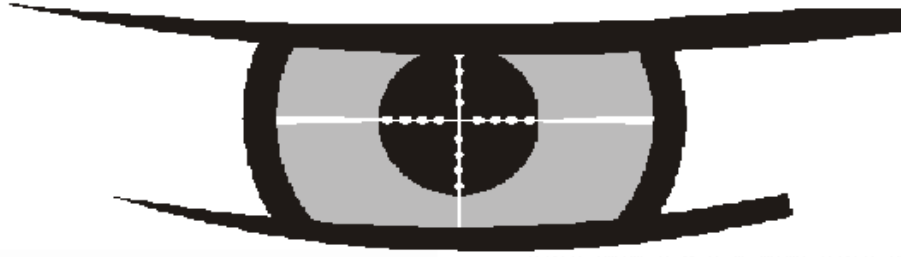


2012



Maryland Troopers Association

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

**JUNE 4th - JUNE 8th 2012
FORT GEORGE G. MEADE MD.**

PROCEEDS WILL BENEFIT

Project Healing Waters and the NTOA

For more information check www.bullsbag.com or contact Dan Weaver, dweaver308@gmail.com or cell 410-382-4823

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<u>DAY</u>	<u>TIME</u>	<u>EVENT / LOCATION</u>
Day #1	0730 – 0900 hrs. 0930 – 1130 hrs. 1200 – 1330 hrs. 1330 - 1630 hrs.	Competitor Check-in / Squadding All Competitors Range Control 100 / 500 Yard Zero Checks Poker Shoot Avon National Safety Supply Balls Tie Breaker Target
Day #2	0730 – 0800 hrs. 0800-0900 0900-1200 1200 – 1600 hrs.	Competitor Check-in / Squadding Bullsbag 200 Yard Cold Bore Moving Target Phase 200 / 300 Yard Trijicon Bounding Sniper
Day #3	0700 – 0800 hrs. 0800 – 1500 hrs.	Stationary Phase Briefing All Competitors 500 Yard Line Range #1 Bullsbag 500 Yard Cold Bore Stationary Phase 500 / 300 Yard Lines
Day #4	0700 – 0800 hrs. 0800 – 1700 hrs.	Big Dog Steel Obstacle Course and Movement Phase Briefing, O-Course / Range #9 Obstacle Course (All Competitors) Obstacle Course and Movement Phase Exercise
Day #5	0700 – 0730 hrs. 0730 – 1230 hrs. 1230 – 1300 hrs. 1300 – 1600 hrs.	Unknown Distance Briefing Phase Unknown Distance Phase Firing <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. Awards Ceremony and after match catered event.

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 **ADCOR Defense + Beretta** 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 4,5,6,7,8 2012**

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

Contact Sgt. Weaver at 410-382-4823 for eligibility requirements. All teams will be selected according to their interest and expertise of their personnel occupying positions as Operational Counter Snipers / Snipers / Counter Sniper Instructors. A waiver of liability will have to be signed by each competitor.

Entry Fee

A fee of **\$175.00** per team will be due no later than **May 31st, 2012** 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**

See entry near the end of this booklet for additional pay options.

Eligibility for Participation

Both team members must occupy positions as assigned counter 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 entry forms 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 31st 2012 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. 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.

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.

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, 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 the McGill Hall on Ft. Meade. 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 during 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. **Location: McGill Hall 8452 Zimborski Ave. Ft. Meade, Maryland.**

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 encouraged to attend the competition. The best day to attend is Vendor Day on Thursday and certainly 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 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 a scoreboard located at the event.

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

You can check for any updates on the match at www.bullsbag.com

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.

Joshua Forsythe Foundation

This year on Thursday we will be honoring the Joshua Forsythe Foundation for children with a 50/50 shoot at the 500 yard line. Joshua and children with cancer or other life threatening diseases visit the competition to be around the snipers that they look up to. Sadly, Joshua passed 2 years ago but his visit to our competition was a remarkable event in his short life. I anticipate members of his foundation to be at this year's event. Please make it a point to visit with these deserving folks and take a few shots at the 50/50 circles!

EQUIPMENT NEEDED

1. Weapons

Team members may both fire the same weapon although a separate weapon for each shooter is highly recommended. Competitors are free to fire different weapons through out the competition. Treat each event description as intelligence gathered for an operation and select an appropriate weapon(s). ADCOR and Beretta will have weapons and ammunition available if you are unable to transport an M4 style rifle or handgun. A traditional bolt action rifle will be sufficient for all courses.

You may bring your own handgun, holster, extra magazines and your choice of 30 rounds of ammunition depending on your tactics.

Competitive weapons should possess the following characteristics:

- Operate safely
- Consistently accurate
- 1 rifle with a maximum effective range of 800 yards
- 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

Except as mentioned above, the competitor must supply his/her own primary 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 3 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. 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

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 required and competitors may be disqualified or stopped from firing on the Bounding Sniper event due to the possibility of close pistol engagements on steel.

7. Related Shooting Equipment

Gas Masks for the Balls Tie Breaker Phase. Shooter friendly AVON models will be on hand if you choose to use them. The following 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.

8. Supplies

You should plan ahead and be self sufficient. Iced bottled water is provided each day and snacks as funds allow. You should have adequate supplies with you in the event of an emergency or for your convenience.

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.

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>
1-01	Poker Run	Team Trophy 1st, 2nd, 3rd
1-02	Balls Tie Breaker	Team Trophy 1st, 2nd, 3rd
2-01	Moving Targets	Team Trophy 1st, 2nd, 3rd
2-02a	Cold Bore 200, 500 yard	Team Trophy 1st, 2nd, 3rd
2-03	Bounding Sniper	Team Trophy 1st, 2nd, 3rd
3-01	Stationary Phase + (2-02b)	Team Trophy 1st, 2nd, 3rd
3-01a	Stationary Phase Individual	Individual Trophies 1st – 5th
401	Obstacle and Movement Phase	Team Trophy 1st, 2nd, 3rd
501	Unknown Distance	Team Trophy 1st, 2nd, 3rd
502	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 SAKO TRG-22 Rifles in .308 Win.

SECOND PLACE – Two ADCOR Defense B.E.A.R. Elite Hammer forged Chromed M249 Rifling profile Piston Carbines, .223 Rem w/ Optics and MagPul buttstock

THIRD PLACE- Two Tikka T3 Tactical bolt action rifles in .308 Win

FOURTH thru THIRTIETH PLACE – Consists of 6 additional ADCOR Defense B.E.A.R. M4 style carbines in .223 Rem. Optics or other options will delineate prize positioning.

Misc. prizes provided by vendors in attendance at the competition will make up the remaining prizes.

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 3 moa to ¼ moa Joker Dot Tie Breaker Target)

Suggested Equipment: Sandbag, Rucksack, Water

Card Size: ¾ inches wide and 1.25 inches tall

Total Time: 40 minutes

Total Distance: Approximately 3.15 miles

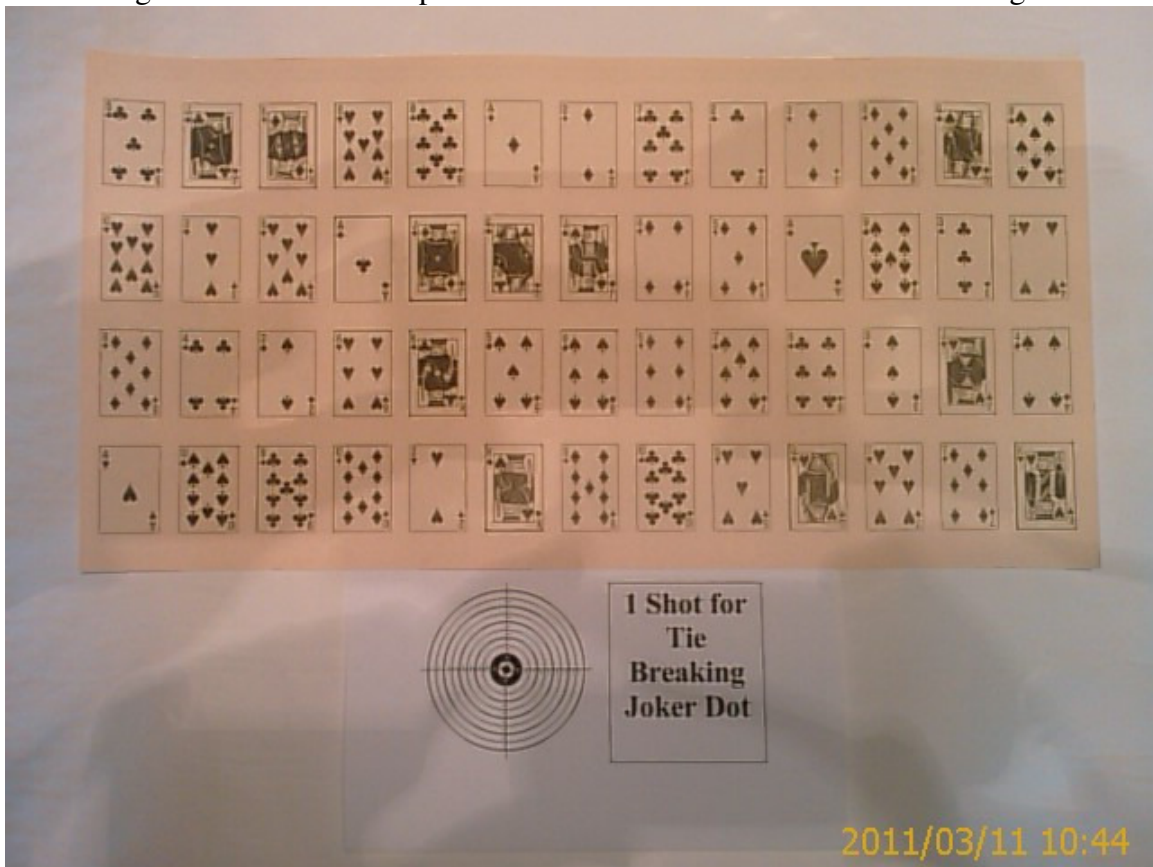
Discipline: Team’s Physical Endurance, Observation, Accuracy, Planning for your abilities

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 of any suit being the best hand.
- Prior to the course of fire, a shooter will place 6 cartridges into a labeled zip lock baggie. All baggies will be placed on a monitored table 50 yards from the firing line. An identifier such as unit patch or challenge coin should be placed in the baggie for quick identification.
- Shooters and their equipment will begin the course on the road behind the 100 yard line. On the start, shooters will run in a clockwise 1.05 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 will be previously labeled with an identifier by you / your team. 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 6 rounds fired.

- The best 5 card poker hand will be scored. Your team may elect to fire the 6th shot at the Joker Dot Tie Breaker Circle as there will be a few straight rural flush hands and many 4 aces hands. It is acceptable for a team to fire the 6th shot at another card or at a card they believe has been missed, however, only the best 5 scoring impacts will count.
- 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 6th round will run to the “Time Keepers Station” located around the 150 yard line. Time will be used as a tie breaker after scoring the poker hands and Joker Dot impacts.
- At 40 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.



National Safety Supply TIE BREAKER TARGET

1. Date

This exercise will be conducted on Day #1

2. Purpose

This phase of the competition will test the individual sniper team's planning and realistic assessment of their individual abilities. The team will wear a gas mask during the shooting phase. The teams will start at the 100 yard line to identify their target position. The teams will have a total time of 5 minutes to fire on their target. The team must first run to the 400 yard line as a minimum run distance. This will allow one member of the team to fire one shot at the Tie Breaker Target. The team may also choose to run to the 600 yard line. This additional run will allow the other shooter to fire upon the Tie Breaker Target with one shot. The team must carry all equipment with them they will use during the entire course. **The highest single value impact will count as the tie breaking score for other events in the competition.**

3. Location

Range 1, Fort Meade

4. Targets

Shrinking circles Tie Breaker Target fired on at 100 yards. (see below)

5. Maximum Possible Points

20 points per team. 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 1st, 2nd, and 3rd place.

6. Time Of Event

There is a 5 minute time limit to fire on the target. This event will be conducted in 2 relays.

7. Course Conduct

The team members must stay together at an arms length throughout the event. The team must carry all their equipment with them. The team must put their gas masks on prior to the team firing any shot(s) from the 100 yard line. **Teams firing**

their final shot(s) with time remaining should run to the time keeper station at the 150 yard line as time will be the first tie breaker for the duplicate scores.

8. Equipment Required for Exercise

Teams may use spotting scopes, binoculars and / or rifles with scopes.

You may use your own gas mask or an Avon FM53 gas mask with a shooter friendly design will be available to you. You may contact Jeremy Gray at National Safety Supply, 301-874-3729, Jeremy@nationalsafetysupply.com for additional information.

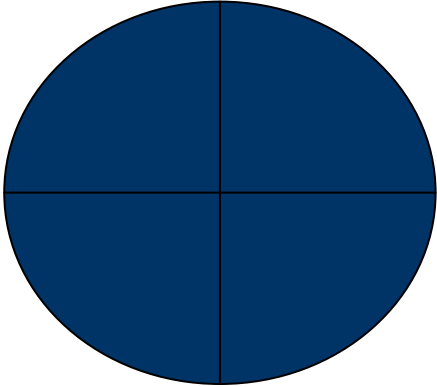
9. Tie Breakers

Ties will be broken for teams that have the same score after the exercise by the following factors below.

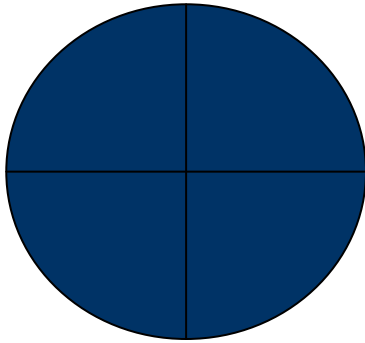
1. **Fastest completed**
2. Closest to the center of **the highest value circle**
3. Second shot, if available, will count as a tie breaker
4. Closest to the center of the second shot, if available

Shrinking Circles
Tie Breaker

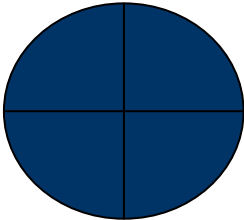
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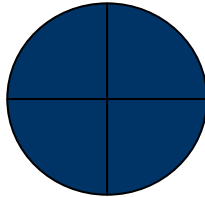
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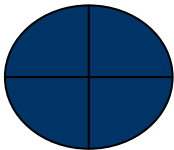
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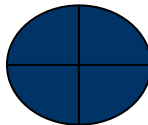
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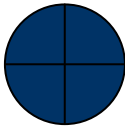
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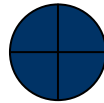
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7



8



9



10



MOVING TARGET PHASE

1. This event will be conducted on Day #2 of the competition.
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 100 points
- b. B-27 center 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 100 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....**

Bounding Sniper

1. Date

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

1. Purpose

This phase of the competition tests the individual team's agility and rapid engagement abilities on targets that will be randomly placed on Range 9. Some of these targets may not be visible from the upper deck at the 300 yard line.

2. Location

Range 9

3. Targets

Various types of steel targets. Some may be painted in subdued colors in order to make them more difficult to locate on the edge of the wood line. All targets will have visible numbers, 1 as the closest and 8 being the farthest.

4. Targets Engagement

Each team must locate and impact 8 steel targets hidden or obstructed throughout the urban pursuit course. The team may advance forward or move freely about the entire 300 yard course to locate targets. Do not shoot backwards toward the starting line.

5. Maximum Possible Points

30 points awarded to the fastest team. 1 point awarded to the slowest team

6. Time Of Event

A team will have a total time limit of 10 minutes to run the entire course. Any team not completing the course will have their position on the course used as a tie breaker with other teams that may not have completed the course.

7. Course Conduct

A team will begin the course at the 300 yard platform. The team will climb to the second deck of the platform. Both team members must have both feet touch the top deck even if you choose not to engage any targets from this position. Teams may choose to eliminate targets they can see from this position or advance as they deem necessary.

Multiple officials of the competition will be the judge if the targets were impacted.

An impact on the steel target base will not be scored as a hit. If in doubt hit it twice. There is no maximum round count for this phase.

The minimum distance you may engage the steel with a rifle is 50 yards for safety purposes. This estimate will be the responsibility of the competitors. If in doubt advance and use your handgun. Handgun engagements will be limited to 10 yards for safety purposes. The time will stop once both competitors have impacts on all 8 targets and return to the 300 yard platform.

For safety purposes the team members must stay together and aware of each other's position.

8. Equipment for the Exercise

Eye protection and ear protection will be required throughout the event. If your safety glasses fog then you must clear them or have a back-up set. A team may elect to take an M4 style rifle and / or a handgun. You are not required to shoot the same rifle as you have in other phases of the competition. There is no ammunition limit. You must simply impact or eliminate the targets. ADCOR M4 style rifles will be on-hand for use as well as Beretta pistols if you are not capable of bringing your own.

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 may find it difficult to obtain a direct line of sight on all targets from the prone position.

9. Scoring and Points Breakdown

The fastest team to complete the course will be awarded the maximum number of points which will be based on the number of teams in the competition. This is usually 30. The slowest team will be awarded 1 point.

In the event the time limit expires, the team's position on the course will be scored against any other team that did not complete the course. Any team that "completes" the course but fails to eliminate a target they will be assessed a 1 minute penalty.

12. Procedures for Tie Breaking

Shrinking Circles Tie Breaker Target

STATIONARY PHASE 300 AND 500 YARD

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, operational final firing position type shooting over a period of time. This is designed to make the shooter perform as they may in an actual engagement and not a precision bulls eye style match.

3. Location

Range #1 – Known Distance Range.

4. Targets

1. 500 yard cold bore ringed B-17 target center ring worth 100 points larger rings worth progressively less points to 10.
2. B-27 center

5. Total Rounds Fired Per Competitor

(1) cold bore shot, each shooter fires a cold bore shot from the 500 yard line. Unlimited shots on randomly moving B-27 center limited exposure target.

6. Maximum Possible Points

1. Cold Bore Target 100 Points
2. B-27 center – 10 highest scoring impacts per shooter (100 per shooter) at each yard line. There will be a total of 400 possible points total per team for the entire event.

7. Range Conduct

Teams will be split, shooter A will be on the 500 yard line while shooter B will be in the pits. Shooter B will hold Shooter A's target for several limited exposures on a mover pole. However, the first shot of the day will be a cold bore shot on a B-17 target. It is a 21" x 24" with a black center of 7 7/8".

8. Course of Fire

All firing in the Stationary Phase is done from the 500 and then the 300 yard lines. **Support or stabilization of the shooter's weapon at each yard line can be a bipod, tripod, ruck sack or other similar operational support. The shooting position is shooter's choice. The team may consider long term positional comfort and observation when selecting their shooting position.**

Total rounds fired per man:

1 round at the 500 yard Cold Bore Target

No ammunition limit at quick exposure targets 500 and 300 yard lines

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

- A. Cold Bore - Prone, 1 Shot each shooter on a cold bore target, one minute time limit, target pulled.
- B. Final Firing Position Style Fire – 500 Yard Line. Shooter A will be on the 500 yard line. Shooter B will be in the pit with the target pole. Under the direction of a match official, targets will randomly appear. There will be a designator under the B-27 center target. It is the responsibility of Shooter A at the 500 yard line to monitor the target area for their designated target. You will not receive notification when your target will appear. Obviously, the target area will be busy with many other competitors' targets appearing over the course of 90 minutes (+/-). Each team will receive a maximum of 3 stationary limited exposures for 5 seconds each.

There is one stage of fire at the 300-yard line:

Shooter A relay will move to the 300 yard line for 3 additional limited exposure targets. These exposures will be in the form of randomly selected moving targets. **There may be "dummy" no shoot targets mixed into the evolution to eliminate a count or a predictable rhythm. You may want to stay on the line after your exposures. This may keep the last few teams from an advantage of knowing they have 1 exposure remaining with only a few teams on the line.**

9. A. 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 make

ready 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 B-27 center consist of an X-ring and goes out to an 8 ring. The top scoring 10 impacts will be scored for a maximum score of 100 points per shooter. Additional impacts over 10 will not count against the shooter's score.

11. Duties of Target Puller

Those competitors 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. Wait until a Pit Official has physically contacted you and given you direction on position and exposure time limit.
- C. The official will mark the target each time a random exposure has been conducted.

12. Duties of Scorer

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.

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 will not be made up with another exposure.
- 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, which will be refunded if challenge is sustained. 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 is 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. Fee is returned if a challenge is sustained.

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 IF AVAILIABLE. IN THE PAST A FIREARM HAS BEEN GIVEN TO THAT INDIVIDUAL.

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

200 points on Day 2 and 200 points on Day 3 (400 total team points)

5. Course Conduct

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

6. Course Explanation

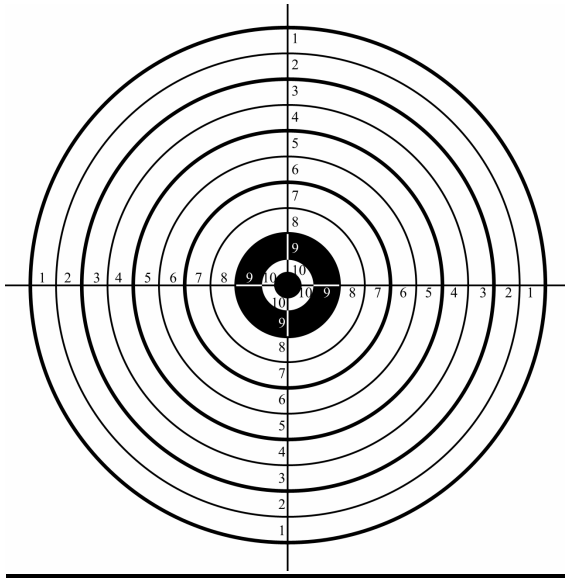
Each team competitor will fire a cold bore shot from the 200 and 500 yard line on a ring target. The 200 yard will take place prior to the Moving Target Phase and the 500 yard will take place prior to the Stationary Phase. A ½ moa ring at 200 yards and a 1 moa (+/-) ring impact at 500 yards receives the 100 points per shot for a maximum possible 200 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) at the 200 yard line. The same one minute will be allowed for the individual shooter at the 500 yard line on Day 3.

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) N 39 04.606 W 76 43.199

4. Maximum Points Possible

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

5. Course Conduct

Your time will begin following a count down at the O-Course 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 attempt 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)

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 a team member can't make an obstacle without assistance.**

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

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 ST (Best Time).....	500
2 nd	450
3 rd	400
4 th	375
5 th	350
6 th	325

7 th	300
8 th	280
9 th	260
10 th	240
11 th	220
12 th	200
13 th	185
14 th	170
15 th	155
16 th	140
17 th	125
18 th	110
19 th	100
20 th	90
21 st	80
22 nd	70
23 rd	60
24 th	50
25 th	40
26 th	30
27 th	25
28 th	20
29 th	15
30 th	10

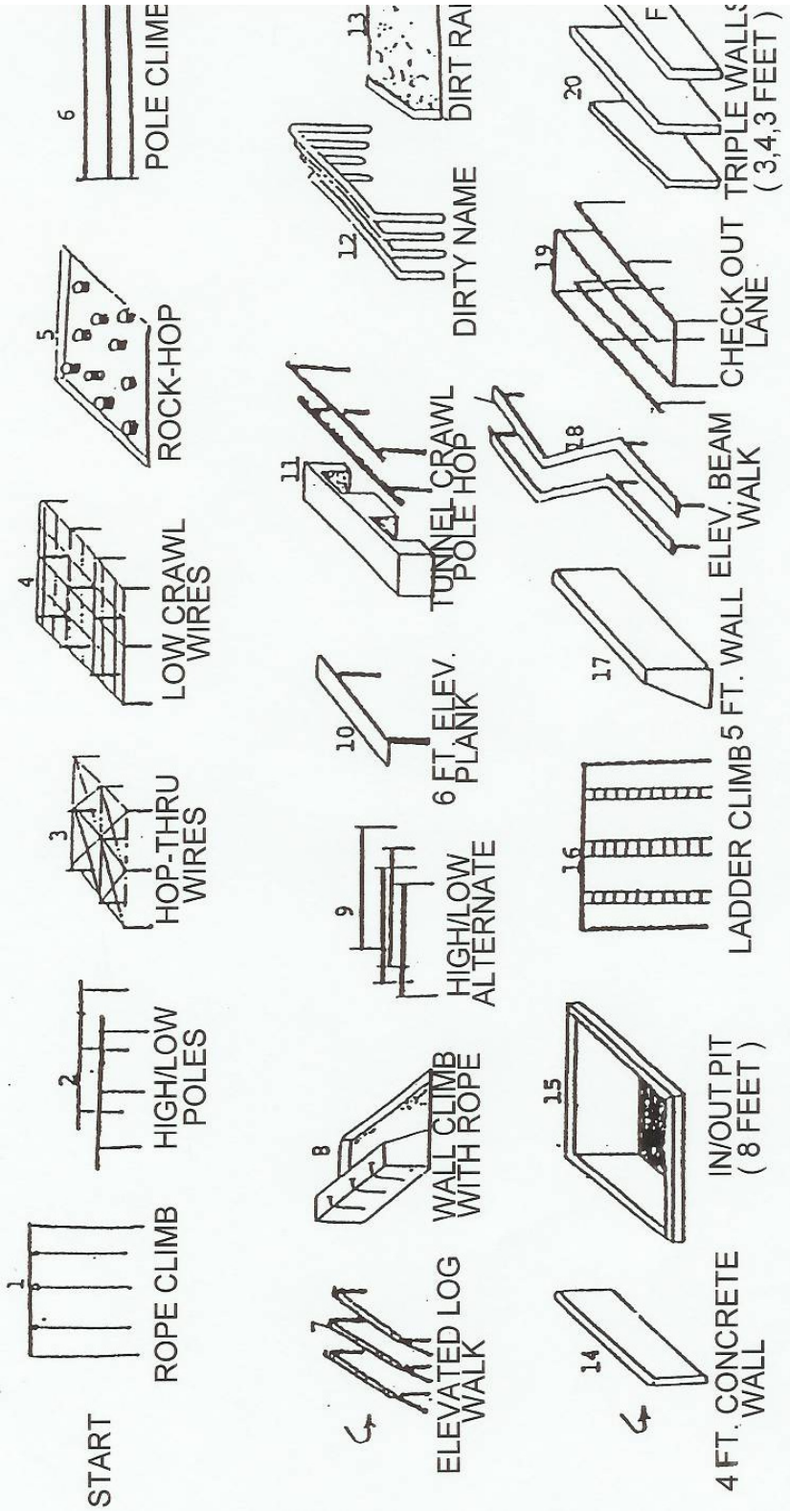
9. Timekeeping

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 14th obstacle and run to the finish, head to head. The first team with both members to cross 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 4th to 30th 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 hostage taker 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 head targets

The hostage head (red) will be flanked by two hostages takers (black)

Both hostage takers must be engaged and incapacitated with a minimum of 1 round striking the +50 points center box. Failure to engage each hostage taker will result in a -50.

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. New this year, both team members will work together to fire from the same positions within a 20 second window. Time will not be allotted to make the exchange of weapons or shooters. The position exchange, when necessary, and any reloading or sight adjustments must be made during the allotted time described below. Remember, the obstacles are relatively close and the target will remain down for 20 seconds in addition to the 20 seconds of exposed targets (40 seconds).

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 300 and 100 meters from the target area. (see drawing below) Various types of firing supports are located at the ten (10) firing locations.

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. Injuries or absence of a team member has occurred in the past. A lone competitor has been allowed to run the entire course alone. However, he/she must carry the 30 pound ruck sack and dummy rifle through the entire Obstacle Course. Furthermore, only half of the maximum total shooting points will be available to the team.

The Obstacle Course and shooting phase will be timed and run separately. The Obstacle Course will be completed first. The times will be added together for a total time. 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 starting on the second deck of the 300 yard platform. At the end of the one-minute preparation period, the targets will appear. Both shooters will engage their target within a 20 second maximum exposure. Each shooter will fire one round from each of the 10 firing locations on their pre-designated target. There will be a hostage taker on the left and one on the right side of the target. 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 (20) seconds and then it will be pulled into the pits, where it will remain for (20) seconds. Each time the target appears, the shooters must engage it from each designated shooting position.

(SHOOTERS CAN GAIN TIME BY SHOOTING THE TARGETS SIMULTANIOUSLY OR AS QUICKLY AS POSSIBLE, WHEN TWO SHOTS ARE TAKEN THE TARGET FRAME WILL GO DOWN FOR 20 SECONDS)

Both shooters will fire together starting at the 300 yard line and ending at the 100 yard line from the same location. Each shooter must fire a round from each designated location prior to advancing forward to the next station. The exception would be the expiration of the 20 second exposure. If time expires without a shot being taken, **move to the next obstacle.**

9. Scoring

The total point value for each shot is a possible fifty (50) points. All rounds within the “kill” square will score full value – 50 points. All rounds on the target but outside of the “kill” square will be scored as twenty five (25) points. One shooter should fire on the left hostage taker while the other should fire on the right hostage taker target.

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.

It has been an unfortunate practice to “sail” a round at the most difficult pole position in the interest of time. In an attempt to eliminate this training scar there will be a steel target near the 300 yard target. Shooters will have the choice of engaging this steel target for 5 points or 1/10 the points they could have received had they engaged the paper target. A miss of the steel target will not count against the shooters.

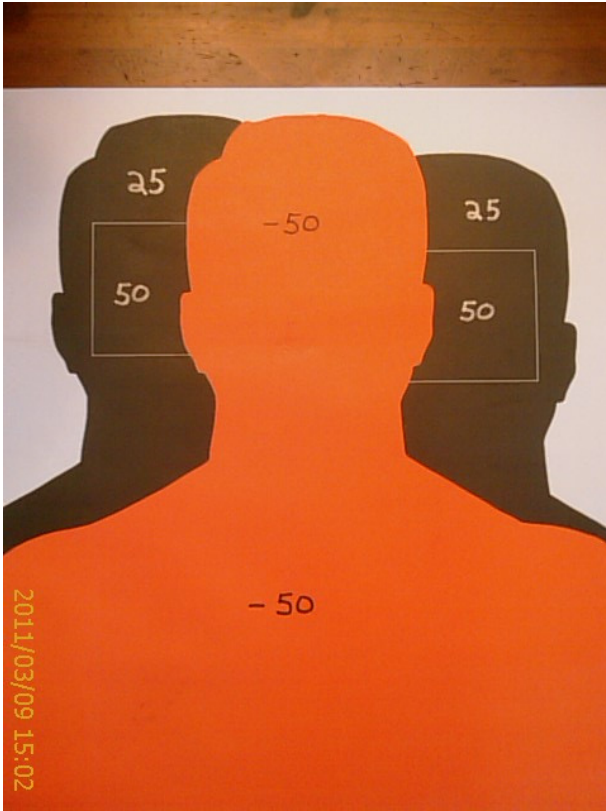
10. Rules Governing firing and Scoring

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

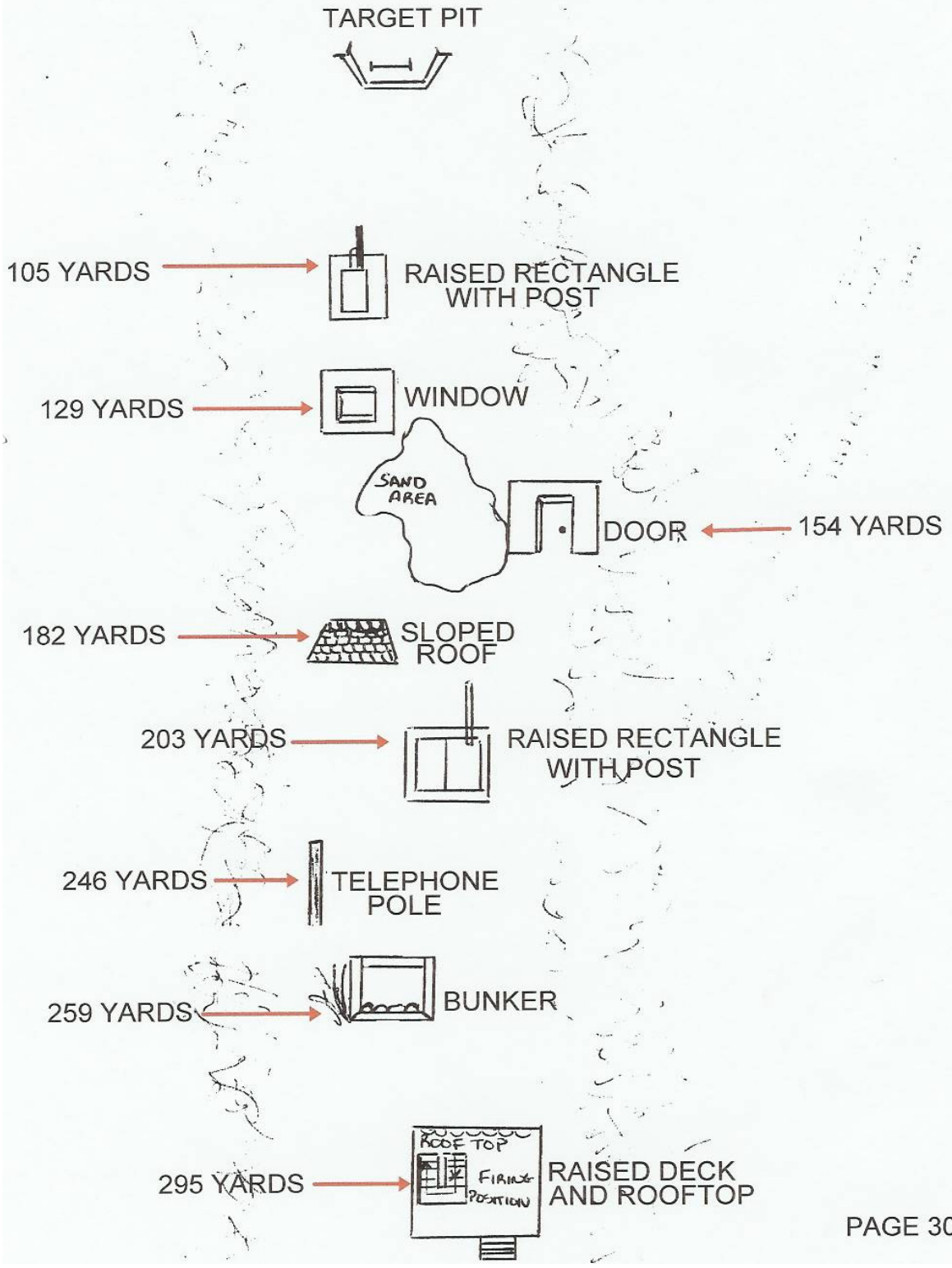
11. Procedure for Tie Breaking

- A. Ties will be broken only for those teams vying for 1st, 2nd, or 3rd 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. Shrinking Circle Tie Breaker Target

Example of Hostage Target



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 reactive steel type construction as the but not limited to the (LaRue) The dimensions of the LaRue target are 23 inches high (including base) and 21 inches of impact area by 12 inches wide. The dimensions of the Big Dog Steel target is 9" wide with a reactive height of 13". The overall height including the base is 20" tall.

3. Location

Range # 10 – Ft. Meade, Md.

4. Targets

These targets will fall or react upon impact.

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. A 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 800 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 (10th) 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. INJURIES ARE THE EXCEPTION.**
2. **TEAMS WILL CONSIST OF THE SAME 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:**

**I.C.S.T.C.
15902 National Pike
Hagerstown, MD 21740**

DUE TO THE HIGH DEMAND OF INTERESTED COMPETITORS ALREADY COMING IN FOR REQUESTS OF PACKETS FOR THE 2012 EVENT, IT IS UNLIKELY THAT TEAMS WILL BE ABLE TO SQUAD MORE THAN ONE TEAM PRIOR TO THE MIDDLE OF MAY. 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 (301) 573-1499
E-MAIL at dweaver308@gmail.com**
11. **ANY UPDATES OR OTHER INFORMATION ON MATCH CAN BE VIEWED ON www.bullsbag.com**

ADCOR+ Beretta LONG RANGE PRECISION COMPETITION
REGISTRATION FORM

AGENCY _____

COMPETITORS' NAME : 1) _____

COMPETITORS' NAME : 2) _____

SHIRT SIZES COMPETITOR # 1 _____

 COMPETITOR # 2 _____

GAS MASK SIZE COMPETITOR #1 _____ Large / Med. / Small _____

 COMPETITOR #2 _____ Large / Med. / Small _____

AGENCIES ADDRESS _____

RIFLES USED by TEAM _____

AGENCIES TELEPHONE NUMBER (____) _____

TELEPHONE # COMPETITOR # 1 (____) _____

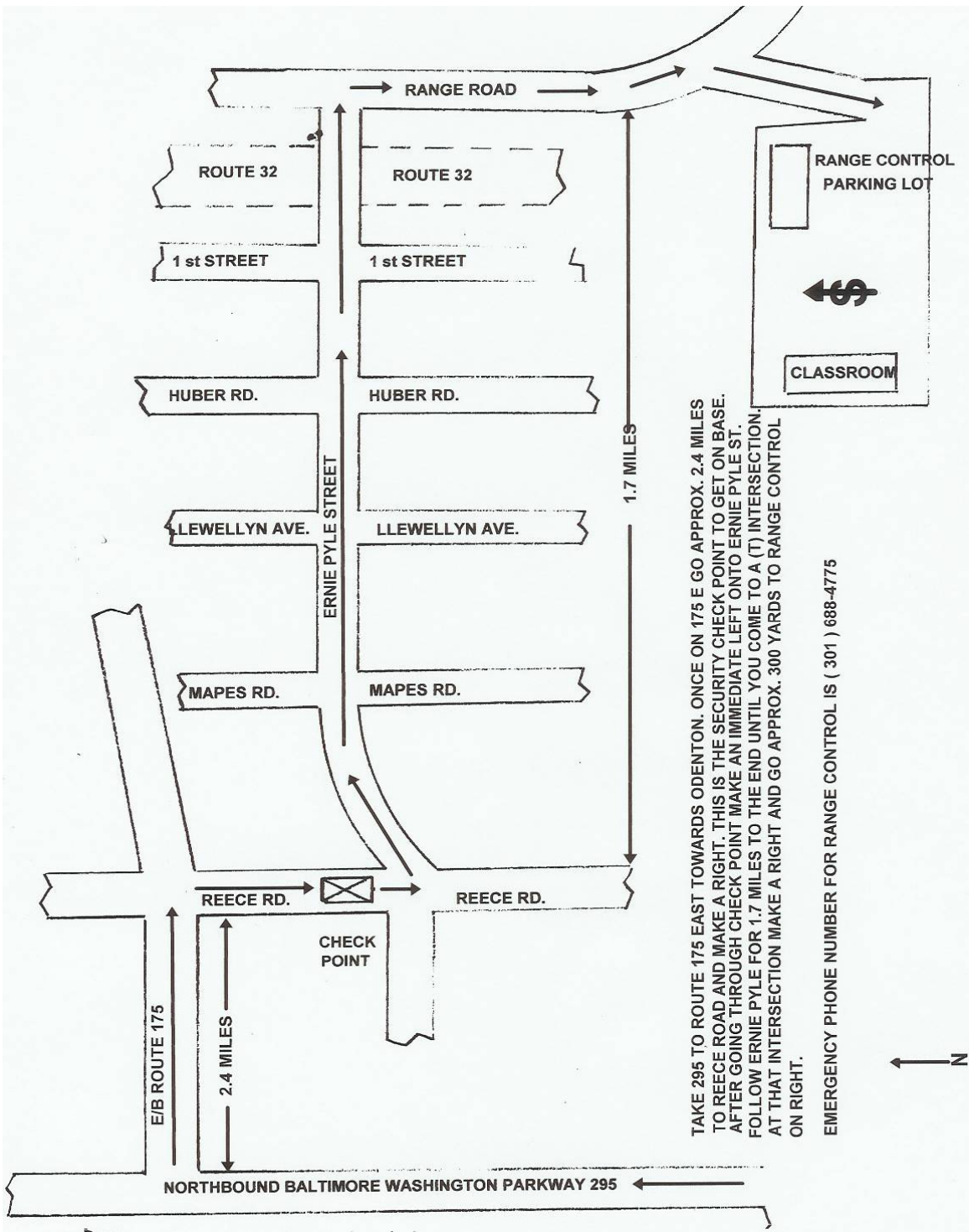
 E- MAIL ADDRESS _____

 COMPETITOR # 2 (____) _____

 E-MAIL ADDRESS _____

**** Entries may 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 31st 2012. For credit card payments go to www.bullsbag.com**

Mail checks to: I.C.S.T.C.
 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

