overcurrent;

execution: waterproof, dirt-proof;

power supply from the vehicle's onboard 12V network.

SAB fasteners (brackets, hooks) are made of stainless steel (without additional coatings, to avoid corrosion in case of mechanical damage to the coating during installation and operation).

To reduce the deforming effect on the roof of the car, the brackets are attached to the roof through gaskets made of elastic material.

Performance characteristics of military police patrol vehicle ASTACE 7020-05:

- Vehicle "Patrol" on the KamAZ-4350 chassis;
- Wheel arrangement / driving wheels – 4X4 / all
- Vehicle layout diagram - bonnet version, cab behind the engine;
- Engine location – front longitudinal
- Loading space - all-welded steel armored hull with the class of the protective structure of the armored car "Br4" in accordance with GOST 34282-2017, with three or four doors, rear swing doors, with emergency hatches on the roof (up to six pieces), an armored hood on the roof of the hull;
- Cabin - combined with an all-welded armored hull;
- Number of seats – 9
- Overall dimensions, mm:
- Length, mm – 7340;
- Width, mm – 2550;
- Height, mm – 3320;
- Base, mm – 4180;
- Carrying capacity, kg – 1400;
- Max speed, km/h – 90;
- Front track/ rear track, mm – 2050/2050;
- Overcoming obstacles:
- Rise, degrees, not less - 31;
- Slope, degrees, not less - 15;
- Wall, m, not less - 0.5;
- Moat, m, not less - 0.6;
- Ford depth, not less than 1.2.
- Weight of vehicle, kg – 11700;
- Gross vehicle weight, kg (technically acceptable) – 13500;
- Maximum axial weight, kg. (technically acceptable) – front axle: 6140; rear axle: 7360
- Engine – diesel, 4-stroke, with jump-spark ignition;
- Engine brand - KamAZ-740.652-260;

- Number and arrangement of cylinders - 8, V-shaped;
- Max. torque, Nm (min^{-1}) – 1128 (1300);
- Cylinder capacity, cm^3 – 11762;
- Max. power, $\text{kW}/(\text{min}^{-1})$ according to UNECE Regulation №.85 – 191 (1900);
- Cruising range for control fuel consumption, km, not less - 1000;
- Fuel consumption per 100 km, l., not more - 25.

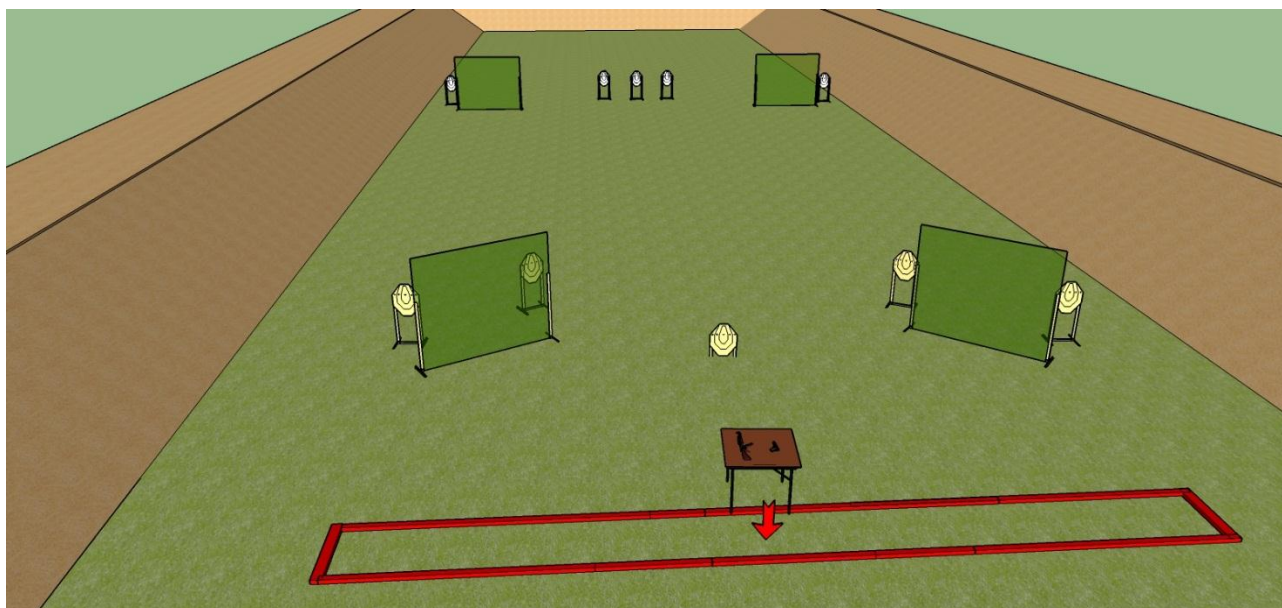
LADA 4X4 vehicle is provided by the manufacturer in standard package without detainee section.

Performance characteristics of the vehicles, participating in the competition, should be similar for each team.

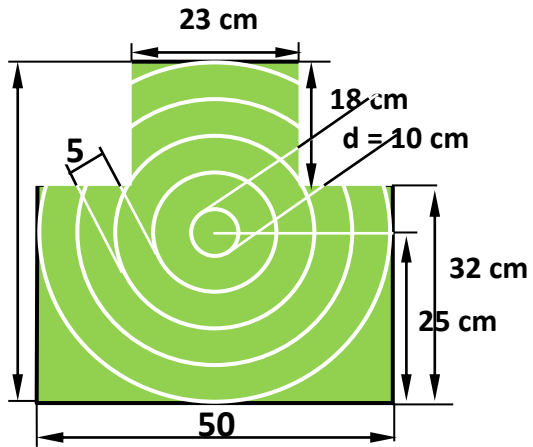
In case of finding vehicles' performance characteristics dissimilarities, the Panel of Judges shall select vehicles with similar characteristics.

Appendix № 7
to the Regulation

Approximate scheme of the stage "Fire"

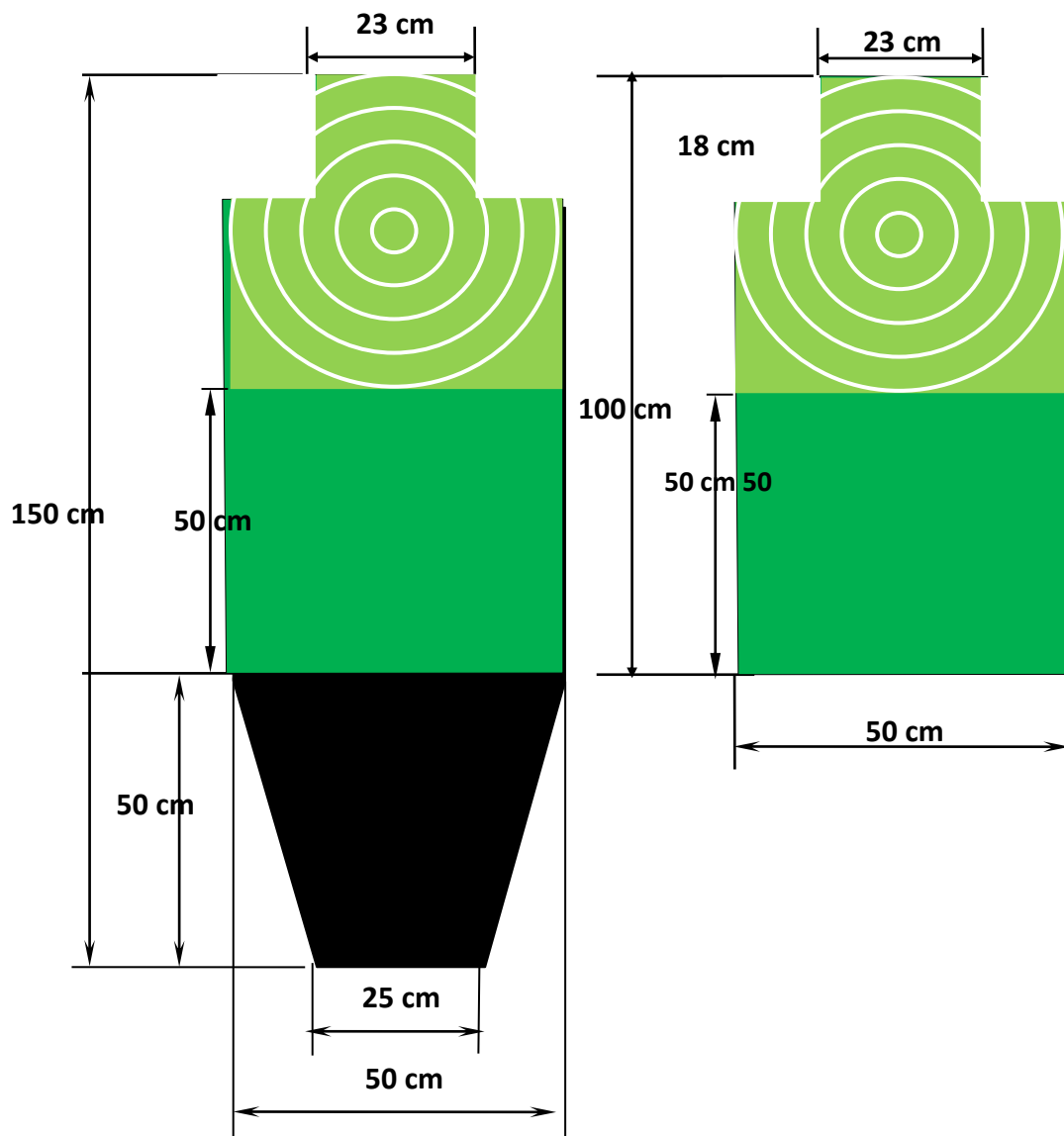


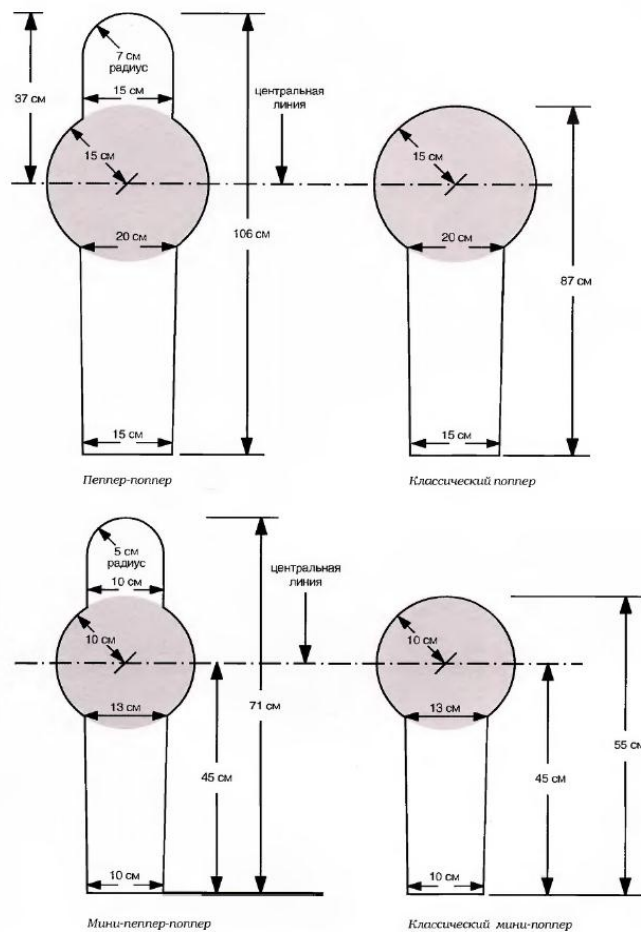
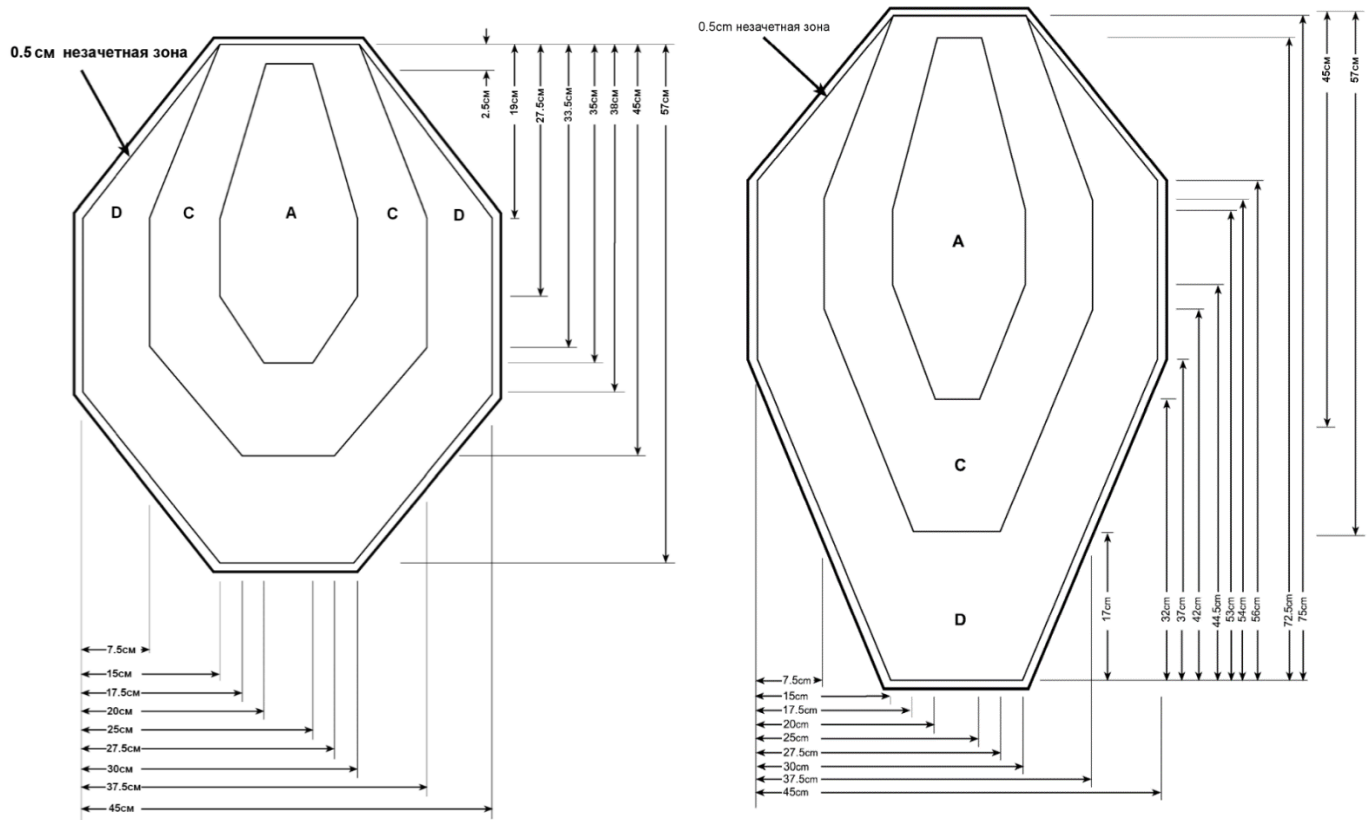
Target examples



Chest-high target with circles

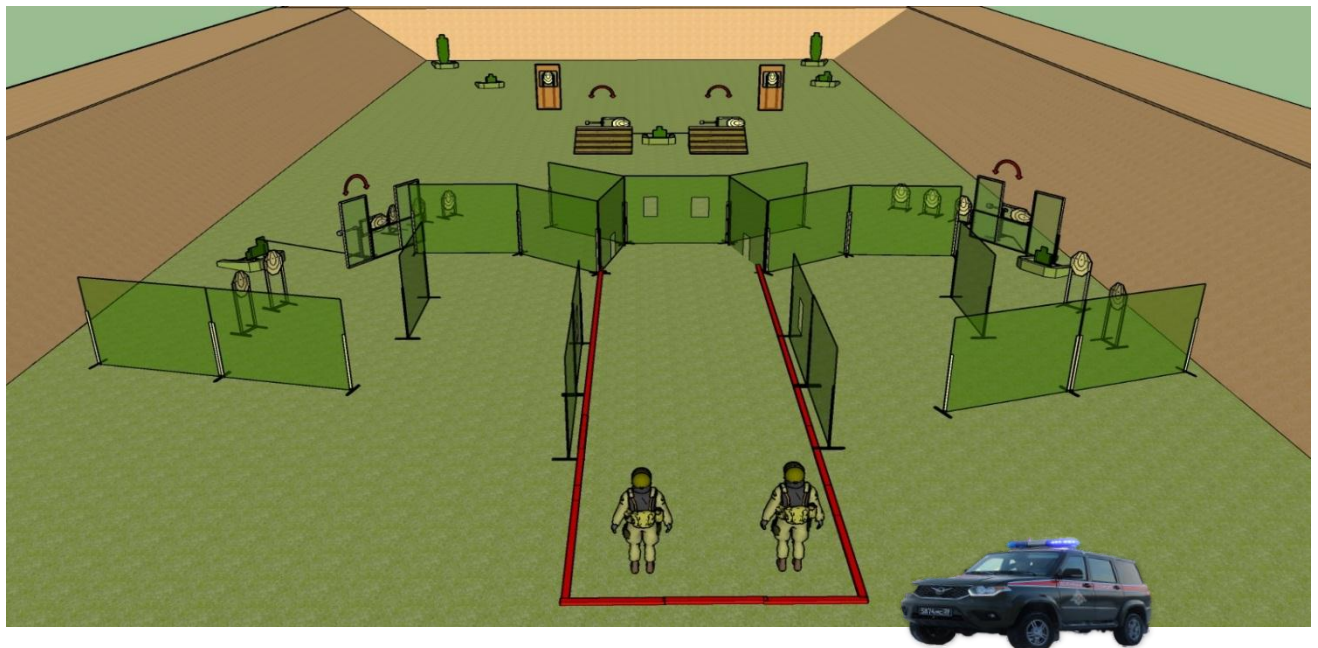
(target №4)





Poppers (the calibration zone of each popper is shaded).

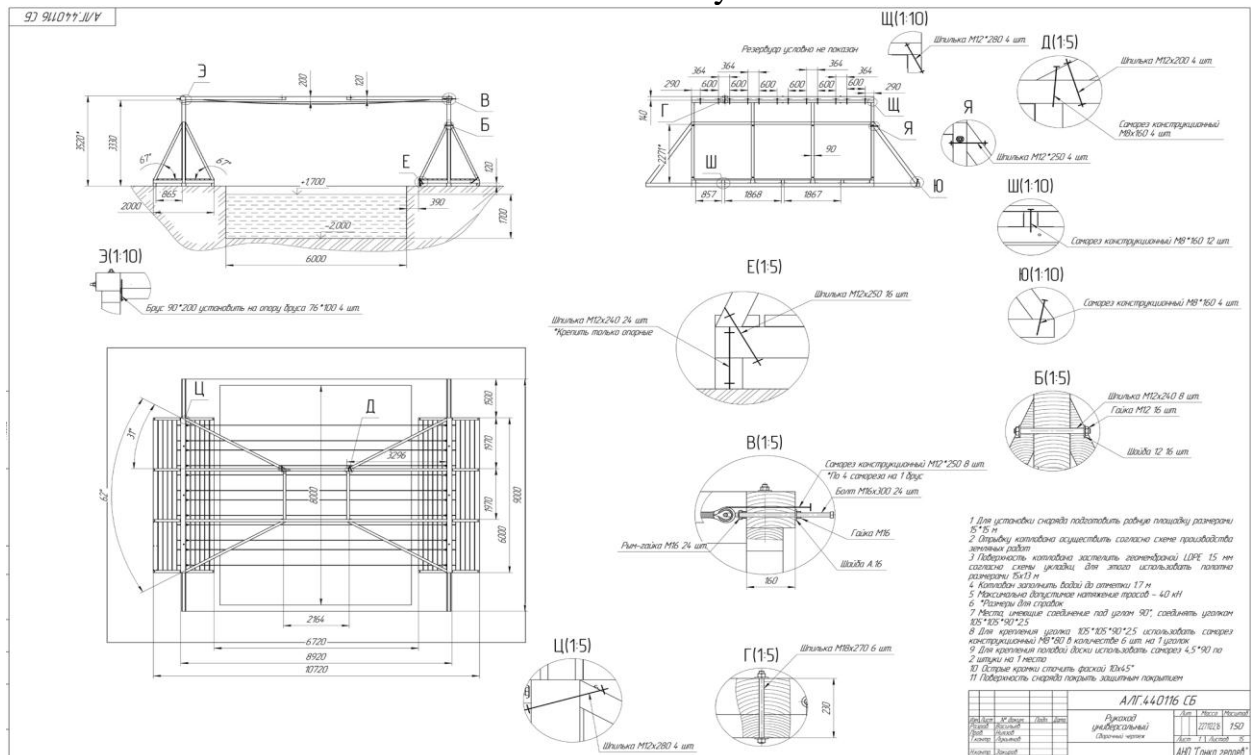
**Approximate scheme of the stage
“Patrol Guard in Settlement”**

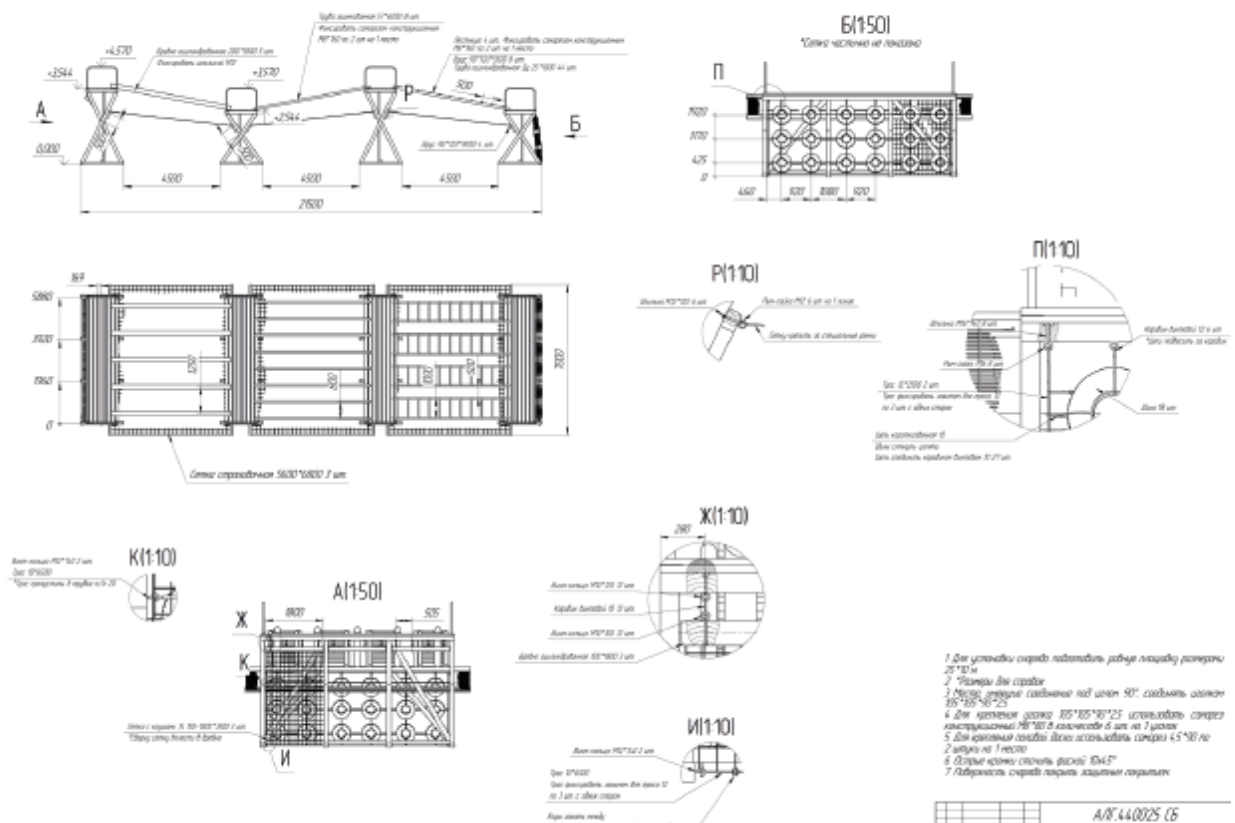


Obstacle scheme for the stage
“Patrol Guard”



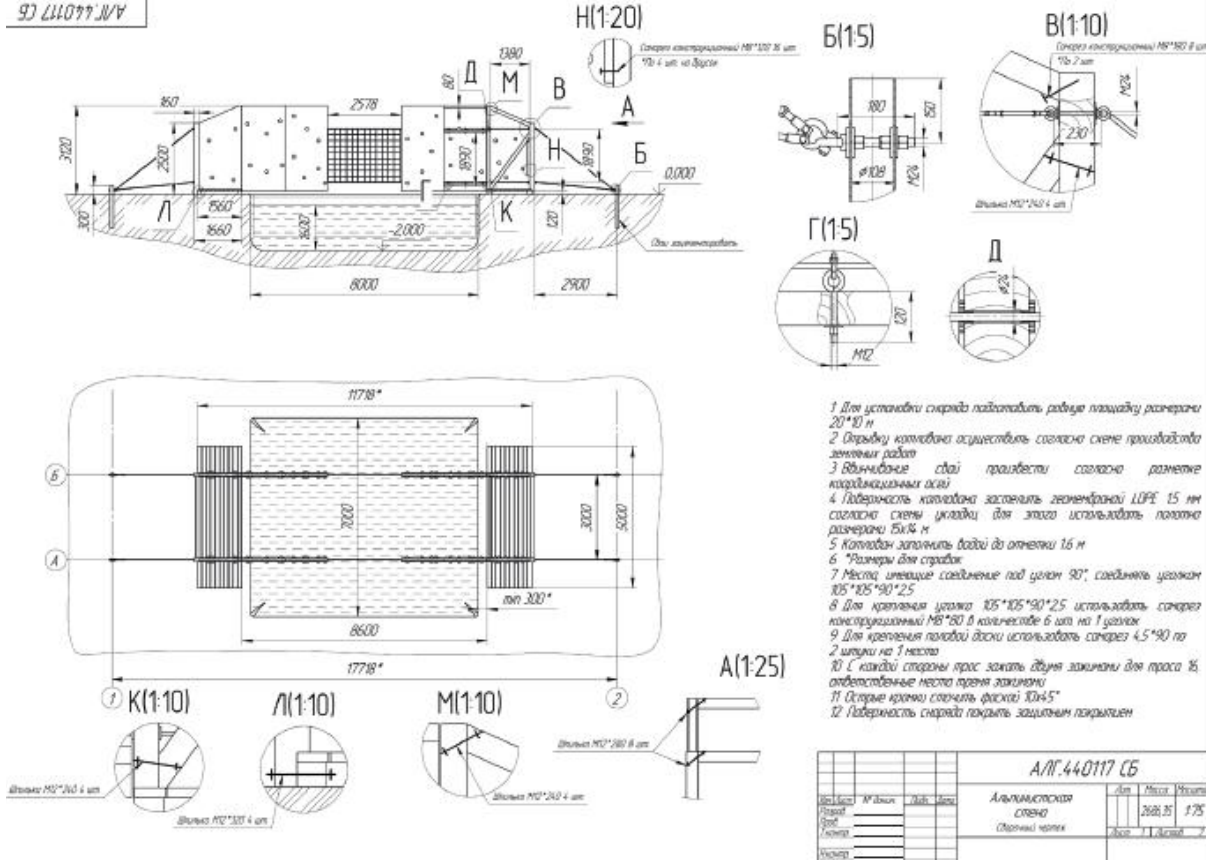
Inclined monkey bars



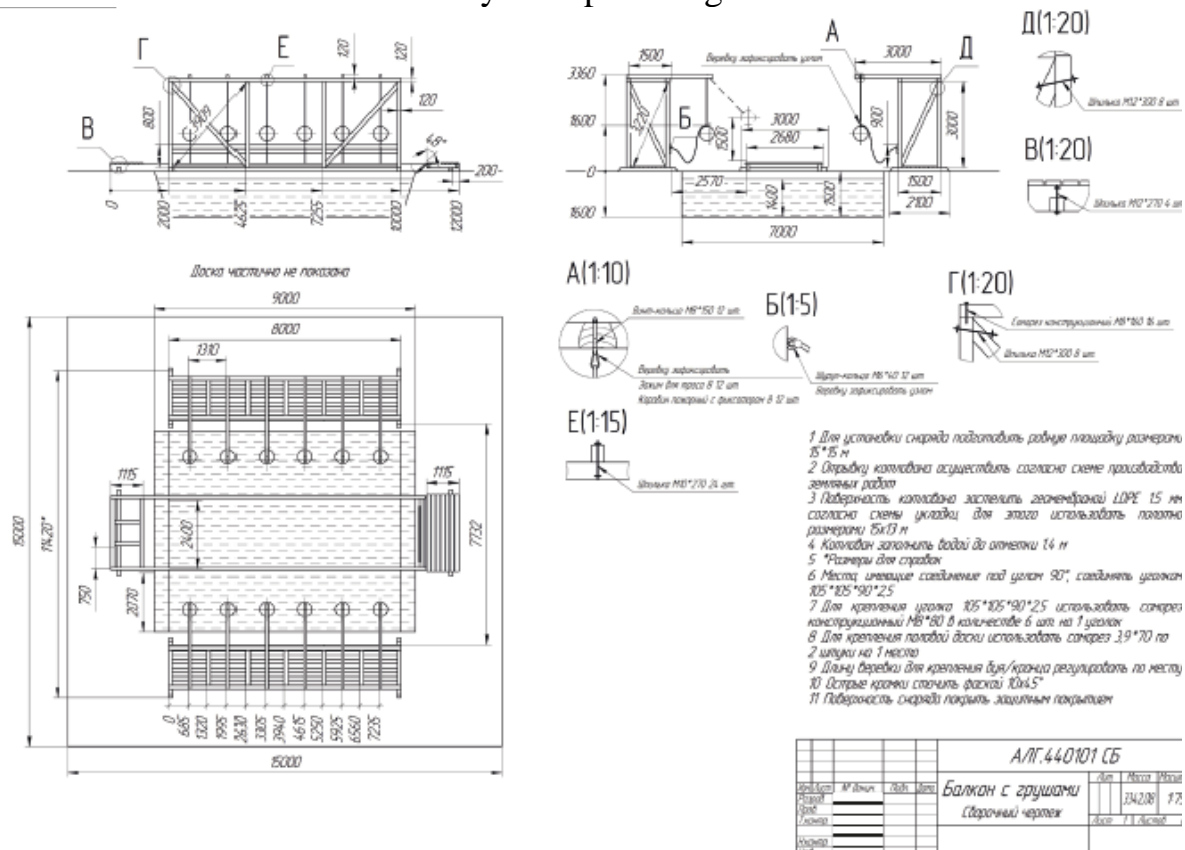


Climbing wall

А/П.440117 СБ



Balcony with punching balls



Net (horizontal crossing)

А(1:10)
Соединя 35°/41° на 100мм 5-8 см

Б(1:10)
Соединя конструктивный МВ*80 4 см
Соединя конструктивный МВ*80 35 см
№ 2 см на 1 см

Г(1:10)
Соединя конструктивный МВ*80 4 см

Д(1:10)
Соединя конструктивный МВ*80 6 см
Длина 105°/105°/25 6 см
Угол наклона по месту

Е(1:10)
Соединя конструктивный МВ*80 4 см

Клинья деревянные фиксируются
узелом и делаются для проема 32

222

4200

6200

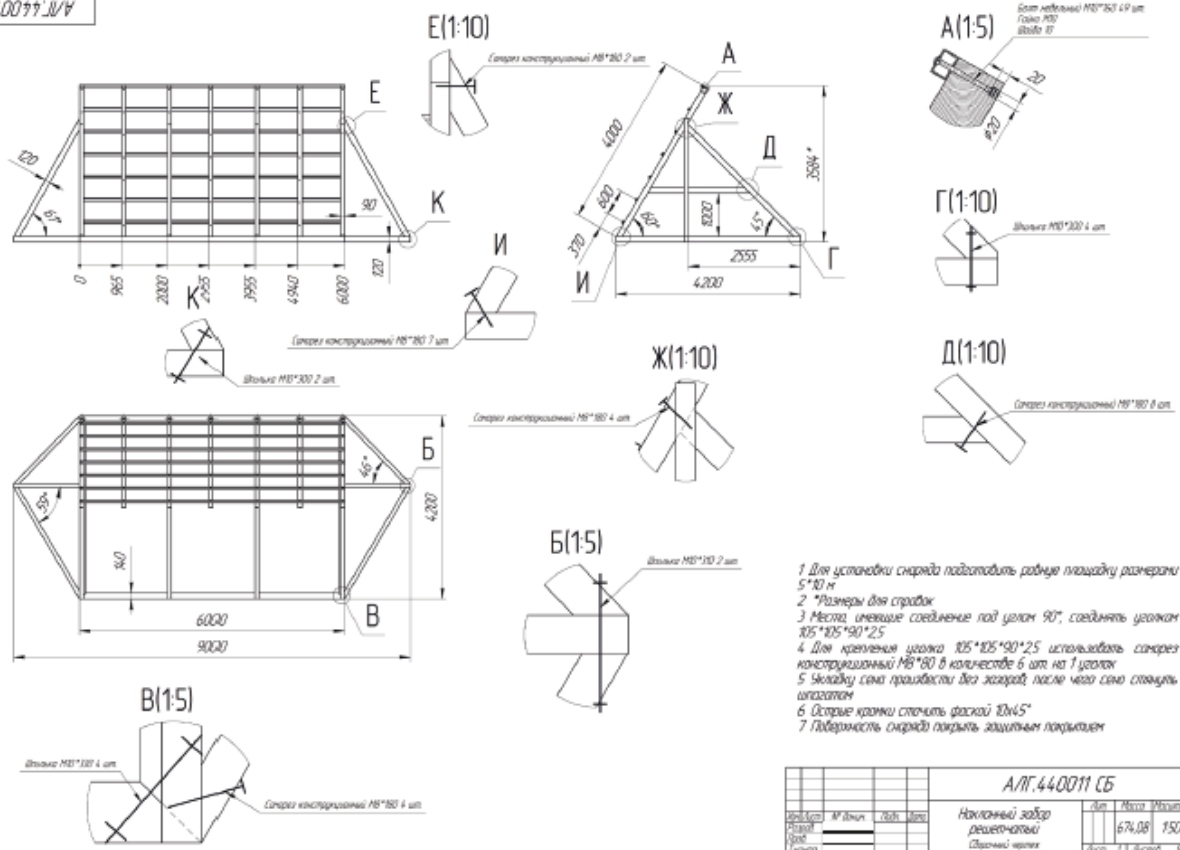
65°

Б

1 Для установки снаружи подготовить рубящую площадку размер 10°/10° м
2 Расчистить для стропил
3 Место в нижней части конструкции, имеющие соединения
узелом 90°, соединить узлом 105°/105°/90°/25
4 Для крепления узла 105°/105°/90°/25 использовать стержни конструктивные МВ*80 в количестве 6 см на 1 узел
5 Доску 44°/44 крепить конструктивными МВ*80 по 8 см на доску
6 Укладку сено произвести без зазоров, после чего сено стелить изгородью
7 Острые края стачать фаской 10х45°
8 Поверхность снаружи покрыть защитным покрытием

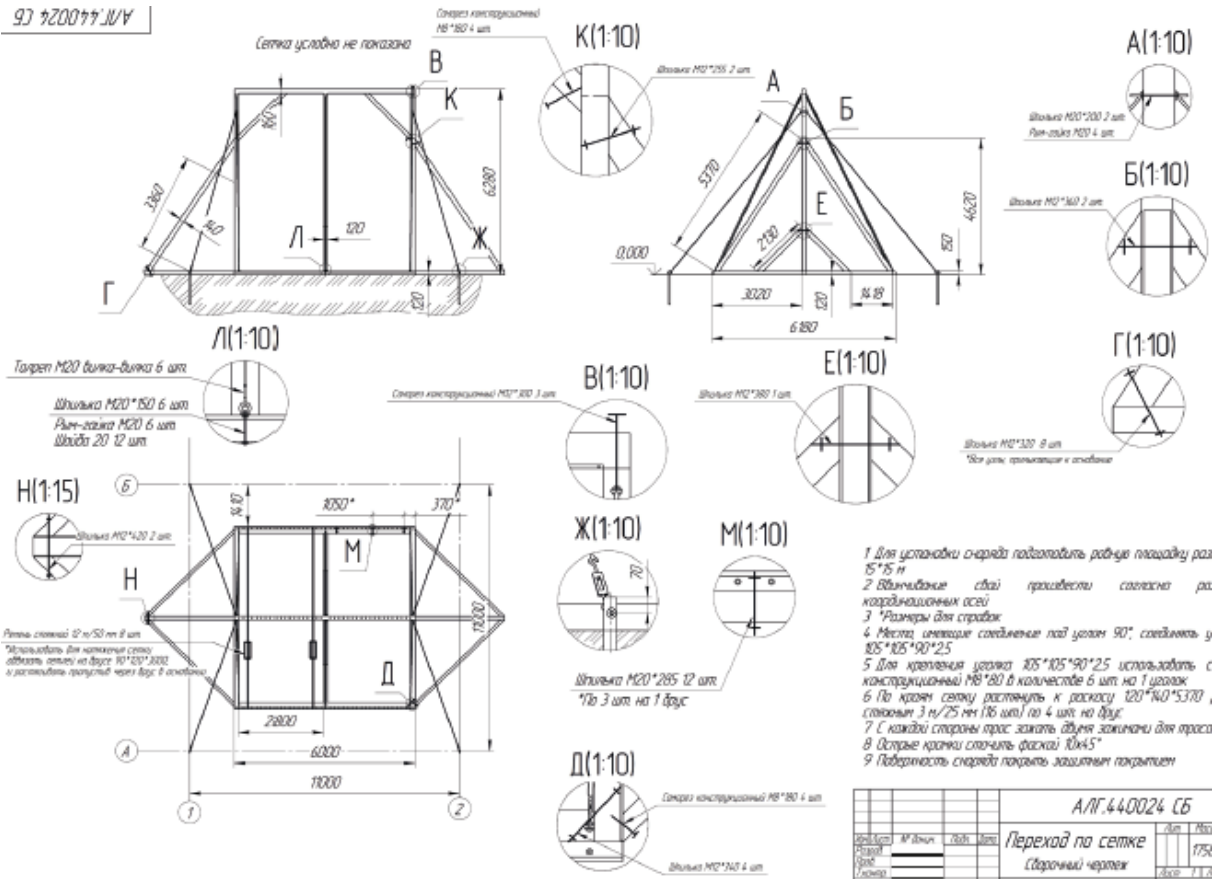
А/Л.44.0007 СБ			
Вертикальная стена с канатом			
Длина	Ширина	Высота	Масса
10,0	10,0	10,0	124,0

A/N.440071



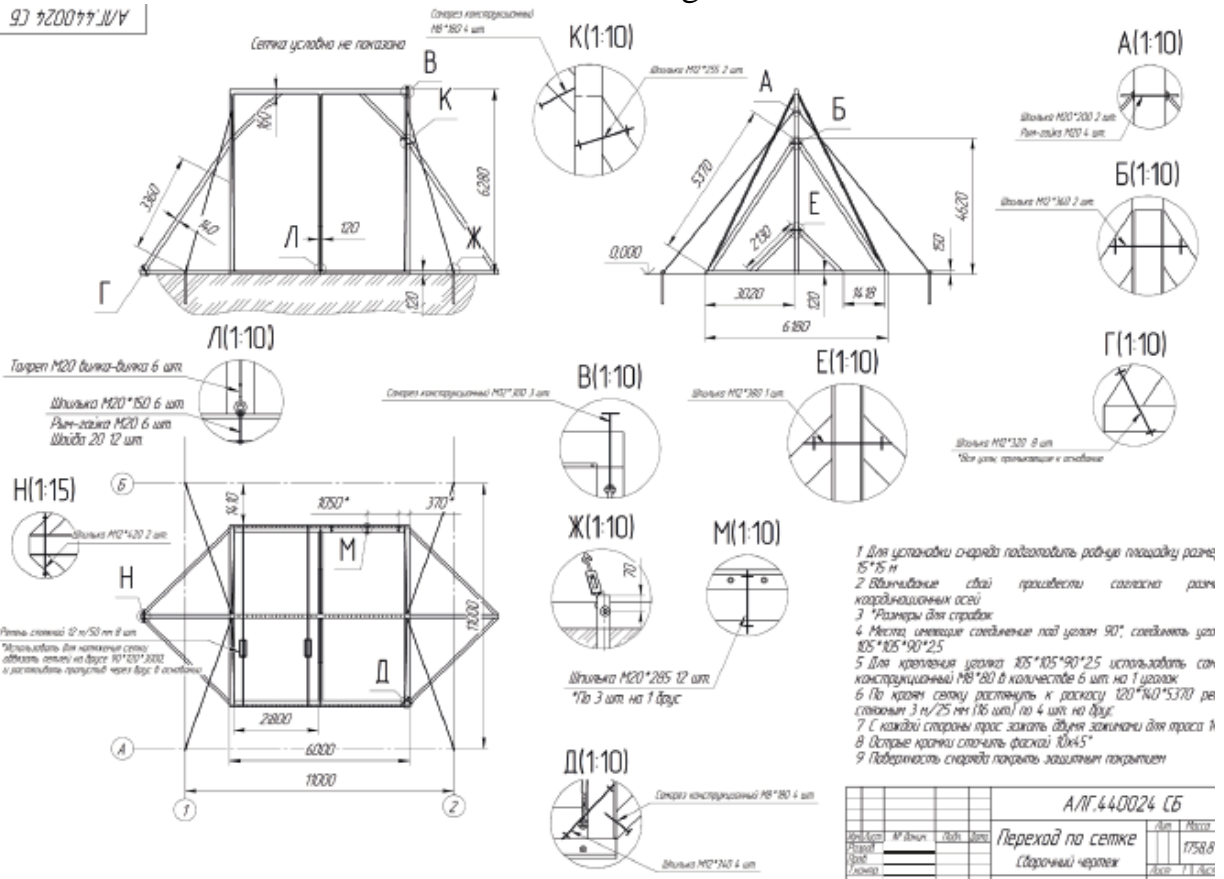
Tarzanka

A/П.440024 СБ



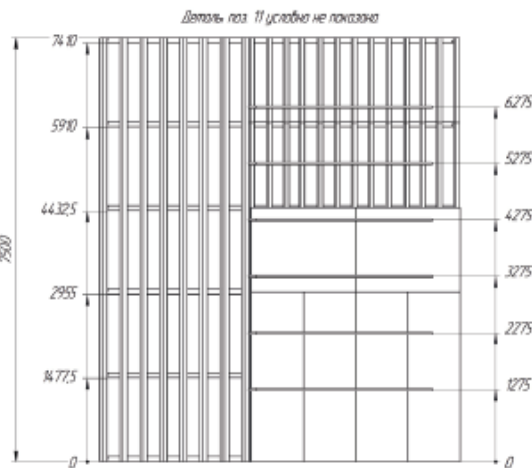
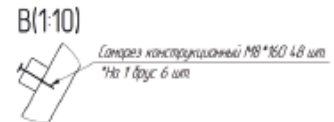
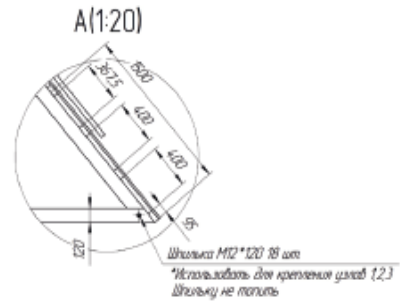
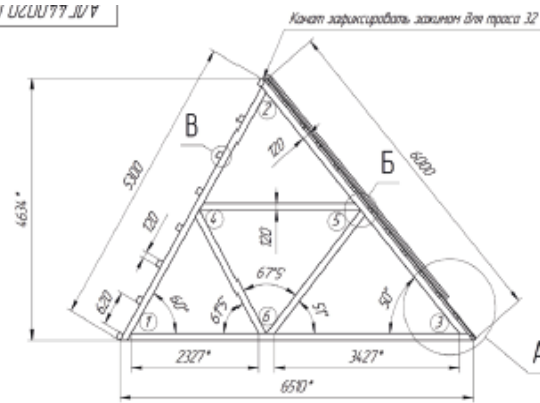
Net crossing

A/П.440024 СБ



Inclined wall

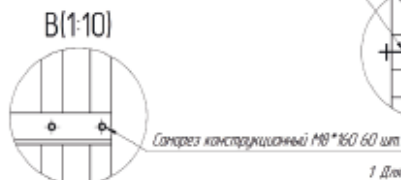
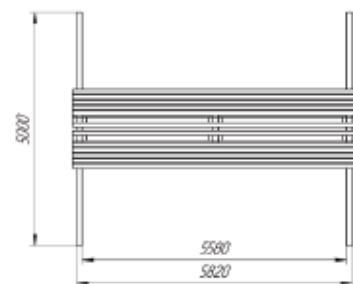
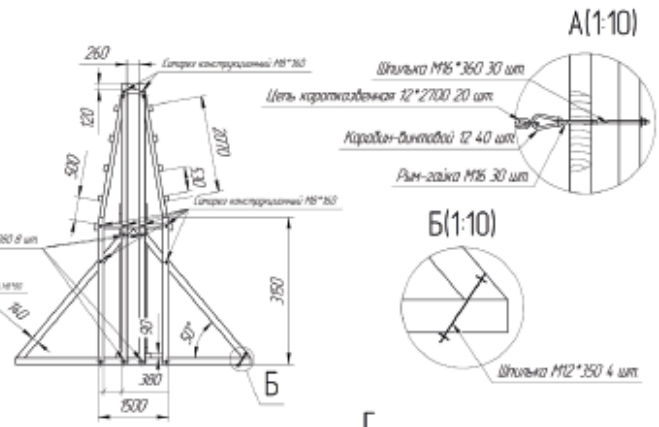
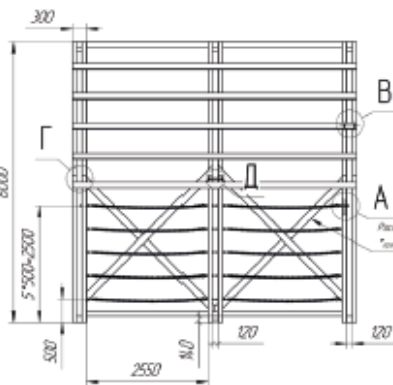
А/П.44.00.77.10.А



- 1 Для установки скреда подготовить ровную площадку размерами 10*10 м
- 2 *Размеры для скреда
- 3 Укладку доски 44*195 производить в шахматном порядке
- 4 Для крепления доски использовать саморез 3,9*70 по 2 штуки на 1 место
- 5 Для крепления фанеры использовать саморез 3,5*41 не менее чем 36 штук на 1 лист
- 6 Канат сверху зафиксировать узлом
- 7 Острые края сточить фаской 10x45°
- 8 Поверхность скреда покрыть защитным покрытием

А/П.44.00.20.СБ				Наклонная стена		Дет. 11.А.С.В.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.

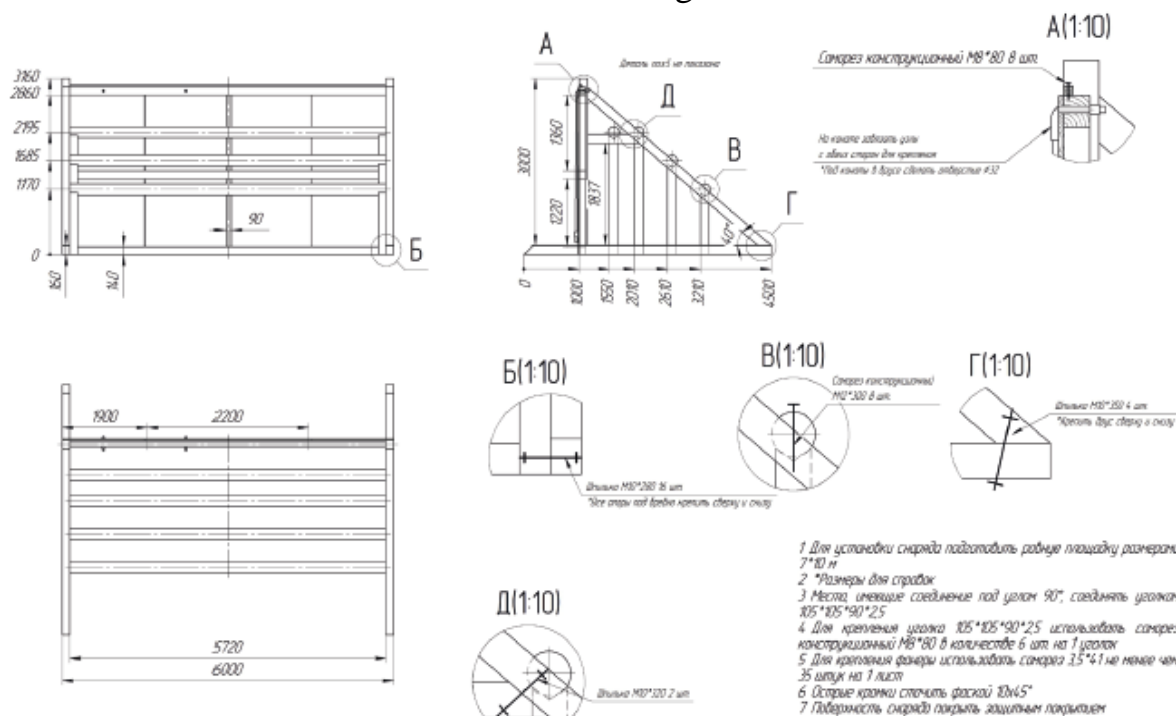
Fence with handrails



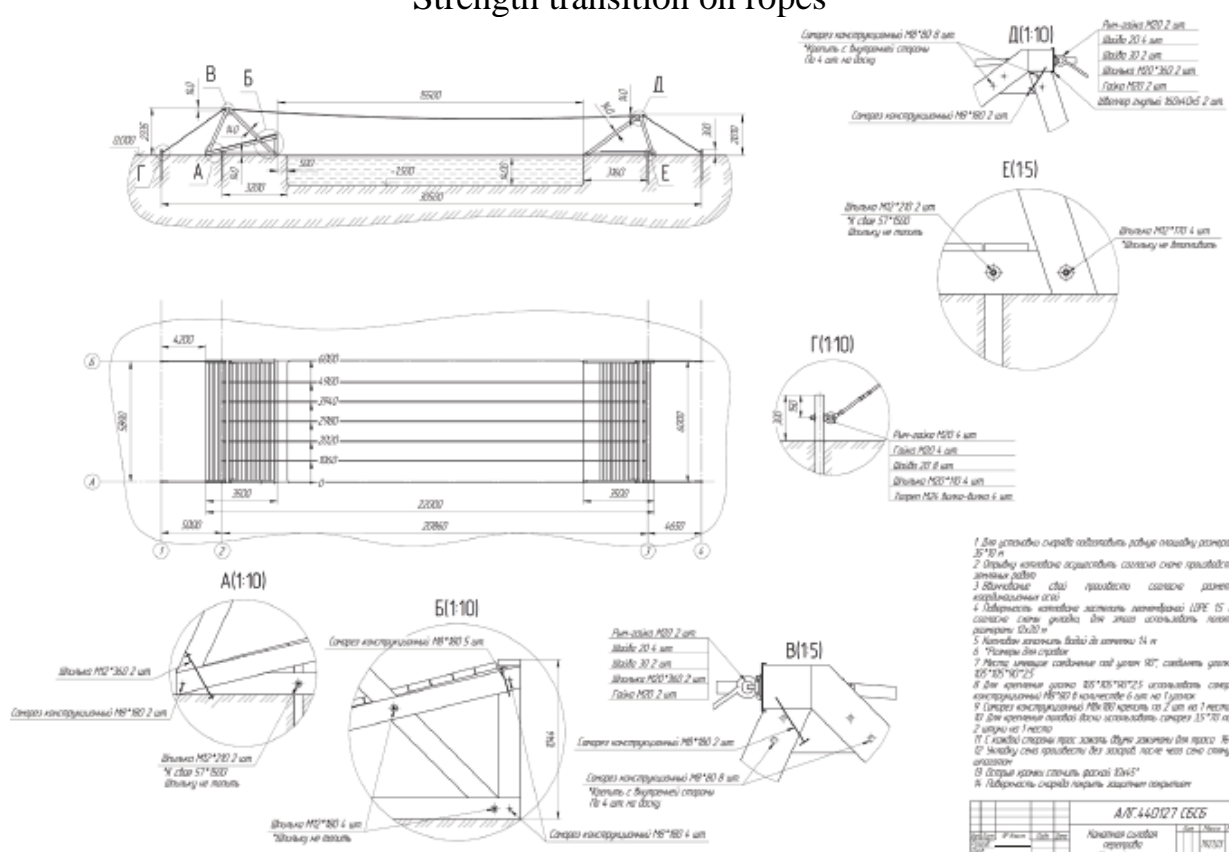
- 1 Для установки скреда подготовить ровную площадку размерами 10*10 м
- 2 *Размеры для скреда
- 3 Не указанные места крепить саморезом конструкционный М8*160
- 4 Укладку сена произвести без зазоров, после чего сено ст. изогнуть
- 5 Острые края сточить фаской 10x45°
- 6 Поверхность скреда покрыть защитным покрытием

А/П.44.00.38.СБ				Забор с перилами		Дет. 11.А.С.В.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.
Вид	М.Дет.	М.Дет.	М.Дет.	Дет.	М.Дет.	М.Дет.

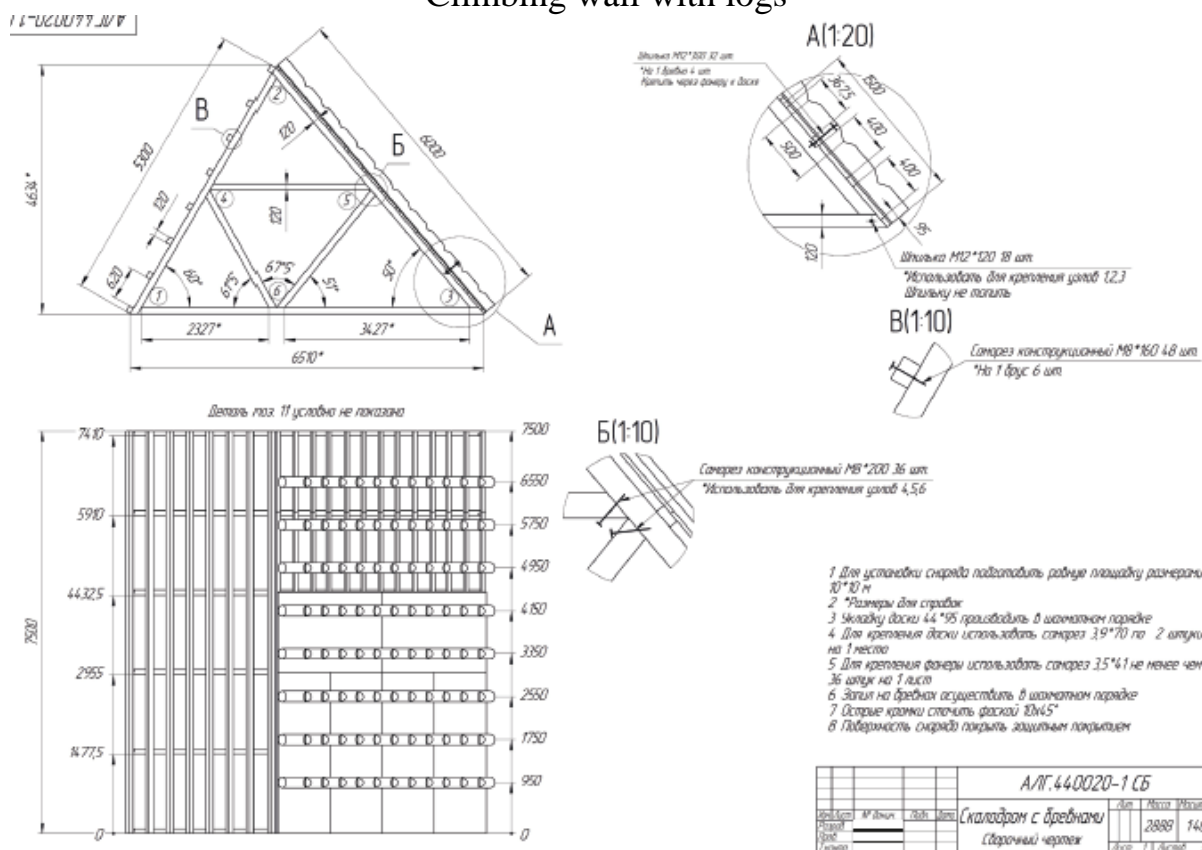
Fence with logs



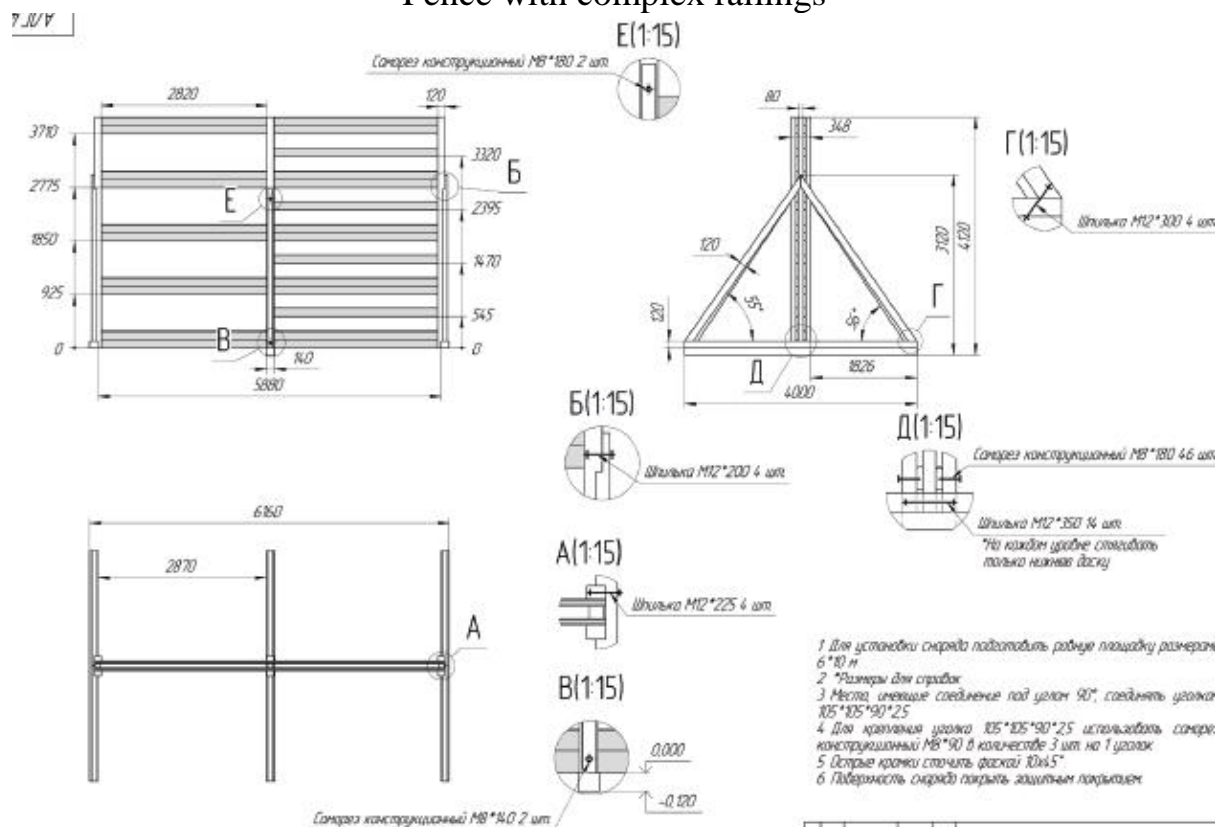
Strength transition on ropes



Climbing wall with logs



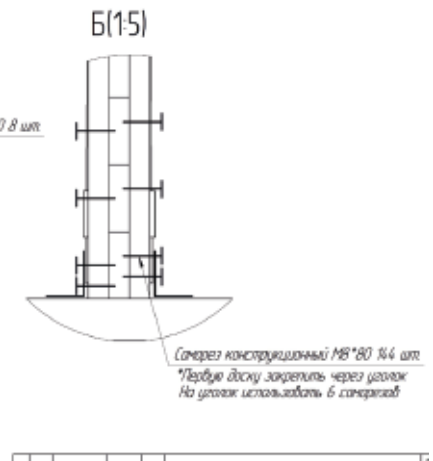
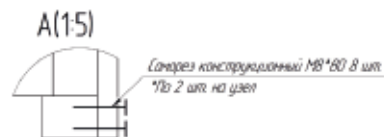
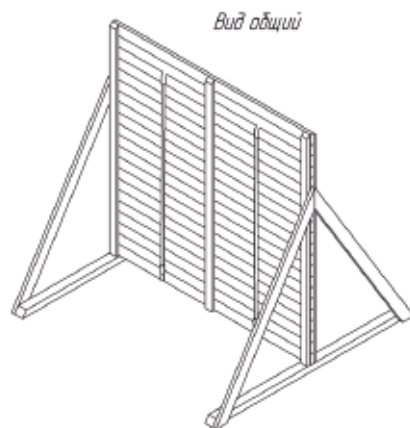
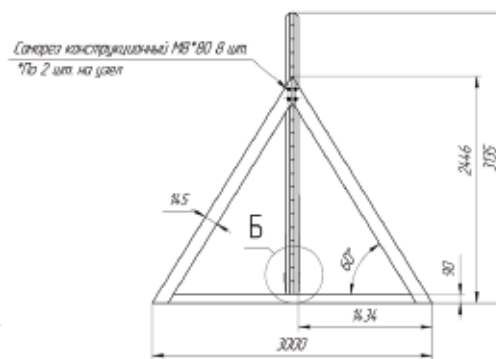
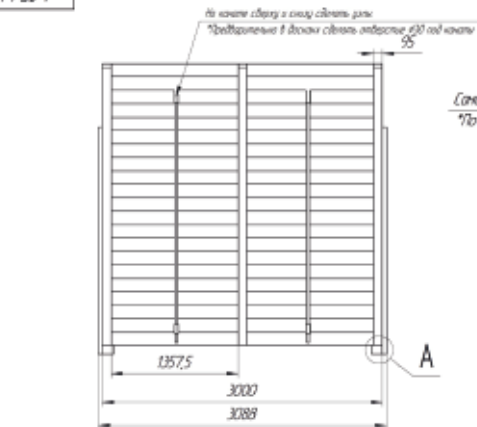
Fence with complex railings



Vertical fences

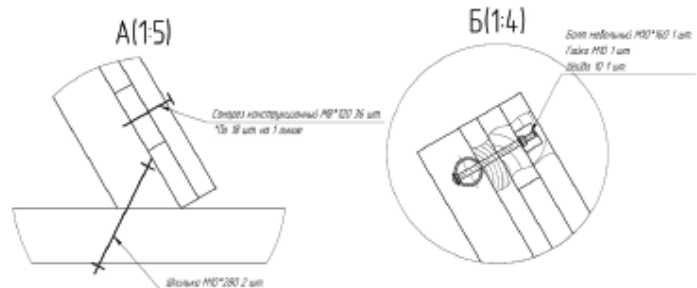
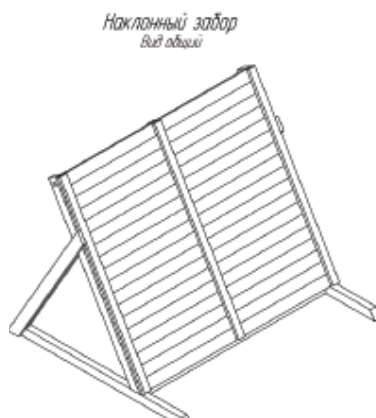
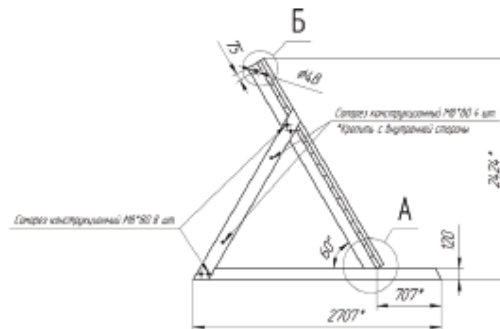
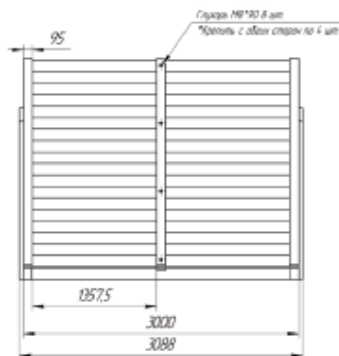
УТ ЛУ У

Вертикальный забор (1:25)



Inclined fences

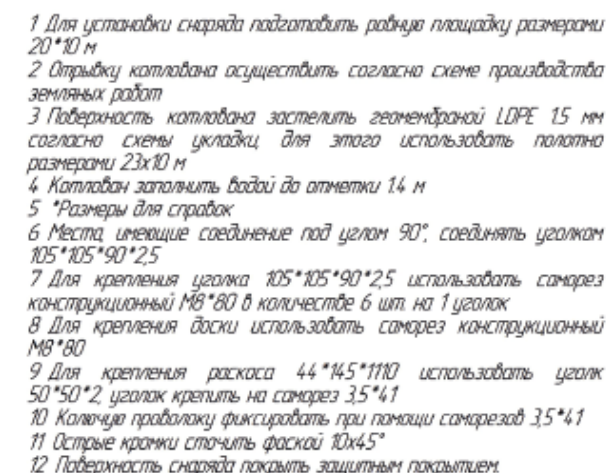
(1:25)



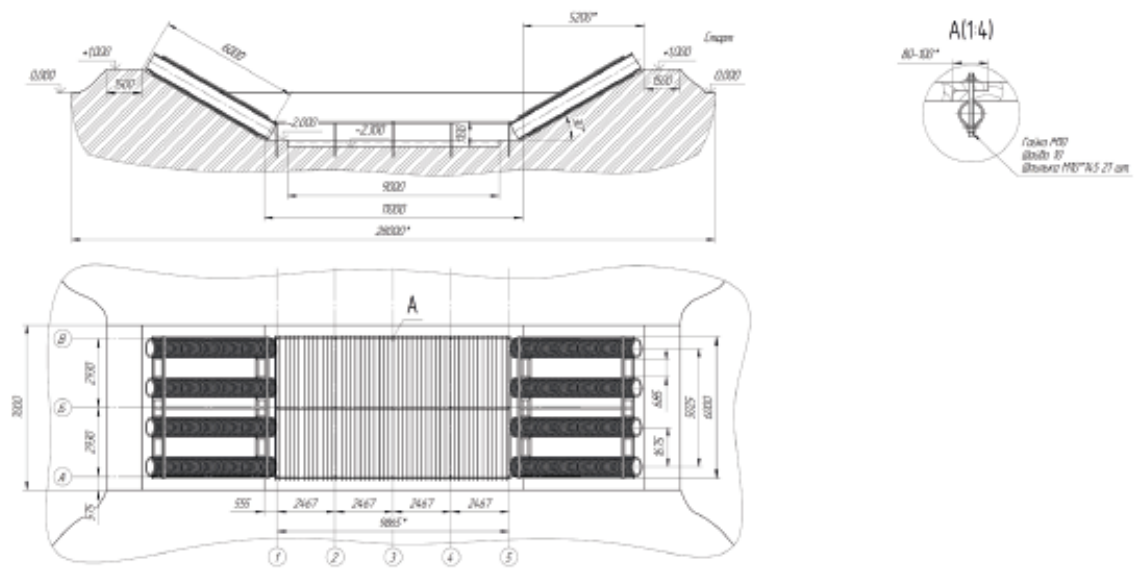
Horizontal logs



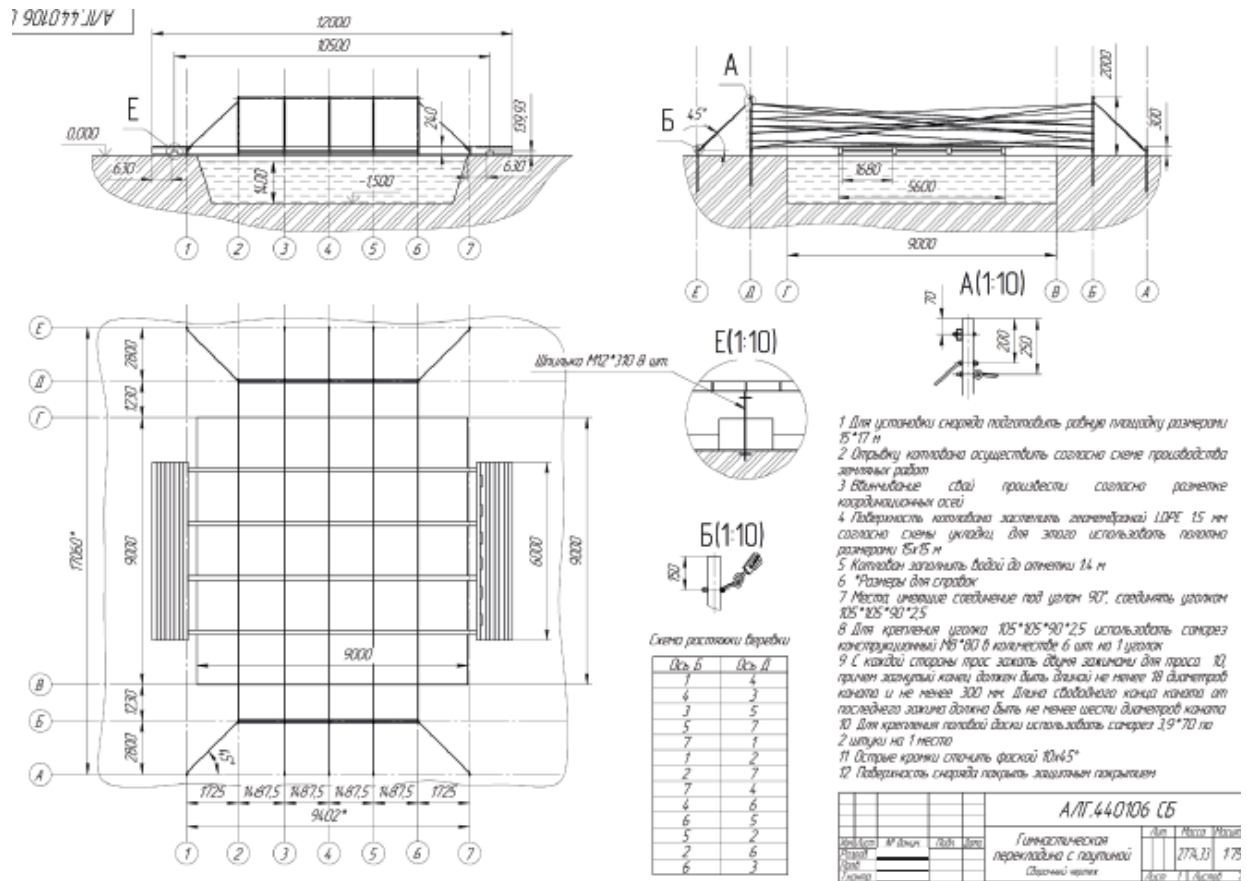
Крепить к бруску при помощи
саморезов конструктивного
№8х120 12 шт

[illegible]

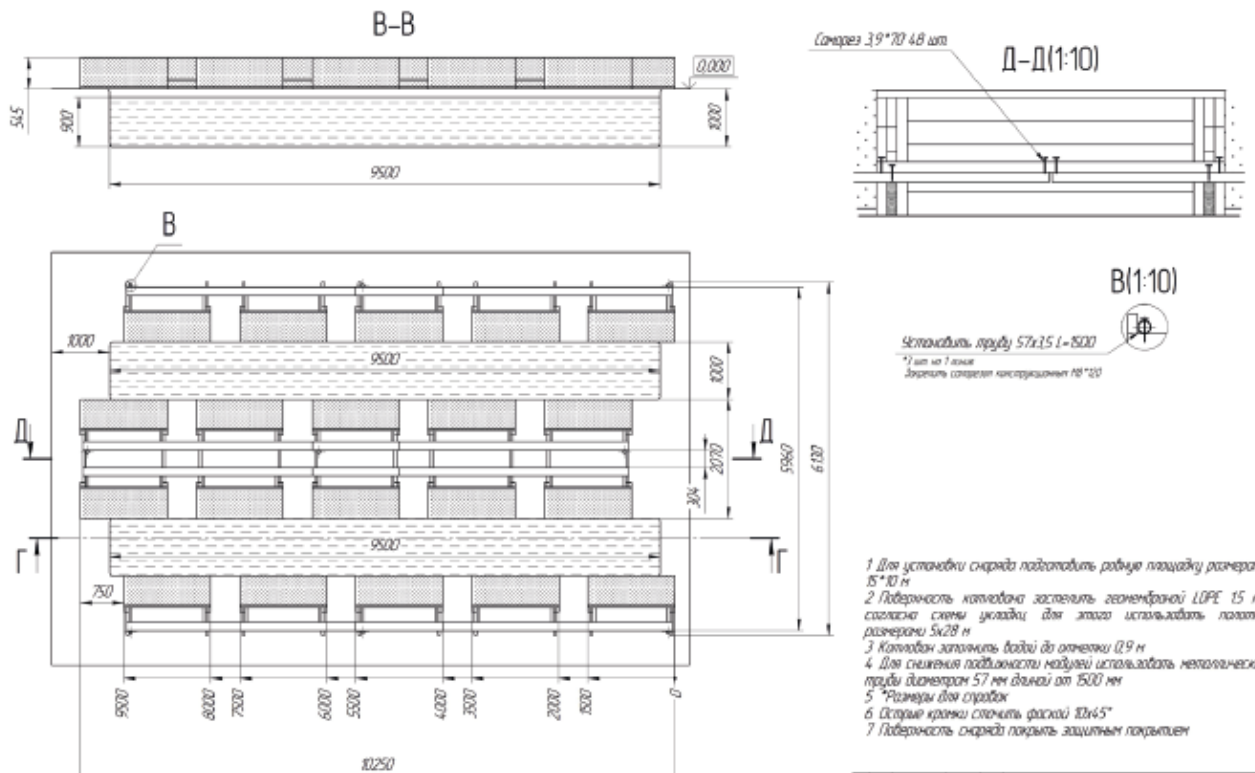
Trenches made of pipes



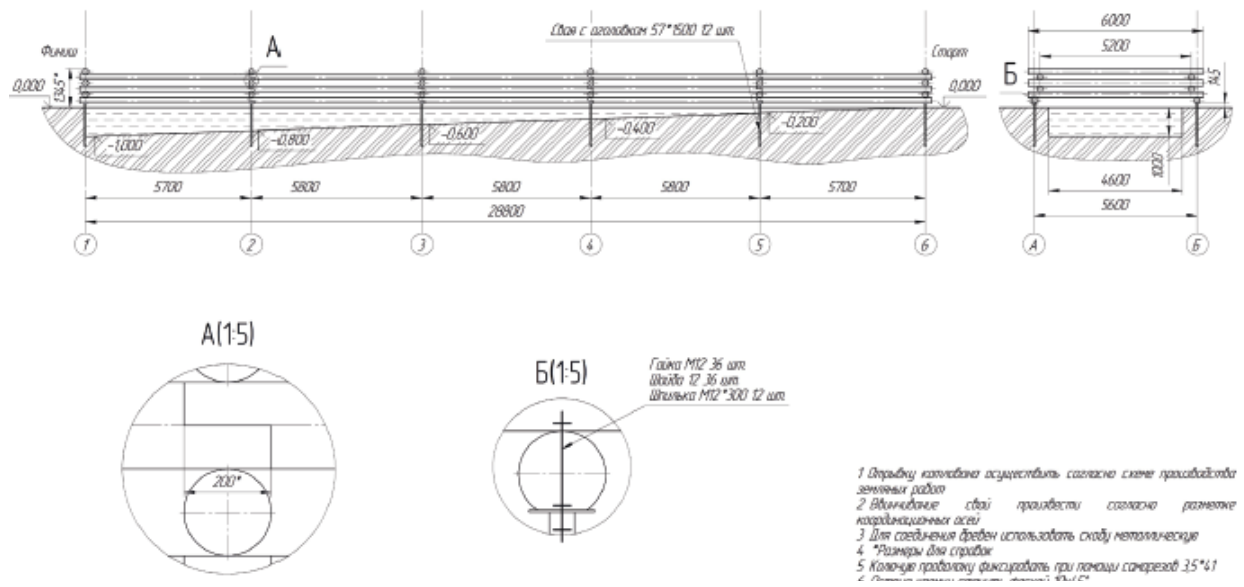
Gymnastic beam with web



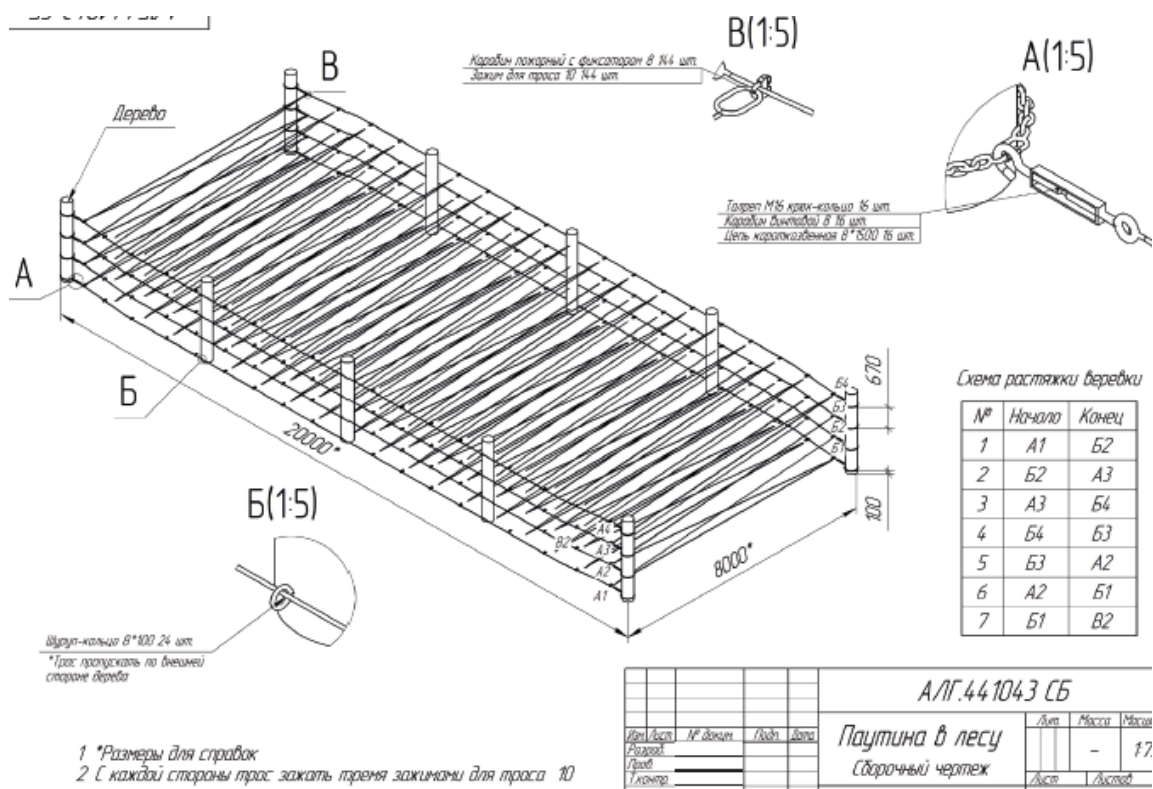
Skate



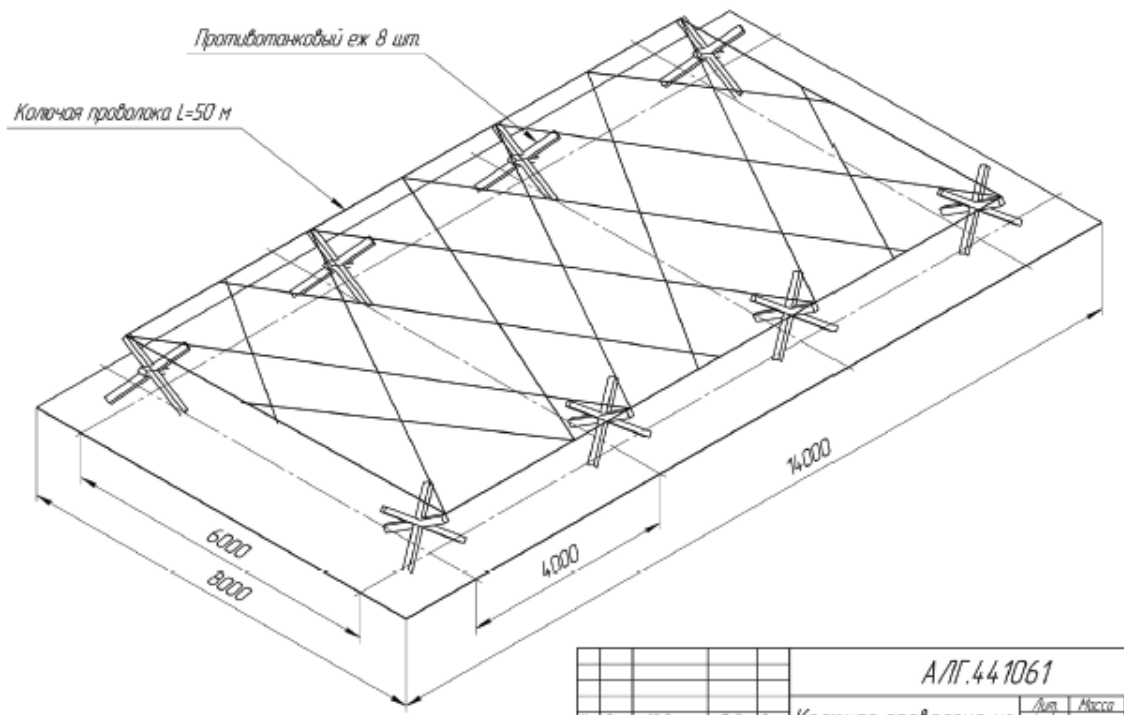
Log barrier



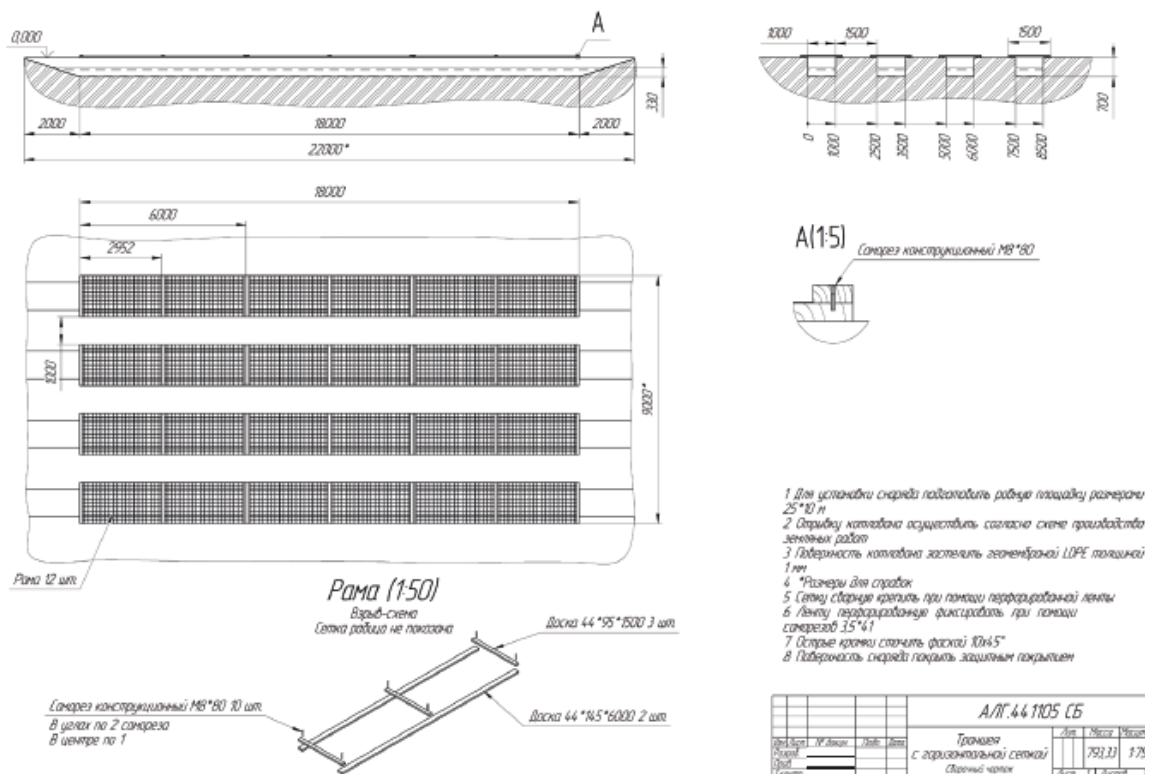
Web in forest



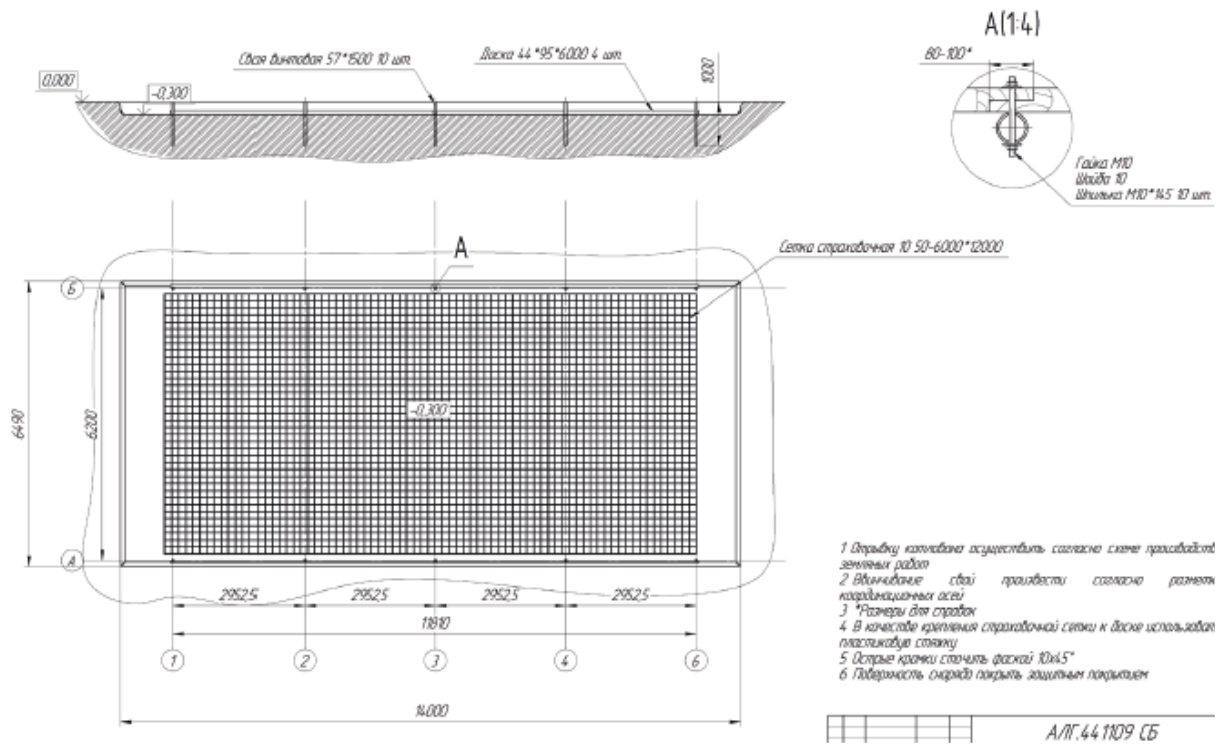
Barbed wire with antitank hedgehogs



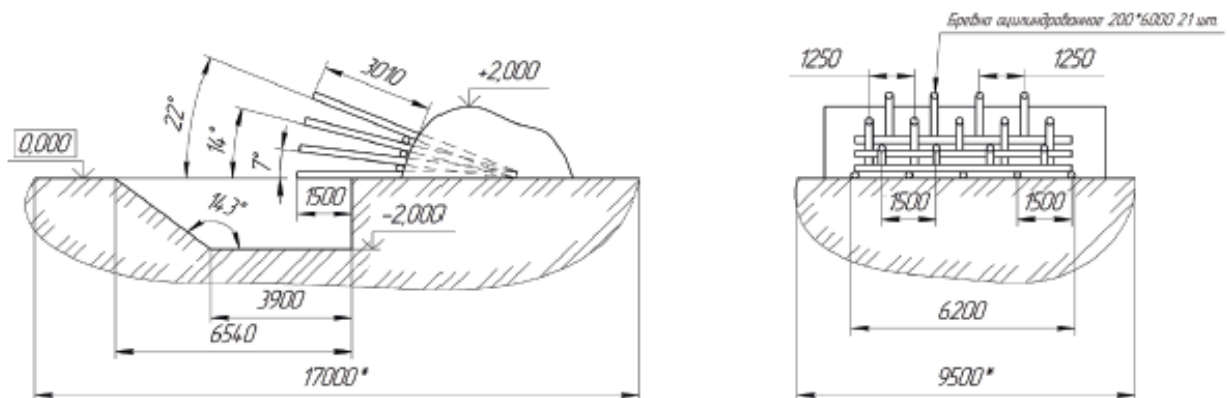
Trench with horizontal grid



Horizontal net



Timber barrier



Appendix № 12
to the Regulation (Article 59)

(competition)

The Panel of Judges resolution

*To the Panel of Judges
from the representative of the team*

(team name)

Protest appeal received at ____ hours
____ minutes.

PROTEST

During the performance of the participant _____ start.
№ _____
(surname, name, paternal name of the participant)
The field referee (assistant of the field referee on section) _____
_____ decided to
(name of section)

(referee's decision)

As we see it, according to the Contest Regulation _____

(paragraphs of the Regulation and text of the protest appeal)

The team representative

(signature; surname, name, paternal name)

Typical requirements to the video sources:

- 1) Type – fixed;
- 2) Protection – at least IP65 (to be put outside);
- 3) Resolution – at least 2 MP;
- 4) Lens – variofocal motorized, with optical zoom (at least 4x) and autofocus;
- 5) IR illumination – at least 50 meters;
- 6) Sensitivity to light – at least 0.002 Lux
- 7) Transmission type – IP;
- 8) Battery – PoE 802.3 af (at);
- 8) At least 3 video streams.

Provide a video server with following characteristics:

- 1) Shape form – for a 19” rack
- 2) Processors:
 - 2.1) At least 2;
 - 2.2) At least 3.2 GHz
 - 2.3) At least 8-core;
 - 2.4) Type – Intel® Xeon® E5-2667 v4 or its analog;
- 3) At least 32 Gb of ROM for each processor;
- 4) At least two 1-Gb network connections;
- 5) Internal and external device controllers;
- 6) Integrated storage system:
 - 6.1) At least two 240 Gb Enterprise-level SSDs with at least RAID0 level for the OS and necessary software;
 - 6.2) At least ten HDDSATA6G 7200 rpm. HDDs with at least RAID5/RAID6 level and size, allowing to store video data for enough time;
- 7) Pre-installed software:
 - 7.1) Video control software – existing video server;
 - 7.2) Video control system channels number – 20% more than the number of video sources.

Provide an integrated storage system. Video storage time for all the video sources, connected to the server – at least 14 days.

Provide a possibility to see the video data in the following rooms (configure and install additional computer workstations with video control software installed, if necessary).