

# **FNH USA • LEUPOLD**

## **LONG RANGE PRECISION COMPETITION**

***CO-HOSTED BY BALTIMORE WASHINGTON METROPOLITAN AREAS  
LOCAL, STATE AND FEDERAL LAW ENFORCEMENT AGENCIES***

***JUNE 7th - JUNE 11th 2010  
FORT GEORGE G. MEADE MD.***

***PROCEEDS WILL BENEFIT***

***SPECIAL FORCES ASSOCIATION FAMILY WELFARE AND THE NTOA***

For more information contact Sgt. Dan Weaver,  
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## SCHEDULE OF EVENTS

<u>DAY</u>	<u>TIME</u>	<u>EVENT / LOCATION</u>
Day #1	0730 – 0900 hrs.	Competitor Check-in / Squadding
	0930 – 1130 hrs.	All Competitors Range Control
	1200 – 1330 hrs.	100 / 500 Yard Zero Checks
	1330 - 1630 hrs.	Poker Shoot, Balls Tie Breaker Target Team Observation Exercise
Day #2	0730 – 0800 hrs.	Competitor Check-in / Squadding
	0800-0900	200 Yard Cold Bore
	0900-1200	Moving Target Phase 200 / 300 Yard Movers
	1200 – 1600 hrs.	Range Estimation Exercise
Day #3	0700 – 0800 hrs.	Stationary Phase Known Distance Briefing All Competitors 500 Yard Line Range #1
	0800 – 1500 hrs.	500 Yard Cold Bore Stationary Phase Firing 500 / 200 Yard Line.
Day #4	0700 – 0800 hrs.	Obstacle Course and Movement Phase Briefing, O-Course / Range #9
	0800 – 1700 hrs.	Obstacle Course (All Competitors) Obstacle Course and Movement Phase Exercise
Day #5	0700 – 0730 hrs.	Unknown Distance Briefing Phase
	0730 – 1230 hrs.	Unknown Distance Phase Firing Range # 10
	1230 – 1300 hrs.	<u>Range Personnel</u> – Secure range and Prepare for Awards Ceremony <u>Stat Personnel</u> – Compile final results and forward to Awards Ceremony <u>Competitors</u> – Secure Equipment and Travel to Awards Ceremony.
	1300 – 1600 hrs.	Awards Ceremony and after match catered Bar- B – Que. Location to be announced.

GENERAL INFORMATION  
AND  
MATCH CONDITIONS

**General Information**

The Long-Range Precision Competition will be conducted rain or shine. A maximum of thirty (30) teams representing various premier military and civilian law enforcement and special operations organizations from the United States and Canada as well as possible other foreign countries will be participating in this competition. This event is being sponsored by **FNH-USA and Leupold & Stevens** and is co-hosted by members of the Baltimore Washington Metropolitan Area Law Enforcement agencies at the Local, State and Federal level. Dates for this competition will be **June 7, 8, 9, 10, 11 2010**

Purpose

This competition is being conducted to provide five (5) days of marksmanship training for military and law enforcement Counter Sniper Teams. It also provides the opportunity for these teams to compete against rival teams of organizations in the field of high power rifle shooting. The Long-Range Precision Competition will provide the competitors with the chance to exchange ideas in the areas related to Counter Sniper operations. In addition, neighboring agencies will have the opportunity to meet with one another and discuss areas of mutual interest.

Participation

Participation is by invitation only. All teams have been selected according to their demonstrated interest in improving the expertise of their personnel occupying positions as Operational Counter Snipers / Snipers / Counter Sniper Instructors.

Entry Fee

A fee of **\$175.00** per team will be due no later than **May 24th 2010** with the completed entry form. This mandatory entrance fee should be in the form of a check or money order (**PURCHASE ORDERS WILL NOT BE ACCEPTED**) and will be used to cover the costs of the After Match Gathering, a catered affair at the Awards Ceremony on Day # 5 as well as expenses incurred during the match. This entry fee **must** accompany the entrance form for the team to be considered for the competition. Checks must be made payable to **I.C.S.T.C**

### Eligibility for Participation

Both team members must occupy positions as assigned counter snipers/snipers, sniper/counter sniper team leaders or instructors of counter sniper or sniper marksmanship. Team members should be volunteers and have operated together as a counter sniper/sniper team in the past. Both team members must be capable of exercising good sportsmanship. Team members should be in very good physical condition as well as being exceptional counter sniper/sniper marksmen.

### Team Composition

Teams will consist of two (2) members. Teams may elect to work as a shooter spotter team or shoot simultaneously on Moving Targets (Day 2) and Unknown Distance (Day 5). Both team members must fire on Known Distance (Day 3) and Obstacle Course (Day 4) to obtain maximum points.

### Substitutions

No substitutions will be permitted once the first round of competition is fired on day #1. Special circumstances will be considered by the Match Coordinator. The Match coordinator has final say on any substitutions or maximum allowable points a single shooter may obtain where inadvertent special circumstances exist.

### Event Squadding

Squadding for shooting events and for the Obstacle Course have been done according to the positive response of organizations invited to attend and compete. The letters received will be dated and numbered from one (1) to thirty (30) according to the order of arrival. Because of range restrictions and administrative shortages, only the first thirty (30) of the one hundred (100) teams invited will be permitted to participate. **Do not wait until the last minute to send in your entry, get it in early.** Any teams not chosen will be placed on stand-by status and contacted in the event that there is a cancellation. All teams invited, whether chosen to participate or not, will be notified as to their status.

### Withdrawal from Participation

**Teams must notify by telephone the Match Coordinator in the event that they will be unable to attend the competition by May 25th 2010 or their entry fee money will be forfeited.** Teams should also notify the Match Coordinator of any changes of personnel or weapons information as listed on the registration forms. It is important to inform the Match Coordinator ASAP of any changes in your team's ability to participate so that he may contact another team to participate, if necessary.

### Arrival and Departure Times

**All Competitors must be present and ready to compete on Days 2-5 no later than 0700 hours.** All competitors are asked to plan their departure from Fort Meade no earlier than 1800 hours each day. Transportation is the responsibility of the competitors. The closest large airport to Fort Meade is Baltimore/Washington International (BWI), approximately 12 miles away. There are taxi and Rent-a-Car services available at BWI. You will also find most of the larger airlines have flights to and from this airport. Transportation will not be provided and is the responsibility of the competitors.

### Competitor Check-In

**All competitors must check in on day #1 by 0730 hours at the Statistics (STAT) shack located adjacent to the range control building.** (See the accompanying map for directions.) Here you will receive your scorecards and additional information. You will also be required to sign a “Release to Hold Harmless Agreement” in order to compete. Those refusing to sign these forms will not be allowed to participate in the competition. At this point, you will be directed where to report for the first event. **PLEASE DO NOT BE LATE!**

### Squadding

All competitors will be squadded by match number, relay number and target number prior to receiving scorecards. It is the duty of the competitors to be at their assigned firing point and prepared to fire when their relay is called to the line. After the command, “Your preparation period has ended”, no competitor will be allowed to move to the firing line until the stage of fire during which the competitor has arrived is complete. He will not be permitted to fire this stage unless directed to by the Match Referee. The firing line will not be delayed by late arriving competitors.

### Parking

Competitors and your guests, please park only in designated parking locations while on Fort Meade. The Military Police will ticket you for parking on grassy areas. While you are down range for the 200 yard and 500 yard phase of firing, park behind the berm running parallel behind the 600 yard berm. On Day #4, during the Obstacle Course and Movement Phase, do not park in the parking lot below the obstacle course across from Ranges 7 and 8. This will be reserved for the vendor area.

### Billeting of Competitors

Billeting is the responsibility of the competitors. **Courtyard Fort Meade, 2700 Hercules Road Annapolis Junction, MD 20701, will be the hosting hotel for this year. Their phone number is 301-498-8400.** It is close to both BWI Airport and Ft. Meade Ranges. Let them know you are a competitor in the **FN-Leupold Sniper Competition**. The rate per room will be **\$ 119.00 per night. Don't forget to mention FN-Leupold Sniper Competition or you will not get this rate. Deadline for this rate is May 16<sup>th</sup>, 2010 and there are only 15 rooms available so you should call ASAP.**

### Security of Weapons

Security of weapons is the responsibility of the competitors. Ft. Meade will not provide weapons security.

### Gunsmith Support

Fort Meade will not provide gunsmith support during the competition. It would be a good idea to bring a back-up weapon or at least some key spare parts if possible. Team members should let the Match Coordinator know of your intentions to bring a back-up weapon. Teams should have their weapons in top operating condition prior to arriving on Fort Meade.

### Meal Service

Meals during the competitions must be provided by the competitor. Mess halls and bag lunches will not be available for the competitors. Because of the nature of the events of this competition, there may not be scheduled lunch times. Each competitor is responsible for insuring that those who want to eat a noon meal have made arrangements prior to the day's firing. Competitors are asked to bring sufficient amounts of fluids to meet your team's need during the competition. A catered meal will be provided on the final day prior to the awards ceremony for all competitors and volunteers; however guests or family members of the competitors if they choose to eat will be required to pay a fee for this service.

## Uniform for the Competition

The uniform for all military personnel will be either B.D.U.'s, jungle fatigues or O.D. green-type fatigues. Military competitors may also wear any special training uniforms or equipment. Law Enforcement participants should wear their organizational training or shooting uniform. For those LE agencies that wear military-type clothing, you should identify yourself as a civilian by wearing some type of distinctive item, such as an organizational cap, armband or shoulder patch. Athletic shoes are permitted for use during the Obstacle Course. Consider having available a dry, extra set of clothing and footwear in case the Obstacle Course is wet.

## Unit Colors

**Law Enforcement departments and military units are encouraged to bring their unit colors (gideons) for display on the range while firing.**

## Weather

Your team should be prepared for the worst weather conditions and hope for the best. Come expecting windy and wet shooting conditions. Once again, this is a rain or shine match!

## Award Ceremony

The Awards Ceremony will be conducted after the completion of competition on Day #5. The location for the Awards Ceremony will be announced at a later date. We would like to see all competitors present at the Awards Ceremony. Let the Match Coordinator know if you will be unable to attend, preferably before the end of Day #1, so that we can arrange for you to receive any awards that you may have earned before you depart Fort Meade. The dress for the Awards Ceremony will either be your competition attire or neat civilian clothes. Guests are invited to attend the Awards Ceremony.

## After Match Gathering

An after match gathering, complete with food and drink, will be conducted for all competitors, and match personnel immediately after the conclusion of the Awards Ceremony. Team match entry fees will cover the cost of this gathering. Please plan to attend. Competitor's guests will be charged a small fee to eat at the awards ceremony if they choose to do so.

### Duties of Competitors

- a. It is the responsibility of the competitor to insure that he/she is on time and at the correct location for scheduled events.
- b. Each competitor will be required to perform certain unattractive duties during the course of the competition such as scoring, target manipulation, target repairs, and cleaning up after oneself while on the ranges. Conducting a match like this would be impossible without the cooperation of all persons involved, especially the competitors.
- c. Competitors who decline their duties as mentioned above will be disqualified from the remainder of the events of the competition. The Match Coordinator reserves the right to make this decision.

### Visitors and Spectators

Family members, friends, and business associates are welcome to attend the different phases of the competition to include the Awards Ceremony. They must, however, be aware of the need not to interfere with the conduct of said events in any way. Competitors are fully responsible for their guests while they are visiting Fort Meade. Remind you guests to have a valid photo I.D. **All visitors must report directly to the Stat Shack located adjacent to the Range Control building immediately after entering Fort Meade for directions to the site of actual competition. DO NOT DRIVE ONTO THE RANGES WITHOUT INSTRUCTIONS.**

### Match Bulletin

A Match Bulletin, complete with final standings, team and individual scores, and further information will be e-mailed to all participants within sixty (60) days after the completion of the competition. A running account of scores and standings will be posted on the scoreboard located outside of the Stat Shack for the competitors' benefit.

### Rules Governing Firing and Scoring

- a. **THIS IS A NO ALIBI MATCH!** If you experience any form of malfunction or misfire, you will attempt to remedy the problem and finish the stage of fire. Do not wait for a command from a range official. Rounds not fired by the shooter during the allotted time limit OR during the prescribed target exposure are scored as a (M) miss. You will not be given an additional exposure to catch up. Mechanical failure or other circumstances out of the shooter's control will be decided on a case by case situation once all information has been collected.

b. General conduct of the match, target scoring, excessive or insufficient hits on the target, tie breaking, etc. will be governed by N.R.A. High Power Rifle Rules. The Match Referee has final say in such matters.

#### Point of Contact

For more information or assistance your point of contact is the Match Coordinator, Sgt. Dan Weaver, Maryland State Police, 410-382-4823, [dweaver@mdsp.org](mailto:dweaver@mdsp.org)

You can check for any updates on the match at [\*\*www.fnhusa.com\*\*](http://www.fnhusa.com) or [\*\*www.leupold.com\*\*](http://www.leupold.com)

#### Emergency Telephone Numbers

Range Control Office – (301) 688-4775

Use this number in case of emergencies to contact a competitor or the Match Coordinator during the competition dates only.

#### Changes

Insignificant changes to this information or details of the various events are subject to change without notice. Changes that are significant in nature (relative to times, places, equipment required, targets or range cancellations, etc.) will be forwarded to the competitors prior to the beginning of the competition.

## **EQUIPMENT NEEDED**

### 1. Weapon

Team members may both fire the same weapon although a separate weapon for each shooter is highly recommended. The weapon used on Day #1 must be used on Days #2, #3, #4, and #5 – NO EXCEPTION!

Competitive weapons should possess the following characteristics:

- Operate safely
- Provide the shooter a high degree of consistent accuracy
- Possess an optical sighting device
- Have a maximum effective range of at least 800 meters
- Have a total ammunition capacity of a least five (5) rounds (four in magazine and one in the chamber is acceptable) and be manually or semi-automatically operated.
- Be in .30 caliber or smaller. **(NO MAGNUM RIFLES)**

### 2. Ammunition

Ammunition will not be supplied for the competition. The competitor must supply his/her own ammunition. Each shooter will expend roughly 100 rounds during the courses of fire. All shooters should bring along at least 50 rounds of extra ammunition in case of refire or misfires. Ammunition should be of the same caliber, type, lot, origin, manufacture and quality. Maximum range of the ammunition you bring must not exceed the range limitations of Fort Meade's impact areas. That distance is 4800 meters. Projectiles will be ball type only, including hollow points. No armor piercing, tracer, etc. If you are in doubt, telephone the Match Coordinator for judgment. Your teams will not be allowed to compete if your ammunition fails to meet the above listed requirements.

### 3. Spotting Scope/Binoculars

The devices will be used to spot impact of rounds on target during firing and to observe weather effects. They should possess the capabilities to see 1 inch spotters on targets up to 600 meters away. Spotting scopes should be small enough to be easily carried inside a large military ruck sack and must not weigh in excess of fifteen (15) pounds. It is acceptable for the "spotter" to use his/her scoped rifle for spotting. This weapon, however, must remain clear and unlocked at all times. Chamber empty indicators are suggested. If the rifle's scope is used as a spotting optic, the rifle must be even with the line of fire.

4. Shooting Mat

These items may be the competitive type with padding or simply a ground cover such as a poncho or blanket. This mat will only be used while firing on Range 1. The mat may be used only as a flat ground-shooting mat and not for any additional body support.

5. Bipod or Some Type of Shooting Support

Used **for prone firing only**. Examples: rucksack, sandbags, shooting fork, bipod or tripod, to name a few.

6. Ear/Eye Protection

Ear protection is required while firing on Fort Meade's ranges. Those team members without ear protection will not be allowed on the firing line. Earplugs or muffs are both acceptable. There are no exceptions to this policy. Eye protection is not required but should be seriously considered for obvious reasons.

7. Related Shooting Equipment

These items are not required but again should be considered: elbow pads, recoil pads, sling, rain gear, cleaning equipment, shooting glasses, etc. For the Obstacle Course, running shoes, elbow/knee pads, and gloves are recommended. **No shooting jackets during any of the events.**

8. Supplies

The sponsors of the Match and the support personnel WILL NOT be able to supply weapons, ammunition, equipment or related items to any competitors before or during the competition.

9. Prohibited Equipment

Any mechanism or device that allows verbal or non-verbal contact from the competing team members to non-competing individual is prohibited. The competing counter sniper team will not utilize coaching from outside the two-man unit, in any form. Also, the range finding devices or lasers are strictly prohibited. The use of the Mil-Dot reticle is permissible and suggested. **NO SHOOTING JACKETS OF ANY TYPE.**

## RANGE SAFETY

1. Safety is the responsibility of all competitors and Range Officers. Safety is the first concern during this competition.
2. The following unsafe acts can lead to disqualification:
  - A. Loading or discharging any weapon before the command “load” has been given.
  - B. Having a firearm outside the box or case without the action opened, magazine removed or opened, and the weapon not facing up and down range except during the prescribed preparation period on the firing line and after the command “load” has been given.
  - C. A firer not clearing a weapon immediately upon command “clear all weapons” or when directed to do so by a Range Officer.
  - D. Handling any weapon while anyone is down range.
  - E. Any other action, which endangers other personnel on the range.
3. A loaded firearm, for the purpose of this match, is defined as follows.

“ A live round present in the chamber or in an integral or detachable magazine that is attached to the weapon. ANY weapon loaded or unloaded not on “safe”. Any weapon outside a carrying case without the action and magazine open or removed.”
4. Match officials are responsible for enforcing range safety. The Match Referee has final say in safety related disqualifications.
5. Subsequent violations of safety procedures will result in disqualification of the Match Referee chooses to issue a warning for the first offense. NO second warning will be given.

## AWARDS DISTRIBUTION

In addition to the commemorative Match T-shirts and hats that each participant will receive, the following awards will be presented to the top finishers in their respective categories:

<u>MATCH</u>	<u>MATCH TITLE</u>	<u>AWARDS</u>
201	Poker Run	Team Trophy 1st, 2nd, 3rd
202	Observation Exercise	Team Trophy 1st, 2nd, 3rd
203	Moving Targets	Team Trophy 1st, 2nd, 3rd
204	Cold Bore 200, 500 yard	Team Trophy 1st, 2nd, 3rd
205	Range Estimation	Team Trophy 1st, 2nd, 3rd
206	Stationary Phase	Team Trophy 1st, 2nd, 3rd
106	Stationary Phase Individual	Individual Trophies 1st – 5th
207	Obstacle and Movement Phase	Team Trophy 1st, 2nd, 3rd
208	Unknown Distance	Team Trophy 1st, 2nd, 3rd
209	Overall Aggregate Scores	Team Trophy 1st – 5th

Teams will receive 30 points maximum for the first place finishers, 29 for the second place, 28 points for third place, etc, for the overall aggregate of high overall team.

In addition to the aforementioned trophies, the following prizes will also be awarded:

### Prizes

**FIRST PLACE – Two FN SPR A-3G Rifles with Leupold Optics**

**SECOND PLACE – Two FN SPR A-1 Rifles with Leupold Optics**

**THIRD PLACE- Two FN TSR XP Rifles with Leupold Optics**

**FOURTH thru THIRTIETH PLACE – Misc. prizes provided by vendors in attendance at the competition.**

## Courses of Fire Description

### Poker “Run” Shoot

**Required Equipment:** Rifle, hearing protection, 6 rounds of ammunition (5 rounds for a poker hand and one round for the Ball Tie Breaker Target)

**Suggested Equipment:** Sandbag, Rucksack, Water

**Total Time:** 45 minutes

**Total Distance:** Approximately 3.5 miles

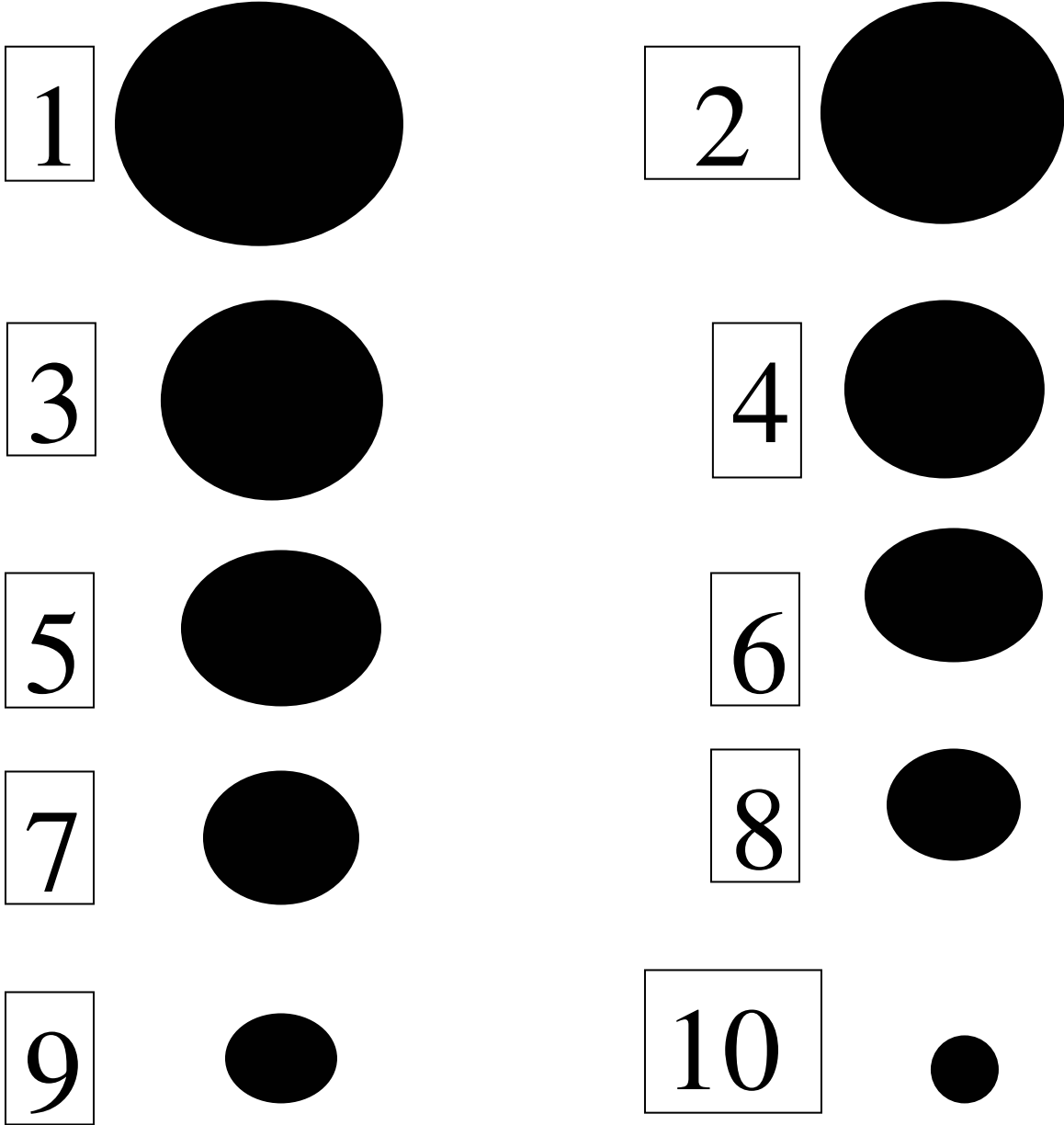
**Discipline:** Team’s Physical Endurance, Observation, Accuracy, Planning for your abilities

You can use any equipment you deem necessary but you must carry it with you. The only item that can be left behind at the firing line is your spent brass.

- Team event scored on the poker card target, best 5 card poker hand. A straight royal flush being the best hand.
- Prior to the course of fire, shooter will place 5 cartridges into a labeled zip lock baggie. All baggies will be placed on a monitored table 100 yards from the firing line. An identifier such as unit patch should be placed in the baggie for quick identification.
- Shooters and their equipment will begin the course on the road behind the 200 yard line. On the start, shooters will run in a clockwise 1 mile loop, staying on the road, to the table containing the previously labeled baggies of cartridges.
- Shooters will identify their bag and obtain “2” cartridges. **DO NOT LOAD UNTIL YOU ARE BACK AT THE FIRING LINE.** The shooter will obtain a position at the 100 yard line in front of **their** target.
- Once the shooter’s rifle is grounded at the 100 yard line, the shooter may load and fire on his target. Poker targets and the Ball Tie Breaker Target are labeled by your squad number. Shooters will continue this sequence firing 2 rounds at the end of the first loop, 2 rounds at the end of the second loop and finish up with 2 round fired on the third loop for a total of 5 rounds fired.
- 5 of you shots are to be fired at the poker target, 1 of your shots will be fired at the Ball Tie Breaker Target. If more than the prescribe impacts are found on either target, the highest value will be subtracted.
- Shooters must make sure the rifle is in a safe condition prior to leaving the firing line. (Weapon on safe, bolt locked to the rear) Any safety infractions will result in a 30 second penalty.
- Shooters with the endurance to have fired their 6<sup>th</sup> round will run to the “Time Keepers Station” located around the 150 yard line. Time will be used as a tie breaker for the highest hand.

- At 45 minutes the course of fire will end. Shooters with less than 6 shots on target will still receive a poker hand score but at an obvious disadvantage.

Shrinking Ball Tie Breaker Target Example



## **OBSERVATION EXERCISE**

### **1. Date**

This exercise will be conducted on Day #1

### **2. Purpose**

This phase of the competition will test the individual sniper team's communication capabilities while optically scanning a certain area for 1 hour. The observation area will contain 10 items. The team will scan and **memorize** as much information about the objects during the 1 hour observation time. The team will answer a 20 question test consisting of multiple choice, True / False or fill in the blank. The time limit for the test will be 20 minutes. This phase is similar to a KIMS Game in that you will be tasked with recalling information from the observation area. Competitors will not be allowed to hand, voice, photograph or otherwise record anything during the observation phase. The competitors are free to record anything written once the 20 minute test time has begun. The use of anything other than a pen or pencil during the test is prohibited.

### **3. Location**

Undisclosed location that will be given to competitors on day of event.

### **4. Targets**

Miscellaneous objects.

### **5. Maximum Possible Points**

**500 points per team.** This phase of the competition will require teams to take a written test after their observation exercise has ended. The written examination will consist of twenty questions that team members will have to answer in a 20 minute time period. Each question will be worth 5 points for a total of 100 possible points. Five additional bonus questions will be asked to eliminate any ties. Keep in mind that this is an awards event and that it will contribute to each team's overall aggregate score for the entire competition along with trophies for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

### **6. Time Of Event**

There is a 1 hour observation period and a separately timed 20 minute written test segment. This event will be conducted in 2 relays.

## **7. Course Conduct**

Once this exercise has started under no circumstances are team members allowed to talk or converse to anyone except to their own team member or the match coordinators. This is an individual team event and will be strictly monitored for any teams exchanging information.

## **8. Equipment Required for Exercise**

Teams may use spotting scopes, binoculars and / or rifles with scopes. **NOTE Under no circumstances will cameras be allowed or any other type of recording devices or hand written materials. No range finding devices are allowed during this exercise with the exception of Mil-Dots or a range finding reticle in the rifle or spotting scopes. The use of a Mil-dot master and / or a calculator is allowed during the observation phase only.**

## **9. Tie Breakers**

Ties will be broken for teams that have the same score after the exercise by the following factors listed below and the sequence that they are listed.

1. Number of bonus questions answered correctly
2. Shrinking Ball Target
3. Closest cold bore target from the 200 yard exercise

## MOVING TARGET PHASE

### 1. Date

This match will be fired on Day #2 beginning at 0800 hours.

### 2. Purpose

- a. Each competitor fires a cold bore shot on a 1 moa target for a possible 100 points
- b. Moving target, this phase of firing tests team's abilities to engage moving targets at 200 and 300 yards at a walking speed. Also it allows individuals from all teams to compete against one another.

### 3. Location

Range #1 Known Distance Range.

### 4. Targets

- a. 200 yard cold bore ringed target, center ½ moa ring worth 50 points
- b. Modified B-27 type targets. Targets will be reduced on each side simulating a walker (approx. 12 inches wide), X, 10, 9, 8 ring will be exposed.

### 5. Total Rounds Fired Per Team

(2) cold bore shots, each shooter fires a cold bore shot  
42 rounds per team total

### 6. Maximum Possible Points

400 points per team

### 7. Range Conduct

All teams will be squadded prior to receiving scorecards. Squadding will be done by a random drawing to determine the order that the teams will fire in. One team shoots at a time the entire sequence of fire at the 200-yard line. During the teams two minute prep time, each shooter will make ready to engage a cold bore target identified by their squad number with **one round each**. At the command, "your prep time has ended" a command to fire will be given. The competitors will have 1 minute total time. During that one minute period each competitor will engage the cold bore target identified by their squad number, one shot each. The competitors will immediately make ready for (2) exposures from right to left and (2) exposures left to right on a moving target. After the first team completes firing from the 200-yard line, the second team will begin firing after targets are

changed etc. etc, until all 30 teams are finished. This sequence will then be repeated at the 300-yard line, less the cold bore shot.

## **8. Movers Course of Fire**

All firing for the moving target phase will be from the 200, 300 yard lines. The firing will be done from the prone position, with support only coming in the form of bi-pods, shooting forks, rucks or sandbags etc. Total rounds fired per team will be 40 rounds, 20 being fired from the 200-yard line, and 20 from the 300.

There is one stage at the 200-yard line.

- A. Each team will be given 2 right to left exposures and 2 left to right exposures for this stage. Both members will fire on the same target at their own pace with the distance of travel being approximately 125 to 150 feet for each exposure. It is important that the team fire a total of 20 rounds combined during these four exposures. At the end of the course of fire the targets will be replaced and scored with a maximum possible of 20 hits, with each hit being worth a maximum of 10 points each.

There is one stage at the 300-yard line.

- B. This phase will be exactly like the 200-yard line phase except from 300 yards.  
**Scoring will be done the same as the 200-yard line.**

## **9. Preparation Time**

A one-minute prep time will be given to each team prior to firing to get into a good prone position. No exposures will be run during this prep time.

## **10. Scoring Procedures**

The value of each shot varies according to its placement on the modified B-27 target. The maximum value will be 10 points and the minimum value will be 8 points, **with misses being those shots not striking the silhouette in one of these point values.**

## **11. Rules Governing Firing and Scoring**

**THIS IS A NO ALIBI MATCH!** If you experience any form of malfunction or misfire, you will attempt to remedy the problem and finish the stage if fire. Do not wait for a command from the range official. Rounds not fired by the shooter during the allotted time limit or during the prescribed target exposure are scored as a **MISS....**

## **RANGE ESTIMATION AND OBSERVATION EXERCISE PHASE**

### **1. Date**

This exercise will be conducted on day #2 following the moving target phase.

### **2. Purpose**

This phase of the competition tests the individual team's knowledge of judging various distances of different objects that will be randomly placed in a designated area from 50 to 1000 yards.

### **3. Location**

Undisclosed location that will be given to competitors on day of event.

### **4. Targets**

Various types of objects a sniper could expect to encounter in an urban sniper position.

### **5. Total Targets Per Team**

10 objects at various distances

### **6. Maximum Possible Points**

This phase of the competition will be scored differently than the rest of the events because of this being a non-shooting event. Teams will be judged and given point values for each target estimated correctly within **Plus or Minus** 25 yards in numerical order from numbers 1 thru 10. Target # 1 will be the closest to the competitors. **Teams will be allowed to pass on (1) target in sequence if they are not sure of the distance, however after any additional miscalculations additional points scoring ceases once their team fails to estimate the next target within the 50-yard parameters.** There is a maximum score of 1000 points for this event however keep in mind that scoring will stop once a team fails to negotiate the proper distance parameters on more than one target. **If a team does elect to "pass" on a target they will not get credit for that target but may continue to accumulate points if longer distance targets are estimated correctly.** Keep in mind that this is an awards event and that it will contribute to each team's overall aggregate score for the entire competition along with trophies for 1<sup>st</sup> 2<sup>nd</sup> and 3<sup>rd</sup> place finishers.

## 7. Time Of Event

45 minutes maximum total time to judge distances of 10 objects and.

## 8. Course Conduct

Once this exercise has started under no circumstances are team members allowed to talk or converse to anyone except for their own team member or the match coordinator. This is an individual team event and will be strictly monitored for any teams exchanging information.

## 9. Equipment Required for Exercise

Spotting scopes, Rifles with scopes, Note pads, Pen or pencil, and any other equipment needed for this exercise to complete.

**NOTE Under no circumstances will any type of range estimation devices be allowed for this event with the exception of Mil-Dots in your rifle or spotting scopes. Due to terrain features or obstructions competitors have found it difficult to obtain a direct line of sight on all targets from the prone position.**

## 10. Scoring and Points Breakdown

All competitors will be required to engage and estimate the distance **PLUS or MINUS** 25 Yards to target # 1 closest to them prior to going onto and getting credit for target #2. **Teams will get (1) free pass however they will not get credit for that target.** Teams will continue this sequence on targets # 2 thru # 10 and will continue to get credit for the next target until their team does not estimate the correct distance **PLUS or MINUS 25 Yards.** Even though teams will engage all ten targets and estimate the distance their total score will end once they fail to estimate that numbered target and they have used their (1) free pass. Targets will have different point values from 25 to 200 points depending on the distance of the target. Those targets of greater distance will have higher point values than those that are closer.

## 11. Bonus Feature

This year competitors **may** elect to obtain the description and size of the targets by running to a station approximately 3/4 mile from the range estimation exercise. At this monitored station the **two man team** will receive an envelope containing the sizes of the targets. This is extremely valuable information when using the Mil dot reticle for range estimation. **The optional run will take place during and be part of the 45 minute total time allotment.** Teams may want to view the targets and terrain before deciding if they will run to the size station. This is permitted but will part of the 45 minute time allotment as well. If the competitors choose to run to the range size station they must run as a team and carry all the equipment they will use during this event.

The sizes and description of the targets will be printed in a small light colored font, however, the security of this information is the responsibility of the team that ran for the measurements. Sharing this information is prohibited and is grounds for disqualification.

Caution: The score card must be in the hand of the designated match official at the end of the 45 minute time allotment to receive a score. Example: A team may elect to mil or estimate the targets first and then run to the size station which is  $\frac{3}{4}$  mile away from the designated line official. The score sheet must be back in the hands of the designated line official at the 45 minute mark regardless of your technique or strategy.

## **12. Procedures for Tie Breaking**

Ties will be broken for teams with the same score after this exercise by the following factors listed below and the sequence that they are listed.

1. By not using their **FREE PASS** on any of the targets.
2. By combining the total yardage of all creditable targets distances given by that team and being the closest to the actual distance for those targets.
3. By combining the total estimated distance on the last creditable target being the closest to the actual distance.
4. If teams are still tied after using the procedures listed above, then these teams will compete in another range estimation exercise guessing the distance of three designated targets and giving the total of the three combined yards.

## **STATIONARY PHASE**

### **1. Date**

This match will be fired on Day #3 beginning at 0700 hours.

### **2. Purpose**

This phase of firing tests the individual's and each team's stationary marksmanship ability as well as their expertise in dealing with weather effects, multiple targets, reloading techniques, and overall cohesiveness as a Counter Sniper Team. Also, it allows individual teams to compete against one another.

### **3. Location**

Range #1 – Known Distance Range.

### **4. Targets**

1. 500 yard cold bore ringed target, center moa ring worth 50 points points total, larger rings worth progressively less points.
2. Anatomical type man target with various point values. **Target shown as sample is not necessarily the exact type target**

### **5. Total Rounds Fired Per Competitor**

(2) cold bore shots, each shooter fires a cold bore shot  
102 per team total (50 each shooter at Anatomical Man target and 1 each at the Cold Bore Target)

### **6. Maximum Possible Points**

1. Cold Bore Target 100 Points
2. Anatomical Man 500 points per shooter; 1,000 points per team.

### **7. Range Conduct**

All teams will be squadded prior to receiving scorecards. Squadding will be done by a random drawing. The teams from 1 to 10 will be on relay #1. All remaining teams will be on relay #2 AND #3.

Relay #1 teams will fire first from the 500-yard line. The teams on relay #2 will be on deck and relay #3 will become scorers and pit personnel. One man will work the target in the pits while his teammate scores the target monitored by a scorekeeper at their target frame.

Once the first member of the team completes firing the 500-yard line, he becomes the spotter for his teammate who then becomes the firer. Once this second man fires the 500-yard line, the second relay moves to the firing line to become the firing team. The first relay team will then score and pull the pits for the second relay when they fire the 500-yard course. Relay #3 leaves the pits and will be on deck.

Once both members of the second and third relay fire the entire 500-yard course, the first relay moves to the 200-yard line to begin firing the course there. Again, the second and third relay becomes the scorers and target pullers.

After the first relay completes firing the 200-yard phase, the second and third relay will fire the 200-yard phase, thus completing the Stationary Course of Fire.

Throughout the course, the man acting as spotter is allowed to give corrections to the firer. He may in fact, help the shooter with almost anything as long as he does not disturb other teams on line and he does not endanger himself or others on the range through an unsafe act. He cannot fire for his teammate, block the wind or make any type of body contact.

## 8. Course of Fire

All firing in the Stationary Phase is done from the 200 or 500-yard lines. The firing position at the 500 will be prone. The positions at the 200 will be standing, sitting and kneeling. **Support may come in the shape of a bipod, shooting fork, sandbags, or rucksack only at the 500 yard line in the prone position. No artificial support may be used during the Standing, Sitting or Kneeling phases with the exceptions of a single shooting sling attached to the rifle. No shooting jackets of any type will be permitted. Shooters may not arrange duty belts or equipment vest in a manner to support the arms or rifle.** Your team is free to use binoculars, spotting scope, shooting mat, or any related equipment you would normally utilize during firing as long as all equipment does not exceed the restrictions described earlier. For additional information on equipment, see the section entitled “**Equipment Needed**”.

Total rounds fired per man: 51  
1 round at the Cold Bore Target  
30 rounds fired at the 200-yard line  
20 rounds fired at the 500-yard line

There are two stages of fire at the 500-yard line:

- A. Cold Bore - Prone, 1 Shot each shooter on MOA cold bore target, one minute time limit, target pulled.
- B. Slow Fire – Prone, 500 Yard Line  
20 rounds fired in a 20-minute time limit. Score after each round.

There are four stages of fire at the 200-yard line:

- A. **SLOW FIRE** – Sitting 200 yard line:  
10 rounds fired in a 10-minute time limit. Scored after each round.  
**ELBOWS IN CONTACT WITH LEGS OR KNEES, AND STOCK IN SHOULDER**
- B. **SLOW FIRE** - Kneeling  
10 rounds fired in a 10-minute time limit. Scored after each round.  
**FRONT FOOT FLAT ON GROUND, AND STOCK IN SHOULDER.**
- C. **SLOW FIRE**- Standing  
10 rounds fired in a 10-minute time limit. Scored after each round. A 5 minute grace period will be incorporated into the 3 strings of fire for a total time of 35 minutes at the 200 yard line.

## 9. **Preparation Time**

A two-minute preparation period will be given prior to the start of actual firing. This time is the only time you may dry-fire your weapon. Once the command, “Your two minute preparation period has ended” is given, all firers should clear their weapons and await the command to load. Do not load until the command is given. Stragglers will not be permitted to enter the firing line once the command to load is given.

## 10. **Scoring Procedures**

The value of each shot varies according to its placement within the silhouette’s scoring sections. The maximum value for each shot is ten points. The minimum scorable shot would be that of a “1”. Misses would be those shots failing to strike a scoring section. See the attached diagram of the silhouette target, their arrangement on the target frame, and for more information on scoring.

## 11. **Duties of Target Puller**

Those competitors tasked with pulling targets in the pit area will be responsible for knowing the following operation procedures:

- A. Take all your commands from the Pit Official.

- B. Use dark side of spotters on light background and light side of spotters in dark portion of silhouette. Use the same contrast methodology when applying repair pasters to cover holes after scoring.
- C. During “Slow Fire” stages, you will pull the target down and score the shot as soon as you see a hole in the target; place a spotter in the new hole; cover any old holes with a repair paster and raise the target back up for the next shot. During Slow fire, you will also chalk in the shot value on the chalk board on the target frame.
- D. Be alert when you work the targets and do the job as well as you would want it done for you. This will make the competition run smoother.  
**Note:** A demonstration will be provided before the start of firing.

## **12. Duties of Scorer**

The pit official will confirm position and competitor name with the volunteer scorers and the line official. Those volunteer officers tasked with scoring are responsible for correctly filling out scorecards by observing the impact of each round on the target(s) from the pits. It is important that the scorers be familiar with the procedure for scoring and they rigidly adhere to these rules. Score only those shots that you can see in the scoring rings. If you have a question as to the value of any shot, ask the pit official for a judgment call.

If the black “grease ring” that surrounds the rim of the bullet hole touches the line separating the scoring rings, that shot is scored as the higher of the two point values. Example: If the grease ring of a bullet hole in the 9 ring touches the line separating the 9 and 10 ring, this shot would be scored as a 10. The benefit of the doubt is always given to the shooter so if it is too close to call; assign it the value of the higher scoring ring. Misses will only be scored as “M”, not “0”.

It is the responsibility of the scorer to total each stage of fire and the match total. Once totaled, the scorer must sign the card at the bottom. The firer will then check scoring and addition to insure that it is correct. He will also insure that all information blocks are filled out completely. The firer will sign the scorecard **ONLY** after he is confident that the scoring was done correctly. Once this is done, the firer will turn the card in to the designated statistical officer located on the firing line.

**NOTE:** A demonstration of the proper scoring procedure will be given prior to the beginning of firing.

## **13. RULES GOVERNING FIRING AND SCORING**

- A. **THIS IS A NO ALIBI MATCH!** If you experience any form of malfunction or misfire, you will attempt to remedy the problem and finish

the stage of fire. Do not wait for a command from a range official. Rounds not fired by the shooter during the allotted time limit OR during the prescribed target exposure are scored as a miss (M) and cannot be refired during other target exposures.

- B. General conduct of the match, target scoring, excessive or insufficient hits on the target, tie breaking, etc. Will all be governed by N. R. A. High Power Rifle Rules. The Match Referee has final say in such matters.

#### **14. Challenges and Protests**

Challenges will be directed to Range Officials. Challenges will be accepted only when done according to N. R. A. rules. The cost to the individual making the challenge is \$10.00. All money collected will be turned over to ICSTC. Receipts will be issued by the Match Referee once the challenge has been rectified. Challenge time ends thirty (30) minutes after the last round of the day if fired.

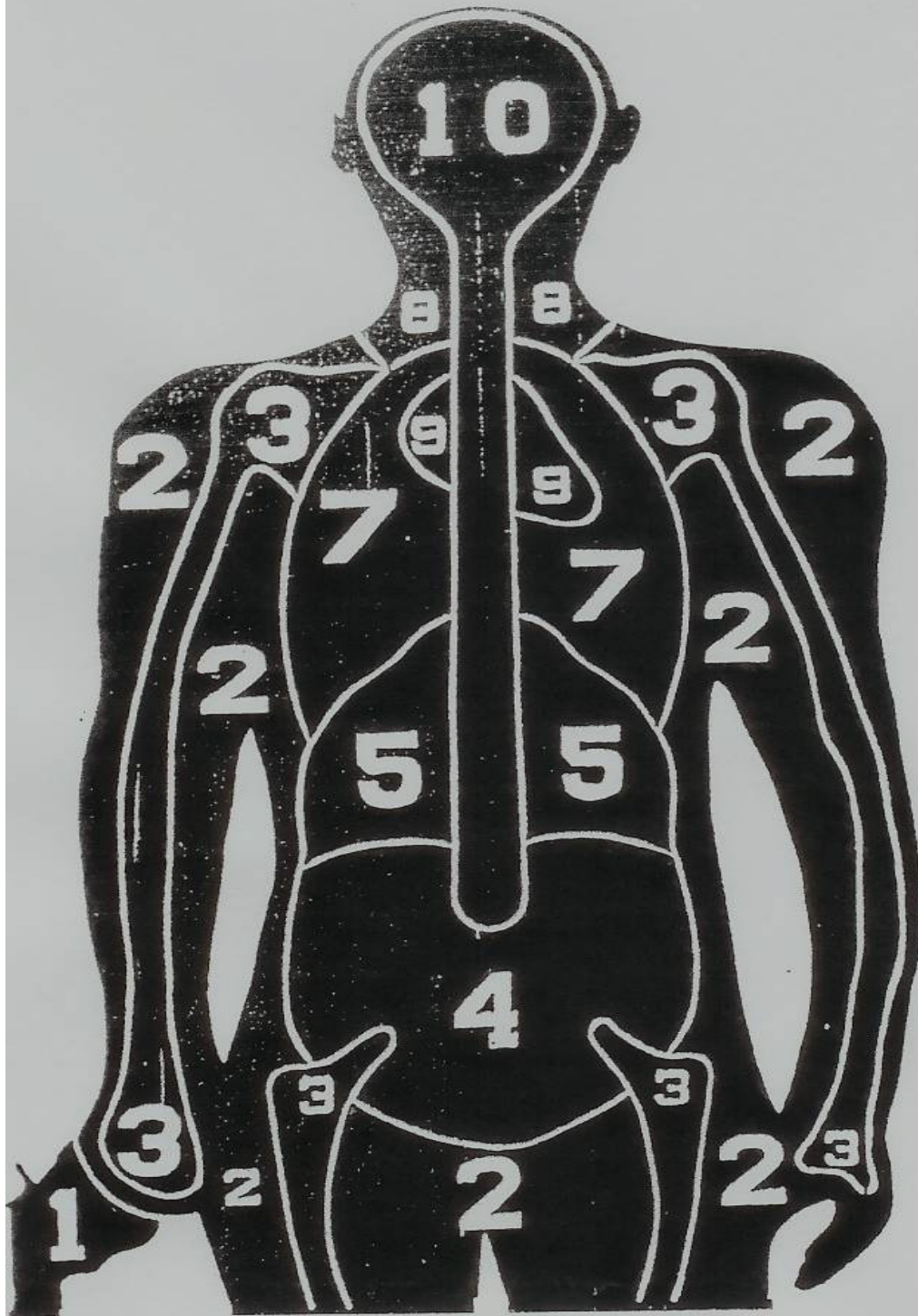
Protests will be directed to the Match Referee. Protests pertaining to eligibility of competitors, scoring errors, unfair advantages of one team over another, match conditions or denied challenges where an appeal is desired. All protests must be in writing. They will be responded to in writing. Resolutions by the Match Referee are final.

Competitors are urged to keep good sportsmanship in mind before challenging or protesting. Protest time ends twelve (12) hours after the occurrence in question took place.

**NOTE: AT THE TIME OF THIS MATCH PROGRAM BEING WRITTEN THE MATCH DIRECTOR HAS DECIDED TO GIVE AWAY A FIREARM FOR THE HIGH INDIVIDUAL SHOOTER AS WELL. AS NOTED IN THE AWARDS DISTRIBUTION. IN THE PAST A FIREARM HAS BEEN GIVEN TO THAT INDIVIDUAL.**

STATIONARY PHASE

TARGET



23

## COLD BORE 200, 500 YARDS

1. Date

Calculated after the stationary phase is fired on Day #3

2. Purpose

Test the Counter Sniper Team's ability to accurately engage limited sized targets on a cold bore.

3. Location

Ft. Meade Range 1 on Day 2 prior to the Moving Targets and Day 3 prior to the 500 yard engagements.

4. Maximum Total Points

100 points on Day 2 and 100 points on Day 3 (200 total team points)

5. Course Conduct

See Moving Targets and Stationary Phase for more information as this is a split event.

6. Course Explanation

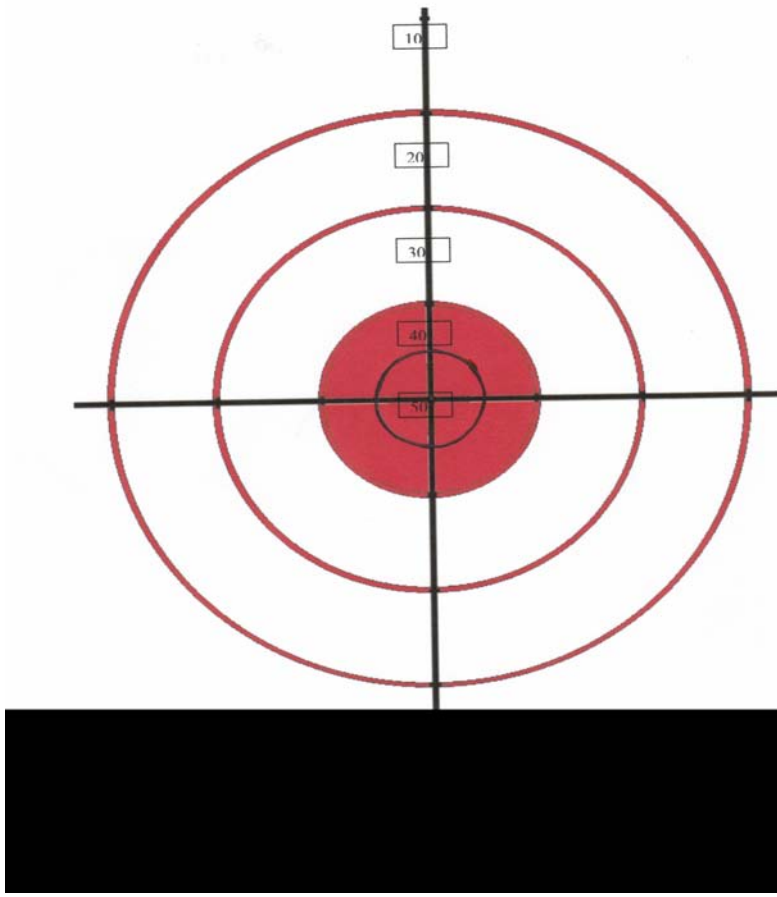
**Each team competitor** will fire a cold bore shot from the 200 and 500 yard line on a ring target. The 200 yard will take place prior to the Moving Target Phase and the 500 yard will take place prior to the Stationary Phase. A ½ moa ring at 200 yards and a 1 moa (+/-) ring impact at 500 yards receives the 50 points per shot for a maximum possible 100 points. Larger rings are at progressively less value. Competitors may work as a team to spot the trace or the impact of the first shooter's round. However, each competitor must fire a cold bore and both shots need to be away within the 1minute window.

7. Equipment Needed

Rifle and anything else needed for the follow up courses; Moving Targets and the Stationary 500 yard phase.

8. Scoring Point Breakdown

See example 200 yard target.



9. Time Keeping

Time will be kept by the Line Official and will be 1 minute for 2 shots (1 shot each competitor).

## OBSTACLE COURSE

1. Date

Conducted in conjunction with the Movement Course firing on Day #4.

2. Purpose

Tests the Counter Sniper Team's physical fitness and ability to work together to negotiate numerous and varied obstacles possibly encountered in the course of actual deployment while carrying mission-essential equipment.

3. Location

This portion of the competition will be conducted on what is known as the CIOR Obstacle Course. This course is located directly across from range #8 (Competitive Pistol Range) and next to the Gas Chamber (across from Range #9 on hill).

4. Maximum Points Possible

Fifteen Hundred (1500) 500 Obstacle course/Shooting Time, 1000 Shooting Phase.

5. Course Conduct

Your time will begin at the sound of a whistle at the start and end when the team is finished firing the Movement Phase at Range #9. Both team members must properly negotiate each obstacle. You will be notified by the course Officer to re-negotiate any obstacle improperly crossed. Failure to comply with his directive to re-negotiate any obstacle will be grounds for disqualification. Teams may not skip or pass over any obstacles. Failure to cross any obstacle will disqualify that team and award them zero (0) points for this phase of the competition. **You may begin the obstacle again as many times as it takes you to do it correctly however both team members must complete the entire obstacle course in less than fifteen minutes.** Time penalties will be added to the team's raw score for:

- A. Loss of weapon or pack – 5 minutes
- B. Misuse of equipment pack or dummy rifle- 60 seconds
- C. Loss of equipment from pack – 30 seconds for each item
- D. Failure of one or both members to finish obstacle course within 15 minutes, disqualification – 0 points awarded for this phase.

Once across the finish line, you may not return to pick up any equipment. Once your team has finished the course, you will be required to pickup your sniper rifle(s) and run to Range #9 to complete the second phase. (REMEMBER THAT THESE TWO EVENTS ARE NOW COMBINED FOR ONE TOTAL SCORE) Competitors must also remain in the area of the Obstacle Course, Range #9 (Movement Phase) or the vendor tent until all firing and running, as well as tie breaking, is completed.

6. Course Explanation

The Obstacle Course you will be required to run is approximately one-third of a mile long. It contains twenty (20) different and enjoyable obstacles ranging from rope climbs to cement walls and log walks. Many of the obstacles have multiple lanes. (See the accompanying diagram for more information). Team members may assist each other to negotiate all obstacles, **However once a team member has gone onto the next obstacle and has crossed the white line he cannot come back to help his partner unless he completes the entire obstacle course and comes back. NOTE: Stay together if you think one can't make an obstacle by themselves.**

7. Equipment Required for Obstacle Course

Each team will be required to carry with them, through the entire course, the following items. These items will be supplied by the Match Coordinator.

- 1 Dummy Sniper Rifle with carrying sling attached
- 1 Equipment pack weighing no more than thirty (30) pounds, which contain numerous items:

Loss of any of this equipment will result in penalty time (30 seconds per item) being added to the final team time.

8. Scoring and Points Breakdown

All scoring will be done by the Course Official who accompanies each team along the Obstacle Course. All timing will be done by the Official Course Timekeepers. The point distribution is as follows according to best and worst times:

<u>TIME PLACE</u>	<u>POINTS RECEIVED</u>
1 <sup>ST</sup> (Best Time).....	500
2 <sup>nd</sup> .....	450
3 <sup>rd</sup> .....	400
4 <sup>th</sup> .....	375
5 <sup>th</sup> .....	350
6 <sup>th</sup> .....	325
7 <sup>th</sup> .....	300

8 <sup>th</sup> .....	280
9 <sup>th</sup> .....	260
10 <sup>th</sup> .....	240
11 <sup>th</sup> .....	220
12 <sup>th</sup> .....	200
13 <sup>th</sup> .....	185
14 <sup>th</sup> .....	170
15 <sup>th</sup> .....	155
16 <sup>th</sup> .....	140
17 <sup>th</sup> .....	125
18 <sup>th</sup> .....	110
19 <sup>th</sup> .....	100
20 <sup>th</sup> .....	90
21 <sup>st</sup> .....	80
22 <sup>nd</sup> .....	70
23 <sup>rd</sup> .....	60
24 <sup>th</sup> .....	50
25 <sup>th</sup> .....	40
26 <sup>th</sup> .....	30
27 <sup>th</sup> .....	25
28 <sup>th</sup> .....	20
29 <sup>th</sup> .....	15
30 <sup>th</sup> .....	10

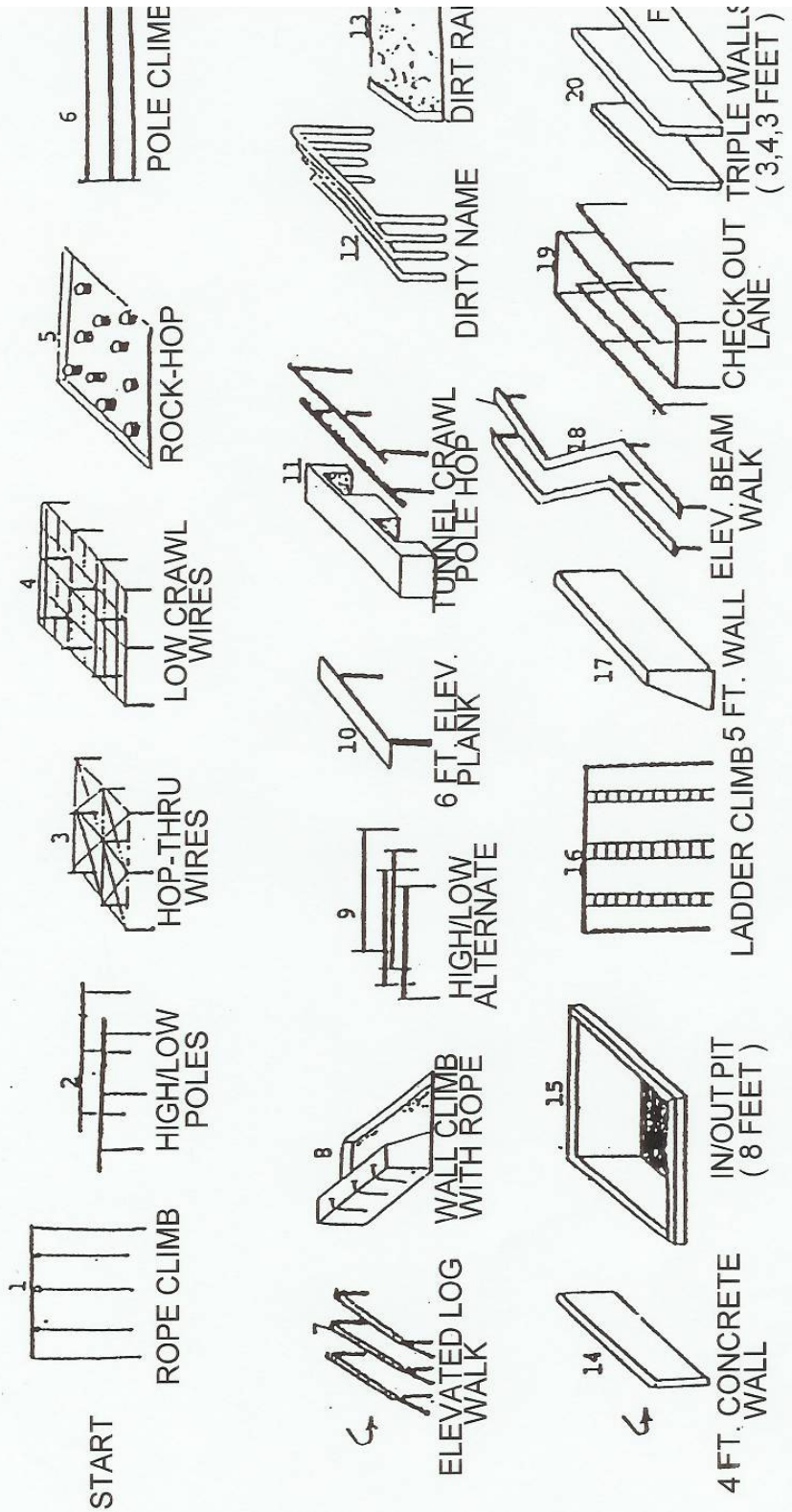
9. Timekeeping

Course times will be kept by the Official Course Timekeepers. Times will be recorded down to the hundredths of a second. Ties occurring to the exact hundredths of a second in the first three places will require those teams that are tied to compete in a short run-off. The run-off will be conducted at the end of the Obstacle course and the Movement Phase. Teams will begin behind the 14<sup>th</sup> obstacle and run to the finish, head to head. The first team with both members across the finish line will be considered the winners of that heat. Heat winners are considered as overall winners of the run-off.

Ties in any place from 4<sup>th</sup> to 30<sup>th</sup> will be settled as follows:

The point value of those teams will be added together and divided by the total number involved. All teams will share the position of the place in question.

# OBSTACLE COURSE



NOTE: THE COURSE IS APPROXIMATELY 3 1/2 TENTHS OF A MILE IN LENGTH FROM BEGINNING TO END. IT IS LAYED OUT IN THE SHAPE OF AN INVERTED U CONTAINING 20 OBSTACLES EVENLY SPACED OUT OVER THE COURSE LENGTH. THE GROUND BETWEEN OBSTACLES IS COVERED WITH BLACK TOP. OBSTACLES ARE CONSTRUCTED OF WOOD, METAL, AND CONCRETE. THE DIRECTION OF TRAVEL IS IN-A-COUNTER CLOCKWISE ORDER.

## **OBSTACLE COURSE AND MOVEMENT PHASE**

1. Date

This match will be fired in conjunction with the Obstacle Course on Day #4 beginning at 0700 hrs.

2. Purpose

Tests the Counter Sniper Team's ability to engage both hostage and non-hostage targets from various shooting positions under specified time restrictions at ranges varying from approximately 300 to 100 yards.

3. Location

Range #9, Counter Sniper Course.

4. Targets

Hostage and Hostage taker types.

5. Total Rounds Required Per Team

Twenty (20)

6. Maximum Possible Points

Fifteen Hundred (1500) per team. 500 Time 1000 Shooting Phase

7. Range Conduct

All teams will fire in order as squadded. Both team members will fire during the Movement Phase immediately after completing the Obstacle Course. The first team member will fire the first ten rounds. The second team member will fire the last ten rounds. Time will not be allotted to make the exchange of weapons or shooters. This exchange, and any reloading or sight adjustments must be made during the allotted time described below. The team member may act as spotter while moving from position to position with the firer to assist with target identification and adjustments. However, the competitors must move together as a team. He/she may use an optical spotting device.

Once each team has finished the Obstacle Course & Movement Phase, they will secure their equipment in their vehicles. The team must be present at the end of the day to sign their scorecard.

## 8. Course of Fire

The Movement Phase consists of ten (10) firing locations located between 100 and 300 meters from the target area. Various types of firing supports are located at the ten (10) firing locations. Each firing location requires the firer to shoot the same down range targets from either the standing, prone, or kneeling supported positions.

Prior to start of firing, both team members will be required to complete the Obstacle Course and have ready all items they will use to fire the Movement Phase, to include rifle, ammo, spotting device, and all related shooting gear.

At the completion of the Obstacle Course, each team will be required to run to Range #9 and will be given a one-minute preparation period to load and prepare to fire the course. Prep time will start once first shooters foot hits the bottom step of shooting platform, **however he cannot shoot until both shooters are on the deck.** At the end of the one-minute preparation period, the first target will appear. The firer will fire one round from the first firing location on the target pre-designated by the Range Official. After firing, the team will immediately move to the next firing location and prepare for the next exposure of the target. Each target will remain exposed for no more than fifteen (15) seconds and then it will be pulled into the pits, where it will remain for (15) seconds. Each time the target appears, the shooter must engage it from each designated shooting position. **(SHOOTERS CAN GAIN TIME BY SHOOTING THE TARGETS AS QUICKLY AS POSSIBLE. HOWEVER AS SOON AS THE TARGET IS HIT IT WILL GO DOWN FOR 15 SECONDS)**

The first firer will fire from locations 1 – 10. The second firer will fire from locations 10 – 1 in reverse order. This sequence will continue for all twenty (20) shots.

As soon as the first team has finished firing, the second team will be started on the Obstacle Course.

## 9. Scoring

The total point value for each shot is a possible fifty (50) points. All rounds within the “kill” triangle will score full value – 50 points. All rounds on the target but outside of the “kill” triangle will be scored as twenty five (25) points.

Rounds that strike outside of the border line that runs around the target figure will be scored as zero (0) points. Any hits on or touching the border line on the hostages will be scored as minus fifty (-50) points. All scoring will be

done by designated Match Personnel according to current N.R.A. High Power Rifle Rules.

#### 10. Rules Governing firing and Scoring

Same as those governing Stationary Phase firing. This is a no alibi match!

#### 11. Procedure for Tie Breaking

A. Ties will be broken only for those teams vying for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place. The factors listed below will be utilized, in order from 1 – 5, to select the winning team in each circumstance. A team wins the place in question by:

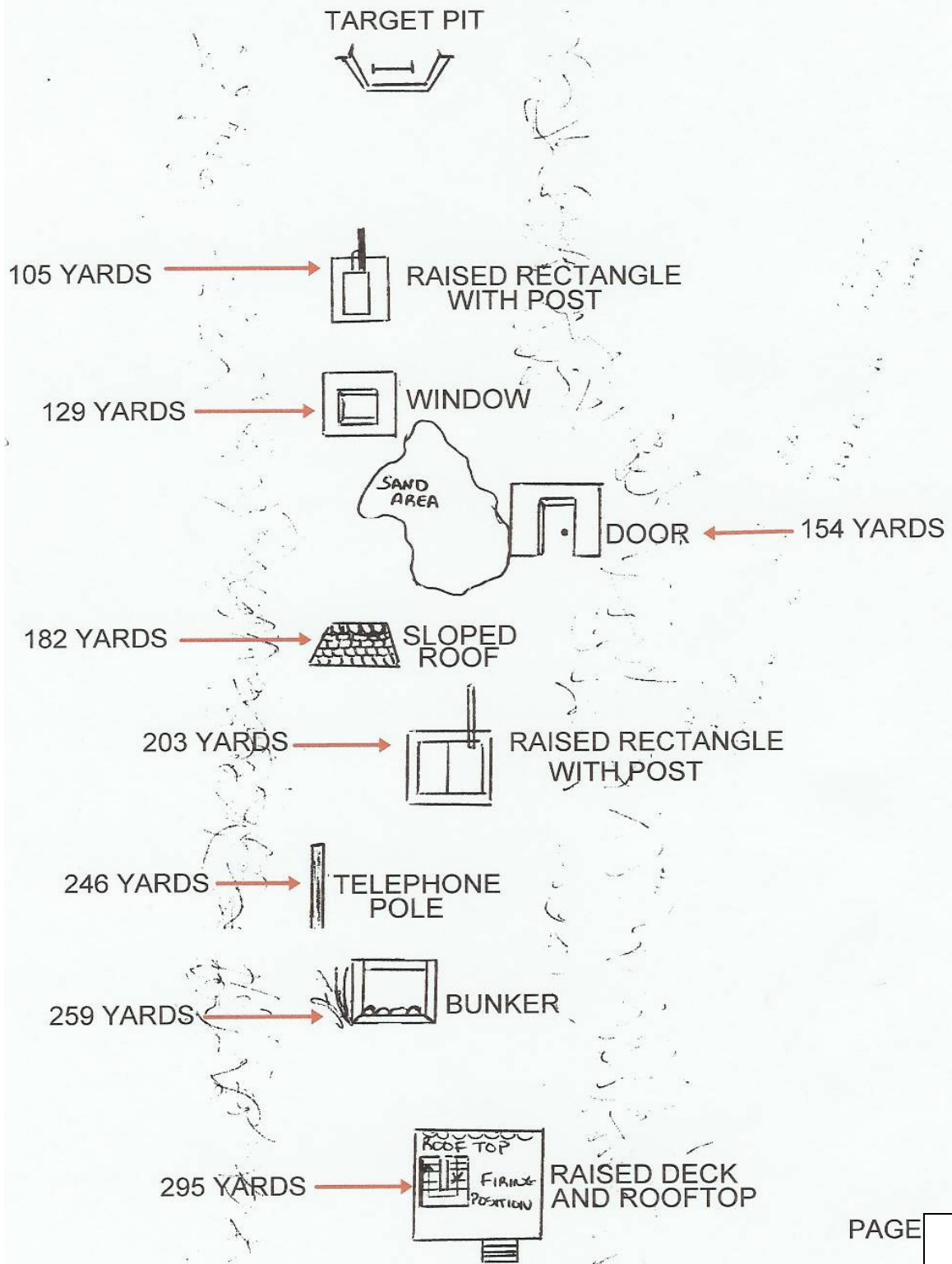
1. Having the fewest hits on hostages.
2. Having the fewest number of misses.
3. Having a greater number of “kill” shots (50 point value) as opposed to “wound” shots (25 point value).
4. Having a greater number of longer-range shots. (Longer shots theoretically being more difficult than shorter range shots.)
5. Having a greater number of hits from the more difficult positions. They are listed below by their degree of difficulty:
  - a. All standing shots (hardest)
  - b. All sitting/kneeling shots
  - c. All prone shots (easiest)

C. If teams are still tied after using the procedure listed above, then these teams will compete in a “shoot-off”. Tied teams will run the Movement Course as follows:

1. First Round Shoot – Off:  
Ten-second target exposures, all rounds fired on “hostage” targets.
2. Second Round Shoot – Off:  
Eight-second target exposures, all rounds fired on “hostage” target but on head of “bad guy”.
3. Third Round Shoot – Off:  
Eight-second target exposures, all rounds fired on “hostage” target but on pistol held by “bad guy”.

Third round procedures will continue until tie is broken, all ammunition is expended, or the sun sets – whichever happens first.

# MOVEMENT PHASE COURSE OF FIRE



## UNKNOWN DISTANCE PHASE

1. Date

This match will be fired on Day #5 beginning at 0730 hours.

2. Purpose

Tests the Counter Sniper Team's ability to engage steel type targets at various distances ranging from 100 to 900 yards in (**seven**) minutes or less. These targets will be of steel type construction (LaRue) The dimensions of this target are 23 inches high by 12 inches wide.

3. Location

Range # 10 – Ft. Meade, Md.

4. Targets

These targets will fall upon impact and reset within 30 seconds. The manufacture of this target is LaRue Targets. Measurements are 23 inches in height by 12 inches in width. This information is given to the competitors ahead of time to figure out their Mil-Dot scale prior to the day of competition.

5. Total Rounds Required Per Team

Ten (10)

6. Maximum Possible Points

One thousand (1000) per team total

7. Range Conduct

All teams will fire in order as per your squad draw. Both team members may fire during this firing phase, or designate one team member to fire all ten rounds. Time will not be allotted to make scope changes or sight adjustments once the course of fire has begun. The additional team member, if you choose to do so, may act as a spotter for the designated shooter and assist with target identification and proper adjustments if needed. He/ she may also use an optical spotting device if desired as long as no laser or range finding capabilities are present in that device. However, optics with Mil-Dot capabilities or range estimating reticles are permitted.

## 8. Course of Fire

The unknown distance phase consists of one (1) firing location with ten (10) steel targets placed at various distances from 100 to 900 yards. At this one (1) firing location, the shooter(s) will be permitted to fire from either the prone, sitting, kneeling or the off-hand position. Prior to starting the firing, both team members will be required to sprint approximately 100 yards and up a flight of stairs approximately 50 feet long leading up to the firing point. Once both team members are in their firing position, firing can commence. This is not only a scored event but is also timed from the start of the run to when the last target falls or the final (10<sup>th</sup>) shot is fired. The scoring officials will not be responsible for accounting for your rounds. A competitor must call “time” to stop the clock after their last shot is fired. Any team firing more than 10 shots will have their highest point value target subtracted from their score for each shot over 10. This course of fire is going to be left up to the judgment of the Counter Sniper Teams as to what responsibilities each team member will have and whether or not both members will fire or just one member will engage the targets. “Use Your Judgment”.

## 9. Scoring

The point values for each shot will vary from 25 to 200 points per hit with a possible 1000 point total. Targets engaged and hit at greater distances will be worth more than targets closer in. Hits will not be scored if rounds are skipped in and will be at the judgment of the officials as to whether or not shots count.

## 10. Rules Governing Firing and Scoring

Same as those governing stationary and movement phases. This is no alibi match!

## 11. Procedure for Tie Breaking

- A. Ties will be broken for teams with the same score after this course of fire by the following factors listed below and the sequence that they are listed:
  1. Having the best time.
  2. Having the fewest misses.
  3. Having a greater number of longer-range shots. (Longer-range shots are of higher point value and theoretically are more difficult than those at shorter distances.)
- B. If teams are still tied after using the procedures listed above, then these teams will compete in a range estimation exercise guessing the distance of three designated targets and giving the total of the three in combined yards.

## CLOSING INFORMATION

1. **SHOOTERS MUST ATTEND ALL 5 DAYS.**
2. **TEAMS WILL CONSIST OF ONLY 2 PEOPLE FOR THE ENTIRE COMPETITION.**
3. **NO MAGNUM RIFLES WILL BE PERMITTED.**
4. **\$ 175.00 ENTRY FEE IS DUE BY MAY**
5. **UNDER NO CIRCUMSTANCES WILL PURCHASE ORDERS BE ACCEPTED AS FORM OF PAYMENT.**
6. **NO SUBSTITUTIONS WILL BE PERMITTED AFTER FIRST DAY OF FIRING.**
7. **NO ELECTRONIC OR LAZER RANGE FINDERS WILL BE PERMITTED DURING THE COMPETITION.**
8. **MAXIMUM OF 30 TEAMS WILL BE PERMITTED TO COMPETE.**
9. **SEND ENTRY FORM AND PAYMENT TO:**

**Daniel Weaver  
15902 National Pike  
Hagerstown, MD 21740**

**DUE TO THE HIGH DEMAND OF INTERESTED COMPETITORS ALREADY COMING IN FOR REQUESTS OF PACKETS FOR THE 2010 EVENT, IT IS UNLIKELY THAT TEAMS WILL BE ABLE TO SQUAD MORE THAN ONE TEAM. ALSO BE SURE TO SEND IN ENTRIES AS SOON AS POSSIBLE AS IT IS A FIRST COME FIRST SERVE BASIS AND NO LATE ENTRIES WILL BE ACCEPTED. IF HOWEVER ANY ADDITIONAL SPOTS ARE AVAILABLE AT THE CUTOFF DATE SECOND TEAM ENTRIES WILL BE CONSIDERED.**

10. **ANY QUESTIONS CALL ( 410) 382- 4823  
E-MAIL at [dweaver@mdsp.org](mailto:dweaver@mdsp.org)**
11. **ANY UPDATES OR OTHER INFORMATION ON MATCH CAN BE VIEWED ON [www.fnhusa.com](http://www.fnhusa.com) or [www.leupold.com](http://www.leupold.com)**

**TAKE NOTE TO CHANGES IN THE RANGE ESTIMATION PHASE, POKER SHOOT, AS WELL AS NO SHOOTING JACKETS OF ANY TYPE CHANGE. THIS INCLUDES LEATHER, COTTON, SILK, OR ANY OTHER TYPE MATERIAL.**

## **NO SHOOTING JACKETS**

**THESE ARE SOME OF THE CHANGES THAT HAVE BEEN MADE SINCE LAST YEARS EVENT.**

**2010 FNH-LEUPOLD LONG RANGE PRECISION COMPETITION**  
**REGISTRATION FORM**

**AGENCY** \_\_\_\_\_

**TEAM NAME** \_\_\_\_\_

**COMPETITORS' NAME : 1)** \_\_\_\_\_

**SSN# TO ENTER FT MEADE** \_\_\_\_\_

**COMPETITORS' NAME : 2)** \_\_\_\_\_

**SSN# TO ENTER FT MEADE** \_\_\_\_\_

**SHIRT SIZES COMPETITOR # 1** \_\_\_\_\_

**COMPETITOR # 2** \_\_\_\_\_

**AGENCIES ADDRESS** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**AGENCIES TELEPHONE NUMBER (\_\_\_\_) \_\_\_\_\_**

**HOME TELEPHONE # COMPETITOR # 1 (\_\_\_\_) \_\_\_\_\_**

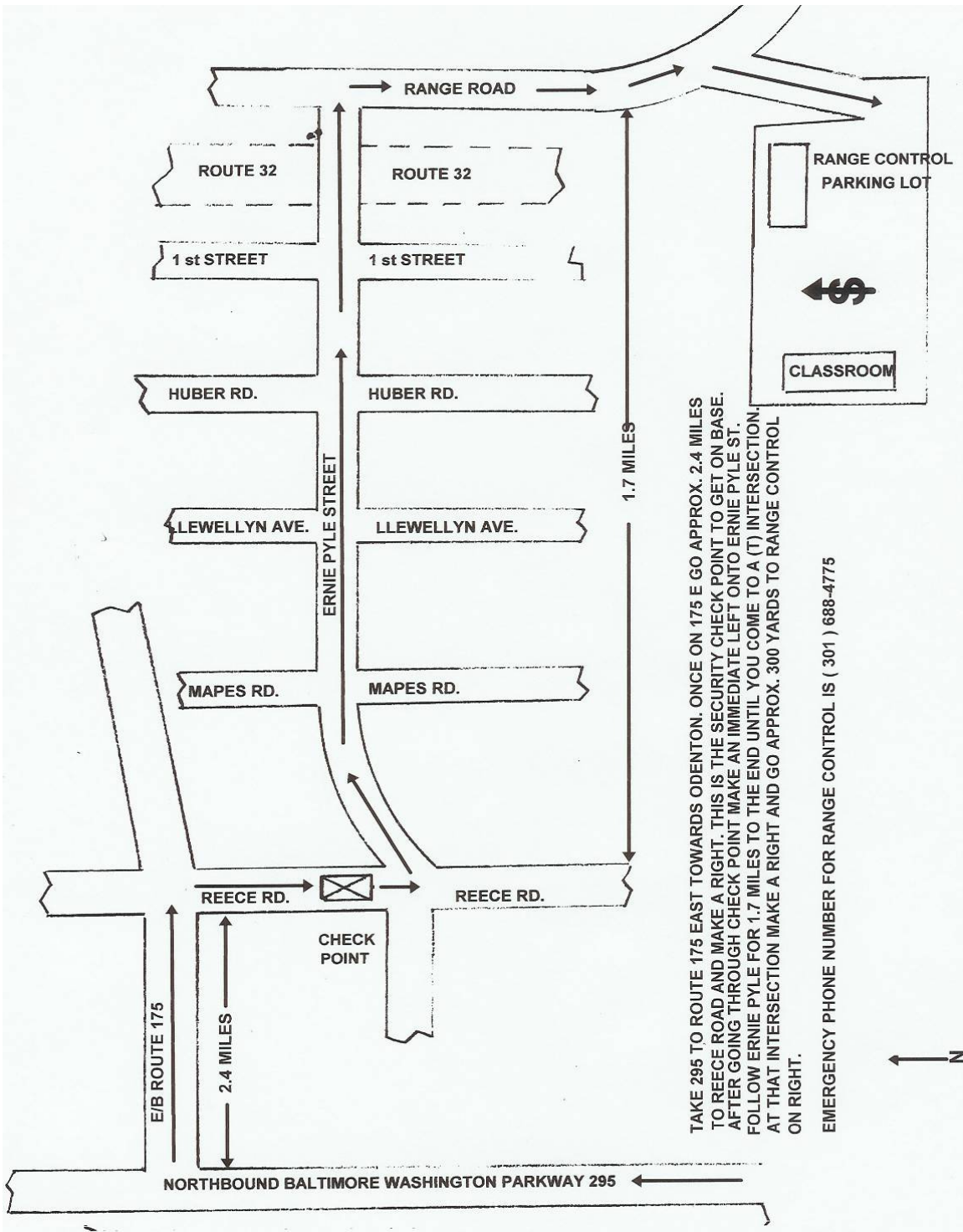
**E- MAIL ADDRESS** \_\_\_\_\_

**COMPETITOR # 2 (\_\_\_\_) \_\_\_\_\_**

**E-MAIL ADDRESS** \_\_\_\_\_

**\*\* Entries must be mailed back with a \$ 175.00 check or money order (NO PURCHASE ORDERS) per team made payable to I.C.S.T.C no later than May 24th 2010.**

**Mail checks to: Daniel Weaver  
15902 National Pike  
Hagerstown, MD 21740**



TAKE 295 TO ROUTE 175 EAST TOWARDS ODENTON. ONCE ON 175 E GO APPROX. 2.4 MILES TO REECE ROAD AND MAKE A RIGHT. THIS IS THE SECURITY CHECK POINT TO GET ON BASE. AFTER GOING THROUGH CHECK POINT MAKE AN IMMEDIATE LEFT ONTO ERNIE PYLE ST. FOLLOW ERNIE PYLE FOR 1.7 MILES TO THE END UNTIL YOU COME TO A (T) INTERSECTION. AT THAT INTERSECTION MAKE A RIGHT AND GO APPROX. 300 YARDS TO RANGE CONTROL ON RIGHT.

EMERGENCY PHONE NUMBER FOR RANGE CONTROL IS ( 301 ) 688-4775