



REGULATION
of the contest "Safe environment"

I. General provisions

Four crews from the teams of the participating states (three main and one reserve) take part in the contest for the best NBC team of the NBC forces "Safe Environment" (hereinafter referred to as the Contest).

Each crew is made up of three people. Additional crew personnel includes:
judge from the participating country (one person);
a representative from the team of the participating country (one person);
technical support team (two people);
coach group (two people);
interpreter (one person);
medical officer (one person).

The total number of participants is up to twenty.

The contest is held in three stages:
the first stage is "Individual Race."
the second stage is "Fire training"
the third stage is "Relay".

The Russian party provides an opportunity to use national models of BTR-80 (RHM-4) military equipment (in case the representatives of the participating states decide to use their models of military equipment of another class, this Regulation may be amended and the Russian party reserves the right to use other NBC models of military equipment).

In the event of a failure of the combat vehicle, it is permitted to replace the main combat vehicle with a reserve one. The replacement shall be carried out at the command of the chief judge of the Contest by the reserve crew of the team of the contestant state. In this case, the reserve combat vehicle is to move along the route of the Contest from the starting point to the point of failure of the main combat vehicle.

II. Managing the preparation and conduct of the competition

General management of the preparation and conduct of the Contest is carried out by the NBC forces Chief of the Russian Federation Armed Forces.

To prepare and conduct the contest, an organizing committee shall be established. The committee shall approve the chief judge and a judicial committee, which shall include representatives of the contest participant states. The organising party shall ensure equal conditions for all participants.

The head of the NBC Military Academy is responsible for organizing all-round support for the competition.

III. Terms of the contest

The venue of the Contest is the training complex "Pesochnoye" of the

educational process support base of the NBC Military Academy (Kostroma).

The 1st stage of the Contest - "Individual Race" shall be held on a closed route of 5500 meters.

Each crew runs two and a half laps. The crews start at the same time in the order determined by drawing (of lots), according to the table of heats. There can be two crews on a route at the same time.

Equipment of the crews: combined protective filtering kit, means of protection of respiratory organs, protective gloves, assault rifle with a fastened magazine shall be permanently carried with a contestant.

Participants are not allowed to violate clothing and equipment, protective equipment must be fixed, there must be no exposed skin areas.

The route is equipped with the start and the finish line, sites for searching for radioactive sources on equipment, detecting toxic substances, sampling and finding a safe route through the contaminated zone, conducting special treatment and the following obstacles: No. 20 - "Barrier and maneuvering section" ("shell-hole", serpentine, ditch, beam); "Water barrier"; No. 17 - "Passage with marked turns"; No. 8 - "Stop on the rise"; No. 9 - "Passage in the mine-explosive barrier for BTR"; No. 5 - "Track bridge mock-up"; "Dimensions tunnel". There are artificial obstacles throughout the route. The number of obstacles is not limited.

Before the start of the competition, all crews shall be at the waiting area near their combat vehicles and, at the command of a representative of the judging committee, they shall move forward to the start line on their combat vehicles (special vehicles) in the order established in the table of heats.

The vehicles are at the start line, the engines are shut off, all hatches are closed, external special equipment of the vehicles is removed and is located in the usual stowage places (the device for installation of fence signs is in the marching position, a set of fence signs is in the covers in the department of the chemical scout on the floor, SHT-40 is in a special rack in the department of the chemical scout along the right side of the vehicle, rods (pins) of the antenna are in the package are stowed above the bench seats).

Crew members are to put on their skin protection equipment in advance and gas masks - immediately before the start, after which they shall carry out a technical check of the gas masks and keeping the skin and respiratory protection equipment on move forward to the start line 160 meters away from combat vehicles.

At the command of the chief judge the crews move to the vehicles and install external special equipment - four fence signs from the set of fence signs, four missiles SHT, radio antennas (2 sections each). To comply with safety requirements, no squibs are installed. Only training SHT missiles shall be used.

The crews take their regular seats inside the vehicles, close the hatches and start the engine. The commander of the crew reports readiness by radio and starts to conduct NBC reconnaissance along the established route.

On the first lap, the crew performs the tasks of searching for radioactive sources on equipment and identifying poisonous substances.

On the second lap, the crew performs sampling tasks and performs special treatment.

After overcoming obstacles **on the third lap**, the crew stops the fighting vehicle at the starting line to overcome the fire-obstacle course, dismounts and puts on life jackets.

Then the crew in respiratory protection means, protective gloves and life jackets overcomes the fire-obstacle course. Participant takes the life jacket off after overcoming the water barrier.

The course is equipped with the following elements: a rope crossing over the pond, a fence, a section for crawling under a stretched rope, a balance barrier, a trench, a rope net, a passage on a log through a ravine, lying barrels, a burning winding course, a boom, a passage through a ravine on a swinging beam, a fire passage, a destroyed building, finish.

The time of the crew's passing of the route is counted from the command of the chief judge of the Contest to start the Contest stage until the last crew member crosses the finish line.

The 2nd stage of the Contest - "Fire training" is held at a specially equipped area of the military firing range, designed for practical shooting exercises. On the day prior to the firing phase, teams are drawn according to the sequence of exercises among the participant countries and zero the weapons. The ammunition for zeroing the weapon is calculated out of the contest at the rate of no more than 12 bullets for each assault rifle of a team member.

At the military shooting range there are three exercises prepared according to the current, at the time of the contest, rules of the practical shooting sport.

A shooting exercise which team (crew) members shall perform will be determined by the drawing of lots immediately before its execution. Each participant performs the exercise on his own at his area according to the drawing of lots.

Team representatives and participants are not allowed to familiarize themselves with the constructed exercises before the beginning of the stage.

Upon the reception of the ammunition at the ammunition point, the unit arrives at the safety zone to check the equipment and the technical condition of the gas masks, should all the crew members successfully pass the check, they go to the drawing of lots.

After the draw(ing), immediately before the exercise, each participant is informed by the judge in the exercise area about the order of its performance and 2 minutes are given for familiarization with the target situation.

Equipment includes gas mask and personal protective equipment, eye and hearing protection.

The ammunition allowance used is one and a half of the required number of valid shots per exercise.

The 3rd stage of the Contest - "Relay Race" is held on a closed route of 11000 meters.

Two crews from the participating States are to pass a lap and a half. Participants start at the same time in the order determined by drawing of lots, according to the table of heats. There can be two crews on a route at the same time.

Equipment of the crews: combined protective filtering outfit, means of protection of respiratory organs, protective gloves, assault rifle with a fastened dispenser permanently with a soldier.

The route is equipped with the start and the finish line, sites for searching for radioactive sources on equipment, detecting toxic substances, sampling and finding a safe route through the contaminated zone, conducting special treatment and the following obstacles:

No. 20 - "Barrier and maneuvering section" ("shell-hole", serpentine, ditch, beam); "Water barrier"; No. 17 - "Passage with marked turns"; No. 8 - "Stop on the rise"; No. 9 - "Passage in the mine-explosive barrier for BTR"; No. 5 - "Track bridge mock-up"; "Dimensions tunnel". There are artificial obstacles throughout the route. The number of obstacles is not limited.

The first crews from the participating States perform the tasks of preparing the vehicle for reconnaissance, searching for radioactive sources on equipment and identifying toxic substances, after which they overcome the fire-obstacle course.

The second crews starts moving after the first crew has overcome the fire-obstacle course and passed the baton, performs the tasks of preparing the vehicle for exploration, sampling and finding the safe route through the contaminated area, vehicleries out special treatment, after which it overcomes the fire-obstacle course.

The time of the crew's passing of the route is counted from the command of the chief judge of the Contest to start the Contest stage until the last 2nd crew member crosses the finish line.

IV. Contest program

The present Contest Program will be concretized on the basis of real agreements of the participating teams arrived.

Stage 1 - _____ "Preparation of teams";

Stage 2 - _____ "Holding the Contest":

On the first day (_____) - Opening ceremony, a concert dedicated to the opening of the contest. Carrying out the 1 stage ("**Individual race**").

On the second day (_____) - Carrying out the 1 stage ("**Individual race**").

On the third day (_____) - Practical fire training, preparation for the 2 stage ("**Fire training**").

On the fourth day (_____) - Practical fire training, preparation for the 2 stage ("**Fire training**").

On the fifth day (_____) - Carrying out the 2 stage ("**Fire training**").

On the sixth day (_____) - Maintenance and preparation of weapons, special military equipment, outfits, instruments and supplies for the 3 stage. Conducting practical training on the route, overcoming separate obstacles of the fire-obstacle course. Driving on separate parts of the road.

On the seventh day (_____) - Maintenance and preparation of weapons, special military equipment, outfits, instruments and supplies for the 3 stage.

Conducting practical training on the route, overcoming separate obstacles of the fire-obstacle course. Driving on separate parts of the road.

**On the eighth day (_____) - Carrying out the 3 stage "Relay race".
Closing ceremony of the Contest.**

Stage 3 (_____) - Loading weapons and special military equipment.
Teams' leaving.

Stage 1

The 1st stage of the Contest - "Individual Race" is held on a closed route of 5500 meters.

Each crew runs two and a half laps. The crews start at the same time in the order determined by the drawing of lots, according to the table of heats. Two reconnaissance vehicles from each participating country may be on a route at the same time.

Before the start of the competition, all crews shall be at the waiting area near their combat vehicles and, at the command of a representative of the judging committee, they shall move forward to the start line on their combat vehicles (special vehicles) in the order established in the table of heats.

The vehicles are at the start line, the engines are shut off, all hatches are closed, external special equipment of the vehicles is removed and is located in the usual stowage places (the device for installation of fence signs is in the marching position, a set of fence signs is in the covers in the department of the chemical scout on the floor, SHT-40 is in a special rack in the department of the chemical scout along the right side of the vehicle, rods (pins) of the antenna are in the package are stowed above the bench seats).

Crew members are to put on their skin protection equipment in advance and gas masks - immediately before the start, after which they shall Carry out a technical check of the gas masks and keeping the skin and respiratory protection equipment on move forward to the start line 160 meters away from combat vehicles.

At the command of the chief judge the crews move to the vehicles and install external special equipment - four fence signs from the set of fence signs, four missiles SHT, radio antennas (2 sections each). To comply with safety requirements, no squibs are installed. Only training SHT missiles shall be used.

The crews take their regular seats inside the vehicles, close the hatches and start the engine. The commander of the crew reports readiness by radio and starts to conduct NBC reconnaissance along the established route overcoming the following obstacles:

No. 20 - "Barrier and maneuvering section" ("shell-hole", serpentine, ditch, beam); "Water barrier"; No. 17 - "Passage with marked turns"; No. 8 - "Stop on the rise"; No. 9 - "Passage in the mine-explosive barrier for BTR"; No. 5 - "Track bridge mock-up"; "Dimensions tunnel". There are artificial obstacles throughout the route. The number of obstacles is not limited.

On the first circle, the commander of the crew stops the vehicle next to the sign “0.5 rad/h” and with the radiation reconnaissance device in nine special

pockets placed on the truck determines the presence of three hidden radioactive sources, marking the places of detection by a sign , then returns to the combat vehicle, closing the hatch. At the command of the commander of the crew, the combat vehicle proceeds to move.

Then the commander of the crew stops the vehicle near the sign  "1" and commands the NBC scout to identify the poisonous substances, the NBC scout with the help of a chemical reconnaissance device examines the pan, which contains a simulator of the poisonous substance, then moves 20 meters towards the next sign "2"  and repeats the determination of the presence of a simulator of a second poisonous substance placed in the pan, once again moves 20 meters ahead, towards the pointer "3"  to determine the presence of a simulator of a third poisonous substance placed in the third pan. Having performed the task, the NBC scout fills out a special form at the judge's site, presents the indicator tubes, and then returns to the combat vehicle, standing on the line of the judge's table, closing the hatch.

At the command of the squad leader the vehicle proceeds to move to the second lap and again overcomes the obstacles;

No. 20 - "Barrier and maneuvering section" ("shell-hole", serpentine, ditch, beam); "Water barrier"; No. 17 - "Passage with marked turns"; No. 8 - "Stop on the rise"; No. 9 - "Passage in the mine-explosive barrier for BTR"; No. 5 - "Track bridge mock-up"; "Dimensions tunnel".

At the signs " 

" the unit commander stops the vehicle and dismounts with the NBC scout. The commander and the NBC scout activate smoke grenades (one each), throw them into the designated area 4x4 m, from a distance of 10 m. Under the cover of aerosol camouflage the unit proceeds to the sampling site where the NBC scout takes samples of the contaminated soil and water from the well by means of the KPO-1M sampling kit. At the same time, the commander marks the sampling site with the perimeter signs (4 signs) from the KZO (fence signs kit) using the bar for manual installation of the fence signs.

In the course of sampling the crew marks with a white marker a 1x1 meter section on the left side of the NBC vehicle to imitate the places of toxic agent contamination, after which the driver moves the vehicle to the end of the site.

Then the crew returns to the fighting vehicle. At the command of the commander of the crew, the fighting vehicle proceeds to move.

The crew stops the vehicle at the site near the sign "SPECIAL TREATMENT SITE" and the commander orders the crew to eliminate the consequences of the use of incendiary weapons and carry out partial special treatment.

The crew extinguishes the target covered with the flaming fire mixture in the following order:

The crew (without a driver) unfolds ARS-14KM to extinguish fire with water jets, using a fire hose (50 mm in diameter and 20 m long) and a manual fire hose nozzle (SRK-50). The distance to the target from the established border is 12 meters.

The target represents a 1x1 meter metal shield with a viscous fire mixture BBTs applied in the center of the target (gasoline - 90%, powder thickener OP-2 - 10%) in the amount of 0.2 kg. The task is considered to be completed after the burning of the fire mixture has stopped.

Then a special treatment is carried out with the help of the DKV device. Autonomous DKV device with spare parts, tools and accessories bag and hand pump are installed on the site in advance.

The commander and the NBC scout prepare the DKV device for executing decontamination, unfold ARS-14KM and fill the device with the solution (water) with the use of corner nozzles. They bring the device to the NBC vehicle; carry out a special treatment by wiping with an irrigated brush, while producing pressure in the reservoir of the DKV device by a manual pump.

After the exercise is performed, the field referee ensures that decontamination is complete by checking the absence of marker traces by sight and raises the corresponding flag.

After special treatment, the crews proceed to move overcoming the following obstacles:

No. 20 - "Barrier and maneuvering section" ("shell-hole", serpentine, ditch, beam), "Water barrier" and No. 17 - "Passage with marked turns" up to the fire-obstacle course, where the contestants dismount and overcome the course as a part of their crews.

They cross the starting line of the course carrying their personal weapons, wearing gas masks, gloves and life jackets.

The first contestant overcomes the water barrier by moving along a stretched cable to the opposite bank, where he gets up on the pedestal and without touching the cable raises his hand up, which means a signal for the next contestant to start moving. Then takes off his life jacket and waits for the rest of the crew. Upon seeing the signal, the second participant begins to overcome the water barrier in the same sequence. The third participant starts moving after the signal is given by the second participant. If a crew member falls into the water, the crew member gets back on his own and starts to pass the obstacle again. If the crew member falls again, he reaches the end of the obstacle and raises his hand up, after which the other crew members continue to move. If the gas mask gets wet after falling into the water, it is to be replaced, for which spare gas masks are placed near the pedestal;

The first and second participants wait for the third participant and after he gets up on the pedestal and raises his hand up without touching the rope they start to overcome the elements of the fire-obstacle course moving in a flow-like manner (one after another).

The crew members overcome the fence;
overcome the crawling area in a low crawl manner;
run up the inclined stairs and run down the balance barrier;
jump over the trench;
overcome the rope net securing the leg on the opposite side no higher than the third horizontal row from the bottom of the rope net;
run across a log over the ravine;

overcome the barrel heap;
run through a burning winding passage;
run through the boom;
overcome the ravine across the swinging beam;
overcome the burning communication trench;
go up the stairs to the second floor of the destroyed building and jump out of the barred window opening;
the first and second participants wait for the third participant and finish as a crew, remove respiratory protection means.

Contestants are not allowed to return to the track, after crossing the finish line. Time count stops after the last crew member crosses the finish line.

Further, the field referee shall inspect the equipment and gas masks of all crew members in the presence of the judge committee. To compare the state of the gas masks, there are gas mask samples from each participating country at the finish line.

The result of the crew summarized by the Judge Committee is the total time for meeting the standards, the course and the penalty time added for not meeting the evaluation standards when overcoming obstacles.

After the finish, the combat vehicles are placed in the waiting area.

Stage 2 "Fire training"

Basic principles

Only targets that fully comply with the current rules of the Russian Practical Shooting Federation may be used in the competitions.

If one or more targets do not conform to precisely defined descriptions and if replacement with a target of the specified standard is not possible, the Chief Judge shall decide whether the use of these targets is acceptable in the event.

However, this decision of the Chief Judge is valid only for the given competition and will not be a precedent neither for the future competitions on this shooting range, nor for the similar use of similar targets on another competition.

The scoring targets used in the competition must be of the same colour and have the following appearance - the surface of cardboard targets with scoring zones must be cardboard coloured (light brown), except when the Chief Judge considers that the lack of contrast with the surrounding background requires the use of a different colour.

Penalty targets shall be clearly marked with a legible "X" or painted in a monochrome colour different from that of the scoring type of such targets throughout the competition.

The targets in an exercise can be partially or completely hidden by means of a hard ("non-penetrable") or soft ("penetrable") coating:

- hard ("impenetrable") coating is a covering that hides all or a part of the target from being hit. Wherever possible, the hard coating should not be

simulated, but rather designed using impenetrable materials. Cardboard targets should not be used as a hard coating simulation.

- soft ("penetrable") coating is a covering designed only to make it difficult to see the target. Shots that have passed through the soft coating and hit the target will be counted. Penalties will be imposed for shots that have passed through the soft coating and hit the penalty target. All target scoring zones hidden behind a soft coating must remain intact. Targets behind the soft coating should either be visible through it, or part of the hidden target(s) should be visible from outside the soft coating.

It is forbidden to use one whole target as two or more targets by dividing it with tape, paint or other means, and attaching a reduced target to a regular-sized target.

Only either targets or mechanical or electrical devices can be used to activate moving targets.

The front surfaces of the penalty cardboard targets shall contain a distinguishable border of the nonscoring area. It is the duty of the Chief Judge to ensure that all cutoff penalty targets have offset drawn or perforated 0.5 cm (0.3 cm for cutoff targets) zones along their edges.

If the scoring area of a cardboard target has to be partially hidden, the exercise designers can create or simulate a hard cover in one of the following ways:

- by covering part of the target with a bulletproof hardcoat
- by removing part of the target from edge to edge. Such targets shall be provided with 0.5 cm wide nonscoring zone along the edge of the cut (0.3 cm wide for reduced targets). The border of the nonscoring zone shall be placed along the full width of the cutoff part of the target.

- by pasting over or painting a part of the target using a monochrome and contrasting colour with and leaving a legible border of the painted (pasted) part.

When cardboard targets are partially concealed, cutoff, painted and/or pasted over, at least a part of all scoring areas of such targets must remain visible.

Hard cover or overlapping penalty targets shall not completely cover the "A" zone on a partially concealed scoring cardboard target.

Types of Exercises

"Ambush"

Exercise type: Short

Type of weapon: assault rifle;

The number of valid shots: 12

Number of shots fired at each target: 2

Number of targets: 6 standard IPSC targets.

Fire Mode: Single

Target range: 15 to 100 meters

Maximum number of points: 60

Start position of the shooter: Shooter is in the airborne compartment of the reconnaissance vehicle carrying his personal weapon.

Start: at the timer beep.

Position of the weapon: Weapon is unloadd, loaded cartridge magazine in the bag (unloading vest).

Safety Corners: $\pm 90^\circ$ horizontal, $\pm 90^\circ$ vertical.

Penalties: in accordance with the provision.

Specifics of the exercise: The contestant leaves the reconnaissance vehicle at the starting signal and hits all the targets as far as visible, without crossing the penalty lines. The shooter performs the exercise without means of individual respiratory protection.

The exercise requires from the shooter: high-speed weapon loading, rapid movement, correct solution of the firing mission, firing from an assault rifle from different inconvenient positions and at different distances.

“Alert”

Exercise type: Medium

Type of weapon: Automatic rifle (carbine)

The number of valid shots: 22

Number of shots fired at each target: 2

Number of targets: 11 standard IPSC targets.

Fire Mode: Single

Target range: 15 to 100 meters

Maximum number of points: 110

Start position of the shooter: The shooter stands anywhere inside the penalty lines. Shooter’s weapon is in the gun rack, raid backpack in the closet.

Position of the weapon: The weapon is unloadd and placed in the gun rack. The loaded magazine is carried by the shooter inside the bag (unloading vest).

Safety Corners: $\pm 90^\circ$ horizontal, $\pm 90^\circ$ vertical.

Penalties: in accordance with the provision

Specifics of the exercise: At the starting signal, the shooter puts on his raid backpack, takes a weapon and hits all the targets as far as visible, without crossing the penalty lines. The shooter performs the exercise without the means of individual respiratory protection.

The exercise requires the shooter to secure the property, to be observant, to load the weapon at high speed and to be able to fire from various inconvenient positions in a confined space.

"Recon by fire"

Exercise type: Long

Type of weapon: Assault rifle (rifle)

The number of credit shots: 32

Number of shots fired at each target: 2

Number of targets: 16 standard IPSC targets

Fire Mode: Single

Target range: 10 to 100 meters

Maximum number of points: 160 at most.

Start position of the shooter: The shooter stands inside the area marked with penalty lines, on the marks, face to the targets.

Position of the weapon: The weapon is fully loaded, held with both hands at waist level with the barrel pointing at the targets. The second loaded magazine is carried by the shooter inside the bag (unloading vest).

Safety Corners: $\pm 90^\circ$ horizontal, $\pm 90^\circ$ vertical.

Penalties: in accordance with the provision

Specifics of the exercise: The shooter performs the exercise without the means of individual respiratory protection. At the starting signal, the shooter hits all the targets as far as visible without crossing the penalty lines.

The exercise requires the shooter to change magazines promptly, move rapidly and fire from various inconvenient positions while wearing his personal protective equipment.

Equipment

If, after the start signal, a trouble occurs with the participant's weapon, the participant may make safe attempts to eliminate it and continue the exercise. During such actions, the athlete must always keep the gun in the safe direction - towards the targets.

The participant is not allowed to use cleaning rods or any other tools (otherwise he will be given zero points for this exercise).

If a contestant has a malfunction after "Load, Prepare" or "Prepare" commands but before the start signal, the Judge must allow the contestant to repair the weapon without penalty, taking into account safety regulations. After elimination of a weapon malfunction or its replacement, the athlete may continue to participate in the competition according to the schedule determined for him by the exercise judge or the chief judge.

If it is necessary to move the weapon from the "target-pointing" position when troubleshooting, the participant's finger shall be clearly visible outside the trigger guard.

In the event that an athlete is unable to cope with the malfunction for 2 minutes or, if the athlete himself has stopped performing the exercise for any reason, he shall point the gun barrel in a safe direction - towards the targets and contact the judge.

The judge shall conduct the procedure for ending the exercise as usual. Points are counted in the usual way, including all misses and penalties at hand.

Under no circumstances may an athlete leave the exercise with a loaded weapon.

In case of a malfunction of the weapon, which the participant cannot cope with on his own for 2 minutes, he cannot reshoot the exercise. This also applies to the cases where the weapon is found to be defective or unsafe during the exercise.

If the judge stops the contestant during the exercise, suspecting that the weapon or ammunition is not safe, the judge must ensure that both the contestant and the exercise area are out of danger and then examine the weapon and/or ammunition and proceed as follows:

- If the judge finds evidence to support his suspicions, the contestant will not be given the opportunity to reshoot the exercise but instead he will be instructed to correct the malfunction. The time of the last shot will be marked on his record sheet, and the exercise will be counted with all misses and penalties.

- if the judge's suspicions fail to be confirmed, the contestant will be ordered to reshoot the exercise.

The participant, who interrupted the exercise on his own due to suspicion of a squib load, will not be allowed to reshoot.

Judging

The judicial brigade is formed (as agreed) of the licensed active judges of the "Federation of Practical Shooting of Russia". The number of judges shall be determined on the basis of the following calculation:

The chief judge of the stage alias the chief secretary - 1 person.

Exercise judges (field referee) - one for each exercise.

Presenting the results of the competition in the minutes and scoring methods

The results of the competition are presented in the official minutes of the competition. The program used for calculation of points is WinMSS program.

The method of calculating is "Comstock". Firing time is not limited and clocked at the last shot of the participant.

Established number of scoring hits of each target.

The exercise points of the participant are calculated by adding up the points for the best holes in each target (according to the number of scoring hits for each target indicated in the briefing) and then subtracting the assigned penalties. The obtained value is divided by the time (up to hundredths of a second) spent by the athlete to complete the exercise. The result is called the "hit factor" of the participant. Then the athlete with the highest "hit factor" is assigned the maximum possible number of points in this exercise. The places on the exercise of the other athletes are determined in relation to the result of the winner according to the percentage of "hit factors" of the winner and the other athletes.

The places of participants according to the results of the exercise are distributed in the order of reduction of the "hit factor" according to the individually scored points for the exercise (accurate within 4 decimal digits).

The places of the athletes according to the results of the whole competition in the corresponding type of the program are distributed in descending order according to the sum of all individually scored points for all the exercises (accurate within 4 decimal places).

The individual results of a participant are scored only for one team in the competition. A team must consist of athletes registered and confirmed by the organizer for participation in the same class, with that a team may consist of athletes of different age and gender admitted to the competition.

The weapons class and/or category (age, gender) in which the athlete competes must be the same as the weapons class and/or category in which the athlete competes as a team member (i.e., if the athlete competes in an individual

program in the "standard" class, he or she cannot be a member of an "open" class team).

There should be 3 or 4 participants in a team. The 3 best results of the team members in the individual program are used to calculate the result.

If a team member is unable to continue participating in the competition without having finished his performance, the points gained by him by that moment are taken into account when counting the points received by the team, but in such case the team has no right to replace that member.

A team member may be replaced only prior to the competition and upon notification of the replacement of the competition director.

The team has no right to replace a disqualified participant. His points will be taken from the results of the competition and will not be scored for the team.

Scoring cardboard targets shall be hit with at least one shot each, unless otherwise stated in the written briefing for the exercise.

If a hole in a scoring cardboard target, determined by the full diameter of the bullet, touches the line between the two scoring zones, or the line between the nonscoring border and the target scoring zone, or crosses several scoring zones, points shall be scored for the highest scoring zone touched by the hole.

Radial tears coming from a hole, determined by the full diameter of the bullet, do not count as a hit of a scoring or penalty target.

Holes in an enlarged cardboard target exceeding the full diameter of the bullet does not count as a hit if there are no visible signs of a hit at the edges (e.g. a carbon deposit at the edges of the hit left by the bullet). When counting this hit, the judge must ensure that the hole is not generated by ricocheted bullet or fragments of the destroyed bullet.

The minimum number of points per exercise is zero.

A contestant who has not fired a single shot at the front of each scoring target in the exercise will be awarded one procedural penalty for each unfired target and a corresponding number of penalties for misses.

No hit or penalty shall be awarded for the visible holes in a cardboard scoring or penalty target which are not clearly distinguished on the face of the cardboard scoring or penalty target or have been generated by a shot at the reverse side of this or other target.

Penalties and disqualifications

Procedural penalties. General rules

Procedural penalties are imposed if a participant fails to follow the procedure established in the written briefing for the exercise or for violating certain clauses of the rules.

The judge imposing such procedural penalties shall record their number and the reason for their imposition on the participant's record sheet.

Each procedural penalty subtracts 10 points.

A contestant disputing the imposition or number of procedural penalties may apply to the Chief Judge.

Penalties for violation of the procedure cannot be cancelled by subsequent actions of the participant.

Procedural penalties.

If a contestant touched with any part of his body the ground or an object outside the penalty line during the shooting, he will receive one procedural penalty for each such incident. If having overstepped a penalty line or touched an object outside the penalty lines an athlete did not fire a single shot, no penalty shall be imposed.

However, if a contestant gains a significant advantage by touching with any part of his body the ground or an object outside the penalty line when shooting at the target(s), he may instead be given one procedural penalty for each shot fired at that target(s). If having overstepped a penalty line or touched an object outside the penalty lines an athlete did not fire a single shot, no penalty shall be imposed.

If a participant violates the procedure, he will receive one procedural penalty for each such violation. However, if the violation gives the athlete a significant advantage, instead of one penalty he will be given one procedural penalty for each shot (e.g. one or more shots from the wrong firing position, firing state or from the wrong post).

When multiple penalties are imposed in the aforementioned cases, the number of penalties shall not exceed the maximum number of participant's scoring shots.

A participant who has not made a mandatory reloading will be awarded one procedural penalty for each shot fired from the moment it was detected and before the reloading is made.

An athlete who has dislocated one or more parts of the upper part of the "Cooper" tunnel when passing through it will receive one procedural penalty for each fallen part. No penalty will be imposed for upper parts of the tunnel that have fallen as a result of an athlete's pushing or hitting the side supports, or as a result of gunpowder gases effect or recoil.

A contestant who makes a move with his hands towards a weapon, loading device or cartridge, or moves to a more advantageous shooting position or post after the "Attention" command and before the starting signal will receive one procedural penalty. If the judge succeeds to stop him in time, the athlete will be given a warning for the first violation and will start the exercise again.

A contestant who has not fired a single shot at a scoring target will receive one procedural penalty for not shooting the target and a corresponding number of penalties for misses.

A participant who has left the firing position may safely return to it and fire again from that position.

Special penalty. A contestant who is unable to perform an exercise or any part of it due to an injury or physical condition may ask the Chief Judge for a penalty for violating the requirements of the exercise. It must be done before the exercise begins.

If the Chief Judge approves this request, he must impose a special penalty ranging from 1% to 20% which will be subtracted from the points he scored. It is to be done before the contestant starts the exercise

If the request for a special penalty is rejected by the Chief Judge, the standard procedure for imposing penalties is applied.

A contestant shooting over barriers 1.8 meters in height will receive one procedural penalty for each shot fired.

A participant who fires in automatic fire mode or "cutoff fire" (when more than one shot is fired by pressing the trigger once), provided that the weapon is switched to automatic fire mode, will receive a warning and a zero for exercise. In case this happens again, the participant will be disqualified.

Disqualification from the competition. General rules

A participant will be disqualified for security breaches or other prohibited actions during the exercise. When disqualifying a contestant, the judge shall write down the reason for the disqualification, the time and date of the disqualification in the contestant's record sheet or in the contestant's weapon card. The Chief Judge must be notified of the incident immediately.

The points of a disqualified contestant shall not be removed from the results of the competition and the results of the competition shall not be declared final by the Director of Competition until the time limit has expired, even if the Chief Judge wasn't submitted an objection to the Arbitration Committee on any matter.

Disqualification from the competition for an accidental shot.

The contestant who fired the accidental shot shall be stopped by the judge as soon as possible. An accidental shot is defined as follows:

- a shot fired above the front or side bulletproof bank or in any other direction stipulated in the description of the exercise as unsafe. If the bullet, after being fired by the participant at the target, goes in a safe direction (according to the rules) no disqualification will be applied.

- a shot that hits the ground closer than 3 meters from the contestant, except for a cardboard or hitting target placed closer than 3 meters from the contestant.

- a shot that happened while loading, unloading or reloading a weapon is considered accidental.

A shot fired when eliminating a weapon malfunction.

A shot fired when shifting a weapon from one hand to another or from one shoulder to another.

A shot fired while in motion, except when the contestant is shooting at a target.

If it is determined that the cause of the accidental firing is the breakage or defect of any part of the weapon, the participant shall be deemed not to have violated the provisions of this section and shall not be disqualified. However, his points for this exercise will be equal to zero.

The weapon must be submitted immediately to the Chief Judge, who will examine the weapon and take any necessary action to establish that the accidental firing was caused by a breakage or defect of the weapon.

Disqualification from the competition for unsafe weapons handling

Examples of unsafe weapons handling include, but are not limited to, the following:

- any manipulation with the weapon, other than within the designated security zone, or under the control or direct supervision of the judge, will result in disqualification from the competition.
- pointing the gun barrel away from the targets or intersecting it with standard or specified safety angles for this exercise,
- excluding the pointing of the gun barrel away from the targets within a radius of 50 cm from the legs of the participant when a safety indicator is being placed in the cartridge chamber
- dropping a weapon during an exercise, regardless of whether it is loaded or not.

A participant will not be disqualified if, during the exercise, he deliberately and safely places the weapon on the ground or on another steady object, provided that:

- the participant maintains constant physical contact with the weapon until it is safely and steadily placed on the ground or other steady object;
- the contestant constantly keeps a distance of no more than 1 meter from the weapon (unless the weapon is placed at a greater distance under the supervision of a judge to meet the starting position requirements);
- rifle is unloaded and its bolt is opened.

More examples of unsafe weapon handling:

- pointing the gun barrel at any part of the participant's body during the exercise.
- putting a finger inside the trigger guard during troubleshooting, when it is evident that the contestant turns the weapon away from the targets.
- putting of a finger inside the trigger guard during loading, reloading or unloading.

This section is not applied to a contestant who pulled the trigger to fire a blank shot, to close the bolt or to activate the cock when preparing for the start signal. If this weapon is fired in the process, the participant will be disqualified.

- putting a finger inside the trigger guard of the trigger while moving.

The participant is allowed to enter the safety zone carrying cartridges in the magazines, rapid loading devices fastened to the belt, pockets or a bag, provided that he does not physically take out the loaded magazines while in the safety zone.

- holding (taking) a loaded weapon without a special instruction from a judge.

Lifting a fallen weapon. A fallen weapon shall always be picked by the judge who, after checking and, if necessary, unloading the weapon, will hand it over to the athlete in a safe condition.

A participant who dropped a weapon or whose actions resulted in the falling of an unloaded weapon the exercise is not considered to have committed a security breach. However, an athlete who picks up a weapon fallen outside the exercise will be disqualified from the competition.

Disqualification from the competition for unsporting behavior

Participants will be disqualified for conduct considered unsporting by the judge. Unsporting conduct includes, but is not limited to: deception, an attempt to gain an advantage through unsportsmanlike means, foul language, failure to comply with the reasonable demands of the corresponding official of the competition, or conduct that may discredit the sport. The Chief Judge shall be notified of the fact of disqualification as soon as possible.

A contestant who, in the judge's opinion, deliberately shifts or loses the eye or ear protection in a bid to obtain a reshooting of the exercise and an advantage, will be disqualified.

Non-contestants may be sent off the shooting range for conduct considered unacceptable by the judge. Examples include (but are not limited to): failure to comply with the reasonable demands of the competition official, interference with the exercise or athlete's performance of the exercise, and any conduct that may discredit the sport.

Stage 3

The 3rd stage of the Competition - "Relay" is held on the route of 11000 meters, 2 crews from each state participate, the first crew passes the baton to the second crew (if the crew loses the baton, the crew must find it, if the crew does not find it, in this case it gets penalty time for each loss). Each crew runs one lap and overcomes a fire-obstacle course. The crews start at the same time in the order determined by drawing (of lots).

There can be two reconnaissance vehicles from participating countries on a route at the same time.

The first crew performs tasks similar to the first lap of the "Individual Race" stage and ends up overcoming the fire-obstacle course.

The second crew, after receiving the baton, prepares the external elements of the reconnaissance vehicle and performs tasks similar to the second lap of the "Individual race" stage.

At the site "Special treatment" the crew acts in the following sequence: the target covered with the flaming fire mixture (the crew (without a driver) unfolds ARS-14KM to extinguish fire with water jets, using a fire hose (50 mm in diameter and 20 m long) and a manual fire hose nozzle (SRK-50). The distance to the target from the established border is 12 meters). Then the crew conducts special treatment using an autonomous device APSO. The device is stowed on the vehicle in its usual place in a fully equipped condition. The APSO device is filled

up in advance with solution (water). The pressure within it is generated by the pneumatic system of the vehicle.

The NBC scout carries out the decontamination of the RHM vehicle by wiping it with an irrigated brush (device on shoulder straps behind the back).

After the exercise is performed, the field referee ensures that decontamination is complete by checking the absence of marker traces by sight and raises the corresponding flag.

At the command of the commander, the crew members occupy their regular places and the RHM vehicle proceeds to move along the established route.

After the special treatment, the crews proceed to move overcoming the following obstacles;

No. 20 - "Barrier and maneuvering section" ("shell-hole", serpentine, ditch, beam), "Water barrier" and No. 17 - "Passage with marked turns" up to the fire-obstacle course, where the contestants dismount and overcome the course as a part of their crews.

They cross the starting line of the course carrying their personal weapons, wearing gas masks, gloves and life jackets.

The first contestant overcomes the water barrier by moving along a stretched cable to the opposite bank, where he gets up on the pedestal and without touching the cable raises his hand up, which means a signal for the next contestant to start moving. Then takes off his life jacket and waits for the rest of the crew. Upon seeing the signal, the second participant begins to overcome the water barrier in the same sequence. The third participant starts moving after the signal is given by the second participant. If a crew member falls into the water, the crew member gets back on his own and starts to pass the obstacle again. If the crew member falls again, he reaches the end of the obstacle and raises his hand up, after which the other crew members continue to move. If the gas mask gets wet after falling into the water, it is to be replaced, for which spare gas masks are placed near the pedestal;

The first and second participants wait for the third participant and after he gets up on the pedestal and raises his hand up without touching the rope they start to overcome the elements of the fire-obstacle course moving in a flow-like manner (one after another).

The crew members overcome the fence;
overcome the crawling area in a low crawl manner;
run up the inclined stairs and run down the balance barrier;
jump over the trench;
overcome the rope net securing the leg on the opposite side no higher than the third horizontal row from the bottom of the rope net;
run across a log over the ravine;
overcome the barrel heap;
run through a burning winding passage;
run through the boom;
overcome the ravine across the swinging beam;
overcome the burning communication trench;

go up the stairs to the second floor of the destroyed building and jump out of the barred window opening;

the first and second participants wait for the third participant and finish as a crew, remove respiratory protection means.

After the last crew member of the first crew crosses the finish line, the crew commander hands over the baton to the second crew, which then moves to the site where the first crew left the reconnaissance vehicle, and overcomes all the obstacles in the same sequence as the first crew.

The time of the crew's passing of the route is counted from the command of the chief judge of the Contest to start the Contest stage until the last crew member crosses the finish line.

V. Medical support

Medical assistance is available 24 hours a day, 7 days a week, as needed.

Medical examination of the participants is carried out on the day before the competition, as well as immediately on the day of the competition 40 minutes before the start of the competition.

The reasons for refusal to participate in the competition for medical reasons may be:

having health complaints;

catarrhal conditions of the upper respiratory tract;

systolic blood pressure of above 145 mm Hg, diastolic blood pressure of above 95 mm Hg;

body temperature of above 37.2 C°.

The presence of a State representative and an interpreter is mandatory during the medical examination.

VI. Procedure for determining the winners and prizewinners of the contest

The winners and prizewinners of the Competition are determined by the decision of the panel of judges by the maximum number of points received by the team for all stages.

The winner among the crews is determined by the smallest sum of places received as a result of three stages of the Contest, taking into account the penalty time for non-fulfillment (violation) of established requirements (conditions).

The result of the team (two crews) is the total time spent on passing all the stages of the Contest. Based on this, the team takes an appropriate place in the rating table. Points are awarded to the team according to the received places.

An example:

Contest participants		stage 1 Individual race			stage 2 Relay race			stage 3 Fire training			Total points	Final position
		time	venue	points	time	venue	points	points	1 venue	points		
country 1	1 crew			5			5			5	15	1
	2 crew											
country 2	1 crew			4			4			4	12	2
	2 crew											
country 3	1 crew			3			3			3	9	3
	2 crew											
country 4	1 crew			2			2			2	6	4
	2 crew											

The team scored the highest number of points is considered the first. The team with the lowest number of points is considered the last. If during the counting of the results at one of the stages two teams turned out to have gained the equal number of points, the best team is the one with the prize position (1, 2 or 3). If the points of two teams are equal in the overall standings, the team which scored the most points in the relay is considered the winner. Based on this, the team gets an appropriate place in the ranking table of the Contest.

Final results of the Contest stages shall be drawn up in minutes, signed by the members of the Judge Commission and, after the minutes are approved by the Chief Judge of the Contest, brought to the teams of the Participating States.

VII. Procedure for filing a protest

A protest with regard to the results recorded at the end of the Contest stages, as well as the actions of the Contest judges and the Judge Commission, shall be submitted by a representative of a team of a Participating State by way of a written application to the Contest Judge Commission on the day of the Contest stage before the results are approved.

Photos and videos with the disputed moments (actions) requiring decision and consideration by the Contest Judge Commission shall be attached to the application, indicating the content of the disputed issue, time and place of the recording of the disputed actions.

Decisions on appeals containing protests shall be taken through open voting by the Contest Judge Commission and shall be drawn up in minutes which shall be communicated to representatives of the teams of participating states.

Each representative from the teams of the Participating States have the right to submit a "dissenting opinion" after the determination of the results.

**VIII. Procedure for determining
the winners and prizewinners of the contest**

Medals shall be awarded to the winners and prizewinners of the Contest in a solemn atmosphere, during the awarding ceremony, after the Chief Judge of the Contest has approved the final minutes of the Contest stages.

Head of the Department (of troops training) of the NBC Chief Directorate
The Armed Forces of the Russian Federation

Annex No. 1

For each error committed when performing the "Individual race" and "Relay" stages representatives of the judge committee add up the penalty time to the total time as follows:

certain elements of preparation of the vehicle for reconnaissance have not been done: the CHT-40 cartridge is not installed (10 sec for each), the PUZO is not set in the working position (1 min). Fence sign is not been installed (10 sec for each), antenna posts are not installed (10 sec for each section), communication for reporting readiness for conducting reconnaissance is not established - 30 sec;

for crossing the route dimension lines by the vehicle - 10 sec;

for bypassing an obstacle - 60 sec;

for intentional bypassing of more than two sites - disqualification of the crew;

for bypassing radiation reconnaissance, chemical control, sampling and special treatment sites - 5 minutes each;

radioactive source is not found, poisoning agent is not identified - 30 sec for each;

if the sampling procedure on the terrain is violated and the sample is collected less than half the volume – 20 sec each;

for failing to hit the designated site with the grenade - 10 sec for each grenade;

perimeter fence sign is not set - 10 sec for each sign;

the target at the special treatment site keeps on burning after the extinguishing works are finished - 90 sec;

traces of the marker are left on the target simulating NBC reconnaissance vehicle contamination with a toxic substance (the field referee who determines whether the decontamination is complete did not raise the corresponding flag) - 90 sec;

for falling from the mockup of the track bridge (crossing the bridge border with at least one wheel) - 10 sec;

for touching a mine in the mine obstacle - 5 sec each;

for touching the movable metal bar of the dimensions tunnel - 5 sec each;

for every knocked down pole - 10 sec;

if when overcoming the obstacle the backing was applied - 5 sec;

if a combat vehicle leaves the route, the crew shall be given 30 sec to return to the route, if the crew is unable to return the vehicle to the route the time shall be stopped, the tractor shall be called and the combat vehicle shall be evacuated to the start line and the race shall start again with 30 sec of penalty time;

for the presence of two (three) participants on one obstacle course at the same time - 20 sec;

for bypassing an obstacle - 60 sec;

failing to overcome an obstacle of the fire-obstacle course - 20 sec for each;

violation of the requirements for overcoming the fire-obstacle course - 10 sec;

touching the rope fence when crawling in a low manner - 5 sec;

losing the weapons, elements of uniform or equipment - 10 sec;
rendering assistance on the fire-obstacle course is only permitted in the section from the 2-storey building to the finish line;

security violation (moving with open hatches, taking samples or conducting reconnaissance without personal protective equipment) - 60 sec.

In case a crew member gets an injury, after which he cannot continue to perform, the Chief Judge stops the time count. The contestant is to be replaced by a substitute. The team goes through the stage from the beginning

The result of the crew is the total time spent on the route and the penalty time added up for errors.

Getting out of the vehicle in all cases shall be carried out with weapons and in individual protective equipment.

For objective assessment of the actions of the crew by field referees, the armour protection of the front windshields of combat vehicles must be in the open position.