



REGULATIONS
of the contest «Sniper Frontier»

Chapter 1. GENERAL PROVISIONS

1. The present Regulations, developed on the basis of the requirements set out in the Regulations on the organization of the preparation and conduct of the International Army Games, approved by the Council of the International Organizing Committee of the International Army Games on May 21, 2018, (hereinafter referred to as “IAG Regulations”), determine the order of organization and conduct of the SNIPER FRONTIER Contest in the territory of the co-organizer-country during the International Army Games – 2021 (hereinafter referred to as “the Contest”).

2. The objectives of the Contest:

strengthening of international military cooperation among states, sending participants to the Contest;

raising the level of training of sniper units;

learning sniper actions, implementing best practices, methods of sniper training;

exchanging experience and increasing the prestige of military service;

determination of the best sniper, sniper pair and team participating in the Contest.

3. The official language of the Contest is Russian. To communicate with participants who don't speak Russian, English language may be used.

In case of discrepancy of texts in different languages of any documents within the framework of the Contest, the text in the Russian language shall prevail.

5. Contest participants:

teams of servicemen of the Contest co-organizer-country and other states invited to participate in the International Army Games (hereinafter - the team);

additionally, by decision of the Minister of Defense of the Contest co-organizer-country, out of the Contest:

teams of servicemen of the Armed Forces and other security and law enforcement agencies of the Contest co-organizer country;

team of snipers from the all-Russian public and state organization "Voluntary Society for Assistance to the Army, Aviation and Fleet of Russia".

6. The applications for participation in the Contest shall be submitted in accordance with the procedure and within the terms established in the Regulations of the International Army Games. At the same time:

6.1. The teams arrive to the Contest area 5-7 days before the opening of the Contest;

6.2. The team consists of 9 persons, among them:

referee (team leader) – 1;

team coach – 1;

snipers – 6 (4 main, 2 reserve);

interpreter (to Russian or English) – 1.

Additionally, from the organizer-country of the IAG – an operational group of up to 7 persons.

7. The Contest consists of preparatory and competitive parts, winners awarding and closing ceremony.

8. The preparatory part includes:

arrival, accommodation and comprehensive support of teams;

Clarification of the composition of teams their registration, applications from team coaches for participation in the Contest according to the Annex 1;

draw (on every stage of the Contest);

receipt of weapons (in accordance with the draw);

verification of the kit of the weapon, adjustment of sights, checking the weapons with live fire and drafting appropriate acts;

medical examination by the Host Party medical workers;

briefing on the conditions of conduct of the Contest;

checking the snipers' technical readiness (their knowledge of the order and peculiarities of the exercises);

conducting seminars on the exercises and stages of the Contest with the members of the Judicial Commission and admission of referees to the organization of judicial activity during the Contest;

opening ceremony of the Contest.

9. The competitive part consists of:

The first stage is "Individual competition";

The second stage is "Pair competition";

The third stage is "Team competition";

The fourth stage is "Who is faster".

During the competitive part of the Contest, exercises are performed within the framework of the stages in accordance with Annex 2. In doing so:

9.1. the first stage "Individual test" is conducted to determine the best sniper of the Contest.

The distribution of places for snipers participating in the individual competition is based upon the smallest aggregate of places won in accordance with the results of completing the exercises of this stage. Should there be an equal aggregate of places, the sniper who showed the best result in the "Classification" exercise shall prevail. The rating of each team is determined according to the results of the first stage, (which is the aggregate of places of all snipers of the team after completing the exercises of the first stage) and the distribution of teams to participate in the second stage of the Contest is conducted;

9.2. the second stage "Pair competition" is held to determine the best sniper pair of the Contest.

The teams which were rated from the 1st to the 10th places based on the results of the first stage are qualified for the second stage.

The distribution of places for the sniper pairs is carried out by the aggregate of places won by sniper pairs during the exercises of the second stage of the Contest. Should there be an equal aggregate of places, the sniper pair who showed the best result in the "Shooting from a partner" exercise shall prevail;

the rating of each team is determined according to the results of the second stage, (which is the aggregate of places of all sniper pairs of the team after completing the exercises of the second stage) and the determination of teams to participate in the third stage of the Contest is conducted;

9.3. the third stage of the Contest "Team competition" is held to determine the most cohesive team;

The teams that took the first to sixth places in the overall team standings,

according to the results of the second stage, enter the third stage of the Contest.

The distribution of places for teams is carried out by the aggregate of places won by teams during the exercises of the third stage of the Contest. Should there be an equal aggregate of places, the team which showed the best result in the "Hunt" exercise shall prevail;

the rating of each team is determined according to the results of the third stage, (which is the aggregate of places of all sniper pairs of the team after completing the exercises of the third stage) and the teams to participate in the fourth stage of the Contest are determined;

9.4. the fourth stage "Who is faster" is held to determine the fastest team.

The teams that took the first to fourth places in the overall team standings according to the results of the third stage, enter the fourth stage of the Contest.

10. Teams arrive to the Contest carrying their own weapons:

7.62 mm SVD - Dragunov's sniper rifle with PSO - 1 sight (hereinafter - SVD) and 9 mm Makarov's pistol (hereinafter - PM) for each sniper;

5.45 mm Kalashnikov assault rifle AK-74M (hereinafter - AK) - 4 pcs.

10.1. Ammunition to the small arms, as well as weapons for teams of the country participants not carrying any is provided by the host party. The selection of weapons is carried out in accordance with the draw held (the draw is carried out by retrieving tickets from the closed bowl with the index numbers of the weapon boxes). The team that received the weapon is financially responsible in accordance with the legislation of the Contest co-organizer country for the units issued;

10.2. Assignment of weapons to the participants of the Contest is carried out ((lists of assigned weapons are made);

10.3. To restrict access of unauthorized persons to the weapons, they are locked in the weapons storage room and sealed by a representative of the team (coach);

10.4. Adjustment of sights, live fire testing of the weapons and bringing it to normal combat condition is performed by the participants individually in the time frame stipulated by the program of the Contest;

10.5. In the event of damage to a weapon (its components) during the Contest stages, it can be replaced from the weapons of the reserve snipers of the team, with the permission of the Chief Judge of the Contest, upon written request from the team coach, before the start of the first, second, third and fourth stages with obligatory changes in the weapons assignment list;

11. Uniform of snipers for participation in the stages of the Contest is field uniform and army-style footwear in accordance with the rules of wearing military uniforms and insignia for the military ranks of military personnel of the States participating in the Contest.

12. Considering the peculiarities of service of participants in the Contest, all types of documentation, photo and video recording are restricted (allowed only with the consent of the Head of the Contest considering the requirements of the legislation of Contest co-organizer country and are placed within the competence of the Head of the Contest).

13. The organizing country reserves the right to interrupt the Contest, change the conditions of the exercises or replace some of the exercises with others in the event that conditions interfere with the normal conduct that threaten the safety or health of

the participants, spectators or guests, as well as other force majeure circumstances and the participants are informed about it in due time.

14. In cases of detection of representatives of teams (other persons of member states) in target areas (firing lines), use of photo (video) equipment and other technical means, the team of the state whose representatives committed a violation is disqualified and is given the last place in the Contest (except in cases defined in these Regulations).

15. The general target layout for the exercises of the Contest stage shall be communicated to the participants (members of the Judicial Commission) no later than one day before the Contest. In doing so:

15.1. while performing the exercises the targets are raised (lit up) on the lines at the designated distance equal for all participants;

15.2. the hits of the targets in the course of the Contest are determined through:
visual observation (using telescopes, video cameras);
receiving information on the operator's console (target control unit);
light indication of impact;

inspection of targets in the field (only in exceptional (controversial) cases);

15.3. the time of the exercise (shooting) is recorded with the use of:

A stopwatch upon the last shot (the ammunition is used up, the report on the end of the shooting, the completion of the exercise);

a shooting timer upon the last shot (the ammunition is used up);

15.4. If two or more participants have the same amount of points, the best time is determined upon the last shot (the ammunition is used up, report on the end of the shooting, completion of exercise) is taken into account in determining the places;

15.5. Should two or more participants have the same results for the exercise (points and time), they shall be assigned the same place, with the exception of cases specified in Annex 2;

15.6. If a sniper (a sniper pair, a team) received zero points for an exercise (a stage of the Contest), they get "the last place";

15.7. "the last place" according to the results of the exercise (Contest stage) is a place which has an ordinal number following the highest ordinal number of the distributed places for the exercise (Contest stage);

16. Before the Contest stages, a briefing is held for the participants. In the course of it, the following information is delivered: conditions, order and peculiarities of performing the exercise, types of targets used, their number and distances to them, penalties, procedure for evaluation of the exercise (Contest stage) and other information necessary for performing the exercise (Contest stage). The topics of the briefing are to be approved by the Head of the Contest before the exercise (the Contest stage). When evaluating the results of the exercise (conducting a Contest stage) the briefing is the basis for evaluation by members of the Judicial Commission.

17. By the decision of the members of the Judicial Commission shooting exercises at the stages of the competition may be retaken if:

there were failures, malfunctions of the weapon and interruptions in shooting not due to the sniper's fault, which could not have been detected before the shooting, fixed during the preparation for the shooting (or during the preparation for the exercise), and the sniper reported them to the referee (judge) on the firing line (in the

starting area, stand-by area, etc.);

firing was not carried out or was stopped due to the failure of the target control equipment;

firing was prohibited by the senior firing instructor in accordance with safety requirements.

Exercises are retaken in additionally equipped areas (lanes) (with the use of back-up targets).

18. At the end of the Contest, the results of the Contest are summed up, the winners in nominations are determined, and in accordance with these Regulations, the awarding of the winners and the closing ceremony of the Contest are held.

Chapter 2. REFEREEING OF THE CONTEST

19. During the Contest the refereeing is conducted in accordance with the Regulations of the IAG. In doing so:

19.1. The principles of refereeing during the Contest are - impartiality and publicity, democracy, unified approaches to evaluation of results, collegiality and objectivity, fairness, tolerance and openness;

19.2. In order to organize the Contest judging a Judicial Commission shall be appointed in the following composition:

Chief Judge of the Contest (is appointed from the co-organizer State of the Contest);

members of the Judicial Commission of the Contest - one referee from each Contest participating State;

19.3. in case of holding a meeting of the Judicial Commission of the Contest to settle disputable issues arising in respect of the team of the co-organizer State, the deputy Chief Judge shall be chosen from among the referees of other teams - participants.

The Chief Judge of the Contest becomes a regular referee when resolving such disputable issues;

19.4. to ensure the work of the members of the Judicial Commission of the Contest the following officials from the co-organizer State are appointed:

the Contest Secretariat, consisting of the Head of the Secretariat (Secretary), technical staff, translators into Russian, English and other languages, if necessary;

field referees, technical and support staff;

19.5. the composition of the secretariat and the number of field referees (technical and support staff) is appointed (determined) by the decision of the Head of the Contest;

19.6. members of the Secretariat can not interfere with the work of the members of the Judicial Commission;

19.7. In order to increase the level of impartiality, objectivity and openness of judging in the Contest, the composition of the Judicial Commission shall include a technical commission to determine the reasons for the malfunctions and failures of weapons (ammunition), as well as the expert resolution of disputable issues related to the use of weapons (ammunition) during the Contest. The technical commission shall include experts and representatives from each team (as required). The composition of

the technical commission is approved at the first meeting of the Judicial Commission.

20. The tasks of the Judicial Commission are as follows:

to ensure the planned course of the competitive part of the Contest;

to create objectively equal conditions ensuring fair conduct of the participants' competition as well as observance of ethical norms and the moral and psychological requirements placed on them;

fulfillment of the conditions of the Contest program and the procedure for determining individual (team) results;

observance of rules of the Contest and fulfillment of safety requirements, established in the regulations of Contest;

to ensure objectivity in determining the winners of the Contest;

determination of the winners of the Contest stages and the overall Contest on the basis of the obtained results approved by the Chief Judge of the Contest;

consideration of protests according to the procedure and rules of the Contest or the results of the Contest participants.

21. The work of the members of the Judicial Commission begins with the determination of the quorum (not less than 70 per cent of judges) and the approval of the agenda. In doing so:

21.1. a member of the Commission may make an oral (written) comment or proposal on a specific issue on the agenda;

21.2. a member of the Judicial Commission who has proposed the inclusion of specific items on the agenda should be given the opportunity to substantiate his position. Decisions on the inclusion of received proposals in the agenda of the Commission and on the working procedure in its composition shall be taken by open voting on each proposal by a simple majority of votes of the members of the Judicial Commission participating in the voting;

21.3. If a member of the Judicial Commission is unable to perform his duties (due to illness and other) the team coach may submit proposals for his replacement (from his country);

21.4. making a decision in case of equality of votes of the members of the Judicial Commission is taken by the priority of the Chief Judge decisive vote or by the final decision of the Chief Judge in case of his exclusion from the voting of the members of the Judicial Commission.

22. All results of the participants for the exercises (stages) and the Contest as a whole shall remain preliminary until the control lists of the referees (technical and support staff) have been checked and photo (video) material (if necessary) had been viewed (processed). The results are drawn up in minutes, which are signed by the members of the Judicial Commission and approved by the Chief Judge.

23. Claims and comments on the results of the Contest stages and the evaluations are accepted and considered at the meeting of the Judicial Commission.

24. The Chief Judge may disqualify any participant of the Contest for failure to comply with the rules at the Contest stages or for unsportsmanlike conduct. In doing so:

24.1. In doing so unsportsmanlike conduct is not limited to inaction or actions that hinder the proper conduct of the Contest - the use of offensive, threatening or obscene expressions or gestures, or such actions that provoke reciprocal aggression or

humiliate participants, judges or spectators.

24.2. Unsportsmanlike conduct involves:
 disregard of the instructions of the judge (referee);
 disrespectful appeal to the judge (referee);
 touching the judge (referee);
 cursing and offensive gestures against the judge (referee);
 preventing the judge (referee) from assessing the actions of the sniper (sniper pair, team members);
 deliberate delay in performing the exercises (stages) of the Contest;
 detection of team representatives in the areas of preparation and performance of exercises (stages) of the Contest, except for cases specified in the schedule of the Contest;
 consuming and/or being under influence of alcohol, narcotic drugs, psychotropic substances or similar, new potentially dangerous psychoactive and other intoxicating substances;
 using technical means by team members to disclose the nature of the exercise, the procedure for performing the exercise (determining coordinates, location of targets, etc.), except for cases specified in these Regulations.

25. The team whose representative interferes with the work of referees, referees, technical staff, shows discontent with the judging or unethical conduct, may be receive a warning or disqualification.

A team may receive no more than two warnings during the Contest.

Upon receiving the third warning a team is disqualified and removed from further participation in the Contest.

In certain cases of violation of the established rules a team (participant) may be disqualified after the first warning (reprimand).

26. Only the Chief Judge has the right to disqualify or remove a sniper (sniper pair, team) from the Contest after making a decision at a meeting of the Judicial Commission and drawing up a relevant protocol. In particularly serious cases of violation of the Contest rules, the Judicial Commission of the Contest may immediately disqualify (remove) a sniper (sniper pair, team) (for a gross violation of safety requirements which resulted in an injury). In this case the disqualified (removed) team (sniper, sniper pair) is gets the last place.

27. The last place according to the results of the exercise (stage of the Contest) is given to the sniper (sniper pair, team) in the following cases:

the sniper (sniper pair, team) refuses to perform any exercise;
 the Chief Judge's decision to revoke the admission of the sniper (sniper pair, team) to the exercise;
 the sniper (sniper pair, team) did not finish;
 replacement of a sniper (sniper pair) without the permission of the Chief Judge of the Contest (or the members of the Judicial Commission);
 replacement of the sniper's weapon without the permission of the Chief Judge of the Contest (or the members of the Judicial Commission).

27.1 did not finish - withdrawal from participation in the exercise after the command to start has been given (start of its performance) for reasons not related to the work of the members of the Judicial Commission and the target control equipment.

27.2. the last place of the sniper (sniper pair, team) after the completion of the exercise (conducting the Contest stage) – a place with the last order number equal to the number of snipers (sniper pairs, teams) participating in the performance of the exercise (conducting the Contest stage).

28. The results of the participant, who has been removed by the decision of the medical staff of the co-organizer Country of the Contest or disqualified during the Contest stage, are taken into account when giving the last places for the exercise (Contest stage) and the Contest as a whole.

29. The following types of penalties may be imposed on referees (referees, technical staff) for non-fulfillment or improper fulfillment of duties or other violations:

warning;

dismissal from judging of the Contest (fulfillment of duties during the Contest);

disqualification for a certain period.

In the course of the Contest no more than two penalties may be imposed on the judge (referee, technical staff). After the third penalty, the judge (referee, technical staff) shall be disqualified until the end of the competition with the right to be replaced by a person from the coaching staff.

Only the Chief Judge shall be entitled to disqualify a judge (referee, technical staff) in the course of the Contest after an open vote of the members of the Judicial Commission with a protocol.

Decisions on imposing penalties on referees shall be taken in the Judicial Commission collegially by majority of votes with the drawing up of protocol.

30. The following incentives may be awarded to referees (referees, members of the Secretariat, technical staff) for the active and impeccable performance of their duties:

awarding of certificates;

awarding of merit commendations;

presentation of departmental awards and incentives in accordance with the established procedure.

31. The members of the Judicial Commission, the Contest Secretariat (referees, technical staff) must know and comply with the requirements for the organization of judging of the Contest in accordance with the Annex 3.

Chapter 3. PROCEDURE OF PARTICIPANT'S ADMISSION TO THE CONTEST, THEIR RIGHTS AND DUTIES

32. All snipers from the Participant State who are authorized by the medical personnel of the country of the Contest participant are allowed to enter the Contest in accordance with the application (Annex 1). The doctor's signature and stamp in front of each sniper's name on the application are necessary, at the same time:

32.1. the admission of snipers to participate in the Contest, clarification of the main and reserve team compositions is carried out by the Judicial Commission with the drawing up of the protocol on admission to participate in the Contest, which is approved by the chief judge of the Contest;

32.2. before the beginning of the Contest (stages) a medical examination of the participants is carried out. At the decision of the medical staff of the Country co-

organizer of the competition, they are allowed to participate in the competition (stage).

The medical examination shall include:

interviewing participants for their health complaints, examination of external skin and nasopharyngeal mucosa;

additional examinations using physical (auscultation, palpation, percussion) and instrumental (anthropometry, body thermometry, blood pressure measurement, measurement of alcohol vapor concentration, etc.) examinations;

laboratory research as well as specialized medical consultations.

32.3. In the case of medical contraindications the sniper is not admitted to participate in the Contest with the preparation of the relevant protocol, this information is communicated to the team coach and the Chief Judge of the Contest.

32.4. a sniper dismissed by medical personnel of the organizing country of the Contest for health reasons during the Contest may be replaced by another team sniper admitted by a medical board, in accordance with the written request of the team coach and the permission of the Chief Judge of the Contest.

33. During the Contest a sniper:

33.1. has to:

know the present Regulations, and closely follow them;

arrive by the specified date with the necessary equipment, weapons, carrying an identity document;

be in venues reserved for the participants and follow the schedule established for the Contest;

unconditionally comply with the instructions of the judges (referee, technical workers), safety requirements and rules for handling weapons;

in the course of the exercises (stages), leave the firing line only with the permission of the judge (referee);

33.2. is entitled to:

check weapons, warm up and train in designated places during the hours determined by the program of the Contest (Chief Judge or the Head of the Contest);

apply directly to the referees (referee, technical workers) only on urgent issues relating to exercises, in case of problems with weapons, ammunition or targets by raising a hand. In all other cases, applying to the Judicial Commission with an oral or written statement is allowed only via the team coach.

33.3. is allowed to use:

headphones, earplugs (for hearing protection);

eye protection glasses, goggles and monocular with diopters;

a rifle belt and a uniform glove when shooting;

magazine bag (pouch), pistol holster, fixed to the trouser (waist) belt, to which the waist holster and pouches for spare magazines are attached, should go through the loops of trousers and be located at the waist level;

support when firing from a sniper rifle;

range-finder and a weather station during the time allocated for the preparation for and during the exercise, in accordance with these Regulations;

34. It is prohibited:

It is **forbidden** for the sniper during the stages of the competition:

to set up an additional protection from wind and sun and to make additional

constructions that make it difficult for the judges (referees) to watch his actions during the exercise;

use radio technical devices (radio stations\cell phones)) for communication during the exercise;

to make any adjustments in weapons, equipment and gear after they have been tested and admitted for participation in the Contest;

use medical means to improve physiological and other characteristics;

to use:

wristbands, bandages and other means allowing to immobilize the wrist joint;

any means to secure the butt of the rifle against the shoulder;

sight tubes (binoculars), ballistic stations and calculators, including mobile phones.

In case of violation of one of these restrictions, the participant shall be disqualified.

35. A sniper may be dismissed from the Contest (exercise of the Contest) at the request of referees (referees) in the following cases:

sniper's technical unpreparedness - lack of knowledge of the order and peculiarities of the exercise;

non-fulfillment of the commands given by the judge (referee) during the exercise and preparation for the exercise;

physical and tactical-special unpreparedness;

medical indicators, contraindications.

In this case, the result of the participant is nullified and he cannot be replaced by another participant (the team is disqualified and gets the last place).

36. Sniper (sniper pair).

A sniper (sniper pair) cannot be replaced by another sniper (sniper pair) when disqualified;

in case of a violation of safety requirements during the exercise (preparation for the exercise), the sniper (sniper pair) is dismissed from the exercise (Contest stage) and gets the last place in the exercise;

in case of a gross violation of safety requirements, causing injury to one or more team members a sniper (sniper pair) is disqualified from further participation and gets the last place in the Contest.

37. Participants of the Contest must know and follow:

safety requirements for handling weapons and ammunitions (Annex 4);

rules of conduct during the Contest (Annex 5).

Chapter 4. PROTESTS

38. Protest to the results of the Contest (decisions) and actions of the members of the Judicial Commission shall be submitted by the head (coach) of the team in written form in Russian and English. In doing so:

38.1. the protest is submitted in writing in any form to the Chief Judge of the Contest through the Chief Secretary of the Contest. It specifies: the content of the disputable question, time and place of the disputed results, actions (decisions), with the attachment of photo and video materials recording the disputed results, actions

(decisions) requiring consideration in the Judicial Commission of the Contest;

38.2. the protests must be submitted no later than one hour from the exercise or from communicating preliminary results to the participants;

38.3. when making a decision on the protest, the members of the Judicial Commission shall listen to the explanations of the person who submitted the protest and the person against whom the protest has been submitted. If the parties concerned fail to show, the decision shall be made in absentia.

39. The Chief Judge of the Contest and the Judicial Commission of the Contest shall consider the protests and, if necessary, demand photo (video) material.

If expert evaluation is necessary, experts shall be involved in the review of the protest.

40. The decisions on the protests are made by open voting by the majority of votes of the members of the Judicial Commission of the Contest present at the meeting.

In case of parity of votes, the advantage is given to the half with the vote of the Chief Judge of the Contest. In doing so:

40.1. the decision of the Judicial Commission is considered to be adopted, if there is a quorum and at least 70% of the commission members participate in the work, it must be executed in a protocol and communicated to the applicant of the protest;

40.2. Protests affecting the determination of the results for the day (stage) of the Contest are considered by the members of the Judicial Commission within one day from the date the protest is filed and until the minutes for the day (stage) of the Contest are signed;

40.3. bringing the decision to the applicant is carried out in the shortest possible time, but not later than three hours from the date of filing the protests in the afternoon (up to six hours at night), until the approval of the results of exercises (Contest stage) by the Chief Judge;

40.4. judges have the right to voice only the collegial decision of the Judicial Commission, drawn up in minutes. After the decision had been made, the Chief Judge (judges) cannot express their point of view on disputable issues;

40.5. decisions on protests made at the meetings of the Judicial Commission are final and binding for all participants of the Contest, and not subject to reconsideration.

Chapter 5. ANNOUNCEMENT OF THE CONTEST RESULTS. WINNER AWARDING CEREMONY

41. The day before the closing ceremony a final meeting of the members of the Judicial Commission of the Contest and representatives of the teams is held to summarize the results of the stages of the Contest and the Contest itself.

42. According to the results of the Contest stages, the winners of the following nominations are determined: best sniper, sniper pair, most coherent team and fastest team. In doing so:

42.1. the best sniper is determined based on the least amount on the values of places which the sniper collected in accordance with the system of evaluation of exercises in the first stage of the Contest;

42.2. the best sniper pair is determined based on the least amount on the values

of places collected in the exercises of the second stage of the Contest, in accordance with the system of evaluation of exercises at this stage;

42.3. the most coherent team is determined based on the results of the third stage of the Contest in accordance with the system of evaluation of exercises at this stage;

42.4. the fastest team is determined based on the results of the fourth stage of the Contest in accordance with the system of evaluation of exercises at this stage.

43. The places in the team classification among the teams participating in the Contest are determined:

from the first to the fourth – based on the results of the fourth stage of the Contest;

from fifth to sixth - based on the least amount on the values of places gained by the teams at the third stage of the Contest;

from seventh to tenth - based on the least amount on the values of places gained by the teams at the second stage of the Contest;

from the eleventh and further – based on the least amount on the values of places gained by the team at the first stage of the Contest.

42. In case of equality of results of two or more teams in the general team classification, the team which has more first, second, third team (individual, pair) places in the first, second, third and fourth stages of the Contest prevails.

43. The prizewinners at the stages of the competition are rewarded with cups, medals, certificates and prizes.

44. The winning teams that took from the first to the third prize places at the end of the Contest shall be rewarded with:

for the first place - rolling cups and certificate, medals;

for the second and third places - medals and certificates.

Chapter 6. LOGISTIC SUPPORT OF THE CONTEST

45. The Armed Forces of the Contest co-organizer country bear the costs associated with the logistic support of the Contest, including the accommodation and catering for its participants.

46. The personnel of the teams are accommodated in accordance with the standards for furniture and equipment.

Officials and heads of teams are accommodated in hotels.

47. Catering for the participants shall be organized at least three times a day, taking into account the peculiarities of their national cuisines.

30 days prior to the start of the Contest, the leaders of the participating teams should send the information about the number of the personnel and terms of their stay to the Ministry of Defense of the Contest co-organizer country for timely putting them on the messing list.

In case of the arrival of the team members to participate in the Contest above the number specified in the application, their accommodation and catering will be organized for a fee (at the expense of the sending party).

48. Ammunition and weapons, as defined in these Regulations, are provided by the Contest co-organizer country in good working order and in amount needed for all participants of the teams arriving without their weapons.

49. Medical support for the participants of the Contest is carried out directly in the venues of the Contest, stands and accommodation facilities.

The Ministry of Defense of the Contest co-organizer country conducts a medical exam (certification) of the participants of the Contest.

50. In order to ensure comprehensive security:

preventive measures shall be taken to strengthen the protection in the Contest venues and in the participants' accommodation facilities;

observance of law and order and road safety shall be ensured in the Contest areas and adjacent territories, as well as round-the-clock patrolling of the Contest area and venues;

monitoring of fire safety and natural and man-made emergency situations in the Contest areas is carried out;

inspections of facilities for the presence of explosive items;

radiation and chemical control is carried out in the competition venues.

APPLICATION
for participation in the “Sniper frontier” Contest
of the International Army Games-2021
from _____
(state)

No.	Position	Rank	Surname, First name, Farther's Name (If available) (in Russian and English languages)	Year of birth	Series, number of passport (military ID card) (officer's identity card, military ID card)	I hereby confirm that I know the safety requirements (Participant's signature)	Doctor's decision on aptitude, signature, stamp
1	2	3	4	5	6	7	8

Team coach (head): _____
(rank, initials, surname)

Note. All entries in the text of the application are made in block letters.

EXERCISES

1. Exercises of the first stage "Individual competition".

Exercise No. 1 "Qualification"

Target - a special target (A3 sheet 425x297 mm with a dot in the center with a diameter of 2 cm) at a distance of 300-600 m.

The amount of ammunition: 2 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 1 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: prone position with a support (sniper selects the support for the rifle by himself).

Exercise order:

On the referee commands, the sniper prepares for firing and reports his readiness. On the command "Fire", the sniper fires two shots for the record, puts the weapon on the safety lock and reports: "Shooting completed". After that, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The sniper's result is the smallest amount of points measured by putting together the distances in millimeters from the edge of the hole to the control dot (geometric center of the target of the A3 sheet) (one point equals one millimeter). The edge of the bullet hole is the part of the gunpowder burn closest to the control dot. For each miss, the shooter gets 520 penalty points (no hole in the target). If there is an extra hit in the target provided that the sniper made only two shots, the worst result is counted.

Exercise No. 2 "Shooting for the record"

Target: Half-body silhouette with circles (target No. 4) at a distance of 300-500 m.

The amount of ammunition: 10 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 1 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: prone position with a support (sniper selects the support for the rifle by himself).

Exercise order:

On the referee commands, the sniper prepares for firing and reports his readiness. On the command "Fire", the sniper fires ten shots for the record, puts the weapon on the safety lock and reports: "Shooting completed". After that, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The result of the shooter is the sum of the points gained.

All hits to the target are counted in favor of the shooter.

If there is an extra hit in the target provided that the sniper made ten shots, the worst result is counted.

Exercise No. 3 “Make yourself known”

Target: ten half body silhouettes (target No. 6) (special target (metal gong) 50x50 cm in size) at distances from 400 to 850 m, every 50 m.

The amount of ammunition: 3 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 2 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: prone position with a support (sniper selects the support for the rifle by himself).

Exercise order:

the sniper arrives for the exercise and declares the distance (distance is declared in the draw and approved in the minutes), at which he will hit the target to the referee. On the command of the referee "One minute's time – Get ready", the sniper prepares for firing and reports his readiness. On the command "Fire" (timer signal), the sniper starts shooting. Upon completing shooting, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The shooter's result is a sum of points equal to the distance at which the shooter hit the target from the first shot (E.g. : 400 meters - 400 points). If the sniper hits the target with the second shot, 50 points are taken from his result (example: 400 meters - 350 points), if the sniper hit the target with the third shot, 100 points are taken from the result (example: 400 meters - 300 points), no hit - 0 points. If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise No. 4 “Leapfrog”.

Target: Five chest silhouettes (target No. 6) (special target (metal gong) 50x50 cm in size) at distances from 300 to 700 m.

The amount of ammunition: 10 cartridges.

Time for preparation:

Time for shooting:

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: prone position with a support (sniper selects the support for the rifle by himself).

Exercise order:

The shooter arrives at the exercise and draws a display option on according to which he will hit the targets. On the command of the referee "Two minutes – Get ready" the sniper prepares for firing and reports about his readiness. At the "Fire" command (timer signal), the sniper shoots at targets. Upon completing shooting, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The result of the shooter is the sum of the points gained in the exercise. Points are awarded in proportion to distance traveled- from near to far: Points are calculated proportionally to the distance - from the nearest to the furthest: for 300 meters - 10, for 400 meters - 20, for 500 meters - 30, for 600 meters - 40, for 700 meters - 50 points. If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise peculiarities:

the target to be hit is raised (indicated by flashing white light) for (within) 15

seconds. The target hit is lowered (indicated by a brief flashing of the red light); The sniper has only two bullets per target. Upon hitting a target, the next target is raised (lit up) for hitting. If the target is not hit, the target is lowered (illumination stops). After this time has elapsed, he moves on to the next target.

If the shooter hits wrong target, he gets zero points for the exercise.

Exercise No. 5 "Sniper in defense" (night)

Target: two half-body silhouette (target No. 7) (special target (metal gong), size 50x50 cm) at a distance of 400 - 700 m, a chest silhouette (target No. 6) (special target (metal gong), size 40x40 cm) at a distance of 300 - 400 m.

Targets are illuminated by diffused light.

The amount of ammunition: 6 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 3 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: prone position with a support (sniper selects the support for the rifle by himself).

Exercise order:

On the command (signal) of the referee "Get ready", the sniper prepares for firing and reports his readiness. On the command (signal) "Get ready" three targets are raised at the same time (two half-body targets (target No. 7) and one target No. 6).

at the end of the preparation time and on command "Fire" (timer beep), the sniper fires his shots (targets are hit from the nearest to the furthest), puts the weapon on the safety lock and reports: "Shooting completed".

The targets hit are lowered and their illumination is turned off. After that, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The result of the shooter is the sum of the points gained (10 points for each target hit). If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise No. 6 "Sniper on the offensive"

Target: two half-body silhouette (target No. 7) (special target (metal gong), 50x50 cm in size), a chest silhouette (target No. 6) (special target (metal gong), 40x40 cm in size) at a distance of 300 - 700 m.

The amount of ammunition: 6 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 3 min.

Firing position: Standing, kneeling position (classic, without sitting back on the foot), prone without a support.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

on the referee's command (signal) "Get ready", the sniper moves out to the firing line No. 1 (shooting, from a standing position), prepares for firing and reports when ready. On the command of the referee "Fire" (timer signal) all three targets are raised, and the sniper fires at them. Upon completing shooting, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The result of the shooter is the sum of the points gained (10 points for each target hit). If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise peculiarities:

targets are shot at from nearest to furthest (target No. 6, targets No. 7), from three firing positions;

firing positions are located at a distance of 10-20 m from each other;

Firing positions: firing position No. 1 - standing, No. 2 - kneeling (classic, without sitting back on the foot), No. 3 - prone without support;

The sniper moves to the next firing position only after hitting the target from the previous one. When changing positions, the sniper puts the weapon on the safety.

Exercise No. 7 "Pyramid".

Targets: a half body silhouette (target No. 7) (special target (metal gong), size 50x50 cm) at a distance of up to 500 m, a half body silhouette (target No.7) (special target (metal gong), size 40x40 cm) at a distance of up to 400 m, a chest silhouette (target No. 6) (special target (metal gong) 40x40 cm in size) at a distance of up to 300 m, a head silhouette - "shooter in a trench" (target No. 5) (special target (metal gong) 30x30 cm in size) at a distance of up to 200 m and a head silhouette - "observer" (target No. 5a) (special target (metal gong) 30x30 cm) at a distance of up to 150 m.

The amount of ammunition: 5 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 3 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: At the discretion of the shooter from behind the profiled board, in a specified position.

Exercise order:

On the command of the referee "Get ready", the sniper prepares for firing and reports his readiness. All targets are lifted at the same time. On the command "Fire" (timer signal) the sniper fires five shots in the following order:

the first target - the half-body silhouette (target No.7) (special target (metal gong) 50x50 cm in size) is engaged from the first step of the profiled board;

the second target - the half-body silhouette (target No.7) (special target (metal gong) 50x50 cm in size) is engaged from the second step of the profiled board;

the third target - the chest silhouette (target No.6) (special target (metal gong) 40x40 cm in size) is engaged from the third step of the profiled board;

the fourth target - the "shooter in a trench" (target No.5) (special target (metal gong) 30x30 cm in size) is engaged from the fourth step of the profiled board;

the fifth target - the "observer" (target No.5a) (special target (metal gong) 30x30 cm in size) is engaged from the fifth step of the profiled board).

After the targets are engaged, the sniper puts the weapon on safety and reports: "Shooting completed". After that, while observed by the referee, the sniper unloads the weapon and puts it on safety.

The result of the shooter is the sum of the points gained (10 points for each target hit). If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise peculiarities:

the targets are hit from closest to furthers;

It is necessary to engage every target. If either of the targets had not been engaged, the exercise is considered not completed and the sniper is given zero points.

Exercise No. 8 "Aiming-off shooting.

Target: Three chest silhouettes (target No. 7) (special target (metal gong) 50x50 cm in size) at distances from 300 to 600 m.

The amount of ammunition: 6 cartridges (three magazines with two cartridges in each).

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Firing position: prone, in the specified position;

Time for preparation: 1 min.

Time for shooting: Under 2 min.

Exercise order:

On the referee's command "Get ready" the sniper prepares to shoot (at this time three targets are raised) and reports when ready. On the command "Fire" (timer signal) the sniper fires six shots: Upon completion of firing, the sniper puts the weapon on safety and reports: "Shooting completed". After that, under the supervision of the referee the sniper unloads the weapon (if there is a cartridge in the chamber, it is removed) and puts it on safety.

The result of the shooter is the sum of the points gained (10 points for each target hit). If either of the targets had not been engaged, the exercise is considered not completed and the sniper is given zero points. If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise peculiarities:

Shots are fired without adjustments to the scope;

the targets are hit from closest to furthers;

it is necessary to fire at each target;

the first (nearest) target is engaged using the first magazine (before the target is hit or the ammunition is used up), before moving on to the next target, the sniper changes the magazine (if there is a cartridge in the chamber, it is removed) and fires at the next target (until the target is hit or the ammunition is used up).

The sniper receives zero points for the exercise if:

He touched the reticle correction mechanism after the "Fire" command;

fired at the second (third) target without changing the magazine or using the ammunition from the previous magazine.

Failed to engage either of the targets.

Exercise No. 9 "Shooting from an uncomfortable position".

Target: three chest silhouettes (target No. 6) (special target (metal gong) 40x40 cm in size) at distances from 200 to 500 m.

The amount of ammunition: 3 cartridges.

Time for preparation: 2 min.

Time for shooting: Under 2 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

the sniper arrives at the exercise and assumes position in the place (port) indicated by the referee. On the command of the referee "Get ready", the sniper leaves the port and tries different shooting positions ("from a high porch", "from a window", "from the roof"), returns to the port and reports his readiness. On the command "Fire" (timer signal), the sniper engages the targets from different positions, then, under the supervision of the referee, unloads the weapon and puts it on safety.

The result of the shooter is the sum of the points gained (10 points for each target hit). If the number of points is equal, the shooter who spent less time on the exercise wins.

Exercise peculiarities:

shooting is performed from uncomfortable positions;

the shooter has the right to make only one shot at each target, immediately after the shot the position ("from a high porch", "from the window", "from the roof") must be changed;

the weapon cannot touch the obstacle;

if either of the targets had not been engaged the exercise is considered not completed and the sniper is given zero points.

2. The second stage of the Contest "Pair competition":**Exercises of the stage of the Contest:****Exercise No. 1 "Search and destroy".**

Target: two special targets (metal gong 20x30 cm large) at a distance of 150 - 200 m.

The amount of ammunition: 2 cartridges per sniper pair.

Time for preparation: 1 min.

Time for shooting: Under 2 min.

Firing position: Shooting position: from inside the building, in the specified position.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

Sniper pair arrives for the exercise. The chief of the pair draws a paper from the referee with the numbers of targets to be engaged. On the command of the referee "Get ready", the sniper pair prepares for firing from inside the building and reports upon their readiness. On the command "Fire" (timer signal), the sniper pair starts shooting at the targets. Upon completion of shooting, while observed by the referee, they unload the weapons and put them on safety.

The result of the pair is the sum of the points gained (10 points for each target hit). If the number of points is equal, the sniper pair which spent less time on the exercise wins.

Exercise peculiarities:

plates with numbers are attached to the targets;

a sniper pair needs to identify their targets and hit them in a volley (split). Split must not exceed 0.5 s;

if the split time is exceeded or if a sniper pair hits the wrong target, the sniper pair will receive zero points for the exercise;

Exercise No. 2 “Catch me”.

Targets:

special contact target (a plate up to 30 cm in diameter) at a distance of up to 200 m;

Two breakable targets (20x30 cm, UAV target) located at a height of 1.5 - 3 m, moving towards each other at a speed of 8 - 12 km/h at a distance of 150 - 300 m;

special contact target (a plate up to 40 cm in diameter) at a distance of up to 400 m;

moving half body silhouette (target No. 7) (metal gong, 50x50 cm large) moves along the flank at a speed of 2-3 m/s on a stretch of 150 m at a distance of 600 m;

head silhouette (target No. 5a) (metal gong 30x30 cm large) at a distance of 200 - 300 m.;

half body silhouette (target No. 7) (metal gong 50x50 cm large) at a distance of up to 600 m.

The amount of ammunition: 10 cartridges per sniper pair.

Time for preparation: 1 min.

Time for shooting: Under 3 min.

The position for shooting: prone, in the specified position;

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

On the command of the referee "Get ready", the sniper pair prepares for firing and reports their readiness. Ammunition is distributed by the decision of the chief of the sniper pair. On the command "Fire" (timer signal) the contact targets (plate with a diameter of 15 to 30 cm) and targets number 7 and 5a pop up, snipers find targets and shoot independently until the targets are hit. After hitting the contact targets two destructible targets and target number 7 start their movement, snipers independently carry out firing until the targets are hit (the ammunition is used up). Upon completion of the shooting the snipers put their weapons on safety and the chief of the sniper pair reports to the referee: "Shooting completed". After that, under the control of the referee snipers unload the weapons and put the safety on.

The result of a sniper pair is the sum of points scored (for stationary targets Nos.7, 5a, special contact targets - 5 points; moving breakable target - 10 points; moving target No. 7 - 10 points, a hit in each of the designated sectors goes on the record). If the number of points is equal, the sniper pair which spent less time on the exercise wins.

Exercise peculiarities:

movement of two destructible targets at a distance of 150 - 300 m and target No. 7 starts once the contact targets are hit;

moving target No. 7 can be engaged in the two designated sectors;

If a target is hit through a clearance screen, the target is considered not hit and 15 penalty points will be given.

Exercise No. 3 “Find what’s yours”.

Targets: special popper target (16 targets, four groups with four targets in each. Groups are divided by four colors - red, blue, yellow, white) at a distance of 300 - 600 m; a board 60x80 cm large with a number and a ball with a diameter of up to 25 cm in the center (4 pcs.) at a distance of 300 - 600 meters.

The amount of ammunition: 8 cartridges per sniper pair.

Firing position: prone, in the specified position;

Time for preparation: 1 min.

Time for shooting: Under 3 min.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

snipers are located at a distance of up to 20 m from each other on two firing lines (at the decision of the chief of the sniper pair). After the readiness report, the sniper at the first firing line is given 10 seconds to determine his target number (draws a lot at the firing line).

In 10 seconds the command "Fire" (timer signal) is given. After hitting a target, the sniper gets the color of the targets to be engaged on the second firing line. The sniper unloads the weapon (disconnects the magazine, removes a cartridge from the chamber), puts it on safety independently (without additional command) and stealthily moves to the second firing position. Then, he passes the remaining ammunition to the second sniper (from hand to hand) and names the color of the targets to be engaged. The second shooter independently (without any additional command) loads the weapon and engages targets on four lines. The first sniper makes reconnaissance of targets and makes adjustments to the fire. Upon completion of the shooting the second sniper puts his weapon on safety and the chief of the sniper pair reports to the referee: "Shooting completed". After that, under the control of the referee snipers unload the weapons and put the safety on.

The result of the pair is the sum of the points gained in the exercise (10 points for each target hit). If the number of points is equal, the sniper pair which spent less time on the exercise wins.

Exercise peculiarities:

The targets are engaged from the nearest to furthest.

If the first sniper hits the wrong target or the second sniper hits a target of a wrong color, the exercise is considered not completed and the pair gets zero points for the exercise.

Exercise No. 4 “Make a decision”.

Target: Three half body silhouettes (target No. 7) (special target (metal gong) 50x50 cm in size) at distances from 300 to 600 m.

The amount of ammunition: 10 cartridges per sniper pair.

Time for preparation: 1 min.

Time for shooting: Under 3 min.

Firing position: prone, in the specified position;

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

On the command of the referee "Get ready", the sniper pair prepares for firing and the chief of the sniper pair reports to the referee on the readiness for firing. Ammunition is distributed by the decision of the chief of the sniper pair.

On the command of the referee "Fire" (timer signal), the sniper pair begins to engage the targets.

Upon completion of the shooting the snipers put their weapons on safety and the chief of the sniper pair reports: "Shooting completed".

After that, under the control of the referee snipers unload the weapons and put the safety on.

The result of the pair is the sum of the points gained in the exercise (10 points for each target hit). If the number of points is equal, the sniper pair which spent less time on the exercise wins.

Exercise peculiarities:

Shooting is performed by one or two snipers (as decided within a pair).

Half body silhouette - target No.7 (special target (metal gong)) is shown six times on four lines. The sniper has 30 seconds for each target. If the shooter failed to hit the target, the next target will be raised after 30 seconds. If the shooter hits a target in less than 30 seconds, the remaining time is counted as bonus time for the shooter.

At the end of the six sessions, "bonus targets" are raised (starting from the furthest line) for the bonus time that the shooter has earned on the previous sessions (the next "bonus target" is raised only after the previous one has been hit).

Failure to engage any target in the first six sessions will be considered as a non-completion of the exercise and the sniper pair shall be ranked last in this exercise.

Exercise No. 5 "Shooting from a partner" (night).

Target: Chest silhouette with circles (target No. 4) (three metal gongs 40x40 cm in size) at a distance of up to 500 m.

Targets are illuminated by diffused light.

The amount of ammunition: 3 cartridges.

Time for preparation: 1 min.

Time for shooting: Under 1 min.

Firing position: Shooting using the second member of the sniper pair as a support for the rifle.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

On the command of the referee "Get ready", the sniper pair prepares for firing in the specified position and the chief of the sniper pair reports to the referee on the readiness for firing. On the command "Get ready" three targets are raised at the same time. Upon completion of shooting the sniper puts his weapon on safety and the chief of the sniper pair reports to the referee: "Shooting completed". After that, under the control of the referee snipers unload the weapons and put the safety on.

The result of a sniper pair is the sum of points gained (10 points for each metal gong). If the number of points of two or more sniper pairs is equal, the sniper pair that hit more tens, nines, eights, etc. wins. In case of an equal number of tens, nines, eights, etc. (in the case of shooting gongs) the pair that spent less time to complete the exercise wins.

Exercise No. 6 “Interaction”.

Targets:

for SVD sniper rifle - “shooter in a trench” (target No. 5) (special (metal gong) 30x30 cm large), chest silhouette (target No. 6) (special (metal gong) 40x40 cm large), half body silhouette (target No. 7) (special (metal gong) measuring 50x50 cm) at the distance of up to 600 m;

for PM pistol - special popper target (metal gong with a diameter of up to 30 cm) - 2 pcs. at a distance of up to 25 m.

Amount of ammunition (per sniper pair):

for SVD - 3 cartridges and additionally unlimited;

for PM - 2 cartridges and additionally unlimited.

Time for shooting: Under 3 min.

Firing position: At the discretion of the shooter from designated ports, in a specified position.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

On command "Get ready" the sniper pair is at the starting line, sniper weapons are unloaded. On the command "Go" (sound signal) the first teammate moves out to the PM firing line, the second teammate is at the starting line. The first teammate having arrived at the PM firing line loads the gun and engages the targets.

Having hit the targets, he takes the magazine with 3 SVD cartridges (ammunition for the second sniper), moves to the starting point and hands over the SVD ammo to the second sniper. The second sniper moves out to the SVD firing line and engages his targets.

Upon completion of shooting the sniper puts his weapon on safety and the chief of the sniper pair reports to the referee: "Shooting completed". After that, under the control of the referee snipers unload the weapons and put the safety on.

The result of the pair is the sum of the points gained (10 points to the sniper pair for each target hit). If the number of points is equal, the sniper pair which spent less time on the exercise wins.

Exercise peculiarities:

First sniper fires PM pistol, the second – fires SVD sniper rifle (depending on the decision within the sniper pair).

if the target (PM or SVD) is not hit, the shooter unloads the weapon, leaves it on the firing line and returns to the starting line, where he receives additional cartridge (the shooter can take only one cartridge at a time from the starting line);

the first shooter moves to the second position only after all targets have been hit.

The time for firing is counted from the "Go" command to the report on the completion of firing (ammunition had been used up).

Exercise No. 7 “Retreat”.

Targets:

For SVD sniper rifle – Three chest silhouettes (target No. 7) (special target (metal gong) 50x50 cm in size) at distances from 400 to 800 m.;

for AK-74M - popper target (mini-popper) (three groups) - 8 pcs. at distances of 50 - 150 m;

for PM - popper target (mini popper, plate with a diameter of 30 cm) - 3 pcs. at a distance of up to 50 m.

The amount of ammunition:

for SVD - 4 cartridges (for each sniper pair);

for AK - 74M - 8 cartridges (for each sniper);

for PM pistol- 3 cartridges (for each sniper).

Firing position:

for SVD - prone with support, in the specified position;

for AK - 74M - at the discretion of the shooter, in the specified position;

for PM pistol - at the discretion of the shooter, in the specified position.

Time for preparation: 1 min.

Time for shooting: Shooting time - measured by the last shot, not more than 6 minutes.

Exercise order:

on the referees command "Get ready" the sniper pair is at the starting line holding their rifles. AK and PM are at the firing lines. The sniper's weapon is unloaded. On the command "Go" snipers move out to the SVD firing line. One of the snipers engages the targets (by the decision of the chief of the sniper pair), the second sniper (fire adjuster) conducts reconnaissance of targets and the adjustment of fire. Upon completion of firing (after the ammunition had been used up) at the first firing line, the sniper unloads the weapon and reports: "Shooting completed", independently (without additional commands) the pair makes a stealthy retreat (by crawling) 10 m back and move to the AK and PM firing line (up to 300 m away), load the weapons and consecutively engage the targets, first from AK and then from PM. Upon completion of firing (after the ammunition had been used up) the snipers unloads the weapon and report: "Shooting completed". After that, under the control of the referee snipers unload the weapons and put the safety on.

The result of the sniper pair is the sum of the points gained (to the sniper pair for each target hit: from the SVD - 15 points, from the AK and PM - 5 points for each target). If the number of points is equal, the sniper pair which spent less time on the exercise wins.

Exercise peculiarities:

Firing from the assault rifle can begin only when the sniper pair is in the designated ports;

Upon finishing firing the AK (the ammunition had been used up) snipers unload their weapons, show it to the referee, independently (without additional commands) load the PM and engage targets for the PM;

There are penalties for each SVD target not hit:

if one target is not hit – carry a box (weighing up to 80 kg) at a distance of 20 meters;

if two targets are not hit – carry a box (weighing up to 80 kg) at a distance of 40 meters;

if three targets are not hit – carry a box (weighing up to 80 kg) at a distance of 60 meters.

3. The third stage of the Contest “Team competition”:

Exercises of the stage of the Contest:

Exercise No. 1 “Blocking”.

Target: Ten chest silhouettes (target No. 6) (metal gong 50x50 cm in size) at distances from 300 to 600 m.

The amount of ammunition: 15 cartridges per team (ammo is distributed within teams)

Time for preparation: 1 min.

Time for shooting: Under 2 min.

Firing position: From the designated ports at the discretion of shooters.

Weapon readiness: equipped magazine is detached, chamber is empty (weapons are loaded only at the firing line).

Exercise order:

The team arrives for the exercise. On the command of the referee "One minute – Get ready" the team prepares to perform the exercise and the team leader reports on its readiness. Then the team mounts the vehicle (armored vehicle): On the command "Fire" (timer signal) they dismount the vehicle, overcome the distance up to 100 meters to the firing line, take positions and engage the targets. Upon completion of shooting, after the report of the team leader, they unload the weapons and put them on safety under supervision of the referee.

The result of the team is the sum of the points gained in the exercise. 10 points for each target. If the number of points is equal, the team which spent less time on the exercise wins.

Exercise peculiarities:

during the time allotted for preparation, all targets to be engaged are lifted; the team must hit all targets;

when the two minutes for the exercise have elapsed, a sound signal is given. In case any shooter from the team fired a shot after the signal - the team receives zero points for the exercise (in certain cases, by the decision of the Chief Judge, it is allowed to exceed the time of the exercise (the last shot after the signal), but not more than by 0.3 seconds).

Exercise No. 2 “Hunt” (night).

Target: Six chest silhouettes (target No. 6) (metal gong 50x50 cm in size) at distances from 300 to 600 m.

The amount of ammunition: 10 cartridges per team (ammo is distributed within teams)

Time for preparation: 1 min.

Time for shooting: 50 seconds.

Firing position: From the designated port at the discretion of the shooter.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

The team arrives for the exercise. On the command of the referee "One minute –

Get ready", the team take their positions in the ports, prepares to perform the exercise and the team leader reports on its readiness. Then the team leader pulls a lot with the variant of displaying the targets. On the command "Fire" (timer signal), the team starts shooting at the targets. Upon completion of shooting, after the report of the team leader, they unload their weapons and put them on safety under supervision of the referee.

The result of the team is the sum of the points gained in the exercise. 10 points for each target hit. If the number of points is equal, the team which spent less time on the exercise wins.

Exercise peculiarities:

The targets are located in an area of up to 250 m long and are illuminated by scattered light (by muzzle flashes);

targets are engaged in a specific order: The target to be engaged is indicated by illuminating a scattered light (flashing of a light bulb) for 7 seconds;

when a target is hit, it does down (the illumination stops) and another target is lit up at the same time;

if the target is not hit within 7 seconds, the illumination will stop and another target will light up;

if the shooter hit an unmarked target - the team receives 0 points for the exercise.

Exercise No. 3 "Live bait".

Target: Four head silhouettes (target No. 6) (special target (metal gong) 40 cm in diameter) at distances from 300 to 600 m.

The amount of ammunition: 2 cartridges per sniper.

Time for preparation: 2 min.

Time for shooting: Under 2 min 30 s.

Firing position: From the designated port at the discretion of the shooter.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

The team arrives for the exercise. Each shooter on the team is assigned a number from 1 to 4 by decision within the team. The number determines the order in which the shooters will press the target marking mechanism actuation button. On the command of the referee "two minutes – Get ready", the team take their positions in the ports, prepare to perform the exercise and report on its readiness.

On the command of the referee "Fire" (timer signal) the team engages the targets, then, upon completion of the exercise, unloads their weapons and puts them on safety under the supervision of the referee.

The result of the team is the sum of the points gained in the exercise. 10 points for each target hit. If the number of points is equal, the team which spent less time on the exercise wins.

Exercise peculiarities:

each shooter in the team must hit one target, using no more than two cartridges of ammunition;

the target marking mechanism actuator button is located 25-30 m to the rear from the firing position.

On the signal of the timer, shooter No.1 moves out to the button and presses it mark the targets to be engaged by shooter No. 2, and then returns to his position. After hitting the target or using up the ammunition, shooter No. 2 moves to the button and activates the target for shooter No. 3. Shooter No. 3 shoots at the designated target and reaches the button, to mark the target for shooter No. 4. Shooter No. 4 shoots at the designated target and reaches the button, to mark the target for shooter No. 4.

If any shooter hits an unmarked target, the team receives 0 points for the exercise.

Exercise No. 4 “I got you covered”.

Special target (metal gong 50x50 cm in size) at a distance of 300 – 400 m.

The amount of ammunition: 20 cartridges per sniper.

Time for preparation: 1 min.

Time for shooting: Under 3 min.

Firing position: From the designated ports.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

The snipers arrive for the exercise. On the command of the referee "One minute – Get ready" the team assumes its firing positions, prepares to perform the exercise and the team leader reports on its readiness. On the command "Fire" (timer signal), the team starts shooting at the targets with the change of firing position. the task of the team members is to move consecutively from position to position covering each other (sniper pair No.1 - to position No.6, sniper pair No.2 - to position No.7).

Upon completion of shooting, they unload their weapons and put them on safety under supervision of the referee.

The result of the team is the sum of points scored in the exercise (firing of the sniper pair No. 1 from each firing position - 10 points). If the number of points is equal, the team which spent less time on the exercise wins.

Exercise peculiarities:

there are seven firing positions: position No.1 "flat area", position No.2 "hillock" (inclined wall), position No.3 "curb", position No.4 "wall", position No.5 "stones", position No.6 "trees", position No.7 "shelter";

at the beginning of the exercise the first sniper pair is in the shooting position No. 1, the second sniper pair is in the shooting position No.2;

One pair moves only after the second pair has taken its firing position and only when a target is lit up;

the target is lit up for 10 seconds (flashing of the white flashlight), at the signal of the shooting timer;

to increase the illumination time (by 10 seconds) it is necessary to hit the target again;

sniper pair No. 2 fires from position No. 7 until pair No. 1 moves to position No. 6;

the exercise shall be considered completed after the sniper pair No.1 hits the target from the position No.6.

Exercise No. 5 “Cover me”.

Target: eight special targets (metal gongs) at the distance of:

100 - 200 m -for 30 cm diameter - 2 pcs.;

300 - 600 m -for 50 by 50 cm in size - 6 pcs.;

The amount of ammunition: 2 cartridges for one pair, 8 cartridges for another pair.

Time for preparation: 1 min.

Time for shooting: Under 2 min 30 s.

Firing position: From the designated positions at the discretion of the shooter.

Weapon readiness: loaded magazine is attached, the cartridge chamber is empty.

Exercise order:

The team arrives for the exercise. On the command of the referee "One minute – Get ready", the team take their designated positions, prepares to perform the exercise and the team leader reports on its readiness.

On the command of the referee "Fire" (timer signal) the team engages the targets, then, upon completion of the exercise, unloads their weapons and puts them on safety under the supervision of the referee.

The result of the team is the sum of the points gained in the exercise. 10 points for each target. If the number of points is equal, the team which spent less time on the exercise wins.

Exercise peculiarities:

The positions are located at a distance of up to 300 m from each other;

the first pair hits two targets in a volley (split must not exceed 0.5 seconds) and makes a quick retreat from the position (distance up to 300 m) and by pressing the button, activate the targets for the second pair;

if the split exceeds 0.5 seconds - the team receives zero points for the exercise.

Exercise No. 6 “Duel”.

Target: two special targets (metal gong with a diameter of up to 30 cm) per sniper pair at a distance of up to 400 m.

The amount of ammunition: 4 cartridges per sniper pair.

Time for shooting: Under 2 min.

Firing position: at the discretion of the shooter, in the specified position.

Exercise order:

the exercise is performed by two sniper pairs simultaneously. On the command "Get ready" the sniper pairs assume prone positionson the starting line. On the command "Go" the sniper pairs set out to the firing line (up to 25 m away). They prepare for firing and engage the targets in their lanes. The referees at the firing line observe the results of firing and when one (two) targets are hit by another sniper pair in their lane give the command "Stop" (or cover the rifle sight with a flag). Unused cartridges may be fired by the second sniper, but the ammunition may not be handed over within the pair.

The winner is considered to be a sniper pair who managed to hit their targets faster. If each pair hit one target and the cartridges are finished, the pair that first hit their target wins. If pairs did not hit their targets and the cartridges are finished, the pairs repeat the exercise.

The winning sniper pair continues the exercise withthe other sniper pair that

qualified for the next round of the exercise. The defeated sniper pair is eliminated from further participation in the exercise.

The sniper pair which had won the final round of the exercise is considered the winner of the exercise. The winner of final round needs to get two wins.

Exercise peculiarities:

the exercise is conducted outside of the general record.

pairs are formed from the reserve snipers of the teams by drawing lots.

4. The fourth stage of the Contest “Who is faster”:

Exercise “Sniper biathlon”.

Targets:

for PM pistol - 3 special targets (poppers) at a distance of 25 m, - 5 pcs., firing position - standing from one hand;

for SVD sniper rifle – three special targets (metal gong) 40x40 cm in size at a distance of up to 300 m.;

for AK assault rifle - three special popper targets (metal gong with a diameter of up to 40 cm) at a distance of 50 – 150 m.

Amount of ammunition (per each sniper):

for PM - 5 cartridges (out of which two are additional);

for SVD - 5 cartridges (out of which two are additional);

for AK - 5 cartridges (out of which two are additional).

Firing position:

for PM - standing from one hand (two hands);

for SVD – prone position with a support (sniper selects the support for the rifle himself);

for AK – from the designated port at the discretion of the shooter.

Route length: up to 1 km.

Weapon readiness:

for SVD and PM (located at the firing line) - the weapon is at the firing lane, the magazine detached, cartridges out of the magazine, the chamber is empty;

for AK - empty magazine is attached (cartridges are at the firing line), the sniper carries his weapon.

Exercise order:

On the command of the judge (field referee), four snipers from different teams start simultaneously.

The sniper, having overcome obstacles on the route (a wall with a breach, a fence, a moat, a passage in a wire fence), arrives to the PM firing line, where he receives cartridges in a handful and independently fills the clip, loads the weapon and engages the targets. Upon completion of shooting, the sniper unloads the weapon (PM pistol) under the supervision of the referee, puts it on safety, reports to the referee and moves to the next section - the SVD firing line.

Having arrived to the SVD firing line, he fills the magazine, loads the weapon and engages the targets. Upon completion of shooting, he unloads the weapon under the supervision of the referee, puts it on safety, reports to the referee and moves to the

next section - the AK firing line where he independently fills the magazine, loads the weapon and engages the targets.

Upon completion of shooting the assault rifle, under the control of the referee, the sniper unloads the weapon, puts it on safety and overcomes the remaining obstacles (dynamic wall, inclined ladder, rubble), carries the ammunition box and passes the baton to the next sniper.

The next (second, third and fourth) sniper will start only once the first (second, third) sniper has crossed the finish line.

Timekeeping stops as soon as the fourth sniper of the team crosses the finish line.

If the sniper failed to hit the target(s), he uses additional cartridges.

If the target(s) remain(s) not hit, the sniper runs the penalty laps.

Penalties:

one penalty lap for each target not hit from PM.

two penalty laps for each target not hit from SVD;

one penalty lap for each target not hit from AK.

The result of the team is the time spent on the exercise.

REFEREEING GENERAL PROVISIONS

1. The Chief Judge of the Contest interacts with the Chief Judge of the International Army Games (hereinafter referred to as the "Games") and heads the work of the members of the Judicial Commission of the Contest.

1.1. The Chief Judge of the Contest is responsible for:

ensuring the fulfillment of security requirements during the Contest;

Readiness of objects of training and material facilities, weapons, military equipment and ammunition, means of objective control, special equipment for the competitions;

objective judging and determination of the results of each team during the separate stages and the Contest as a whole;

For timely:

drafting of minutes, approving the results and submitting them to the Games Secretariat;

consideration of team representatives' protests regarding detected violations and their submission for a general open vote to the Judicial Commission.

1.2. The Chief Judge of the Contest must:

on the day before of the Contest to hold an organizational meeting to discuss the Contest program to specify the features of some exercises (stages);

to ensure objective and equal conditions for all participants;

wear the armband (bandage, distinctive sign) with the Contest emblem;

before the start of the Contest:

together with the members of the Judicial Commission check the conditions of the Contest's training and material facilities, means of objective control, special equipment and their readiness for the competition, readiness of the field referees, the state of weapons and ammunition, the availability of the certificates confirming their technical condition;

develop the Contest schedule;

conduct:

a class on safety requirements with all participants;

a class on familiarization with venues and educational and material facilities of exercises (stages) of the Contest;

a review of the participants' readiness, during which the participants' correspondence to the name lists, submitted by the team leaders in their requests, their knowledge of the Contest Regulations and equipment is checked in accordance with personal documents;

a draw;

during the Contest:

to organize and manage the work of the members of the Judicial Commission;

be closely guided by the Contest Regulations and require strict compliance with them by all members of the Judicial Commission and the Contest participants;

to control the actions of the referees involved in judging, as well as the actions of teams in general;

to accept in oral and written forms the protests about the detected violations, filed by the members of the Judicial Commission and team leaders, personally and timely consider them and submit them for an open vote of the members of the Judicial Commission. In case the decision on the submitted protest (disputable issue) is not taken in time (before the final results of the Contest are announced): to submit the protest (disputable issue) to the Judicial Commission of the Games;

timely communicate the decisions on each protest (disputable issue) to the team leaders;

to consider:

issues regarding the admission of team members to the competition and their replacement (if necessary) in accordance with the application submitted in written form by the team leader before the competition;

to approve the minutes of the daily results of the Contest stages and the Contest itself;

to stop the competition in cases of violation of safety requirements and in case of occurrence of other force majeure circumstances threatening life and health of participants, spectators and guests of the Contest;

To deny admission of unauthorized persons to the workplace of the members of the Judicial Commission and putting pressure on the members of the Judicial Commission by the team leaders (higher officials) so that they would make a certain decision;

to be in contact with the control and support staff during the Contest;

personally report to the Chief Judge of the Games on the results of the conducted stage and the Contest as a whole with a written report (minutes) and photo and video materials attached.

1.3. The Chief Judge of the competition has the right, if necessary, to make proposals to change (clarify) certain conditions of the Contest Regulations for consideration of the members of the Judicial Commission. The decision shall be considered adopted if it receives the majority of votes of the judges. In case of equality of votes the final decision is made by the Chief Judge of the Contest.

The introduced changes shall be documented by the Secretary of the Judicial Commission in the minutes signed by the members of the Judicial Commission, approved by the Chief Judge of the Contest and communicated to the participants;

1.4. After the end of the Contest before the final meeting, the Chief Judge of the Contest together with the Secretary of the Judicial Commission shall draft a report containing the following sections: general information (name of the Contest, terms and venue of the Contest); information about the participants (names of the participating teams and their size, age of the participants, etc.); results of the Contest; protests and decisions on them; discipline of the participants (violations of military discipline, the rules of the competition, the legislation of the host country); the state of the material facilities and quality of medical service; fulfillment of safety requirements; evaluation of the work of Contest's judges and team representatives; general conclusion with indication of shortcomings in the organization and holding of the competition and proposals for measures to improve the conditions of the

competition in the future.

Final minutes of results (in Russian and English) are drafted and signed, and then immediately announced (published).

2. The Contest Judge is appointed from each participant country. He must have professional education in the field of the Contest's area of military science.

A Contest Judge reports to the Chief Judge of the Contest and is responsible for the objectivity of judging and correct evaluation up of the Contest results.

2.1. The Contest Judge must:

study the Contest Regulations;

ensure that the Contest is conducted correctly and objectively and that the Contest Judges, field referees and members of the Contest administration correctly perform their duties and evaluate the Contest results;

conduct the judging in a qualified and impartial manner, preventing mistakes that may lead to corruption of the results of the Contest, to resolve issues arising in the course of the Contest in an objective and timely manner;

participate in meetings of members of the Judicial Commission of the Contest under the management of the Chief Judge of the Contest;

consider the results, protests and collegially (within the commission) make decisions on them or submit for general vote of members of the Judicial Commission of the Contest;

sign the lists and minutes of the Contest stages results;

Wear a judge's badge (armband).

2.2. The Contest Judge is entitled to:

assess the results according to their qualifications;

declare the need to stop, suspend the Contest;

Request to the Judicial Commission of the Contest for punishment of the participant (team) if a participant (team) violates safety requirements (to consider this violation at the Judicial Commission of the Contest meeting);

2.3. It is forbidden for the Contest Referee to:

altercate with the Contest participants;

use video, audio and photo equipment not stipulated by the Contest Regulations;

Using only materials obtained with objective control means stipulated by the Contest Regulations when reviewing disputable issues;

contact competitors, coaches using technical data transmission devices;

2.4. Disrespectful expressions, as well as rudeness to someone from the Contest Referee will result in his immediate removal from the Judicial Commission without the right to be replaced by another person from the composition of the team;

2.5. Intentional stalling of exercises by of the Contest Referee, expressed in distrust of the referees, entails the imposition of a warning. Upon receiving a second warning, the Contest Referee shall be removed from the Judicial Commission without the right to be replaced by another person from the team.

3. The Deputy Chief Judge of the Contest is elected from the judges of the Contest teams participants.

He is charged to conduct meetings of the Judicial Commission in case of a making a decision on controversial issues arising in relation to the team of the Contest

co-organizer country.

4. The Chief Judge and the Deputy Chief Judge of the Contest must be representatives of different participating teams.

SAFETY REQUIREMENTS

when handling weapons and ammunition

1. Handling of weapons and ammunition during the Contest is carried out in accordance with the legislation of the Contest co-organizer country.

2. All weapons must be unloaded when outside the firing line. Weapons may be loaded only in designated places or on the firing line and only after a command has been given in accordance with the requirements set out in these Regulations. In case of violation of this requirement, such participant shall be disqualified.

3. Dropping an unloaded weapon from the holster outside or on the firing line before the "Get ready" command is considered a safety violation.

4. If a loaded weapon is dropped during the exercise, the sniper lifts it, unloads under the supervision of the referee, and then is disqualified.

5. A sniper has the right to lift a magazine that fell during an exercise after the end of the exercise (Contest stage), and the sniper loses the right to use the cartridges in the magazine that fell out.

6. Unused ammunition shall be handed over to the ammunition point located in a designated place or to the team member(s) responsible for the issue and storage of ammunition.

7. Whenever the weapon is not in use, it must be unloaded, put on safety, and the magazines disconnected from the weapon. The weapon is carried (kept) to the firing range in a position which ensures that the barrel is pointed in a safe direction.

8. When performing an exercise or during fire adjustment, a sniper can put the weapon down, having unloaded it beforehand. The barrel of the gun must be pointing towards the targets. In case of a violation, a warning is given, and in case of a second violation the sniper is disqualified.

9. If people, animals suddenly appear or a dangerous situation emerges in the shooting area, the sniper must immediately hold his fire and inform the judge (referee), and the judge (referee) must immediately give the "Stop" command.

10. At the end of the exercise or after the "Stop" command is given by the judge (referee), the sniper must immediately unload his weapon and, without leaving his firing line, show it to the judge (referee) to make sure that it is unloaded. It is allowed to carry the weapon from the firing line only with the permission of the judge (referee).

11. Technical training is carried out in the warm-up sector (in a specially designated and equipped place). During the training it is allowed to attach magazines not holding any cartridges.

12. It is forbidden for the participants to:

12.1. take out (use) ammunition (including blanks) in sectors (zones, areas) for warm-up, cleaning and lubrication;

12.2. disassemble the ammunition, try to fix it;

12.3. remove weapons from their holsters, carry out actions with weapons outside of the firing line, warm-up, cleaning and lubrication areas;

12.4. load the weapon (attach (insert) the magazine, send the cartridge into the chamber outside and on the firing line) until a special command is given;

12.5 touch the weapon when there are people in the firing area;

12.6. direct the weapon at people or in the direction of their possible appearance, regardless of whether it is loaded or not and also direct the barrel of the loaded weapon at any part of his body;

12.7 direct the weapon in the direction opposite to the targets or along the firing line, regardless of whether it is loaded or not;

12.8 touch another person's weapon;

12.9 place and hold the finger inside the trigger guard during the elimination of the interruption in shooting, changing the magazine, moving with the weapon;

12.10 intentionally shoot at the frames, the mechanical part of the target installations, numbers on the boards and other equipment of the shooting range, above the bullet trap or protective walls;

12.11 shoot outside the firing line or independently in the shooting range in the time not allotted for shooting;

12.12 consume and (or) be under the influence of alcohol, narcotic drugs, psychotropic substances or similar, new potentially dangerous psychoactive substances, as well as other intoxicating substances on the shooting range.

13. For violation of the requirements set forth in this annex to the Regulations, the sniper (sniper pair, team) is subject to disqualification.

RULES OF conduct during the Contest

1. After the "Get ready" command is given and before the "Stop", "Unload" commands, all persons in the firing range (on the starting line, in the waiting area (place)) are prohibited to make loud noises and talk loudly, as well as to use mobile phones and other communication devices.

2. After the "Get ready" command is given and till the end of the exercise, only snipers performing the exercise, judges conducting refereeing and ensuring technical support of the exercise are allowed to be at the firing line.

3. During the exercise team members, spectators are forbidden to interfere in any way with the actions of referees, snipers (impede, help, advice). Assistance may be provided to snipers only outside the exercise (Contest stage) areas.

4. During aiming and shooting, the muzzle of the weapon must cross the firing line. During the exercise, no part of the body of the shooter should go beyond the firing line (sector).

5. In the course of the Contest it is forbidden to:
admit snipers for participation in the stages of the Contest without medical examination by medical personnel of the Contest co-organizer country;
be on the firing line for the team members who are not involved in the exercise;
in the course of firing use additional devices and devices for ballistic and weather support, means of communication (including mobile) not provided for in these Regulations.

6. The sniper is removed from the exercise and gets the last place if he violates safety requirements during the exercise.

In case of gross violations of safety requirements resulting in injuries to the participants, the team is disqualified and removed from further participation in the competition.

7. In case of failure of the weapon (scope sight) it is allowed to replace it with a reserve one. The replacement of the weapon is carried out with the permission of the Chief Judge of the Contest only after the end or before the beginning of the Contest stage, or during the stage, if the weapon inspection is provided for (there is a break in the course of the exercises). It is prohibited to replace weapons during a series of exercises.

8. In the event of a misfire:
The timekeeping is stopped;
the members of the technical commission identify the cause of the failure and the head of the technical commission reports to the Chief Judge of the Contest, who makes a decision based on the conclusion of the technical commission;
in the event of a misfire due to a technical malfunction of the ammunition, the sniper (sniper pair) will be given the opportunity to perform the exercise again;
in the event of a failure due to a technical malfunction of the weapon (contamination, etc.), the sniper shall not be given the opportunity to perform the exercise again and gets last place.

9. If during the exercise the sniper's weapon appears to be malfunctioning and the sniper has failed to fix the weapon within the time allocated for the exercise, the exercise is considered to be not performed. For further exercises, the sniper may replace the weapon with the permission of the referees.

10. In order to meet the safety requirements in the places of accommodation of the participants of the Contest, the team coach must plan and supervise the check of completeness, unloading and handing over the weapon to the storage every day after the completion of the exercises (stages of the Contest) in the established order.

11. The team coach and snipers are responsible for the safety of weapons and ammunition during the performance of exercises (stages) of the Contest, as well as when following to the venue of the event and back.