



## Rules and Regulations

### KING of 1 MILE in Caylus - 2022

#### 1 / It is an Extreme Long-Range event

It's organized by **Mike Group** section of the military camp CSA of Caylus, on the military camp domain, in parallel with the **Prince of 22lr** event.

#### 2 / Date

July 8, 9, 10.

#### 3 / It is a team competition

Teams are made up of two peoples: a shooter and an observer, with each team remaining the same throughout the event.

A shooter can only use one weapon and one weapon can only use by one shooter. Thus, if a team is made up of two shooters who are also competitors, each of the two must change roles, with the shooter using his weapon exclusively. A single shooter is accepted.

An observer may only spot one and the same shooter.

#### 4 / Course and chronology of the event

The order of passage of the shooters is determined by a random draw.

##### **Friday:**

- 08h00: Registration and technical and administrative checks, at the VVF.
- 12h00: Briefing of the organisation to all teams.
- 14h00: Beginning of qualifying shots.
- 20h00: End of shooting.

##### **Saturday:** Continuation of the qualifying rounds

- 07h30 : Start of shooting.
- 20h00 : End of shooting.

##### **Sunday :** Finals

- 07h30: Finale of **Prince of 22lr**.
- 10h00: Finale of **King of 1 Mile**.
- 14h00: Results and Award ceremony at the Village Vacances de Caylus VVF.

The number of finalist teams is limited to 10% of the total number of teams registered, according to the ranking established by the points obtained during the qualifying rounds. 10% for Ko1M, and 10% for Po22lr with a minimum of 10 teams for the final.

## **5 / Shooting distances**

### **Qualification shoots:**

Between approximately 700 meters and 1350 meters, on 4 metal targets of suitable sizes (1.4 x 1.8 Moa ± 0.1Moa).

Each shooter's « passage » must be completed within the timed period of 9 minutes maximum.

### **Final:**

Between 1400 meters and 1600 meters, on 3 metal targets of suitable sizes.

Each shooter's « passage » must be completed within the timed period of 10 minutes maximum.

## **6 / Targets**

These are suspended metal gongs. The shot is validated by the observation of the impact on the target by two referees, equipped with telescopes and video camera screens. Only the referee body can use the video feed and indicate by sound whether the gong has been hit or not.

The decisions of the referees are not open to challenge.

## **7 / Ranking**

A ranking is made according to the results of the shooting. The ranking is followed by a prize-giving ceremony. The first 3 teams (at least) will be rewarded.

NOTE: In the event of an ex æquo, the remaining shooting time will be used to determine the ranking of the teams concerned.

## **8 / Weapon characteristics**

The maximum calibre allowed is being the .338 calibre, all variants combined. The maximum rifle weight allowed is **25 lbs. (11.34 kg)** in shooting order, including riflescope, monopod and bipod. Each rifle will be weighted and marked by a referee on Friday morning, at the Caylus Village Vacances.

When shooting, the rifles are placed on a bipod at the front, which must be of manufactured construction; home-made bipods are not allowed.

The bipod: The bipod can only be attached to the gun at one point, but it is allowed to attach it to an RRS/ARCA rail or to a BipodExT system (in each case, mounted parallel to the barrel). The legs of the bipod must be able to fold up parallel to the barrel. In the folded position, the bipod, and anything else on the gun may not exceed a width of 8 inches (20.3 cm).

The only mechanical adjustment of the elevation of the front part of the rifle and of the bipod system must come from the independent movement of each of the feet of the bipod (note: this does not limit the use of a monopod located near the rear of the rifle). The leg can only be attached to the rest of the bipod (except for springs designed for rapid deployment as on the Harris) at one point. Folding or extendable parts of the legs do not require tools to deploy/operate and if asked to demonstrate, the shooter must be able to deploy the bipod from the fully folded and collapsed position to the firing position in less than 10 seconds.

The bipod may only have two points of contact with the ground. The foot of the leg that comes in contact with the ground must not exceed 4 inches (10 cm) in width or length. The rifle and the bipod must remain rigid during the shooting, there can be no damping of the recoil or movement of the rifle in relation to the bipod in any way whatsoever to dampen/reduce the recoil. Nothing may be placed on top of the bipod/rifle to add extra weight or support. Sandbags and stakes are common examples.

No sharp, pointed bipods that could damage the canvas of the firing point are allowed. Non-conventional designs must be submitted in advance for approval. As with all rules, any team attempting to circumvent the bipod rule will be disqualified.

### **9 / Shooting session**

At the signal, the shooter must make all the adjustments and manipulations alone. The observer may communicate with the shooter, but must not help him, nor touch the rifle or ammunition.

The exact number of ammunition (14+1) in the qualification and 15 in the final, must be in sight of the referee during the setup, in order to control the number of ammunitions authorized, you will start to supply the magazine(s) for the weapons which are endowed with it, only when the referee will give the top start of the sequence of shots and the chronometer.

In case of malfunction or incident on the rifle, the shooter must raise his hand to warn the referee. Referee can alone decide to stop shooting and eliminate, or not, the competitor without any possible protest. If shooting continues, stopwatch is not stopped during the incident.

### **10 / Shooting stands**

A carpet is laid out on the ground at each firing post. Each shooter is allowed to bring his own shooting carpet. A non-metallic support will be available to place his bipod.

### **11 / Optical systems**

All optical and observation systems are permitted, to the exclusion of all other means. No radio communication between the shooter and the observer is permitted. Exception for noise-cancelling headphones.

### **12 / Wind indicators**

There will be no wind flag. Teams may not have instruments or flags in front of the shooting stand.

### **13 / Communication with spectators**

Spectators are not allowed to communicate with the shooting team or the refereeing team, under penalty of disqualification of the team.

### **14 / Reporting of impacts**

Targets hit are signalled by a sound signal, audible to all, given by the refereeing team. The sound signal is different for the big bore event so that there is no confusion between the ELR 22 firing point and large calibre firing point next to it.

Observer and shooter are not allowed to influence the referees in any way, regardless of whether the target has been hit or not.

A target is counted as hit when it is hit by the projectile in direct fire. If a rebound or ricochet is observed by the referees, the target is considered not hit and the point is not awarded.

### **15 / Safety on the event**

Each shooter is responsible for his weaponry and the proper conduct of his shots, according to the laws and regulation in force in France, within the FFTir, the present rules and in particular with regard to the transport and possession of weapons and behaviour throughout the competition.

Before and at the end of shooting sequence, weapon must have a **safety flag** before being removed from the firing point and stored in its suitcase/cover.

Any observed transport of weapon without **safety flag** results in the immediate disqualification of the team, as well as any breach of the various rules in force within the non-exhaustive framework above.

## 16 / Shooting distances

The firing distances are communicated to the team in the form of an annotated document of the targets to be engaged, with their distances measured with the laser rangefinder. Each team is allowed to measure the distances to the targets by itself. Nevertheless, the organization cannot be held responsible for any difference in the measurement of distances, this factor remaining the responsibility of shooter's team.

## 17 / Qualification phase

Each team has, in front of it, 4+1 targets white painted and 9 minutes to complete all its shots.

Next to them, two referees with scopes and/or video screens, are in charge of validating hits.

While one team is shooting, the next team has 3 minutes to prepare, on the other side of referees, on the other firing point.

A shot must be fired on the « cold bore » gong before engaging the first match target, within the time of 9 minutes. There are no test shots outside the « cold bore » gong and exclusively on the « cold bore gong, which will be specifically placed and designated for this purpose. Any shooter who pretends to shoot on the « cold bore » gong and who engages the area of the first match gong will be eliminated.

The shooter must hit first target in order to move on next and so on from target to target. **If a target is not hit within the allotted number of shots, the shooter will not score points for that target, but may continue to shoot at it. If the shooter finally hits the target, he will move on to the next target and may score points if he hits it within the number of shots allowed for that target. If he hits the target, he must shoot 3 shots to move on to the next one.**

- Cold Bore                            1 shot
- First target:                        3 shots
- Second target:                    3 shots
- Third target:                        3 shots
- Fourth and last target :        3 shots

Qualifications = **12 shots + 1 cold bore shot**

At the end of the qualifications, a score is taken for each team to establish a ranking. Only 10% of the best scoring teams qualify for the final.

## 18 / Final

Final takes 15 shots in 10 minutes. The finalist teams shot one after the other. While one team is shooting, the next team is allowed to prepare on the next firing point for 3 minutes.

Shots will be fired in order of the qualifying shootings.

- First target:                        5 shots
- Second target:                    5 shots
- Third target:                        5 shots

Final = 15 shots – No cold bore shot.

In order to score points and move on to the next target, the shooter must hit the first target within the allowed number of shots. If he does not manage, the shooter may continue shooting at the same target but will not score point if he hits the concerned target. On the other hand, if he hits the target, he may move on to the next one to score points as long as he is within the number of shots allowed for the target. For example, if he hits the first target only on the seventh shot, he does not score point on the first target, so he has only 3 shots left to score points on the second target. The shooter must shoot a minimum of 5 shots per target. The maximum number of shots in the final match is 15.

At the end of the shootings, a ranking by points is established. The 3 best teams (at least) are rewarded.

## **19 / Practical arrangements**

The entry fee for the shooter/spotter is **190€** for a team. For those who wish to compete in both events, Ko1M and Po22lr, the entry fee is **380€** for a team.

A pre-registration form **will be published soon**, the documents below must be provided with this pre-registration form for the shooter and for the observer:

1. photocopy RECTO/VERSO of the identity card/passport of the shooter and the spotter.
2. photocopy of the shooter's and spotter's 2022 shooting licence.
3. European weapon passport (optional)

*\* All these documents must be valid at the time of the competition.*

And this for the **shooter and for the observer too**. If the observer shoots in his turn, he will have to fill in a shooter's registration form.

Lunch Catering: For those who wish, a Food-Truck will be present at the back of the shooting range in order to provide catering.

As far as accommodation is concerned, competitors are free to stay where they want, Hotels, Gîtes Ruraux, or VVF.

The Village Vacances is the rear base for the event. The technical and administrative checks on Friday morning will take place there. The briefing on Friday lunchtime will also take place there. The prize-giving ceremony on Sunday afternoon, ditto.

**Registrations will be accepted in arrival order of complete pre-registration files and this only by digital means, on the event's E-mail, but priority will be given to experienced ELR shooters.**

**If your pre-registration is accepted, you will be notified by email to make the payment of your registration.**

**Registration payment will be requested in confirmation email.**

**No payment at this time**

**Only complete and legible pre-registration forms will be accepted.**