



## Rules and Regulations

### Prince of 22lr in Caylus - 2022 ELR 22lr event – World Distance Record

#### 1 / It is an Extreme Long Range 22 LR event

It's organized by **Group Mike** section of the military camp CSA of Caylus, on the military camp domain, in parallel with the **King of 1 Mile** Big Bore 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.

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

**Friday** : Registration and administration at the Caylus Village Vacances (VVF).

- 08h00 : Control, registration and marking of weapons, Access badges distribution.
- 12h00 : Briefing of the organisation to all teams.
- 14h00 : Start of shooting.
- 20h00 : End of shooting.

**Saturday** : Qualifications

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

**Sunday** : Finals

- 07h30 : Final of **Po22LR**
- 10h00 : Final of **Ko1M**
- 14h00 : Awards ceremony at the Caylus Village Vacances.

The number of finalist teams is limited to 10% of the total number of teams registered, according to the ranking established on the basis of the points obtained in the qualifying rounds, with a minimum of 10 teams for the final.

## **5 / Shooting distances**

### **Qualification shoots:**

Between approximately 200 meters and 350 meters, on 4 metal targets measuring 30 x 30 cm. Each shooter's « passage » must be completed within the timed period of 9 minutes maximum.

### **Final:**

Between 350 meters and 500 meters, on 3 metal targets measuring 30 x 30 cm.

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

## **6 / Targets**

These are suspended metal gongs 30 x 30 cm at all distances. Impact validation is done by two referees equipped with scopes and video cameras. Only the refereeing team can use the video stream and indicate by a sound if the gong has been hit or not.

NOTA: When the refereeing team considers a miss, no protest is allowed.

## **7 / Ranking**

A ranking is made according to the results of the shoots. The ranking gives rise to a prize giving ceremony. The first 3 teams (at least) are rewarded.

## **8 / Weapon characteristics**

The only allowed calibre will be .22lr rimfire, ammunitions **MANUFACTURED AND WITHOUT BULLET OR POWDER TRANSFORMATION.**

There is no restriction on riflescopes or sighting instruments.

There is no restriction on rifle used, it is sufficient that the weapon is not attached to a support or shooting platform and that there is no mechanical connection between rear and front mount. Sharp bipods will be prohibited in order to respect carpet of shooting stand. Shooter must be able to bring all his equipment (rifle, ammunitions, carpet...) at once to the firing point.

Each weapon must be presented to referee for marking, at Village Vacances, on Friday from 08h00.

## **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.

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.

Exact number of ammunition (14+1 in qualification and 15 during final) **must always** be in sight of the referee, in order to control the number of shot fired, you will only start to load the magazine(s) for weapons that have them, when the referee gives the start of the firing sequence and the timer.

## **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.

Each team on the shooting range is controlled by, at least, two referees, equipped with optical and video means, if necessary.

Target is counted as hit when it is hit by the bullet 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**

Distances are communicated to the team in form of range diagram, annotated with the targets to be engaged and their distances measured with laser range finder. Each team is allowed to measure the distances to the gong 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 for that target, but may continue to shoot at it until it is hit. If he succeeds, he will move on to the next target and will be able to score points within the 3 shots allowed for that target. He must shoot 3 shots at it and hit it to be able to move on to the next target. All this in 14+1 shots maximum.**

- First target: 5 shots
- Second target : 3 shots
- Third target : 3 shots
- Fourth and last target : 3 shots      Qualifications = 14 shots + 1 cold bore shot

At the end of the qualifications, a score is taken for each team to establish a ranking. In the event of an ex-aequo, the remaining time, which will be noted, will be used to decide in favour of the fastest shooter.

At the end of the Po22lr qualification shootings, whatever the results of the competitor, the shooters who wish to do so will be able to try to beat the World Distance Record, currently held (February 2022) by an American at 453 metres. They will shoot 3 shots in 3 minutes at the World Record target (30x30 cm), which will be placed at least 10 metres beyond the record in force on the day of the event. In the event of 3 hits out of 3 shots, the World Record will be set at this value and the gong will be moved back at least 10 metres for the following attempts. The World Record gong will be painted a different colour to the other Po22lr gongs. If the shooter attempting the WR misses the target on the first or second shot, he/she stops and makes way for the next shooter (sudden death).

The shooter who decides to shoot the WR must tell the referee BEFORE shooting the Po22lr and the referee will start a second timer, set to 3 minutes, as soon as the Po22lr shots are finished, whatever the result.

The organization will make sure that the record will be homologated by ELR Central who manages the records.

## **18 / Final**

Final takes 15 shots in 10 minutes. The finalist teams shoot 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

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 maximum number of shots in final match is 15.

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

## **20 / 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.

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 Holiday Village 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**

**Send the complete registration form ONLY by eMail**