

RULES AND REGULATIONS
of the “The Sniper Frontier” contest conducted
within the framework of “International Army Games - 2017”
in the Republic of Kazakhstan

Astana – 2017

General Provisions

International contest “The Sniper Frontier” provides to determine best snipers’ field training. “The Sniper Frontier” (hereinafter referred to as “Contest”) is conducted within the framework of “International Army Games – 2017” in accordance with Rules and Regulations of the Contest (hereinafter referred to as “Rules and Regulations”).

Rules and Regulations include:

1. The Aims of the Contest.
2. Managing of the Contest.
3. The Contest procedures.
4. Procedures for stage and final place assignment of the Contest.
5. The scheme of Contest (Annex 1).
6. Target samples (Annex 2).
7. The obstacles (Annex 3).
8. Weapons’ performance characteristics (Annex 4).

The event planners, panel of judges and the Contest participants must know and follow the requirements of Rules and Regulations.

1. The Aims of the Contest

1. To strengthen international military cooperation among the participant states.
2. To determine the best sniper, sniper pair and team.
3. To increase the level of sniper units’ training.
4. To summarize the best experience of training and to implement it into the units’ practice.
5. To prepare proposals for weapon and equipment upgrading.
6. To exchange the military service experience.
7. To increase the military service prestige.

2. Managing of the Contest

The Contest is held on the territory of the Republic of Kazakhstan at 40th Military Base’s “Gvardeyskiy” training range (Gvardeyskiy settlement, Korday district, Zhambyl region) from 1st to 9th of August, 2017.

Kazakhstan Armed Forces Army Commander-in-chief conducts the overall management of preparation and accomplishing the Contest.

Each state represents four sniper pairs (three – main, one – spare).

Team composition – 11 people:

- Team manager – 1 person;
- Team manager deputy (referee) – 1 person;
- Team coach – 1 person;
- Sniper pairs – 8 people.

Armament:

- Dragunov sniper rifle (SVD-S) equipped with PSO-1 day sight and night vision sight;
- Makarov pistol (PM);

– Training grenade (RGD-5).

Equipment:

Battle Dress Uniform;

Ammunition vest;

Military shoes;

Pistol holster;

Glasses and earmuffs.

Optical sights (except PSO) are on team's option.

Teams arrive 5 days prior to the Contest. During these days: accommodation of team participants; verification of team structure; the team draw; safety briefing; analysis of trail and Contest conditions; receiving weapons, equipment and other materials; checking their complete set and serviceability status with drawing up acts, adjustment of fire and medical check up are conducted.

Contest working languages are Russian and English.

The organizers of the Contest are responsible for:

1. Preparing the place of the event, managing technical and logistic supply.
2. Managing of reception and departure, accommodation, meals, transfer and medical supply.
3. Providing of meteorological data to apply ballistic adjustments.
4. Conducting the Contest.
5. Organizing of culture and leisure activities and information support.
6. Providing the safety measures during the contest.
7. Providing logistic support for participants (on requests), not later than 2 months before the Contest start.

The Panel of Judges:

- Main referee;
- Deputy main referee on practical actions;
- Referees (one from each participant states);
- Arbiters;
- Technical personnel;
- Secretary.

The Main referee is appointed by the Republic of Kazakhstan Minister of defense order.

The panel of judges is responsible for managing of the Contest in accordance with "the Rules and Regulations", as well as for determination of the results and summing up the Contest results.

The drawing and stages elements results are reflected in protocols by the Panel of Judges Secretary, signed by member states referee and approved by the Main referee.

The Main referee of the Contest has a right to make a proposal for changing some conditions of "the Rules and Regulations" after discussing it by the Panel of Judges members. In case of proposal approval by the member states referees'

majority the changes are to be reflected in protocol by the Panel of Judges Secretary, signed by the member states referees, affirmed by the Main referee. The participants have to be informed about the changes.

The responsibilities of the Competition participants

Team manager is responsible for military discipline, obeying of adopted “Rules and Regulations” by team members as well as for respecting military uniform and daily routine, following the safety requirements. He is also responsible for technical maintenance, safe-keeping and integrity of the weapons and other materials.

He must:

- know “the Rules and Regulations” and follow them strictly;
- provide the Secretary of the Contest with the necessary documents in time;
- present at the place of Contest all time, leave it only with allowance of the Main referee;
- inform the team about Panel of Judges decisions and the changes in daily routine or in the Contest program;
- inform the Panel of Judges about the participants who left the Contest in accordance with the medical conclusion or by other reasons timely;
- know the team results, summarize the results of the day and set the tasks for the following day;
- take part in drawing procedures;
- report to the Main referee about all malfunctions and accidents in team;
- solve all problems with the Main referee;
- after the end of the Contest organize maintenance and turn-in of weapon, equipment and other materials as well as checking of their complete set and serviceability status with drawing up acts.

Team manager has a right to make the claims or protests to Panel of Judges in written or oral form.

Team manager must not:

- interfere with the activities of Referees and Arbiters;
- make the decision about exempting the snipers from the Contest without Panel of Judges’ approval;
- help the participants while they are competing.

Contest participants must:

- know “the Rules and Regulations” and follow them strictly;
- arrive to the Contest timely, having the passport, military ID and medical certificate about participant’s health condition;
- stay in designated areas, respect the Contest rules and daily routine;
- unquestionably obey the orders of Referees and Arbiters, strictly follow the safety rules and the rules of using weapons and ammunition;
- report to the Team leader about all malfunctions and accidents.

Contest participants have a right to:

- check and adjust the aim of the weapon, train in designated areas within the time determined by the Main referee;

- apply to arbiters only with urgent questions concerning the execution of the element. In other cases to apply to the Panel of Judges through the Team leader in written or oral form.

Consideration of the protests

The protest is lodged by the team manager to the panel of judges only in written form. It should be lodged not later than in an hour after the end of the Contest stage or after informing participants about the results.

The panel of judges must consider the protest; listen to the arbiter and the conclusion of the technical group. If it is necessary, photo and video materials can be used. The decision is made by the open vote. The decision is considered to be adopted if the majority of participant states referees has voted for it (main referee, main referee deputy on practical actions, arbiters, technical staff and secretary don't have a right to vote). If the votes are equal, the final decision is made by the main referee of the Contest. The applicant is informed about the decision as soon as possible, obligatory before the results' of the Contest affirmation by the main referee.

3. The Contest procedures:

The Contest consists of three Stages:

The First Stage – “Individual contest” (5 elements, 1 - night element).

The Second Stage – “Competition among pairs” (5 elements, 1 - night element).

The Third Stage – “Sniper relay race” (1 element).

While performing exercises the block for the rifle is chosen by sniper autonomously.

The results of engaging the target are determined by visual inspection in the field. Only Arbiter and Manager of a team performing the element are allowed to observe the target.

In order to prevent the violation of safety requirements during the Contest, the Main referee has a right to stop performance of element by the participants with simultaneous stop of time keeping in the cases described below:

- in case of appearance of people, animals or aircrafts in sector of fire;
- in case of accidents or emergencies;
- in case of malfunction of weapon (until it will be fixed or changed);
- in case of fire;
- in case of target equipment breakdown;
- in other cases.

Further performance of exercise is resumed after report of sniper by the signal of the Main referee with resuming time keeping.

During the performance of the Contest it is prohibited to:

- allow the snipers to take part in stages without medical checkup or interview, sniper's substitution could be done based on medical necessity;

- shoot the weapon which is out of order or use faulty ammunition;
- stay at the firing position (for those team members who is not performing the exercise);
- use additional means of ballistic support which are not described in these “Rules and Regulations” while shooting;
- shoot after “STOP” signal;
- move towards the place of element performance and the finish line with ammunition;
- shoot out of sector of fire.

In case of safety requirements violation the sniper is exempted from the Contest element and gets the last place.

In case of serious safety requirements violation, injuries of personnel, the team is exempted from the Contest.

In case of element performance violation, according to the Rules and Regulations, the arbiter must compel the performance appropriately.

In case of the weapon or optical sight’s malfunction, it may be changed with the spare one. It could be changed by the Main referee’s signal.

In case of failure to fire:

- the time keeping is stopped;
- technical group searches out the reason of failure, reports about it to the Main referee, who makes the decision;
- if the failure had place by the reason of weapon or ammunition malfunction, the sniper is given the additional cartridge. The time keeping is resumed after charging the weapon with additional cartridge.

Element evaluation procedures

The elements (except of “Sniper biathlon competition”, “Patrol race” and “Sniper relay race”) are evaluated by the number of gained points. The places are determined in the same way. If the participants have the same number of points, then the places are defined by the time spent in the element. In case of equal number of points and time, the sniper (sniper pair) with the best result in Element 2 “Firing Performance” has an advantage.

In case of equal number of points and time in Element 2 “Firing Performance”, the element performance is repeated.

The winner of the “Sniper biathlon competition”, “Patrol race” and “Sniper relay race” is defined by the time spent on the element (stage). In case of equal time the sniper (sniper pair, team) with the best shooting results has an advantage.

THE FIRST STAGE. “INDIVIDUAL RACE”

Six snipers from each team participate at the Stage.

Exercise 1

“Firing Performance”

Target: breast target with rounds (target 4).

Distance: 300 m.

Munition: 10 cartridges.

Time for firing: until the last shot.

Prone firing position with a blocking.

Conditions:

By the referee's signal sniper gets the firing position and reports about readiness for shooting. After the "FIRE" signal the sniper makes five qualification shots. Time counting starts with the "FIRE" signal and stops after sniper's report "END OF SHOOTING". After firing the sniper, under the Referees control, unloads and puts the weapon on safety mode.

Exercise 2 **"Sniper in defense"**

Targets: light machinegun target (target 10), full-height figure target (target 8), half-height figure target (target 7).

Distance: target 10 – 700-800 m, target 8 – 500-600 m, target 7 – 300-400 m.

Munition: 5 cartridges.

Time for firing: until the last shot.

Firing position: round-the-cover fire, on sniper's choice.

Evaluation:

- 10 points for engaging target 7;
- 15 points for engaging target 8;
- 20 points for engaging target 10.

Conditions:

The number of cover position is determined by the drawing.

By the referee's signal the sniper gets the firing position and reports about readiness for shooting. After "FIRE" signal the targets are raised, the sniper finds the targets and shoots on his own right. The time counting starts with the "FIRE" signal and stops after sniper's report about the end of shooting. After firing the sniper, under the Referees control, unloads and puts the weapon on safety mode.

Exercise 3 **"Sniper in offense"**

Targets: light machinegun target (target 10), full-height figure target (target 8), half-height figure target (target 7).

Distance: target 10 – 300-400 m, target 8 – 700-800 m, target 7 – 500-600 m.

Munition: 5 cartridges.

Time for firing: until the last shot.

Firing position: Standing firing position, Kneeling firing position, and Prone firing position with a blocking.

Evaluation:

- 10 points for engaging target 10;
- 15 points for engaging target 7;
- 20 points for engaging target 8.

Conditions:

- the sniper is on the starting line, magazine is in a magazine carrier, the weapon is on a safety mode;
- by the Arbiter’s signal “GO” sniper starts movement to the firing position (10m), the target 10 is risen simultaneously;
- after reaching fire position the sniper gets ready to shoot from Standing firing position and shoots the target, after firing the sniper locks the weapon, time keeping stops;
- by the Arbiter’s “GO” signal, time keeping starts. The next sniper starts movement to the fire position (50m) for shooting from Kneeling firing position, the target 7 is rises simultaneously. After firing the sniper locks the weapon, time keeping stops;
- by the Arbiter’s “GO” signal, time keeping starts. The last sniper starts movement to the firing position (50m) for shooting from Prone firing position, the target 8 is rises simultaneously. After firing the sniper locks the weapon and reports to the Arbiter.

The time keeping starts with the “GO” signal, pauses within the safe mode and finally stops after sniper’s “END OF SHOOTING” report. After firing the sniper, under the Arbiter control, unloads and locks the weapon.

Exercise 4 “Night Firing”

Targets: light machinegun target (target 10), full-height figure target (target 8), half-height figure target (target 7).

Distance: target 10 – 500-600 m, target 8 – 300-400 m, target 7 – 200-250 m.

Conditions are the same as in Element 2, but with the night sight. The targets are to be lighted infra-red searchlight simulator.

Exercise 5 “Sniper Biathlon”

Aims:

- PM pistol – 5 special targets (popper), distance – 15m, munition – 5 cartridges, standing firing position;
- SVD rifle – 3 breast target (target 6), distance – 300m, munition – 3 cartridges, prone firing position with a blocking;
- RGD-5 grenade – full-height figure target (target 8) in the 1.5m diameter circle, distance – 25m, munition – 2 RGD-5 imitation grenades.

The length: 1 km track.

Conditions:

By the Referee’s signal four snipers, from different teams, begin race simultaneously. The time keeping starts. The snipers have to overcome all the obstacles.

Snipers have to overcome the obstacles (Wall with the passages, Fence, Ditch and Passage in a wire obstacle), reach the firing position, load weapon and engage targets.

After firing, the snipers unload and lock the weapon, report to the Arbiter, and move to the next area.

The snipers have to overcome the rest of obstacles (Dynamic wall, Inclined ladder, Obstruction, and Ammunition transporting). The time keeping stops by the crossing finish line.

Penalties:

- 1 penalty lap for missing each PM pistol target;
- 2 penalty laps for missing each SVD rifle target;
- 1 penalty lap for missing grenade target.

THE SECOND STAGE. “SNIPER PAIR PERFORMANCE”

Up to 8 teams participate (defined in accordance to the sum of places taken on the First Stage)

Exercise 1 “Special firing”

Target: screen with five special targets (head of a terrorist with a hostage, with reducing hitting zone), size 29,5*42;

Distance: 150-200 m.

Munition: 5 cartridges per a pair.

Time for firing: until the last shot.

Prone firing position with a blocking.

Evaluation:

- 5 points for engaging target 1;
- 10 points for engaging target 2;
- 15 points for engaging target 3;
- 20 points for engaging target 4;
- 25 points for engaging target 5;

Penalty:

- for engaging each “hostage” – minus 10 points;
- for missing the target – minus 25 points.

Conditions:

By the arbiter’s signal the sniper pair gets ready for shooting and reports about readiness. The ammunition is dispensed according to the decision of the pair. After “FIRE” signal the snipers shoot in their own right. The time keeping starts with the “FIRE” signal and stops with the sniper’s “END OF SHOOTING” report. After firing the snipers under the Referees control unload and lock the weapon.

Exercise 2 “Firing with aiming point offset”

Targets: Three half-height figure (target 7).

Distance: 400 to 800 m.

Munition: 6 cartridges.

Time for shooting: until the last shot.

Prone firing position with a blocking.

10 points for engaging each target.

Conditions:

One of sniper pair conducts shooting (up to their own decision). The second member of the pair (“observer”) conducts search for targets and fire adjustments. Three magazines loaded with 2 bullets are given. The sniper reports about readiness for shooting. There are two shot for each target, after the second shot the sniper changes the magazine and shoots the next target. The next target appears by the signal of Arbiter after the second shot or after engaging the target. It is prohibited to make spotting corrections.

The time keeping starts with the “FIRE” signal and stops with the sniper’s “END OF SHOOTING” report. After firing the sniper, under the Referees control, unloads and locks the weapon.

Exercise 3

“Find and eliminate” (night)

Targets: Three head silhouette targets (target 5a).

Distance: 300 - 600 m.

Munition: 5 cartridges.

Time for shooting: until the last shot.

Prone firing position with a blocking.

Evaluation:

- 10 points for engaging each target 5a.

Conditions:

By the Arbiter’s signal the sniper pair gets ready for shooting and reports about readiness. One of sniper pair conduct shooting (up to their own decision). The second member of the pair (“observer”) conducts search for targets and fire adjustments. The targets equipped with the fire simulator are shown in random order.

The time keeping starts with the “FIRE” signal and stops with the sniper’s “END OF SHOOTING” report. After firing the snipers, under the Referees control, unload and lock the weapon.

Exercise 4

“Firing at an air target”

Targets: UAV special target; Head silhouette target (target 5a); Full-height figure target (target 8).

Distance to target: UAV target – 150-200 m ($h = 15$ m, $v = 12-4$ m/s), target 5a – 200-300 m, target 8 – 500-600 m.

Munition: 5 cartridges per pair.

Time for shooting: until the last shot.

Firing position: at the sniper option.

Evaluation:

- 10 points for engaging target 8;
- 15 points for engaging target 5a;
- 25 points for engaging UAV target.

Conditions:

By the Arbiter's signal the sniper pair gets ready for shooting and reports about readiness. The ammunition is dispensed according to the decision of the sniper pair. After "FIRE" signal the targets are raised simultaneously, including UAV target. The snipers are to find the targets and shoot in their own right. The time keeping starts with the "FIRE" signal and stops with the sniper's "END OF SHOOTING" report. After firing the snipers, under the Referees control, unload and lock the weapon.

Exercise 5 "Patrol Race"

Conditions for this element are the same as conditions for Element 5 "Individual Race". Sniper pairs conduct this element pairwise. The time keeping stops by the crossing Finish line by second member of the pair.

THIRD STAGE. "SNIPER RELAY RACE"

Top four teams participate at this STAGE.

Conditions for the Third Stage are the same as the conditions of Element 5 of the First Stage.

Conditions:

Sniper pairs conduct this element pairwise. The time keeping stops by the crossing Finish line by second member of the pair.

By the main referee's signal four sniper pairs (one from each team) start movement.

Snipers have to overcome the obstacles, reach the firing position, load weapon and engage targets.

- from Makarov pistol (first member of the sniper pair)
- from SVD rifle (second member of the sniper pair)
- RGD-5 imitation grenade throwing (any member of the pair)

After firing, the snipers unload and lock the weapon, report the Referee, and move to the next area.

The snipers have to overcome the rest four obstacles and make an exchange with the next sniper pair by touching them (by hand).

After the exchange, the second sniper pairs are to pass the track and make an exchange with the third pairs. The time keeping stops by the crossing the finish line by the third sniper pair.

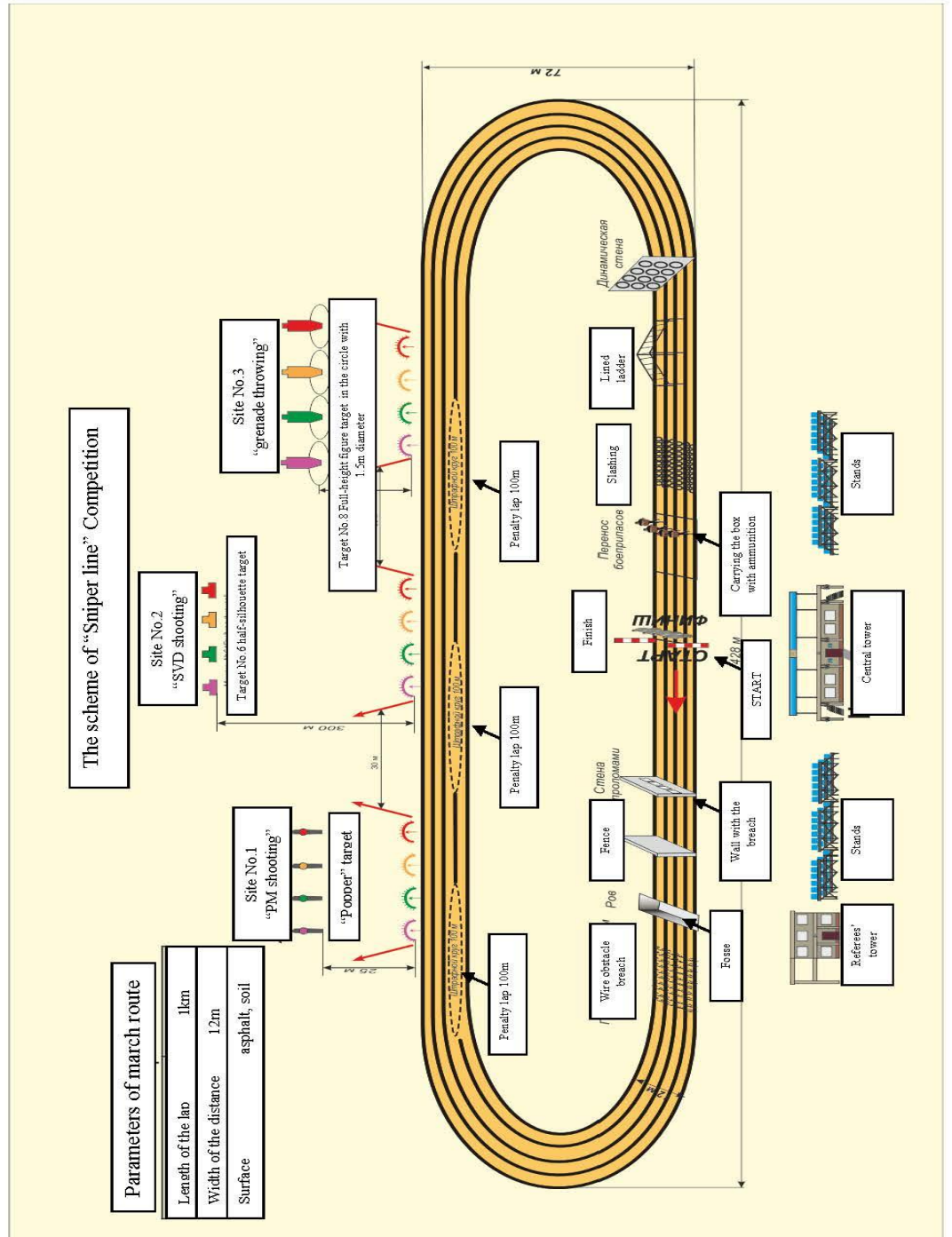
4. Procedures for place defining on the contest stages, final standings

The Best Sniper is defined in accordance to the sum of places taken in course of the Individual Race contest.

The Best Sniper Pair is defined in accordance to the sum of places taken in course of the Sniper Pair Performance contest.

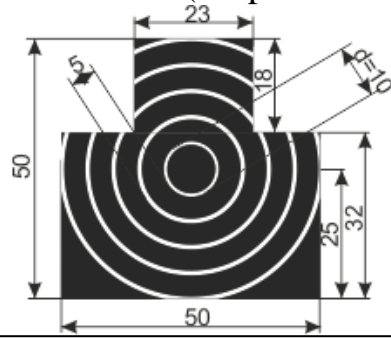
The Best team is defined in accordance to the sum of places of all three Stages. Prizewinners are awarded the Cup, medals, diploma, and prizes.

Awarding winners and prizewinners is conducted at the Contest Closing Ceremony in accordance with the final protocol of Contest's Stages.

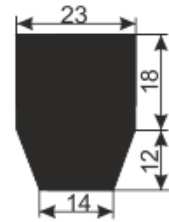


Target samples

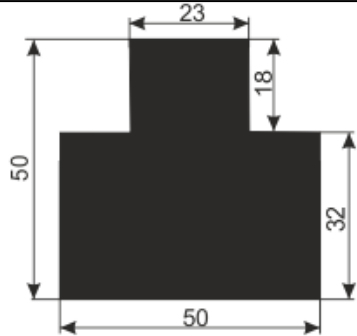
(Proportions are given in centimeters)



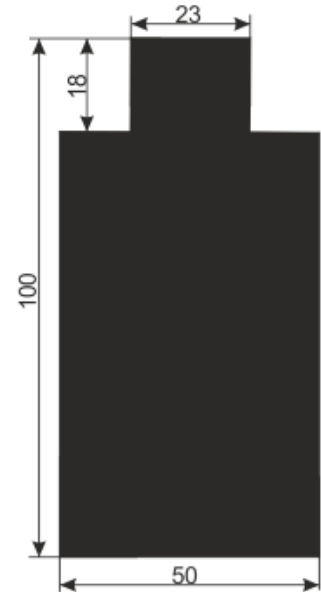
Breast target with rounds (target 4)



Head silhouette targets (target 5a)



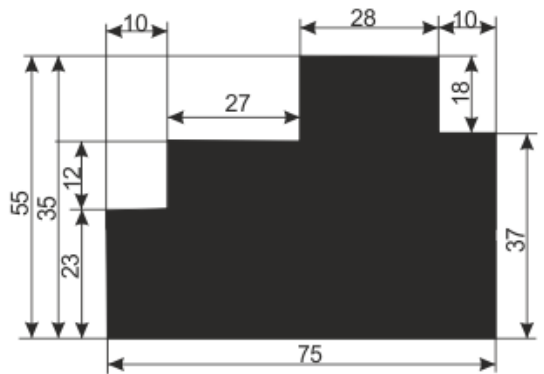
Breast target (target 6)



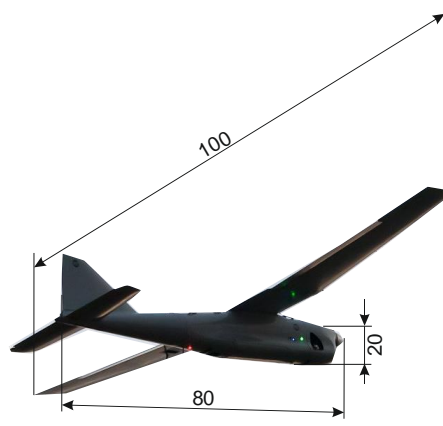
Half-height figure (target 7)



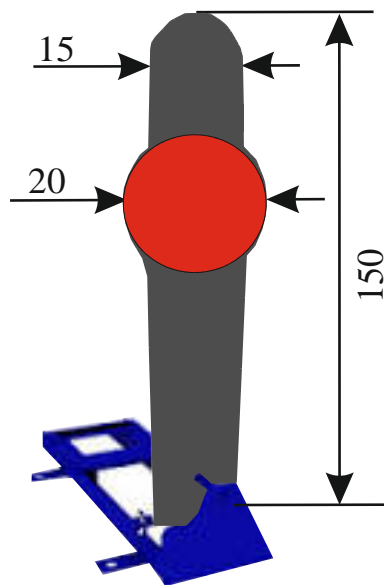
Full-height figure target (target 8)



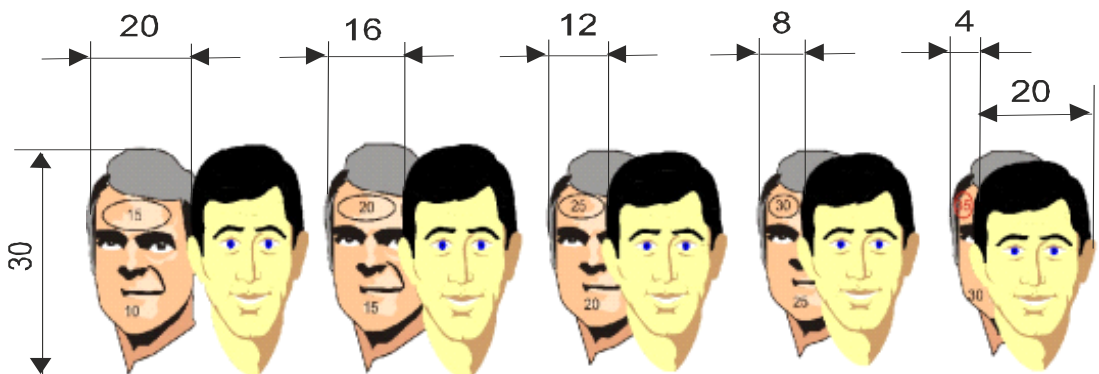
Light machinegun target (target 10)



Special UAV target



Special target (Popper)



Special target

(Head of terrorist with hostage, with reducing hitting zone)

Annex 3

Obstacles

(Proportions are given in meters)

Obstacle 1

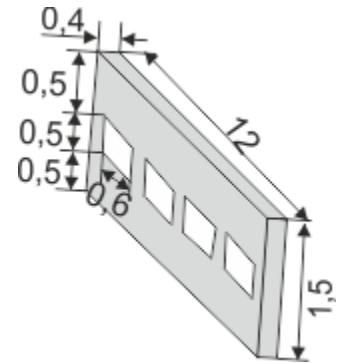
“Wall with passages”

Width – 12

Height – 1,5

Thickness – 0,4

Breaches – 0,5x0,6



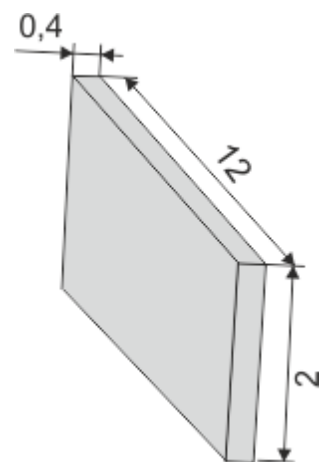
Obstacle 2

“Fence”

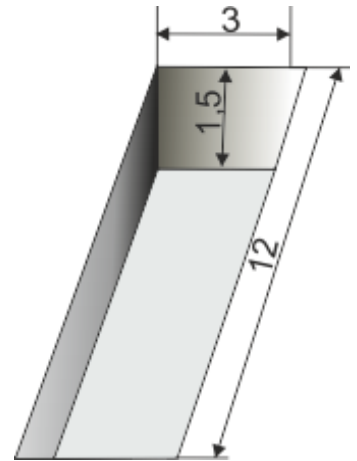
Width – 12

Height – 2

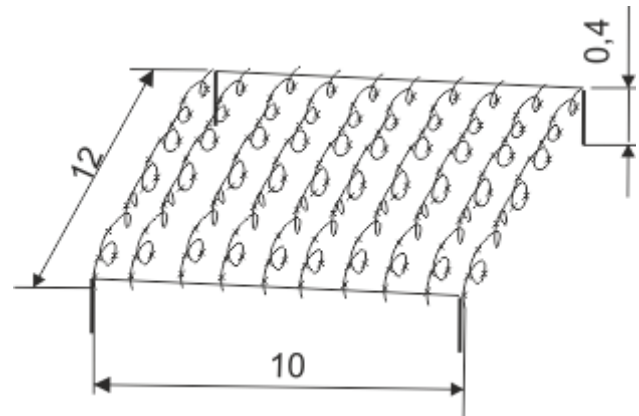
Thickness – 0,4



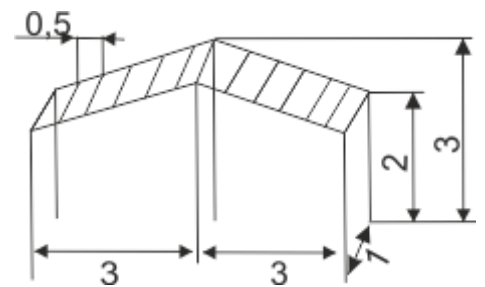
Obstacle 3
“Ditch”
 Width – 12
 Length – 3
 Deepness – 1,5



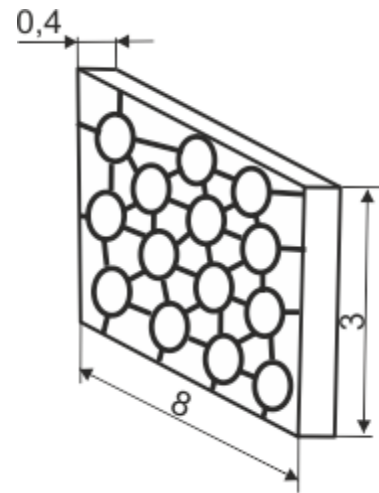
Obstacle 4
“Passage in the wire obstacle”
 Width – 12
 Length – 10
 Poles height – 0,4



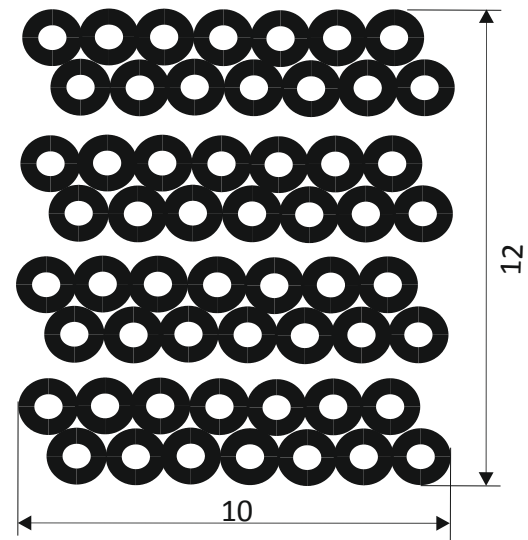
Obstacle 5
“Inclined ladder”
 Length – 6
 Height – 2
 Width – 1
 Maximal height – 3
 Interval between monkey bars – 0,5



Obstacle 6
“Dynamic wall”
 Width – 12
 Height – 3
 Thickness – 0,4



Obstacle 7
“Obstruction”
 Width – 12
 Length – 10



Obstacle 8
«Ammunition transporting»
 Distance – 20
 Box weight – 16 kg



**WEAPONS PERFORMANCE CHARACTERISTICS
Dragunov sniper rifle (SVD)**



Caliber, mm:	7,62
Muzzle velocity, m/s:	830
Sight range:	
- with optical sight, m	1300
- with open sight, m	1200
Range of fire:	
- effective, m	3800
- maximal, m	7100
Effective rate of fire, shots/min:	30
Magazine capacity, rounds:	10
Weight, kg:	4.5
Barrel length, mm:	620

Sniper optical sight (PSO – 1 M2)

Magnification, x:	4
Field of view, deg:	6
Exit pupil, mm:	6
Eye relief, mm :	68
Length (with hood and eye guard), mm:	375
Power elements voltage, V:	1.5
Weight, g:	580

