



REGULATION
on “Tank Biathlon” Contest of
the International Army Games – 2020

Moscow
2020

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International Army Games

I. General Regulations

1. “Tank Biathlon” Contest of the International Army Games (hereinafter referred as the Contest) is a competition in the art of tank-driving and shooting accuracy from organic and supplementary weapons between tank crews of Armed Forces of different countries

2. The Contest is held in the framework of International Army Games authorized by the decision of the Minister of Defense of the Russian Federation in coordination with the heads of defense establishments of the countries who expressed the will to participate in the Contest.

3. The contest can be held at the territory of the Russian Federation as well as at the territory of other countries.

4. The present Regulation is a document, determining the order of organization of preparation and of holding the Contest providing its strict observation by all officials designated for organization, holding and participation in the Contest.

5. The Regulation defines Contest subjects as well it determines the order, conditions of holding the Contest and refereeing, it sets the structure and the order of subordination of the Referee Panel, rights of the members of the Referee Panel, their responsibilities and other questions concerning refereeing activity during the Contest.

6. Commander-in-Chief Land Forces of the Armed Forces of the Russian Federation bears general responsibility for the arrangement and guidance of the Contest.

7. Commander-in-Chief Land Forces of the Russian Federation approves the present Regulation and changes to it.

8. The decision on the venue of the Contest is made by the Organizing committee of the International Army Games (hereinafter referred as OCARMYGAMES)

9. Suggested dates on holding the Contest are approved by the chairman of OCARMYGAMES within the dates of holding the International Army Games (hereinafter referred as ARMYGAMES). In case if the number of participating countries in the Contest doesn't give opportunity to hold all the events, determined by the program of the Contest within the dates of holding ARMYGAMES, it is admitted to start the Contest several days (up to five) before the opening ceremony of the ARMYGAMES. The chairman of OCARMYGAMES approves this decision.

10. The joint strategic command of the Armed Forces of the Russian Federation (hereinafter referred as JSC AF RF), the facilities of which hold the Contest, is charged with preparation of supply of training equipment and of support structure necessary for holding the Contest (hereinafter referred as objects). If the Contest is held at the territory of a foreign state, the defense establishment of the

host country is charged with the preparation of objects.

11. The organizing committee of the Contest (hereinafter referred as OCTB) is established for the period of objects preparation in order to control the process of this preparation and should include a member of international federation of the Contest, not less than three representatives of the Contest organizer and JSC AF RF, at the facilities of which the Contest is held.

Commander-in-Chief Land Forces examines and approves the propositions on the composition of OCTB and on nomination of its chairman.

OCTB exercises systematic monitoring over the process of objects preparation, their correspondence with the present Regulation during the whole period of preparation and reports about the results of the work done to the chairman of the OCARMYGAMES.

The object preparation of the Contest must be finished maximum two weeks before the start of the Contest.

12. The Contest administration is established to solve problems of comprehensive support and problems connected with holding of the Contest. Composition of administration, period of its establishment and the beginning of functioning are determined by the recommendations on holding of the International Army Games of the respective year (hereinafter referred as Recommendations), responsibilities of the officials of the Contest administration are determined by the chief of administration of the Contest along with the Chief Referee of the Contest.

Chief and Chief of Staff of the Contest administration are appointed from High command of the Land Forces of the Armed Forces of the Russian Federation, the members of administration are appointed from Joint Strategic Commands of the Armed Forces of the Russian Federation.

During the period determined by the Recommendations, the Chief of administration along with OCTB accepts the objects necessary for holding the Contest in accordance with the present Regulation from the responsible official of JSC AF RF at the facilities of which the Contest is held. In course of the acceptance process they make certificate of acceptance and report to the chairman of OCARMYGAMES about readiness of objects to hold the Contest.

If the objects are not completely prepared or don't comply with the requirements of the present Regulation to the fixed date, OCTB submits to the Commander-in-Chief Land Forces suggestions on finishing the preparation.

After the signing of an acceptance certificate of Contest objects the whole responsibility for their maintenance in accordance with the present Regulation and organization of comprehensive support of the Contest is laid on the Contest administration.

If the Contest is held at the territory of a foreign state, members of administration are appointed from the host country, moreover the post of Deputy Chief of the Contest is added. A representative of High Command of the Land Forces of the Russian Federation is designated for this post. He is authorized to control the fulfilment of all the articles of the present Regulation in course of the Contest and filing of protests to the chairman of OCARMYGAMES in so far as relevant to the divergences in comprehensive supply of the Contest participants and to other

contradictions in holding the Contest.

13. The official languages of the Contest are Russian and English. Interpreters, if necessary, are provided by the host country.

14. Each team of the Contest consists of:
 team leader;
 team members (four tank crews (three main and a reserve one) (total 12 individuals);
 coach team (two individuals);
 maintenance team (6 individuals).

If the arrived team has more members, than determined by the present Regulation, all the charges on comprehensive supply of delegation members who don't fit the fixed number of participants, are laid on the arrived party.

The teams arrive at the territory of a host country at the time period, fixed by the Recommendations. If the team arrives without approval of a host country earlier than the fixed period, all the charges on comprehensive supply of a delegation before fixed period are laid on the arrived party.

15. The Contest will have three stages:

Stage 1 – Preparatory stage;

Stage 2 – Active stage with teams' races and scoring;

Stage 3 – Final stage.

II. Contest Subjects

1. Contest subjects are:

Organizers:

they provide general direction of preparation and of holding the Contest;

they approve Referee Panel of the Contest;

they allocate responsibilities among Referees in accordance with the present Regulation and order of holding the Contest.

Participating countries:

send teams for the Contest. Each country sending the team for the Contest appoints team leaders, who are responsible for teams' attendance of the Opening Ceremony, of the Closing Ceremony, of Contest stages, of the awarding ceremony, of medical examinations, as well as for observing discipline by the team members at Contest venues and at places of living. Team leaders also control appearance of the team at the start line.

Contest participants:

teams' military men, referees, coaches, team leaders (representatives), doctors and other individuals, defined as participants by the Regulation of the Contest.

2. Relationships between the Contest subjects arising in course of its holding are regulated by the present Regulation.

3. Contest subjects should know and observe the present Regulation and to show respect to the competitors, referees and audience.

III. Contest Refereeing

1. Referee Panel is established for refereeing the Contest.

Referee Panel – is a group of officials who has knowledge and skills in so far as relevant to the Contest. This group provides holding of the Contest according to the Regulation, creation and control of equal conditions for participant, as well as unbiased evaluation of results

Referee Panel is composed of:

Chief Referee;

Deputy Chief Referee on practical actions;

Chief Secretary with secretariat;

Referees;

Chief Referee assistant on video replays – technical referee;

Field Referees;

Technical staff;

Technical commission.

Activity of Referee Panel is guided by the Regulation of the Contest.

1. After arrival of all referees from teams, participating in the Contest, the first (kick-off) meeting of Referee Panel is held, at which the Chief Referee of the Contest is elected in open balloting (by a majority of votes, generally from the host country).

Chief Referee of the Contest reports to the ARMYGAMES Chief Referee and is responsible for holding the Contest in full conformity to the present Regulation, functioning of Contest Referee Panel, objective and right calculation of results, as well as legitimate admission of teams for participation in the Contest.

Chief Referee of the Contest presides over all meetings of Referees. Race scoring is executed only by referees of participating teams.

Chief Referee of the Contest is obliged:

to lead the functioning of Referee Panel of the Contest, to lead organization and holding of the Contest according to the Regulation of the Contest;

to observe correctness of the Contest and for execution by the Referee Panel and administration of its duties;

to timely notify Contest referees about all changes in holding of the Contest;

to consider all appeals and for personally making decision about them or to submit these appeals for discussion of the Referee Panel of the Contest;

to confirm the results of the Contest;

to manage the officials of the Contest during their preparation;

to conduct classes and seminars with the Referee Panel of the Contest;

to lead the drawing of lots;

to hold meetings of the Referee Panel;

to control preparation of reporting for each stage of the Contest, ensure the submission of final documents to OCARMYGAMES.

to approve protocols and other documents that determine the order of participation of teams in the Contest, as well as determining the results of the stages of the Contest and their final results;

to give access to the Referees to the targets for supplementary control of the

results of fire damage;

to ensure objective and unbiased refereeing of the Contest.

The Chief Referee is authorized:

to change the schedule of the Contest;

to suspend from further participation in the Contest participants who have committed a gross violation of safety requirements, who had alcoholic, narcotic (psychotropic) substances in the blood, detected during a medical examination, who showed rudeness, as well as obvious unpreparedness;

to suspend judges who don't cope with their duties;

to watch during the race or a meeting of the Referee Panel a video replay of a certain moment of a race (stage) in order to make a decision on controversial (difficult) issues;

to cancel the decision of any referee.

The Chief Referee, together with the Contest organizers, sign an act on the readiness of the shooting range base, venues, inventory, equipment, weapons and materiel for the upcoming Contest.

All controversial issues that arising during the preparation of teams for participation in the Contest should be resolved before it begins.

If any controversial issues arise during the races of the Contest, the Chief Referee of the Contest first hears the report of the Field Referee on the general situation, and watches the video materials.

The Chief Referee may establish an open vote at which the decision is taken by the Referee Panel by a majority of votes, the Chief Referee and the Deputy Chief Referee on Practical Actions don't take part in the voting.

It is the Chief Referee of the Contest who makes the decision in case of equal distribution of votes.

3. Deputy Chief Referee of the Contest is to be elected among referees of participating teams. He is responsible for leading the meeting of the Referee Panel on controversial issues' decision making arising with respect to the team of a country whose representative is the Chief Referee of the contest or if he is absent on a valid reason. While performing duties of the Contest Chief Referee, Deputy Chief Referee is guided by his rights and responsibilities, indicated in the present Regulation.

Chief Referee and his deputy should be representatives from different countries.

4. Deputy Chief Referee on Practical Actions is appointed from the representatives of a host country. He is subordinate to the Chief Referee of the Contest and is responsible for functioning of Field Referees of the Contest and for comprehensive readiness of the objects of the Contest race track during preparation and holding of the Contest.

Deputy Chief Referee on Practical Actions is obliged:

to know the Regulation of holding the Contest;

to organize timely arrival, collection and departure to the points of permanent deployment of persons appointed as Field Referees of the Contest;

conduct classes with Field Referees on the rules of the Contest, the procedure of overcoming obstacles, performing fire missions by participants and giving signals

according to the results of passing elements of the Contest route by teams;
 to examine Field Referees on knowledge of the present Regulation;
 to monitor the appearance of Field Referees and provide them with the necessary ammunition;

to prepare objects of the race route in conformity with the Regulation after each race;

30 minutes before the first race of each day of the Contest and also if necessary to send the safety car to examine the race route. After the examination to report to the Contest Chief Referee about its readiness for starting a race.

5. Contest Chief Secretary and secretariat are appointed for documentation maintenance of the Referee Panel.

Chief Secretary is obliged:

to keep minutes of meetings of the Referee Panel;

together with the Chief Referee of the Contest, to draw lots for the order of participation of teams (crews) and race options with the inclusion of the results of the draw in the protocol;

to draw up the order of the participants;

to draw up orders and decisions of the Chief Referee of the Contest;

to accept applications, register them and transfer them to the Chief Referee of the Contest;

to keep all refereeing documentation;

to manage the work of the secretariat;

with the permission of the Chief Referee of the Contest to transmit information to the media;

to prepare reporting documentation of the Contest.

6. From each participating team one representative is appointed as a Referee, the votes of all Referees are equal. A person with professional training in the field of the Contest is appointed to the post of a Referee. He is subordinate to the Chief Referee of the Competition and is responsible for the objectivity of Refereeing and the accuracy of calculating the results of the Contest.

Referee Panel is selected at the first and subsequent planning conferences and should be completely formed for the final planning conference in course of which the host country is obliged to organize theoretical and practical class with referees on order of refereeing in conformity with the present Regulation.

The Contest organizers give the certificates to the Referees, which prove their qualification, maximum 5 days before the start of the Contest, after the final class organized by the Chief Referee at which he examines Referees on knowledge of the Regulation of the Contest. This class is held on the dates fixed by the plan of Contest preparation.

If the application form for Contest participation was submitted late and if a team can't attend the final planning conference, the class with Referees of these teams is held separately, after their arrival for the Contest.

Referee is obliged:

to know the Regulation of the Contest;

to monitor the correctness and objectivity of the Contest, the correct

performance by Referees, Field Referees and the Administration of the Contest of their duties, as well as their calculation of the results of the Contest;

to exercise Refereeing in a qualified and impartial manner, excluding errors that may lead to distortion of the results of the Contest, objectively and in a timely manner to resolve issues arising during the Contest;

to participate in meetings of the Referee Panel of the Contest under the direction of the Chief Referee of the Contest;

to consider the results, protests and collectively (by a commission) make decisions on them or put them to the general vote of the Referee Panel of the Contest;

to wear a sleeve insignia of the referee (bandage), with the referee's emblem placed on it;

to sign statements and protocols of the results of stages (races) of the Contest.

Referee is authorized:

to referee the Contest;

to participate in the discussion of draft decisions of the Referee Panel of the Contest;

by agreement with the direct chief, to involve other employees in solving the tasks assigned to him;

to request and receive from the leaders of participating teams the necessary information and documents;

to participate in the discussion of issues related to duties;

to inspect targets with the Referee Panel after races;

to require the Contest administration to assist in the performance of duties.

Referees are required to conduct themselves in a professional manner throughout the Contest.

During the races, the Referees stay at the command post, at a specified distance from each other (interpreters are allowed to stay in the same place). Referees are prohibited to discuss issues related to refereeing with unauthorized individuals.

A Referee should never allow himself to be negative in relation to referees, organizers, coaches, participants, etc.

He must always behave ethically.

Referees should not discuss their assessments, assessment principles or opinions on this subject before, during or after the event.

During refereeing, all contacts should be made only through the Chief Referee. All problematic issues should be tactfully resolved only with the Chief Referee of the Contest.

All Referees should follow the following recommendations during their work:

it is not allowed to use video, audio recording and photographic equipment, unauthorized by the Regulation of the Contest;

when considering controversial issues, use materials officially provided by the organizers of the Contest;

IT'S STRICTLY PROHIBITED:

to have any contacts with competitors, coaches and anyone using electronic devices;

to give any signals to the participants of the Contest;
any manifestation of biased behavior to the participants.

Disrespectful statements or rudeness to someone during the work of a Referee entails the immediate removal from the Referee Panel without the right to replacement by another person from the team.

7. In order to make quick decisions on controversial issues regarding target hitting and overcoming of obstacles by contestants, the Referee Panel includes an assistant to the Chief Referee of the Contest on video replays - a technical referee. He is responsible for presenting, at the request of the Chief Referee (Referees) of the Contest, photo and video content that makes it possible to objectively judge disputed moments concerning passing of obstacles and the results of a fire destruction. The Chief Referee of the Contest gives authorization for the team to watch the video replay (presentation of the photo materials), he makes a decision on the results of the viewing by general vote.

Assistant to the Contest Chief Referee on video replays - the technical referee is obliged to

to know the Regulation of the Contest and be guided by it;

at the command of the Chief Referee of the Contest during the race (stage) of the Contest, watch a video replay or a photo of the requested episode and make a decision on it in accordance with the requirements of the Regulation of the Contest;

at the request of the Chief Referee of the Competition to provide him with a video replay (photo materials) of the episode for viewing for making a decision.

8. The Field Referee at the site (line, obstacle) is appointed from among the officers. He is subordinate to the Deputy Chief Referee of the Contest on Practical Actions and is responsible for the exact fulfillment by the participants of the Contest of safety requirements, compliance with the established procedure for overcoming the site (line, obstacle) in accordance with the terms of the Regulation of the Contest, timely distribution of the results of overcoming the site (line, obstacles) by participants of the Contest to the Referee Panel of the Contest.

Field Referee is obliged:**a) before the beginning of the Contest:**

to study the program and the Regulation of the Contest;

to check the readiness of the site (line, obstacle) for the Contest, its compliance with the requirements of the Regulation;

to have radio communication equipment, flag signaling, signaling equipment in good condition and be prepared for their immediate use. To study and know the call signs of the officials of the Contest, the procedure of using communication equipment; organize communications in his radio network;

to organize monitoring of the actions of the crews of participants of the Contest, the procedure of performing shooting and driving exercises in accordance with the Regulation of the Competition;

to check the obstacles for the presence of models for setting poles, pointers,

pegs, the presence of backup poles (pointers);

to report to the Contest Deputy Chief on Practical Actions on readiness for the beginning of the stage;

b) during the Contest:

to keep a record of the results of overcoming obstacles by the participants of the Contest during its stage at his obstacle;

to timely report to the Referee Panel by the means of communication (or using signal flags, signal means) the results of overcoming obstacles by the participants of the Contest;

to draw up the statement of overcoming obstacles by participants of the Contest;

to timely repair damaged obstacles, restrictive poles, pointers (pegs);

in case of violation of the safety requirements by the participants of the Contest, to report on this fact to the Referee Panel, to stop immediately the Contest stage, continue to act in accordance with the instructions received;

c) upon completion of the Contest (when a combat vehicle has passed an obstacle):

to report on behalf of the Referee Panel the results of overcoming the obstacles by the participants of the Contest;

to organize, in case of damage of an obstacle, its elements or a section of the Contest distance, the restoration of an obstacle (Contest route).

All the time during the performance of official duties, Field Referees must be dressed and equipped in accordance with the provisions of the Contest.

9. In order to determine the causes of equipment malfunctions and failures, as well as to expertly resolve controversial issues related to the use of weapons and military equipment during the competition, a technical commission is created. It includes experts (expert groups) from manufacturers of weapons and military equipment and one representative from each participating team. The composition of the technical commission is approved at the first meeting of the Referee Panel.

At the instruction of the Contest Chief Referee, the technical commission checks the compliance of the armament and military equipment participating in the Contest with the requirements of the Regulation of the Contest.

In the case of a malfunction (failure, breakdown, damage, delay) of a piece of materiel, the technical commission, with the permission of the Contest Chief Referee, departs to the place of a breakdown to establish the cause of the malfunction (failure, breakdown, damage, delay). The results of the work of the technical commission are drawn up by an act prior to the meeting of the Referee Panel, and are signed by the members of the technical commission and are presented to the Contest Chief Referee at the next meeting of the Referee Panel. The act is filed by the secretary of the Referee Panel in the case together with the minutes of the meeting of the Referee Panel.

Having examined the act of the technical commission, the Referee Panel makes a decision on the crew involvement in the occurrence of a malfunction (failure, breakdown, damage, delay).

10. In order to register violations by the crews of the teams committed during

the races, technical workers are appointed. They are responsible for filling the statement of the results of the passage of the route by teams and their timely submission to the competition secretariat.

11. During the Contest following individuals stay at the command post:
- Chief Referee of the Contest;
 - Deputy Chief Referee of the Contest;
 - Deputy Chief Referee of the Contest on Practical Actions;
 - Contest Chief Referee Assistant on video replays -technical referee; referees;
 - technical workers according to the number of teams participating in the race;
 - interpreters (if necessary);
 - broadcast producer;
 - video operators (as agreed by the broadcast producer with the Chief Referee of the Contest);
 - Contest commentator;
 - head of Contest administration;
 - assistant to the Contest Chief on communications;
 - assistant to the Contest Chief on missile and artillery weapons;
 - assistant to the Contest Chief on the electronic warfare;
 - chief of repair and recovery teams;
 - representative of the technical commission;
 - aviation flight management team at the shooting range;
 - senior shooting director;
 - doctor on duty (paramedic);
 - chief of weather station;
 - chief of cordon;
 - one representative from the Ministry of Internal Affairs of the Russian Federation and the Ministry of Emergencies of the Russian Federation.
 - other individuals by decision of the Chief Referee and the chief of the Contest administration.

IV. Contest Conditions

1. The Contest is held in two divisions. The composition of the divisions is determined by the place of the team in the final ranking of the results of the Contest held the previous year.

Teams participating in the Contest are divided into two divisions. In the case of an odd number of teams, the first division includes most of them.

The team of the second division, which won first place in the previous Contest, this year participates in the first division.

The team of the first division, which took the last place according to the results of the previous Contest, this year participates in the second division.

The Contest is held using T-72 tanks or its analogues (hereinafter referred to as tank). They have to use for firing practice shells less than 1000 m per second muzzle velocity.

If there is a big difference in performances between the particular piece of

military equipment and T-72 or look-alike tank, the relevant coefficients will be applied.

Maintenance, repair (if necessary), fueling and lubricating of the equipment are to be carried out by maintenance personnel at the combat vehicle park of the unit. It is allowed to involve industry specialists and their repair organizations. After the team has received the military equipment and the document on technical condition has been put together, the responsibility for technical condition rests with the team. To avoid unauthorized access to military equipment, the teams shall cover tanks, place them under seals and put under security. Without having coordinated with manufacturer and the Chief Referee of the Contest it is prohibited to change factory settings, to break seals, to introduce changes in design. The tank with above mentioned violations is not allowed to participate in competition and the crew will be disqualified. Chief Referee of the Contest shall conduct scheduled and snap checks of technical condition of the military equipment. Final inspection, maintenance and preparation of tanks for the next day shall be performed in advance.

Moving on highway shall be regulated by the traffic laws of the Russian Federation or by command of the Chief Referee of the Contest. All the violations are to be considered by the inspector of the Military Traffic Police of the Russian Ministry of Defense or State Traffic Safety Inspectorate of the Ministry of Interior of the Russian Federation.

The crews familiarize themselves with the route of the Contest by walking.

Practical training on the route with the materiel is strictly prohibited.

4. Hitting of targets, designated according to Contest's conditions, shall continue until run-out of ammunitions. In case of delays during firing or when a crew is not able to expend all the ammunition due to any other reason, the Chief Referee of the Contest orders to unload the tank at a specially designated area (unload site) by unloading ammunition or shooting them at safety shield.

Variations of targets display are prepared in advance and put in envelopes, sealed and held by the Chief Referee without any distinctive marks. Just before the race the Chief Referee gives the sealed envelope with the targets display variation to the Deputy Chief for Target Layout.

5. Obstacles at the Contest race route, targets and materiel used by the participants of the Contest are equipped with technical means (video cameras and other technical means) providing recording in real-time mode and photo recording of the results of overcoming obstacles, of hitting targets, of tanks moving along the race route and crew's actions. The results of hitting the targets are determined by using such technical means, visually, and by direct examination of targets. It's prohibited to replace targets before the end of consideration of controversial issue on hitting the target or till return of Referee Panel from the field after the examination of targets.

Target is deemed to be hit in following cases:

- when shooting on armored target – if a target has direct hit of shells (a shell) or their substitutes, which have penetrated the target and left a hole, including distinctive trace of fin. If a shell (its substitute) has touched an edge of a target with its body, the target is not destroyed. If a target falls apart, it is deemed to be

destroyed, if parts of the target have shell hits. If there are no obvious traces of direct hit or the target fell apart due to bound shot, this target is deemed to be not hit;

- when shooting on non-armored target – if a target has a hole made by bullet or shell, including trace of fin and fragments.

If hit of a target is ambiguous and there is no strong indication of direct hit the target is deemed to be missed.

If conditions of the Contest prescribe to shoot on the move, each shot at halt (with full stop) will be evaluated as a miss.

Each missed target implies a penalty lap. Each unshelled target during gun fire sessions implies an extra penalty lap.

According to the results of shooting the Chief Referee of the Contest takes decision on giving a penalty laps to a crew. For violations of obstacle overcoming rules and safety requirements a crew will have to proceed to penalty time site and penalty laps respectively.

The crew will have to perform an exercise “Walk-around inspection” at the penalty site according to Annex 1.

To ensure correct performing of a penalty lap and penalty site the crew and referees on the track get the relevant command with indication of a number of appointed penalty laps.

A Field Referee has to direct a tank to the penalty lap making a signal to a crew.

If during the inspection it was determined, that the target was not engaged and a penalty lap was not appointed, then the best time of doing a penalty lap by this crew is added to the total runtime. If in course of a race a crew did not make for a penalty lap, then the total runtime shall be increased for 1 minute.

If during the inspection it was determined, that the target was hit and a penalty lap was appointed, then the time of making for a penalty lap by this crew is subtracted from the total runtime.

When leaving penalty lap a crew has to yield right of way to another tank, which moves directly. Pool out area from penalty lap is equipped with the sign “Yield ahead”.

6. Crews have to load up ammunition in accordance with operational requirements of a particular piece of military equipment in use.

7. With main tank’ failure, it is to be replaced with backup from reserve. Replacement is to be done by command of the Chief Referee of the Contest with a help from backup tank’s crew (driver) of a participating team. The backup tank has to move from start line to the place of a breakdown on its track under control of backup crew (driver). Upon arrival the main crew has to change from broken tank to the one from backup, to report readiness and to continue race track by command of the Chief Referee. The march route of a backup tank can be changed in exceptional cases and by the decision of the Chief Referee.

If the tank’s breakdown occurred through no fault of this crew, time of stop is not to be added to the total runtime. The decision on the reason of breakdown of a tank has to be taken by technical commission based on the inspection report (of technical condition) and has to be approved by the Chief Referee of the Contest. One

copy of inspection report could be given to the representative of a team concerned.

Notwithstanding the reason of replacement of the main tank for one from backup, this team gets additional penalty lap or by the decision of the Chief Referee the time required to pass the penalty lap is to be added.

The list of breakdowns through a fault of participants of the Contest, which cause disqualification of a crew or imply the last place in the ranking table, is indicated in the Annex 2.

V. Program of the Contest

1. Preparatory stage of the Contest starts with the arrival of participating teams.

Following measures have to be done in course of a Preparatory stage of the Contest:

- accommodation and overall support of teams' personnel;
- loading out of military equipment (for teams with their own military equipment), moving it to the combat vehicle park;
- medical examinations of the teams' personnel;
- team leaders (chief coaches) have to submit applications for participation in the contests for their registration (Annex 3);
- foreign teams receive Russian weapons and military equipment (for those, which stated their willingness to do that);
- maintenance of weapons and military equipment;
- safety instruction;
- familiarization of the crews with the track of the Contest;
- gun-to-sight alignment; test shooting and sighting weapons.

Starting numbers, number of race, tank and targets color are determined by a draw procedure.

2. Upon arrival at the Contest of the personnel of the participating teams, the medical personnel of the host country conduct an initial medical examination in accordance with the schedule of medical examinations, but no later than three days before the start of the Contest. A medical examination of the personnel of the teams includes a general examination (a survey of complaints about the state of health, measurements of body temperature and blood pressure) and a general blood test for viral diseases transmitted to other people”;

On the day of the team's performance, before leaving the combat vehicles park, an additional medical examination is carried out for general state of health, alcohol, narcotic (psychotropic) substances in the blood. If an unsatisfactory state of health of a team member is detected, the medical officer reports this to the Chief Referee of the Contest, who, in turn, prohibits the team to leave the combat vehicles park until the sick crew member is substituted by the backup crew member, provided that the team manages to complete the substitution no later than 30 minutes before the race starts. In the event that in participant's blood alcohol, narcotic (psychotropic) substances are detected, the medical officer reports this to the Chief Referee of the Contest, who in turn suspends the team from participation in the

Contest until this fact is confirmed (refuted) based on the results of a medical examination by experts in narcology. In case of confirmation of the use of alcohol, narcotic (psychotropic) substances, or refusal of a medical examination, the Chief Referee of the competition will disqualify the entire team.

The opening ceremony concludes the Preparatory stage of the Contest.

3. Practical stage of the Contest starts with “Individual race”.

For first division teams “**Individual Race**” is conducted on the track with natural and artificial obstacles, combat tracks, trenches (sites) for firing, unloading ground, penalty laps. Three crews from each participating team participate in this race. The length of one lap is 4-6 kilometers and depends on terrain (Annex 4).

The track is equipped with start (finish) lines, direct moving area, obstacles (ford, track bridge model, maneuvering section, mound, escarp, anti-tank ditch with passage, comb, mine barrier, slopes, fire band), ammunition loading sites, firing ranges, penalty sites and penalty lap. Track layout and dimensions of obstacles could be found in Annexes.

Crews start separately with 1-2 minutes gap. Command for start is given by the Chief Referee of the Contest. Not more than four tanks at once are allowed to be on the track.

The first firing range is equipped with initial line, ammunition rack, fire opening line, target field with targets marked with respective color (3 targets №12 at a distance of 1600, 1700 and 1800m), and trench (platform) for unloading site.

The second firing range for each tank is equipped with platform with ammunition rack, fire position and target field with targets marked with respective color. For firing with air-defense machine gun there is target №25 (helicopter) at a distance of 800-1000 m. For firing with coaxial machine gun there is target №9 (hand anti-tank grenade launcher) at a distance of 600-800 meters.

Crews fire at the first firing range with a tank gun at halt from a trench or a platform. At the second firing range crews fire with coaxial and air-defense machine gun at halt from a trench or a platform.

Tank crews have to line-up behind tanks with headwear on their heads and to face tribune before start of “Individual race”.

By a signal (command), crews have to take their places in tanks, start engines, establish communication and report to the Chief Referee of the Contest their readiness for race.

By command of the Chief Referee of the Contest (Deputy Chief Referee on Practical Actions) crew has to start movement on designated route. In course of race crews overcome maneuvering area and stop at the loading platform of the first firing range. Crews have to stop engine at the loading platform, dismount the vehicle without any command, close hatches and line-up 2-3 steps behind the tank, load up three regular artillery rounds, return back to their places, start engine and report their readiness via radio communication.

By command of the Chief Referee of the Contest crews start moving, take firing position in a trench (on a platform), report firing readiness, observe and hit with tank gun three targets (№12) of the respective color at a distance of 1600m, 1700m, 1800m. Targets are shown sequentially. After the first target was shelled it

goes down and at the same time the next target is shown. After shooting tank commander reports about ceasefire, weapon unload and run-out of all ammunition.

If a crew doesn't hit all targets, they turn down the engine, leave the vehicle, close the hatches and line up two or three steps behind the tank. By command of the Chief Referee the crew load additional artillery rounds (according to the number of missed targets), take their places, start engine and via radio communication report about their readiness for shooting.

The crew starts fire at the missed targets by command of the Chief Referee.

After ceasefire, the tank commander reports about it, as well as that the gun is unloaded and about run out of all rounds and keeps moving on the route.

The crew has to overcome natural and artificial obstacles en-route, finishes the first lap and starts the second lap of "Individual Race". If a vehicle doesn't overcome obstacles, it's sent to the penalty site where the crew has to perform exercise "Walk-around inspection" in accordance with Annex 1. List of obstacles, their dimensions, overcoming procedure and race penalties is set out in Annex 5.

On the second lap crews have to load ammunition for air-defense machine gun and take position at the limit of opening fire. For AD machine gun firing the crew has 15 rounds, 6 of which are tracer rounds. After report of the crew about firing readiness the Referee gives order to show target №25 (helicopter). Tank commander observes and after having detected the target hits it.

On the third lap tank crews load ammunition for coaxial machine gun and take position at the limit of opening fire. For coaxial machine gun firing the crew has 15 rounds, 5 of which are tracer rounds. After report of the crew about firing readiness the Judge gives order to show target №9 (RPG). Gunner observes and after having detected the target destroys it.

For second division teams "**Individual Race**" is conducted on the track with natural and artificial obstacles, combat tracks, trenches (sites) for firing, unloading platform, penalty sites. Three crews from each participating team participate this race. The length of one lap is 4-6 kilometers and depends on terrain (Annex 4).

The track is equipped with start (finish) lines, direct moving area (speed area), obstacles (ford, track bridge model, maneuvering section, mound, escarp, anti-tank ditch with passage, comb, mine barrier, slopes, fire band), ammunition loading sites, firing ranges, penalty sites and penalty lap. Track layout and dimensions of obstacles could be found in Annexes.

Crews start separately with 1-2 minutes gap. Command for start is given by the Chief Referee of the Contest. Not more than four tanks at once are allowed to be on the track.

The first firing range is equipped with initial line, ammunition rack, fire opening line, target field with targets marked with respective color (3 targets №12 at a distance of 1600, 1700 and 1800m), and trench (platform) for firing until run out of ammunition (unloading site).

The second firing range for each tank is equipped with platform with ammunition rack, fire position and target field with targets marked with respective color. For firing with air-defense machine gun there is target №25 (helicopter) at a distance of 800-1000 m. For firing with coaxial machine gun there is target №9

(hand anti-tank grenade launcher) at a distance of 600-800 meters.

Crews fire at the first firing range with a tank gun at halt from a trench or a platform. At the second firing range crews fire with coaxial and air-defense machine gun at halt from a trench or a platform.

Tank crews have to line-up behind tanks with headwear on their heads and to face tribune before start of "Individual race".

By a signal, crews have to take their places in tanks, start engines, establish communication and report to the Chief Referee of the Contest their readiness for a race.

By command of the Chief Referee of the Contest (Deputy Chief Referee for Practical Actions) crew have to start movement on designated route. In course of a race crews overcome maneuvering area and stop at the loading platform of the first firing range. Crews have to stop engine at the loading platform, dismount the vehicle without any command, close hatches and line-up 2-3 steps behind the tank, load up three regular artillery rounds, return back to their places, start engine and report their readiness via radio communication.

By command of the Chief Referee of the Contest crews start moving, take firing position in a trench (on a platform), report firing readiness, observe and hit with tank gun three targets (№12) of the respective color at a distance of 1600m, 1700m, 1800m. Targets are shown sequentially. After the first target was shelled it goes down and at the same time the next target is shown. After shooting tank commander reports about ceasefire, weapon unload and run-out of all ammunition.

The crew keep on moving on the route by command of the Chief Referee.

The crew has to overcome natural and artificial obstacles en-route, finishes the first lap and starts the second lap of "Individual Race". If a vehicle doesn't overcome obstacles, it's sent to the penalty site where the crew has to perform exercise "Walk-around inspection" in accordance with Annex 1. List of obstacles, their dimensions, overcoming procedure and race penalties is set out in Annex 5.

On the second lap crews have to load ammunition for air-defense machine gun and take position at the limit of opening fire. For AD machine gun firing the crew has 15 rounds, 6 of which are tracer rounds. After report of the crew about firing readiness the Referee gives order to show target №25 (helicopter). Tank commander observes and after having detected the target hits it.

On the third lap tank crews load ammunition for coaxial machine gun and take position at the limit of opening fire. For coaxial machine gun firing the crew has 15 rounds, 5 of which are tracer rounds. After report of the crew about firing readiness the Referee gives order to show target №9 (RPG). Gunner observes and after having detected the target hits it.

The unused ammunition for coaxial and AD machine guns should be left at the limit of opening fire. It is allowed to throw out belts with unused ammunition by crew members before the report about weapon unload.

After every firing activity tank commander has to report to the Judge of the Contest about ceasefire, ammunition run-out and weapon unload.

After having passed the finish line tanks have to arrive to the waiting area and by command of the Chief Referee they proceed to the combat vehicle park. By

command of a representative of the Referee Panel of the Contest the next tank crews come to start line in accordance with draw's results.

The scoring of a tank crew in "Individual race" consists of total runtime.

4. For first division teams "**Relay Race**" is conducted on the track with natural and artificial obstacles, combat tracks, platforms and sites for shooting, penalty sites (Annex 6). Three crews from each team participate in this race using one tank. Total length of one lap is 3-5 kilometers and depends on terrain. Each crew has to make 4 laps, overcoming obstacles and hitting targets. During relay race shooting is performed with a tank gun on the move, with coaxial and air-defense machine gun at halt from a platform.

Not more than four tanks at once are allowed to be on the track.

Sequence of firing during "Relay Race" is to be determined by a variation of draw procedure.

Variation 1. The first lap is a speed race; the second lap is flank firing on the move with the gun on three targets №12; the second lap is air-defense machine gun firing on targets №25 and №11; the third lap is coaxial machine gun firing on three targets №9.

Variation 2. The first lap is flank firing on the move with the gun on three targets №12; the second lap is air-defense machine gun firing on targets №25 and №11; the third lap is coaxial machine gun firing on three targets №9; the fourth lap is a speed race.

Variation 3. The first lap is air-defense machine gun firing on targets №25 and №11; the second lap is coaxial machine gun firing on three targets №9; the third lap is a speed race; the fourth lap is flank firing on the move with the gun on three targets №12.

Variation 4. The first lap is coaxial machine gun firing on three targets №9; the second lap is a speed race; the third lap is flank firing on the move with the gun on three targets №12; the fourth lap is air-defense machine gun firing on targets №25 and №11.

The relay race route is equipped with start (finish) lines, switchover line, direct moving area (speed track), obstacles (track bridge model, mound, escarp, ford, anti-tank ditch with passage, comb, mine barrier, slopes, fire band), ammunition loading (charging) sites, unloading sites, firing ranges (air-defense machine gun firing site and coaxial machine gun firing site, two sites for flank firing) 9 penalty sites and 1-2 distances for penalty laps. Track layout and dimensions of obstacles could be found in Annexes.

Firing ranges are equipped with ammunition racks, flank firing site – with the line where the gun has to be turned towards target field, limit of opening fire and cease fire line, platforms for firing, target field with the targets, marked with respective color as well as platform for tank gun shooting at halt (unloading platform).

For tank gun firing there is a target field equipped with three targets №12 (each firing range) marked with respective color at a distance of 1600-1800 m, and additional target for firing until run-out of ammunition.

For air-defense machine gun firing there is a target field equipped with two

targets (target №25 (helicopter) and target №11 (antitank gun)) at a distance of 800-1000 m.

For coaxial machine gun firing there is a target field equipped with three targets №9 (hand-held anti-tank grenade launcher) of every color at a distance of 600, 700 and 800 m.

Before starting of a race tanks of teams have to be moved at the start line, the first crews line up facing tribune in front of a tank with headwear on their heads. Tanks for the next race and backup vehicles are located at the specially designated areas. The second and the third crews are located at a safe distance close to the switchover line.

By a signal the first crew boards the tank, starts engine, establishes radio communication and reports to the Chief Referee of the Contest about readiness for race.

All crews in each race start at the same time. The command to start the race is given by the Chief Referee of the Contest (Deputy Chief Referee on Practical Actions).

By command of the Deputy Chief Referee on Practical Actions tanks start moving on established track and according to the race variation. In course of the race crews overcome obstacles and stop at the loading platform of a respective firing range. At the loading platform they have to stop engine, leave the vehicle, close hatches and line up two-four steps behind the tank, load ammunition, board tank, start engine and report firing readiness via communication. Then depending on the variation of race by command of the Referee of the Contest crews take firing positions or enter combat track, observe and hit targets of a respective color.

During the speed race a crew moves on the track without shooting, overcomes natural and artificial obstacles. If a vehicle doesn't overcome an obstacle it is sent to the penalty site where the crew have to perform exercise "Walk-around inspection" in accordance with Annex 1. The order of overcoming obstacles, giving penalty time and penalty laps for driving technique is set out in the Annexes.

For flank firing crews load three regular artillery rounds and report via communication about firing readiness. They start moving by a command of the Referee of the Contest (Deputy Chief Referee on Practical Actions). Once at the line, marked with yellow pointers, the crew has to turn gun barrel to the target field. The first target is shown by command of the Chief Referee of the Contest and after the tank hull crosses the limit of opening fire, marked with red pointers. They open fire as soon as they detect it. Time slot for every target is not more than 1 minute, total timing for flank firing is not more than 4 minutes. In case of a delay, tank commander has to decide whether they are capable to resolve problem and fulfill combat task in time slot. He has to report to the Chief Referee about delay when they are incapable to resolve it by their means. By command of the Chief Referee this tank is to be moved to the unloading site where the runtime of the crew is to be stopped. In case of reporting failure for 30 seconds exceeding time-limit of flank firing time slot they would be given one penalty lap. The Chief Referee involuntary directs (withdraws or evacuates) tank by duty evacuation group to the shooting at halt range (unloading platform) where this delay has to be resolved and runtime is not to be stopped.

The second and the third targets are shown after the previous one has been shelled. At each site for flank shooting there can be only one tank. After firing tank commander reports that they finished shooting, unloaded gun and run out of ammunition.

In case if not all targets were hit, the crew by command of Chief Referee stop the engine at the platform of shooting at halt, leave the vehicle, close the hatches and line up two or three steps behind the tank. By command of the Chief Referee the crew load additional artillery rounds (according to the number of missed targets), take their places, start engine and via radio communication report about their readiness for shooting.

By command of the Chief Referee the crew start shooting at missed targets.

After firing activity tank commander has to report about ceasefire, ammunition run-out and weapon unload and continues to move on the route.

If during movement not all ammunition was shot (because of technical reasons), tank takes firing position in a trench (on a platform for unloading) and unloads the gun and off-loads unused ammunition.

For air defense machine gun firing a crew has 20 rounds, six of which are tracers. After the crew has reported its firing readiness the Referee gives command to show target №25 (helicopter) and target №11 (antitank gun) at the same time. Tank commander observes, detects targets and hits them.

For coaxial machine gun firing a crew has 30 rounds, 10 of which are tracers. After the crew has reported its firing readiness the Referee gives command to show three targets №9 (RPG) at the same time. Gunner observes, detects targets and hits them.

5. For second division teams **“Relay Race”** is conducted on the track with natural and artificial obstacles, combat tracks, platforms and sites for shooting, penalty site (Annex 6). Three crews from each team participate in this race using one tank. Total length of one lap is 3-5 kilometers and depends on terrain. Each crew has to make 4 laps, overcoming obstacles and hitting targets. During relay race shooting is performed with a tank gun on the move, with coaxial and air-defense machine gun at halt from a platform.

Not more than four tanks at once are allowed to be on the track.

Sequence of firing during “Relay Race” is to be determined by a variation of draw procedure.

Variation 1. The first lap is a speed race; the second lap is flank firing on the move with the gun on three targets №12; the second lap is air-defense machine gun firing on targets №25 and №11; the third lap is coaxial machine gun firing on three targets №9.

Variation 2. The first lap is flank firing on the move with the gun on three targets №12; the second lap is air-defense machine gun firing on targets №25 and №11; the third lap is coaxial machine gun firing on three targets №9; the fourth lap is a speed race.

Variation 3. The first lap is air-defense machine gun firing on targets №25 and №11; the second lap is coaxial machine gun firing on three targets №9; the third lap is a speed race; the fourth lap is flank firing on the move with the gun on three targets

№12.

Variation 4. The first lap is coaxial machine gun firing on three targets №9; the second lap is a speed race; the third lap is flank firing on the move with the gun on three targets №12; the fourth lap is air-defense machine gun firing on targets №25 and №11.

The relay race route is equipped with start (finish) lines, switchover line, direct moving area (speed track), obstacles (track bridge model, mound, escarp, ford, anti-tank ditch with passage, comb, mine barrier, slopes, fire band), ammunition loading (charging) sites, unloading sites, firing ranges (air-defense machine gun firing site and coaxial machine gun firing site, two sites for flank firing) 9 penalty sites and 1-2 distances for penalty laps. Track layout and dimensions of obstacles could be found in Annexes.

Firing ranges are equipped with ammunition racks, flank firing site – with the line where the gun has to be turned towards target field, limit of opening fire and cease fire line, platforms for firing, target field with the targets, marked with respective color as well as platform for tank gun shooting at halt (unloading platform).

For tank gun firing there is a target field equipped with three targets №12 (each firing range) marked with respective color at a distance of 1600-1800 m, and additional target for firing until run-out of ammunition.

For air-defense machine gun firing there is a target field equipped with two targets (target №25 (helicopter) and target №11 (antitank gun)) at a distance of 800-1000 m.

For coaxial machine gun firing there is a target field equipped with three targets №9 (hand-held anti-tank grenade launcher) of every color at a distance of 600, 700 and 800 m.

Before starting of a race tanks of teams have to be moved at the start line, the first crews line up facing tribune in front of a tank with headwear on their heads. Tanks for the next race and backup vehicles are located at the specially designated areas. The second and the third crews are located at a safe distance close to the switchover line.

By a signal the first crew boards the tank, starts engine, establishes radio communication and reports to the Chief Referee of the Contest about readiness for race.

All crews in each race start at the same time. The command to start the race is given by the Chief Referee of the Contest (Deputy Chief Referee on Practical Actions).

By command of the Deputy Chief Referee on Practical Actions tanks start moving on established track and variation. In course of the race crews overcome obstacles and stop at the loading platform of a respective firing range. At the loading platform they have to stop engine, leave the vehicle, close hatches and line up two-four steps behind the tank, load ammunition, board tank, start engine and report firing readiness via communication. Then depending on the variation of race by command of the Referee of the Contest crews take firing positions or enter combat track, observe and hit targets of a respective color.

During the speed race a crew move on the track without shooting, overcome natural and artificial obstacles. If a vehicle doesn't overcome an obstacle it is sent to the penalty site where the crew have to perform exercise "Walk-around inspection" in accordance with Annex 1. The order of overcoming obstacles, giving penalty time and penalty laps for driving technique is set out in the Annexes.

For flank firing crews load three regular artillery rounds and report via communication about firing readiness. They start moving by a command of the Referee of the Contest (Deputy Chief Referee on active part). Once at the line, marked with yellow pointers, the crew has to turn gun barrel to the target field. The first target is shown by command of the Chief Referee of the Contest and after the tank hull crosses the limit of opening fire, marked with red pointers. They open fire as soon as they detect it. Time slot for every target is not more than 1 minute, total timing for flank firing is not more than 4 minutes. In case of a delay, tank commander has to decide whether they are capable to resolve problem and fulfill combat task in time slot. He has to report to the Chief Referee about delay when they are incapable to resolve it by their means. By command of the Chief Referee this tank is to be moved to the unloading site where the runtime of the crew is to be stopped. In case of reporting failure for 30 seconds exceeding time-limit of flank firing time slot they would be given one penalty lap. The Chief Referee involuntary directs (withdraws or evacuates) tank by duty evacuation group to the shooting at halt range (unloading platform) where this delay has to be resolved and runtime is not to be stopped.

The second and the third targets are shown after the previous one has been shelled. At each site for flank shooting there can be only one tank. After firing tank commander reports that they finished shooting, unloaded gun and run out of ammunition.

If during movement not all ammunition was shot, tank takes firing position in a trench (on a platform for unloading) and fires till complete run out of ammunition or by command of the Chief Referee unloads. After run out of ammunition (unloading) and by command of the Chief Referee the tank continues moving on the route. The time spent on tank unloading is added to the total time and the timer isn't stopped.

For air defense machine gun firing a crew has 20 rounds, six of which are tracers. After the crew has reported its firing readiness the Referee gives command to show target №25 (helicopter) and target №11 (antitank gun) at the same time. Tank commander observes, detects targets and hits them.

For coaxial machine gun firing a crew has 30 rounds, 10 of which are tracers. After the crew has reported its firing readiness the Referee gives command to show three targets №9 (RPG) at the same time. Gunner observes, detects targets and hits them.

The unused ammunition for coaxial and AD machine guns should be left at the limit of opening fire. It is allowed to throw out belts with unused ammunition by crew members before the report about weapon unload.

After each firing activity tank commander reports to the Referee Panel of the Contest that they ceased fire, run out of ammunition and unloaded weapon.

After having passed all laps the tank stops before start line and its hull has to

be within designated dimensions marked with pillars. The crew stops engine, leaves the tank, takes communication helmets off, puts on headwear and closes hatches.

Switchover procedure:

The crew of the first race passes the tank to the crew of the second race. After having finished the route the crew of the second race passes the tank to the crew of the third race.

After full stop of the tank at finish line the Referee gives command to the next crew to line up at switchover line at a distance of 70-100 m from start line in direction of movement. The crew of the finishing tank has to stop it in the designated area before the start line, then the crew stops engine, leaves the tank, takes communication helmets off, puts on head wear and runs to the next crew, standing on the switchover line. The switchover is to be done by touching by hand of any body part of the next crew member. The members of the next crew are not allowed to move before switchover. After switchover the next crew boards the tank, driver starts engine, tank commander reports about readiness and the tank starts moving on the track according to the respective variant without any additional order. The crew, which has passed the tank, leaves the track and returns to the coach in compliance with the safety requirements.

At the end of the active stage of the “Relay Race” the scoring is summarized and winners are to be determined.

VI. Determination of the Winners of the Contest

1. Winners and medalists of the Contest are determined by the decision of the Referee Panel of the Contest according to the best total runtime, number of demerit points and absence of violations, for which the crew is disqualified.

2. At the end of “Individual Race”, the Referee Panel of the Contest summarizes scoring and determines: a winner and awardees’ tank crews of “Individual race”.

In the event that the crews show the same time for the Contest track, a crew with the minimum penalty laps and penalty sites takes the highest rating.

3. In order to determine the teams entering the next stage of the Contest (semi-final, final stage of “Relay Race”), they summarize a scoring (rating) consisting of total runtime of all three crews participating in the “Individual Race”.

The highest scoring (rating) corresponds to the minimum (summarized) runtime of the team. Teams with the highest scoring (rating) are entitled to participate in the “Relay Race” in accordance with the Contest Regulation.

Eight best teams of “Individual Race” are picked for participation in semi-final of the “Relay Race” contest. After semi-final the Referee Panel summarizes scoring and determines four teams of each division to participate in the final stage of the “Relay Race”.

4. At the end of “Relay Race”, the Referee Panel of the Contest summarizes scoring and determines in each division: a winner-team and awardee-teams of the Contest.

The final stage of the Contest includes the closing ceremony of the International Army Games, return of weapons and military equipment to Russian

part and departure of the teams' personnel to their permanent bases.

VII. The List of Safety Requirements' Violations Causing Penalties

1. In case of safety requirements' violations, the team gets one penalty lap for: moving with an open hatch (hatches); violation of weapon unloading procedure.

In case of safety requirements' violations, the team gets two penalty laps for: starting movement or firing without command of the Chief Referee of the Contest;

movement along the track with charged weapon, loaded ammunition (except for sections of the track from sites of ammunition loading to the open fire line);

charging a weapon before a tank reaches open fire area;

firing with open hatches (except for the hatch of the tank commander when firing from an anti-aircraft machine gun);

firing beyond sidelines of safety areas;

firing beyond the limit of opening fire and cease fire line;

moving of a tank, when crew members are not at their places;

non-observance of the commands of the Chief Referee, Deputy Chief Referee on Practical Actions, Field Referees and instructions of the technical staff;

loading of ammunition with running engine.

The crew will be disqualified and placed to the last place in rating of the current competition stage for pointing the gun barrel or MG towards the tribunes, dismounting without the command of the Chief Referee.

The crew causing a collision of tanks on the track will be disqualified and placed to the last place in the current Contest stage.

VIII. The Order of Solving Controversial Issues

1. Each participating team is entitled to put a question before the Referee Panel. This matter has to be considered at the earliest or at the special meeting by the decision of the Chief Referee (Annex 7).

2. The Referee Panel resolves controversial issues by open voting. The decision is deemed to be taken by a simple majority of the presenting referees. With an equality of votes, the final decision is to be taken by the Chief Referee of the Contest. In other cases, the Chief Referee does not vote.

3. An appeal could be lodged to the Chief Referee of the International Army Games against the decision of the Referee Panel.

**Actions (exercises) “Walk-around inspection”
performed by a crew on a penalty site**

№	Actions (exercise) implementation’s arrangements		
	Tank commander	Gunner	Driver
1.	The crew is inside the tank. Hatches are closed on the stoppers. By the command of the tank commander “dismount from a vehicle,” the driver shuts down the engine. Crew to dismount the tank and make sideline formation.		
2.	<p>He gives order to the driver to make walk-around inspection of running gears’ condition, to the gunner - to check the aiming devices (if necessary, to keep them by removing dirt and dust). Performs boarding in the tank. Performs a check on the operability of communications. He gets in contact with the Referee at the command and control point. (For example: "I am yellow (red, green, blue) tower, over to you"). Standing by for a reply. Makes disembarking from the tank, order the crew for a formation, receives check-up reports.</p>	<p>By tank commander's order, he boards the tank and makes visual inspection of aiming device of the tank (if necessary, keeps them by removing dirt and dust). Makes report to the tank commander on inspection check-up results.</p>	<p>By the tank commander’s order, he makes walk-around inspection, checks the condition of tank's running gears (right and left side) Reports to the tank commander on inspection check-up results.</p>
3.	The crew lines up at the side of the tank. By the command of the tank commander "Embark" they have to board the tank. Hatches are to be closed on the stoppers. Driver runs up the engine. The tank commander reports to the Chief Referee about the readiness for movement.		

**LIST OF
tank's breakdowns caused by the crew which bring disqualification
and last place rating**

1. Breakdown or crippling of steering wheel's stabilizer crank.
2. Equalizer beam' crippling.
3. Hull bottom' breaking.
4. Engine overheating*.
5. Backward run-up of engine.
6. Burning or warp of disk of driving and interlocking friction of planetary steering mechanism.
7. Burning of turning or stopping brakes bands.
8. Extra fuel compartment crash.
9. Turret and main gun lock' breakdown.
10. Main gun barrel bending.
11. Engine hydraulic surge.
12. Flooding of the vehicle (tank).

*The engine is considered to be overheated if the coolant temperature is higher than the short-term permissible temperature indicated in the manuals (instructions) for the maintenance and operation of the combat vehicle.

Participant's application for the Contest “Tank Biathlon”

Annex 3

(country)

№	Duty assignment	Military rank	Full name	Series, ID number of the officer (military ID, passport)	Remarks
1.	<i>Contest team leader</i>				
Coaching staff					
2.	<i>Coach</i>				
3.	<i>Coach</i>				
1 tank crew					
4.	<i>Tank commander</i>				
5.	<i>Gunner</i>				
6.	<i>Driver</i>				
2 tank crew					
7.	<i>Tank commander</i>				
8.	<i>Gunner</i>				
9.	<i>Driver</i>				
3 tank crew					
10.	<i>Tank commander</i>				
11.	<i>Gunner</i>				
12.	<i>Tank commander</i>				
Back-up tank crew					
13.	<i>Tank commander</i>				
14.	<i>Gunner</i>				
15.	<i>Tank commander</i>				
Maintenance team					
16.	<i>Team leader</i>				
17.	<i>Engineer</i>				
18.	<i>Engineer</i>				
19.	<i>Tech mac</i>				
20.	<i>Tech mac</i>				
21.	<i>Tech mac</i>				

16

Team leader (Chief coach) _____

(country)

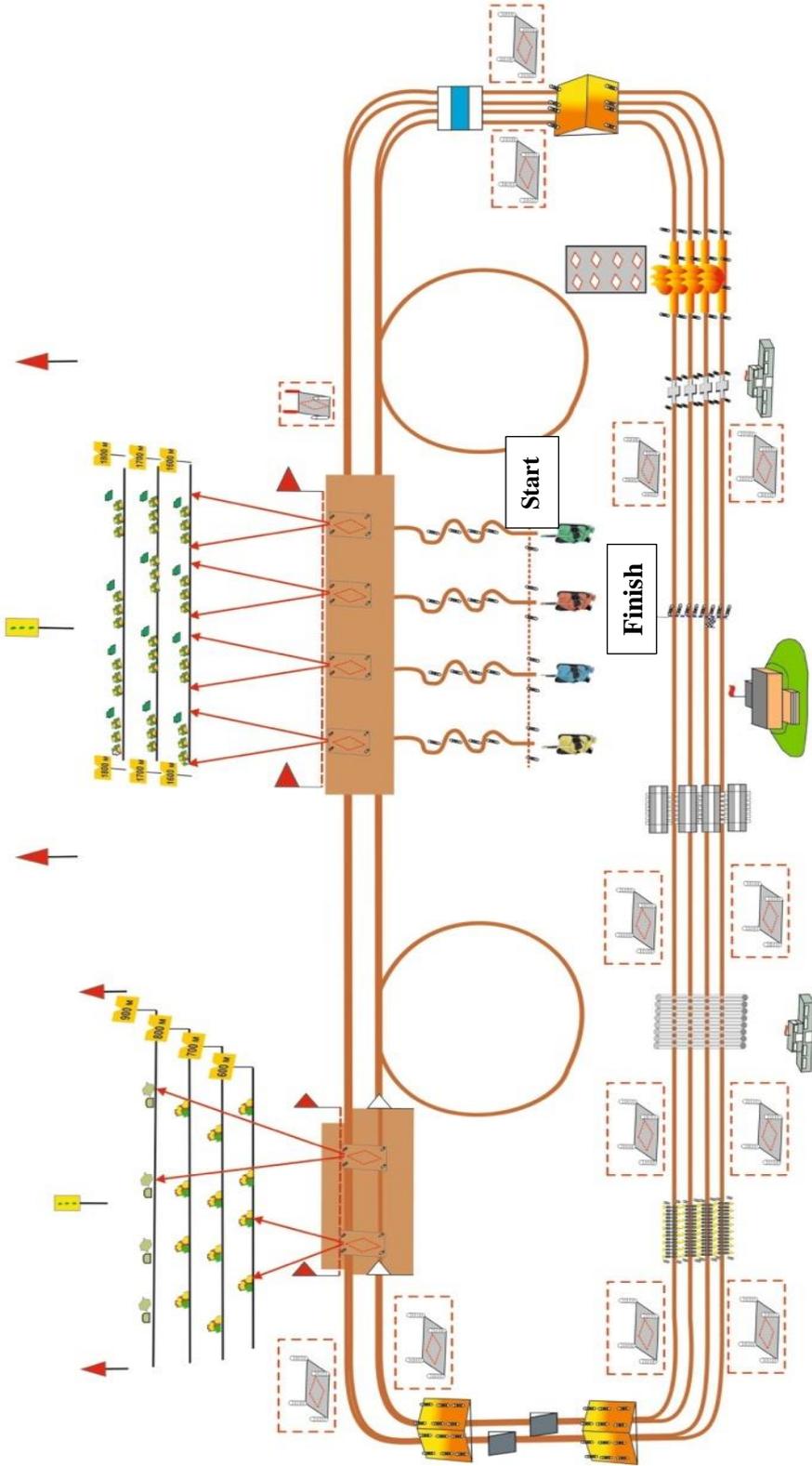
« ____ » _____ **20** _____

(signature)

(Full name)

**Route layout of “Individual race” stage
of “Tank Biathlon” Contest**

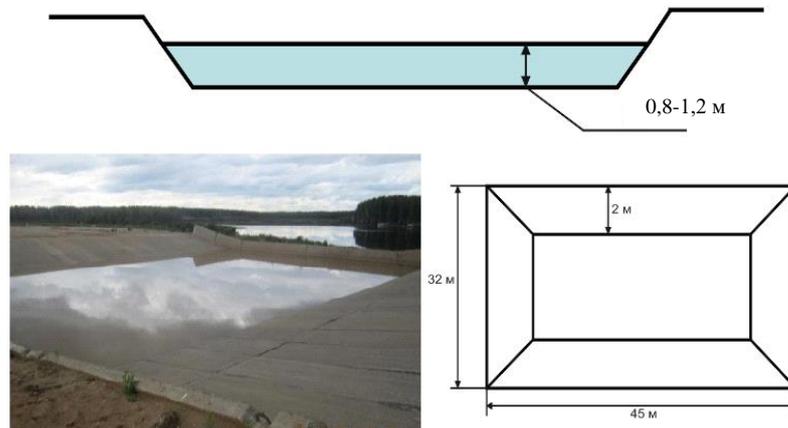
Annex 4



Map symbols	
1	Penalty sites
2	Unloading platform
3	Sites for munition loading

**List of
obstacles, layouts, overcoming procedure
and driving technique violation's penalties**

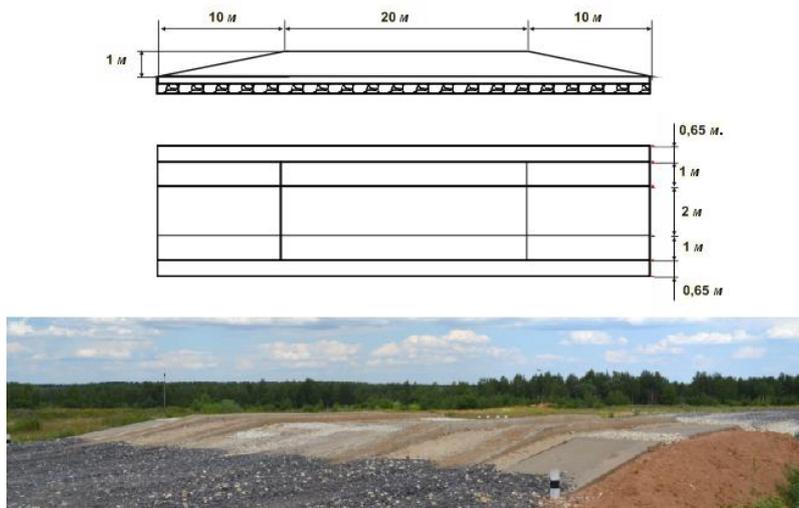
Ford



They have to overcome this obstacle nonstop without quick turns and rolling back during exit.

The crew maneuvering section is involuntary to be directed to the penalty site for stopping at the obstacle (engine cut-out), rolling back during exit or bypassing it.

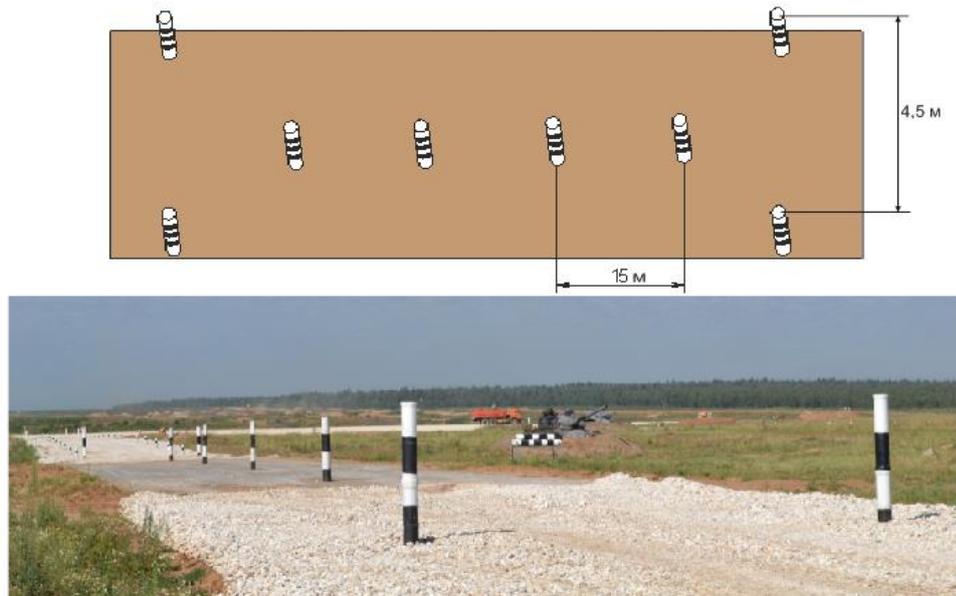
Track bridge model



They have to overcome track bridge without backward motion and move along it without stopping and dumping.

The crew is involuntary to be directed to the penalty site for reverse movement falling down of the obstacle or bypassing it.

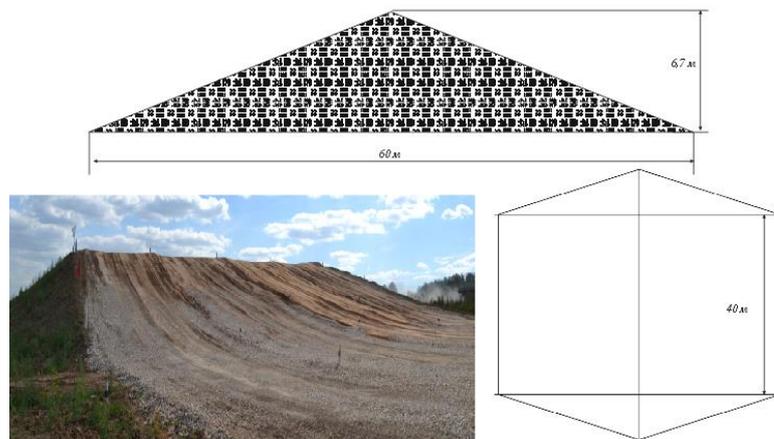
Maneuvering section



They have to overcome maneuvering section without touching pillars and cutting down the engine.

The crew is involuntary to be directed to the penalty site for knocking down (touching) pillar (limiter) of an obstacle and bypassing it.

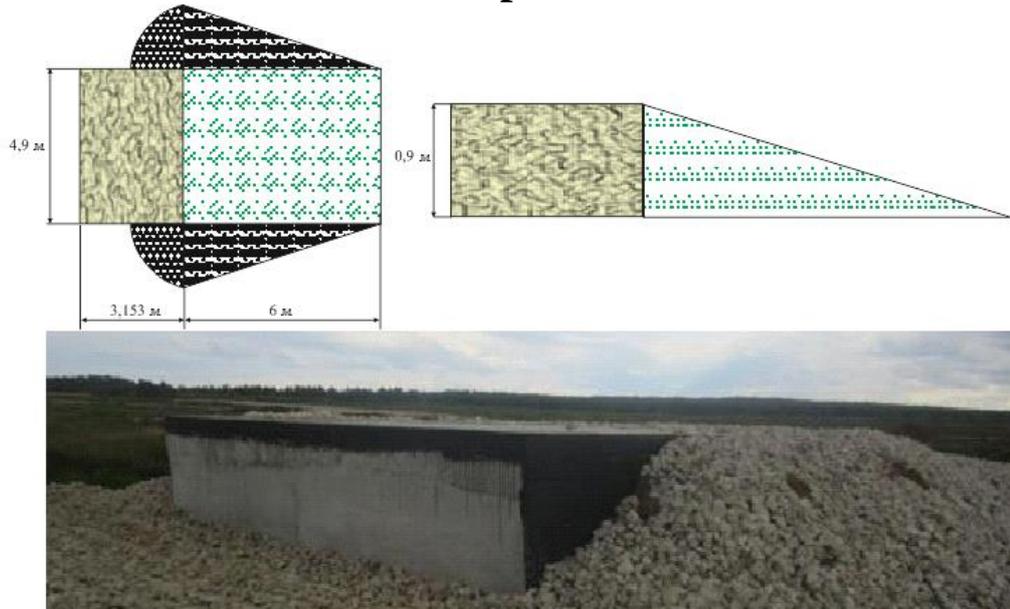
Mound



They have to overcome mound without cutting down engine and rolling down.

The crew is involuntary to be directed to the penalty site for stopping at the obstacle, cutting down engine, rolling down, bypassing it.

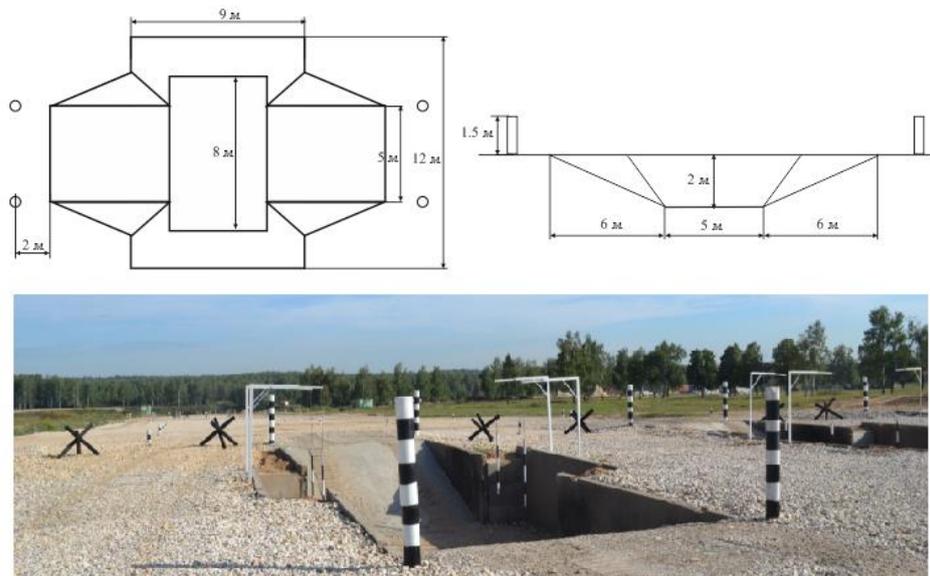
Escarpment



They have to overcome escarpment without cutting down engine and rolling down.

The crew is involuntary to be directed to the penalty site for overcoming it without speed decrease down to 5 km/h 5-10 meters before the obstacle, for stopping on it, rolling down and bypassing it.

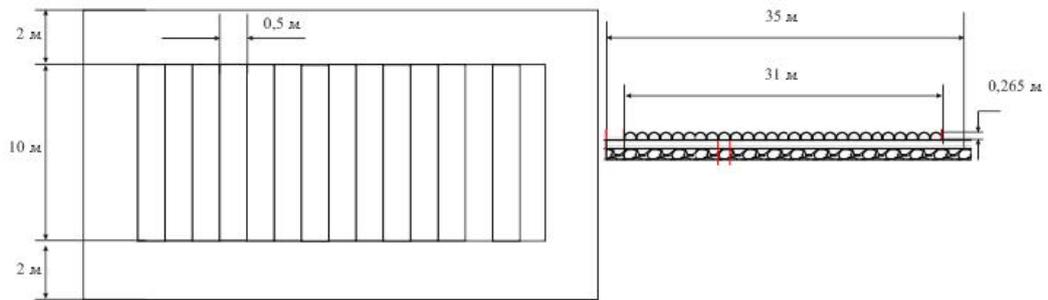
Anti-tank ditch with passage



They have to overcome this ditch without cutting down engine, touching inner walls and pillars and rolling down.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), touching inner wall without its movement failure, high-speed overcoming, stopping at it (cutting down engine) or rolling down as well as bypassing it.

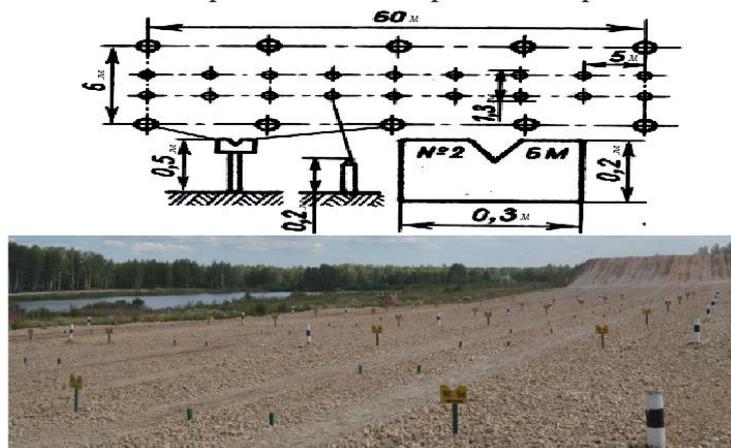
Comb



They have to overcome this comb without cutting down engine, touching limiters and backward moving.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), bypassing this obstacle.

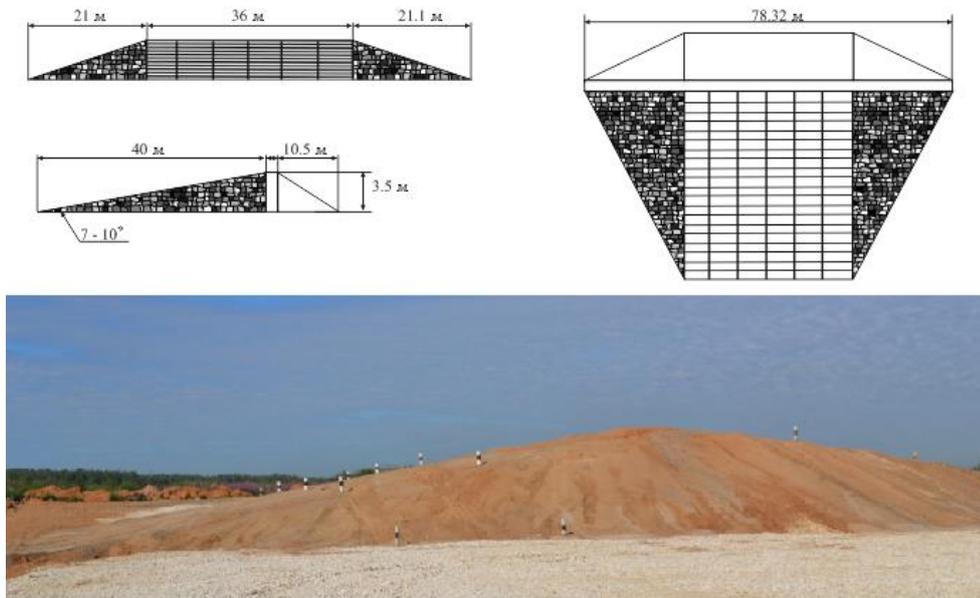
Mine barrier



They have to overcome this mine barrier without stopping, touching limiters (inner marks) and backward motion.

The crew is involuntary to be directed to the penalty site for every mark (limiter) touched (knocked down), bypassing this obstacle, stopping, mine encounter during overcoming it.

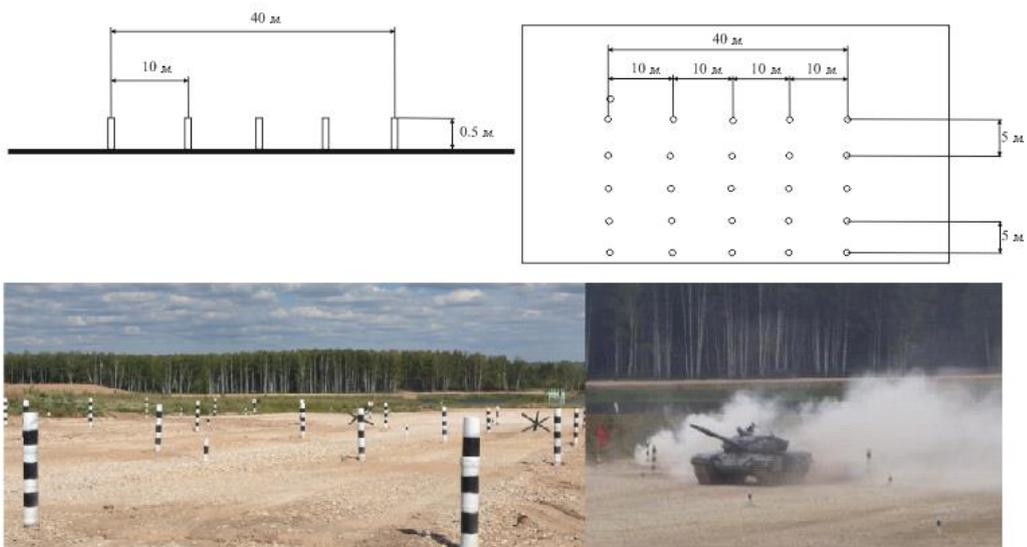
Slope



They have to overcome this slope without stopping, touching limiters and rolling down.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), stopping, rolling down, as well as bypassing this obstacle.

Fire band

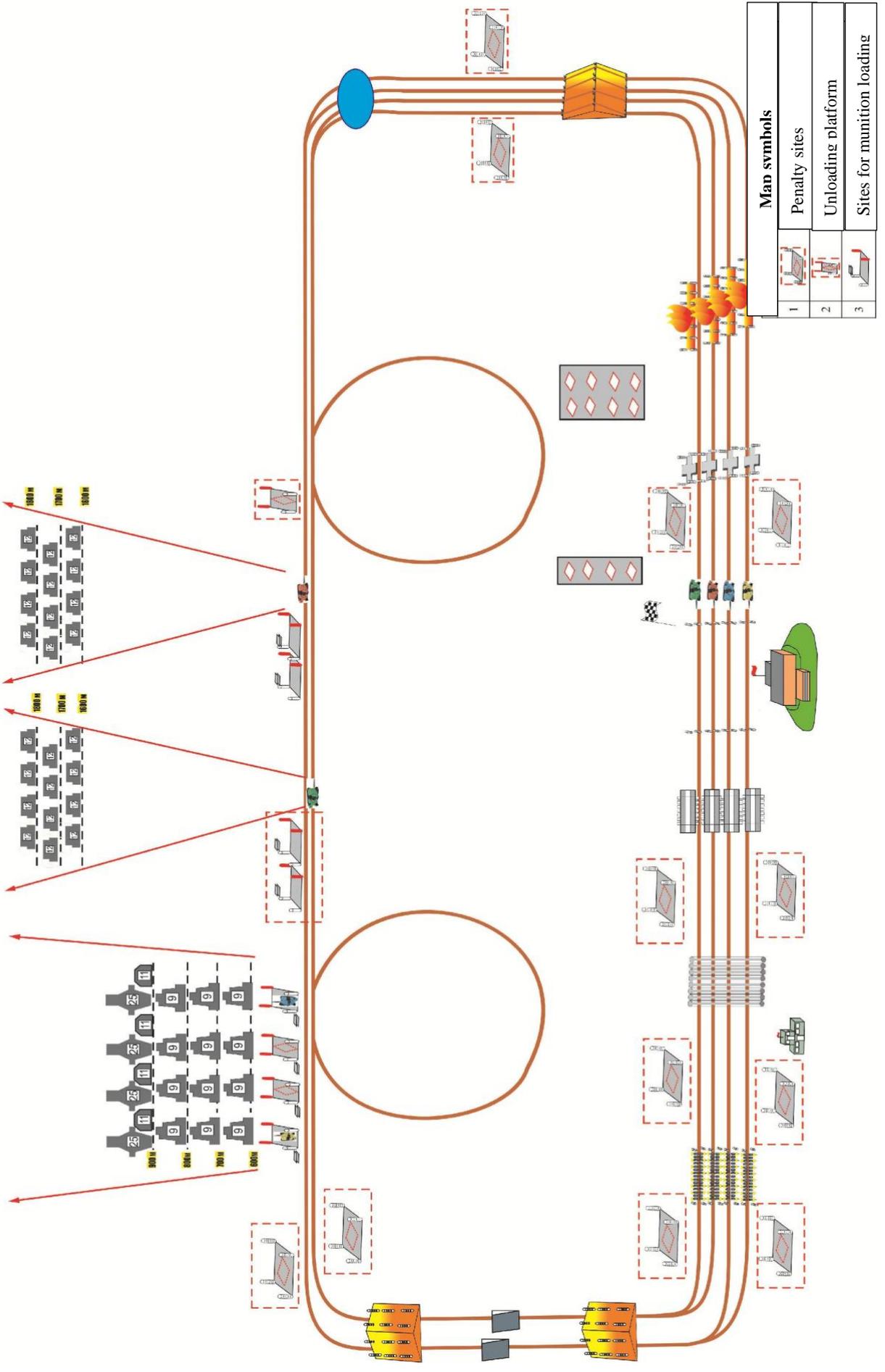


They have to overcome this fire band without stopping, touching limiters and backward motion.

The crew is involuntary to be directed to the penalty site for every pillar (limiter) touched (knocked down), backward motion, stopping, as well as bypassing this obstacle.

Annex 6

Route layout of "Relay Race" stage of "Tank Biathlon" Contest



**NOTICE OF APPEAL
against scoring and procedure**

_____ (Contest title)

from _____

(Coach, Team leader) (Full name) (Team)

(Stage) (Date) (Time)

Summary of the appeal. Which articles of the rules or the Competition Regulations are considered violated. Proposed solution and its justification.	Pending appeal consideration	
	Name of examiner	Resolution, justification. Signature of decision maker

I have read and understood,
«AGREE», «DISAGREE» _____
(delete as applicable) (date,time, signature of claimer)

REFEREE PANEL RESOLUTION

Chief Referee:

Referee Panel members:

_____ (Date, time)

I have read and understood _____
(Signature, full name)
