



**Regulations
on the conduct of the contest
“Suvorov onslaught”**

**Moscow
2020**

REGULATIONS on the "Suvorov onslaught" contest

I. General provisions

1. "Suvorov onslaught" is a contest of the International Army Games (hereinafter referred to as the "Contest"), which aims to determine the best crew, team and the best specialists of infantry fighting vehicles.

2. The Contest's Organizer is the Ministry of Defense of the Russian Federation (High Command of the Land Forces of the Russian Federation).

3. The Competition may be held on the territory of foreign countries provided that they have an equipped competition track as provided for within the framework of the International Army Games.

When the Contest is conducted on the territory of foreign countries, the procedures for its organization, preparation and conduct shall be agreed upon at the planning conferences.

If the country, applying to host the Contest on its territory, does not fulfill the requirements of these Regulations, the Commission of Representatives of the Participating Countries of the Contest, when checking readiness, may decide to change the venue of the competitions to the territory of the Russian Federation or of another country, in coordination with the International Organizing Committee of the International Army Games.

4. The Regulations on the Contest "Suvorov onslaught" is approved by the Russian Federation Land Forces Commander-in-Chief.

5. When the Contest is held on the territory of foreign countries, the overall direction of the preparation and conduct of the Contest is vested in the High Command of the Land Forces of the Russian Federation, and the direct supervision is to be undertaken by the military authorities of the country where the Contest is to take place.

The official languages of the Contest are Russian, English and, if necessary, the language of the country where the Contest is to take place.

6. The composition of the participating team - **21 people**:

team leader - **1 person**;

referee - **1 person**;

coach - **1 person**;

team members - **12 people** (4 crews, of these, 3 main and 1 reserve crew);

technical support section - **6 people**.

Two interpreters, a psychologist and a paramedic are to be additionally appointed to ensure the work of the team on the territory of a foreign country.

To participate in the contest, each team can use no more than four own-produced infantry fighting vehicles with the operational and performance characteristics in accordance with the Regulations of (Annex No 1).

At the request of the participating team, the country on whose territory the Contest is to take place, provides no more than four own-produced infantry fighting vehicles with operational and performance characteristics, that comply with the relevant Regulations.

7. The Contest is organized and conducted in two stages:

first stage - "Individual race";

second stage - "Relay race".

8. Winners (awardees) of:

"Individual race" stages are decided by the shortest total time spent by the crews to complete the race;

"Relay race" stages are decided by the shortest time spent by the team to cover the race track distance.

The total time of the team includes the track performance time and the penalty time; if the total time is the same, then the team with the fewest penalty laps (time) wins.

9. The referee board, team of field referees, technical commission, technicians and support staff shall be appointed to assure the implementation of the referee procedures.

The referee board consists of Referees who are appointed from the participating teams; the votes of all referees are equally weighted.

The Chief Referee of the Contest shall preside at all meetings of the referees.

Only the referees whose teams are participating in the stages or races of the Contest shall take part in reviewing the results of the races.

10. At the end of the "Individual Race", the Referees board of the Contest summarizes the results and determines the winning crews who took 1st, 2nd, 3rd places and awardee crews, which are awarded with diplomas and value prizes. According to the results of the "Individual Race", the best crew commander, the best gunner, the best driver are decided, one person per nomination. The best gunner is decided by the greatest number of hits on the target, the best driver is the driver who showed the best time on the race track, while overcoming 100% of obstacles in the Individual Race.

11. At the end of the "Relay race" the Referee board of the Contest summarizes the score and determines the winning teams, who took 1st, 2nd and 3rd places, as well as awardee crews that are awarded with cups, medals, diplomas and high value prizes.

12. To ensure control over the shooting range and its maintenance, a group of specialists is appointed. It includes a team leader and four assistants (appointed from the country where the Contest is to take place).

The group is responsible for:

provision of targets and target equipment;

shooting range control;

target hits inspection and visual check firing performance;

video broadcasting of the target hits on the screens of the referee board and of the audience.

13. Country, on the territory of which the Contest is to take place, shall complete the training of its team at the main area (venue) of the Contest no later than 14 days before the opening of the International Army Games in Moscow. Failure to abide by this condition and all crews of the country where the Contest is to take place are fined a penalty lap for each day of exercising, except for the day specified in the general schedule for the training of teams of the countries participating in the Contest.

14. All teams, including the team of the country where the Contest is to take place, live, feed, move, train, store equipment during the preparation and conduct of the Contest together with other teams of the participating countries, in case of a failure to comply with this requirement, the team shall be considered to have not arrived at the Contest.

The participation of crews and individual members of the crews in the Contest more than once every two years is prohibited. In case of a failure to comply with this requirement, the crew shall be assigned with a penalty lap.

For the sake of control, upon arrival at the competition site, teams shall exchange lists of crews in the contest languages (Russian, English, language of the country where the Contest is to take place) with of photos of crew members attached (9 × 12 mm).

15. The same day as the last team arrive, according to the drawing lots, the teams of the participating countries shall be granted an opportunity to train in the main area (facility) of the Contest for preparation.

During the preparation for the Contest, the host country shall provide the teams of the participating countries with:

safety briefings;

familiarization with the route of the contest (including obstacles) and the targets information (Annex No 3) according to the scheme (showing all targets for at least an hour at each turn) during an instructional demonstration along the route;

field training on the fighting vehicles without shooting on the main track - at least two hours for each team member and on the training track - at least four hours for each team member;

training with live ammunition shooting at the training track (at least three hours) before each stage of the Contest, and issuing ammunition to teams performing with the host country equipment (at least 30 rounds for a 30-mm gun, at least 70 rounds for a 7.62-mm machine gun);

zeroing weapons of the participating teams to normal combat condition (at least two hours) before each stage of the Contest with issuing ammunition to teams performing with the host country equipment (at least 30 rounds for a 30-mm gun, at least 70 rounds for a 7.62-mm machine gun);

Representatives of the countries participating in the Contest have the right to attend trainings and zeroing weapons of fighting vehicles to normal combat condition of any team without coordination, as observers.

16. Preparation for the Contest and participation in it by the participating teams shall be organized and conducted in full compliance with the Contest plan.

The host party, at the last planning conference, shall present to the participating teams the training schedule for the teams on the main and alternate tracks of the Contest, specifying the time and places for zeroing the weapons of fighting vehicles to normal combat conditions and maintenance of weapons and military equipment, show housing for personnel and depots for equipment.

17. A participating team that has committed unauthorized actions or that ignores instructions from the Referee board shall lose the status of a participating team in the Contest.

II. Track and shooting ranges

18. The contest is conducted on a limited part of the terrain, with a prepared route of 4,300 meters length (Annex No 2).

19. For the “**Individual Race**” stage, the route is limited by “Start” and “Finish” lines, and includes 11 obstacles:

maneuvering area, water obstacle (ford), treadway lane through a minefield, mound, wall of fire, anti-tank ditch, treadway bridge setup, bumps, hillside No. 1, scarp, hillside No. 2) (Annex No. 3);

two shooting ranges;

fighting vehicles weapons unloading area.

First shooting range is equipped with:

a) four firing points at the firing line (the point of ammunition and the firing line are on the same site);

b) four target groups of five targets each on the target area (BMP), at distances from 1100 to 1500 meters and on the front not more than 15°, one target per firing lane, each group of targets is painted in one of four different colors (red, blue, green, yellow) (Annex No 4).

Second shooting range is equipped with:

a) four firing points at the open fire line (the point of ammunition and the firing line are on the same site);

b) on the target area:

four targets (helicopter) at a distance of 900 meters and no more than 15° by the front, each target is painted in one of four different colors (red, blue, green, yellow);

four groups of targets three targets each (RPG) at distances from 500 to 800 meters, one target per firing lane and no more than 15° by the front, each group of targets is colored in one of four different colors (red, blue, green, yellow).

20. For the “**Relay**” stage, the route is limited by the “Start” and “Finish” lines and includes 10 obstacles:

treadway bridge setup, bumps, hillside No 1, scarp, hillside No 2, water barrier (ford), treadway lane through a minefield, mound, wall of fire, anti-tank ditch;

two shooting ranges;

fighting vehicles weapons unloading area.

First shooting range is equipped with:

a) four firing points at the firing line (the point of ammunition and the firing line are on the same site);

b) on the target area:

four targets (helicopter) at a distance of 900 meters and no more than 15° by the front, each target is painted in one of four different colors (red, blue, green, yellow);

four targets (RCL on a vehicle) at a distance of 900 meters and no more than 15° by the front, each target is painted in one of four different colors (red, blue, green, yellow);

four groups of targets three targets each (RPG) at distances from 500 to 800 meters, one target per firing lane and no more than 15° by the front, each group of targets is colored in one of four different colors (red, blue, green, yellow).

Second shooting range (flanking fire) is equipped with:

a) on the starting line - the ammunition supply point;

b) on the route of firing:

chain gun turning towards the targets line (yellow pillar);

open fire line (red pillar);

line of cease fire (blue pillar);

weapon unloading area (an area marked with four pillars, located 50 meters after the cease-fire line);

b) on the shooting range:

four groups of targets with three targets each (BMP), at distances from 1300 to 1500 meters, one target per firing lane and no more than 15° by the front, each group of targets is colored in one of four different colors (red, blue, green, yellow);

the target for unloading automatic guns is at distance of 1100 meters, the direction for unloading automatic guns is the same as the main direction of firing.

21. The training track is equipped on a separate terrain with a length of 4300 meters with the obligatory presence of obstacles (anti-tank ditch, scarp, treadway bridge setup, treadway lane through a minefield).

The shooting range of the training track must be equipped with a minimum number of targets (one BMP target at the 1100, 1200, 1300, 1400, 1500 meters targets and one RPG target at the 600, 700, 800 meters fixed targets).

Four shields (of plywood) 1.0 meter by 1.5 meters are permanently installed to calibrate sighting devices and zeroing the weapons of BMP to normal combat at a distance of 100 meters from the open fire line.

22. The shooting ranges are equipped with the following (Annex 5):

side danger zone signs (set on the left and right borders of the shooting range, at the line marking 900 meters in the first shooting area and at the line marking 1500 meters in the second shooting area);

the main line of fire sign (it is set at the main line of fire, at the line of 900 meters in the first shooting area and at the line of 1500 meters in the second shooting area);

at least five landmarks (dummies: a house, a mill, an electricity pylon, a separate tree, a car), clearly visible to the naked eye from firing points and distinguishable against the background of the terrain.

23. Pop-up targets options are developed in advance, submitted for a review by the Referee board, sealed in an envelope, sealed and deposited with the Chief Referee of the Contest. The storage is carried out in a special safe with a code lock. Before the start of the contest, the Chief referee opens the sealed envelope and passes on the pop-up targets option to the target area control group.

24. The trail of the Contest course for each team is determined according to the draw procedures, organized by the chief referee, the head of each team draws lots before the start of the Contest.

25. The party where the Contest is to be taken shall provide visualization of the crews track progress, overcoming obstacles and hitting all targets with reflection of information on the screens of the central control station of the Contest.

To visualize the hitting of targets (BMP, RCL on a vehicle, RPG and helicopter), they are additionally equipped with smoke elements that are activated when a target is hit or the target is made of a fragile material that breaks when a projectile (bullet) hits it.

26. The results of hitting the targets, the lap time of the route, the time after the race and the total time for the "Individual Race" and "Relay Race" shall be presented on the screens in real time.

III. Contest conduct

27. The preparatory stage of the Contest begins with the arrival of personnel of the teams participating in the Contest.

The authorities assigned for the Contest from the country where the Contest is to take place shall carry out the following events during the preparatory stage:

- accommodation and overall support of teams;
- unloading of equipment (for the teams that arrived to participate in the Contest with their equipment), placing it in the armored fighting vehicle park;
- medical examination of teams;
- receipt of applications from team leaders for participation in the Contest and registration of teams;
- the transfer of the BMP (IFV) to the teams that expressed an intent to take part in the Contest using the infantry fighting vehicles of the country where the Contest is being held;
- maintenance of weapons and military equipment;
- security briefing;
- BMP test drive conduct (at the request of teams);
- familiarization of the crews with the track of the Contest;
- crews training conduct;
- sighting and checking weapons in combat and zeroing weapons to a normal combat condition;
- the drawing of lots to determine the starting order, race numbers, colors of infantry fighting vehicles and targets for the "Individual Race" stage;

Seven days before the start of the competition, the Chief referee of the Contest shall hold a seminar with referees from participating countries on the referee procedures and matters of evaluating crew actions in accordance with these Regulations.

The preparatory stage of the Contest is to be concluded with a solemn opening ceremony.

IV. Procedures of the Contest route execution "Individual Race"

28. Three crews from each team participating in the contest take part in the race. Each crew is using one fighting vehicle. In case of failure of the fighting vehicle, it is allowed to replace it with a spare one, in which case the faulty machine becomes a spare one. The faulty machine goes to the site for troubleshooting. If it is impossible to eliminate the malfunction of the spare machine and the failure of the other machines during the race, the team will be disqualified.

At the command of the Chief Referee, the crews take their places in the fighting vehicles, start the engine, and report to the Chief Referee on their readiness for the race. At the command of the Chief Referee, the crews start moving along the specified route (2.5 laps). The starting intervals between the vehicles is one-to-two minutes.

29. The first lap:

During the race, the crews complete the maneuvering area, following the route arrive to the firing point corresponding to the color determined by the team as a result of the draw. The crew dismounts, closes down partly the hatches and lined up behind the fighting vehicle, give signal by raising the hand of the crew commander when ready for action. Then, at the signal of the referee (raised white flag), the crew starts loading ammunition (25 armor-piercing tracing rounds for a 30-mm chain gun), takes its places and reports on readiness for combat.

The simultaneous pop-up of five targets (infantry fighting vehicle) is initiated at the first line of fire with the start of loading of ammunition, the targets pop-up time is 160 seconds.

The crews independently open fire when ready on targets of the corresponding color (distance to targets from 1100-1500 meters). Then report when finished shooting and ammunition expenditure.

If for any reason (failure to detect targets, delays in shooting or in other cases) the crew did not use up all the ammunition at the command of the Chief Referee of the Contest, the crew moves to the unloading station and unload the weapons of fighting vehicles by unloading or shooting on the unload shield. The time for unloading the fighting vehicle is included to the total time of the route.

Having consumed the ammunition (unloaded), the crew, at the command of the Chief Referee, continues to follow the route, overcomes 10 obstacles: a water barrier (ford), a treadway through minefield, a mound, a wall of fire, an anti-tank ditch, a treadway bridge setup, bumps, hillside number 1, scarp, hillside number 2. Then the crew goes to the second firing line, thereby completing the first lap.

30. The second lap:

When on the second lap, the crews stop the vehicle at the second firing line, occupy a firing point in accordance with the color determined by draw procedures, and load 10 armor-piercing tracing rounds for a 30-mm chain gun. A single target (helicopter) is popped-up simultaneously with the start of loading the ammunition. The crew opens fire when ready and with authorization of the chief referee on a pop-up

target (helicopter) of the corresponding color, the target display time is 80 seconds. Then report when finished shooting and ammunition expenditure.

If for any reason (failure to detect targets, delays in shooting or in other cases) the crew did not use up all the ammunition at the command of the Chief Referee of the Contest, the crew moves to the unloading station and unload the weapons of fighting vehicles by unloading or shooting on the unload shield. The time for unloading the fighting vehicle is included to the total time of the route.

Having consumed the ammunition (unloaded), the crew, at the command of the Chief Referee, continues to follow the route, overcomes 10 obstacles: a water barrier (ford), a treadway through minefield, a mound, a wall of fire, an anti-tank ditch, a treadway bridge setup, bumps, hillside number 1, scarp, hillside number 2. After that, the crew enters the third firing line, thereby completing the second lap.

31. The third lap:

On the third lap, the crews stop the vehicle at the third firing line, occupy a firing point in accordance with the color determined by lot, and load ammunition for a coaxial machine gun – 30 rounds of 7.62 mm loaded into a cartridge belt 10 of which are with a tracer bullet.

Three targets (RPG) are popping-up simultaneously with the start of loading of ammunition. The crew opens fire when ready and with authorization of the chief referee from a coaxial machine gun at three simultaneously popping-up targets (hand-held anti-tank rocket launcher) of the corresponding color at a distance of 500-800 meters, the display time is 120 seconds.

Then report when finished shooting and ammunition expenditure.

If for any reason (failure to detect targets, delays in shooting or in other cases) the crew did not use up all the ammunition at the command of the Chief Referee of the Contest, the crew moves to the unloading station and unload the weapons of fighting vehicles by unloading or shooting on the unload shield. The time for unloading the fighting vehicle is included to the total time of the route.

Having consumed the ammunition (unloaded), the crew, at the command of the Chief Referee, continues to follow the route, overcomes five obstacles: a water barrier (ford), a treadway lane through a minefield, a barrage, a wall of fire, an anti-tank ditch and reaches the finish line, completing the competition.

Having crossed the finish line, fighting vehicles are taken to the waiting area and, at the command of the chief referee, leave for the fighting vehicles park.

If the main vehicle cannot be used due to a malfunction during the “Individual Race” stage, the chief referee is to be informed regarding this issue and the spare vehicle shall be authorized to be used. The procedures for using a spare vehicle is made in accordance with the requirements of the Contest Regulations.

If the failure of the fighting vehicle was not caused due to the fault of the crew, the time of failure, replacement and repair shall not be included to the total in the total time of the route (Annex No 7).

"Relay race"

32. The four participating teams with the least total time in the "Individual Race" shall take part in the "Relay" stage.

The infantry fighting vehicles stop at the start line, before the start of the competition the first crews in headgear stand in front of the fighting vehicles, facing the tribune. At the signal, the crews take their places in the fighting vehicles, start the engine, check the means of communication and report to the chief referee when ready to start movement. The chief referee of the contest gives the command to start, the first and third crews start at the same time, the second and fourth crews start simultaneously 30 seconds after. The countdown starts with the start of each crew.

Three crews from each team participating in the contest take part in the race. All crews of the team participate in the race on the same fighting vehicle. In case of failure of the main vehicle, it is allowed to replace it with a spare one. The main (faulty) vehicle gets to the spare area for repair. Replacing other vehicles is prohibited. If it is impossible to repair both vehicles - the team is disqualified.

33. Spare fighting vehicles remain on a specially equipped site. The second and third crews are waiting in the area of the "Relay" stage, when the relay exchange line is crossed, they take their places. No more than four BMP are authorized to be on the route at once.

34. The relay exchange procedures.

The crew of the finished fighting vehicle stops the vehicle in front of the start line, stop the engine, leaves the fighting vehicle, closes the hatches, removes the headgear, puts on hats and runs to the next crew standing at a distance of 100 meters. The relay is exchanged by touching the hand of any part of the body of the next crewmember. It is forbidden to get under way from the members of the next crew before getting touched. After the relay exchange, the next crew is running to the infantry fighting vehicle, occupies regular places in the BMP, the driver starts the engine, the BMP commander reports on readiness and the BMP starts moving along the route in accordance with the established option.

Having passed the baton, the crew leaves the track in compliance with the safety requirements and joins their team in the waiting area.

35. The sequence of the "Relay" stage route is executed according to the option set by draw procedures.

First option:

the first lap - a speed race, the crews overcome obstacles, without shooting;

the second lap - flank shooting from a 30-mm chain gun (15 armor-piercing tracing rounds for a 30-mm chain gun) at three targets (infantry fighting vehicle);

the third lap - shooting a 30-mm chain gun at 2 targets (the first target is a helicopter; the second target is a recoilless gun on a car) (15 armor-piercing tracer shots for a 30-mm chain gun);

on the fourth lap - shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm ammunition, 10 of them tracers).

The second option:

the first lap - flank shooting from a 30-mm chain gun (15 armor-piercing-tracing rounds for a 30-mm chain gun) at three targets (infantry fighting vehicle);

the second lap - shooting a 30-mm chain gun at 2 targets (the first target is a helicopter; the second target is a recoilless cannon on a car) (15 armor-piercing tracer shots for a 30-mm chain gun);

the third lap - shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm ammunition, 10 of them tracer);

the fourth lap - speed race, the crews overcome obstacles, without shooting.

The third option:

the first lap - shooting from a 30-mm chain gun at 2 targets (the first target is a helicopter - the second target is a recoilless cannon on a car) (15 armor-piercing tracer shots for a 30-mm chain gun);

the second lap - shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm of cartridges, 10 of them are tracer);

the third lap - the speed race, the crews overcome obstacles, without shooting;

the fourth lap - flank shooting from a 30-mm chain gun (15 armor-piercing-tracing rounds for a 30-mm chain gun) at three targets (infantry fighting vehicle);

The fourth option:

the first lap - shooting at three targets (RPGs) from a coaxial machine gun (30 pcs. 7.62 mm of cartridges, 10 of them are tracer);

the second lap the speed race, the crews overcome obstacles, without shooting;

the third lap - flank shooting from a 30-mm chain gun (15 armor-piercing-tracing rounds for a 30-mm chain gun) at three targets (infantry fighting vehicle);

the fourth lap - shooting a 30-mm chain gun at 2 targets (the first target is a helicopter; the second target is a recoilless cannon on a car) (15 armor-piercing tracer rounds for a 30-mm chain gun).

36. Only one fighting vehicle is authorized to remain in the firing range during the flank shooting.

The crew stops the fighting vehicle at the shooting range at the specified location (assigned firing point), the crew close down partly the hatches, dismounts and lined up behind the fighting vehicle, and the commander of the crew gives a signal to the referee at the station when ready for action. Then, at the signal of the referee (raised white flag), the crew starts loading ammunition (15 armor-piercing tracing rounds for a 30-mm chain gun), takes its places, reports by radio when ready for combat. The fighting vehicle starts to move with the authorization of the Chief Referee of the Contest.

The crew directs the barrel of the gun towards the target area when approached to the line, marked with a yellow pillar. When the fighting vehicle crosses the firing line, marked with the red pillar, the first pop-up target shall appear.

The crew starts firing only after the fighting vehicle crosses the firing line, marked with the red pillar.

Shooting is conducted at short halts; the crew opens fire independently when a target is detected. Popping-up of the next target is carried out sequentially after the hitting of (shooting at) the previous one. The pop-up time of each target is 20 seconds.

The total time for flank shooting is 2 minutes.

If the time spent on flank firing is exceeded by more than 1 min., as well as in case of jamming, the fighting vehicle, with the authorization of the chief referee, is taken to the unloading area, where the jamming is repaired, at that the crew's lap time **shall not be stopped**.

On the second and third lines of fire, the pop-up of targets is carried out simultaneously.

The time before targets fall back at the second line of fire (helicopter) and (RCL on a car) - 100 sec.

The time before targets fall back at the third line of fire (three targets RPG) - 120 sec.

37. Having completed the shooting, the fighting vehicle commander reports on the end of the shooting, weapons unload and the expenditure of ammunition. If, during the execution of the fighting vehicle shooting, the ammunition was not fully consumed, at the command of the Chief Referee, the fighting vehicle enters the unloading weapon area. The time spent on unloading the fighting vehicle is included in the total time of the route.

38. Having consumed the ammunition (unloaded), the crew, at the command of the Chief Referee, continues to follow the route. If the vehicle in front does not finish flank shooting, the vehicle behind stops before the ammunition supply point and reports to the chief referee, the timer for the crew shall be stopped. The crew shall be authorized to resume the route following the command of the chief referee, after the vehicle in front would have completed the flank shooting, and the timer shall be launched.

V. Overcoming of obstacles.

39. "Maneuvering area":

Execution of obstacle: the vehicle slaloming through the pillars without touching them and stopping the engine, heading in and out through the gate.

"Ford":

Execution of obstacle: the vehicle moves through without stopping, sharp turns and rolling back to the opposite bank of the obstacle.

"treadway lane through the minefield":

Execution of obstacle: the vehicle moves through without stopping, reverse gear is prohibited, without touching the restrictive markers and hitting mines.

"Mound":

Execution of obstacle: the vehicle moves through without stopping the engine and rolling back.

"Anti-tank ditch with a lane":

Execution of obstacle: the vehicle moves through without stopping the engine, without touching the side walls, restrictive pillars and rolling back.

"Wall of fire":

Execution of obstacle: the vehicle moves through without touching the restrictive pillars, without stopping the engine and using reverse gear.

"Treadway bridge setup":

Execution of obstacle: the vehicle moves through without touching the restrictive pillars, without falling off, without stopping the engine and rolling back, the BMP tracks are to always remain on the treadway (speed of overcoming the treadway bridge setup is not more than 25 km/h).

"Bumps":

Execution of obstacle: the vehicle moves through without touching the restrictive pillars, without stopping the engine nor using reverse gear.

"Hillside":

Execution of obstacle: the vehicle moves through without touching the restrictive pillars, without stopping the engine, without sliding nor using reverse gear.

"Scarp":

Execution of obstacle: the vehicle moves through without stopping the engine, sliding nor using reverse gear.

VI. Referee procedures

40. The referee board shall be appointed for refereeing and organization needs of the Contest, consisting of:

Chief referee;

Deputy Chief referee;

Assistant Chief referee for video playbacks;

referee board;

team of field referees;

technical commission;

technicians and support staff.

The Chief Referee may appoint the required number of deputies and assistants in addition to the composition of the referee board to ensure the realization of the competition, who do not participate in voting by the referee board and have no voting authority.

All meetings of referees are chaired by the Chief Referee of the Contest, at that all referees have equal voting rights.

Only referees from participating teams in the stages or races of the Contest can participate in reviewing of the results.

The Chief Referee of the Contest is responsible for refereeing organization and results evaluation of the Contest, is elected by open vote, by a majority vote, usually appointed from the host party;

The Deputy Chief Referee of the Contest is elected from the participating teams. The Chief Referee of the Contest and his Deputy are required to be representatives of different countries. The Deputy Chief Referee of the Contest is charged with presiding the meetings of the Referee board and the examination of disputes arising during the Contest.

Assistant Chief Referee for video playbacks, appointed by the host party for prompt decision-making on disputes regarding the hitting of the targets and

overcoming obstacles by the participants of the Contest, he is required to manage the video data collection at the command post and, at the command of the Chief Referee of the Contest, organize a video playbacks of the disputed moment.

Each participating country in the Contest shall appoint one referee as a member of the referee board, all referees have equal rights to participate in voting and in decision-making.

The Technical Commission consists of professionals (experts groups) arms industry representatives, manufacturers of weapons and military equipment and one representative from each participating team; this group is intended to help identify the causes of malfunctions and equipment failures, and also resolve disputes related to the use of weapons and military equipment, its composition is approved at the first meeting of the Referee Board.

Each referee from a participating country has the right to appoint the necessary number of observers from the team to monitor the actions of the referees.

41. In case of disputes, the Chief referee of the Contest shall listen to the reports from referees of the Contest stage, then studies video and photo materials, audio recordings, and then identifies the actual country of affairs. If the dispute remains unresolved, the Chief referee can organize an open vote where the members of the referee board vote, at that the Chief referee and his deputies (from the host party) do not participate in the vote. The final decision is to be by the majority of votes; in the case of an equal number of votes, the casting vote right is reserved for the Chief referee.

42. The designated referees shall verify compliance with the regulations of the Contest and scoring at each stage of the Contest.

43. Field referees at the Contest stages with the help of technicians monitor the progress of the teams over the routes and obstacles overcoming. Routes progress and obstacles overcoming are recorded on a camera. Referees shall report to the Chief referee on the route progress and obstacles overcoming by the teams.

44. Shooting performance registration is conducted by tracking gear, visually, and if necessary, by a direct field inspection of a target area. The targets cannot be replaced before the resolution of a hitting targets dispute and prior to the return of the referee board after targets field inspection.

45. Target hit assessment.

The target is considered to be hit if it has direct hits of shells or their fragments, that have pierced the target or left a hole. Touch by the shell body (fragments) of the target's edge is not considered to be a hit.

In case of the target destruction, the presence of hits is determined by visible traces left on its remaining parts.

If no obvious direct hit is detected or the target is destroyed as a result of a ricochet, then the target is considered to be missed.

If any dispute arises, the team may request an inspection of the target, in this case, the inspection of the target is carried out by the Referee board of the Contest upon the completion of the competition.

46. Each team participating in the Contest has the right to file an appeal if any dispute arises, regarding the results of the Contest (Annex No 6).

An appeal is to be submitted to the Referee board on the day of the competition within 4 hours after the end of the race. The team leader prepares an appeal in writing with the representation of relevant proof.

The Chief referee organizes the discussion of the matter of the appeal within the Referee board following to the appeals requirements, and convenes a special meeting, checks the supplied evidence, reviews video records, photos and audio materials from the competition, conducts a thorough analysis, listens to the reports of the stage referees and makes a decision based on all the facts.

If the Referee Board fails to arrive at a decision by consensus, the Chief Referee of the contest sends an appeal to the Board of arbitration.

VII. Penalties

47. If, during a competition, a violation is detected, the field referee shall raise a red flag, report to the Chief Referee and record the violation in the protocol. The Chief referee depending on the violation shall assign a penalty time.

The decision to assign a penalty time is made by the Chief Referee of the Contest.

48. Penalty time can be assigned on the track, obstacles and penalty laps for each touch or damage to a rack (pillar) - 10 seconds, on the obstacle course at the maneuvering stage for touching or knocking down a rack (pillar) at the entrance or exit - 10 seconds, while entering or exiting from the firing point for each touch of the rack (pillar) - 10 sec., the penalty time is summed up with the total time of the race.

49. In case of violation of safety requirements, one penalty lap is given for:
movement with open hatch (hatches);

violation of the unloading weapons procedures.

In case of safety requirements violation, two penalty laps are given for:

movement along the route with weapons loaded with ammunition (except for the parts of the track from loading area to the firing line);

loading weapons before the BMP is at the firing line;

shooting with open hatches;

firing beyond side danger areas;

shooting before the BMP occupies the position at the firing line and after it crosses the cease-fire line;

movement of infantry fighting vehicles with crew members out of their regular places;

failure of the crew to follow the instructions of the Chief Referee, Deputy Chief Referee for practical actions, field referees, technicians;

loading ammunition with the BMP engine running.

The crew shall be disqualified and take the last place in the rankings of the stage of the Contest for: pointing the barrel of the gun or the machine gun at the stands, going of the personnel out to the track without the authorization of the Chief referee.

The crew, guilty of the collision of tanks on the route, shall be disqualified and take the last place in the rankings at this stage of the Contest.

VIII. Malfunctions list and procedures to determine them

50. When a malfunction is identified, the crew is given 3 minutes to make a decision (to remedy the malfunction by themselves and continue participation in the Contest on the main vehicle or replace the vehicle with a spare one).

51. In the event of failure of the main fighting vehicle, it is allowed to replace it with a spare one (the reserve crew stays ready at the reserve vehicle). Replacement is carried out with the command of the Chief Referee of the Contest by the reserve crew of the participating team, that shall consistently overcome all the obstacles in accordance with the stage procedures and arrive at the place where the main crew halted. Upon the arrival at the halting point the fighting vehicles are being interchanged and then, the main crew reports when ready for the movement. At the command of the Chief Referee, the main crew that started the contest continues the execution of the contest program. A faulty fighting vehicle shall be evacuated by a special tow truck.

If the failure of the fighting vehicle occurred through no fault of the crew, the time of failure, replacement and repair shall not be counted in the total time (Annex No 7).

If the failure of the fighting vehicle occurred due to the fault of the crew, then the time of failure, replacement of fighting vehicle is counted in the total time of the route.

The Referee Board concludes on the malfunction on the basis of an on-site expert assessment, approved by the Chief referee, and upon the request of the participating team, the expert opinion shall be provided in writing.

52. Fighting vehicle faults assessment procedures.

After submitting an application for a vehicle replacement, the time is recorded, the cause of the malfunction is identified and a decision shall be taken.

IX. Safety Requirements

53. In order to prevent violations of safety requirements by the crews of fighting vehicles during the Contest, the Chief Referee has the right to stop the Contest until the violations are eliminated; the time of the pause is not counted in the total time of the route. Having eliminated violations and with authorization of the Chief referee, the competition and time keeping are resumed.

I. For the BMP driver.

1. Check the oil and coolant level in the engine before starting the fighting vehicle. Motor oil should be at least 30 and not more than 40 liters. Coolant should be no more than 52 liters.

2. Take on your headgear, check the gears and put the gear in neutral before starting the engine of the fighting vehicle.

3. If a failure is detected, it is forbidden to move without their correction;
4. When the engine is running, the driver should observe the instruments. The engine oil pressure should not be below 0.3 MPa, the oil pressure in the gearbox should not be below 0.2 MPa. If the oil pressure drops below the indicated values, the fighting vehicle should be halted and further technical inspection should be carried out.
5. You can accelerate if the temperature of the engine oil above 40 degrees, but not exceeding 120 degrees.
6. The engine air inlet louvers are required to always be in the open position (raised), when the fighting vehicle moves;
7. The vehicle engine can stall when vehicle is climbing. Therefore, it is necessary to put the gear in neutral, so that the vehicle will be able to stop hard completely in order to prevent a fire. In case of fire, you have to extinguish it.

II. For the BMP gunner.

1. It is forbidden to have foreign objects in the combat compartment of a fighting vehicle;
2. Carefully sit and jump off the vehicle in order not to get hurt, injured nor hit;
3. Always take your headgear, when in the fighting vehicle.
4. It is forbidden to open fire without a command of the fighting vehicle commander, with a poor visibility and without the radio communication;
5. You required to inspect the gun (cannon, machine gun (MG)), check the bore for ammunition, after shooting;
6. It is forbidden to point the gun (cannon, MG) at the stands and the central command post when shooting;
7. All weapons operating procedures are to be strictly complied with; the instruction is to be followed.
8. It is necessary to make sure that there are no people on the fighting vehicle when checking the operation of the weapons turning and lifting systems.
9. Make sure that there are no people in front of the gun barrel (cannon, MG) before shooting.
10. Check the cartridge belt before loading ammunition to the fighting vehicle. Avoid the belt deformation, if the belt is jammed, it should not be used more than 5 times.
11. If damage is found inside the barrel, it is necessary to replace the gun barrel (guns).

III. The BMP commander.

1. It is forbidden to tighten the intercom head-set, the electrical cable on the chest or fall into the oil when checking to avoid damage;
2. It is forbidden to use a radio station without an antenna and with a faulty antenna.
3. The overload safety switch must be in the "on" position, it is forbidden to switch it to the "off" mode.
4. Do not disassemble the radio station for troubleshooting.

X. Weapons and military equipment

54. The Contest is organized on the base of the BMP-2 infantry fighting vehicles or similar type of vehicles. If the operational and performance characteristics of a military vehicle submitted for the contest differ significantly from those of the BMP-2 infantry fighting vehicle, then the corresponding time factors shall be applied and approved by a vote of the Referee Board.

55. Training on the technical maintenance and operation of the equipment shall be organized for the teams that have sent a request for the use of the vehicles of the country where the Contest is to take place. Starting from the moment of receiving the equipment and for the entire period of its use, each participating country independently shall maintain the equipment, and the country, where the Contest is to take place shall provide all the necessary services for this (refueling and repair). The own equipment of the participating teams is serviced by these teams themselves. The country where the Contest is to take place, is obliged to provide conditions for the maintenance of military equipment, to provide with a place for its storage and maintenance.

56. Armor-piercing tracer ammunition is used to fire from 30-mm chain gun during the Contest. The use of sub-caliber and sub-caliber tracer ammunition for firing from a 30-mm chain gun is prohibited. Ammunition used by all participating teams is stored and counted in depot. Each team independently places the ammunition in the ammunition boxes and takes them to the ammunition supply point 2-3 hours before the start of the Contest. It is allowed to store the ammunition in piles or fragmented according to the rules of ammunition storage of each country. The referees, together with representatives of the third party inspect and count the ammunition at each ammunition supply point on the track, one hour before the contest. The results of the examination are reported to the Chief Referee of the Contest, who takes all measures to address all concerns, raised by the Referee board.

57. As soon as the equipment of each participating country is defined, it is stored in the fighting vehicles park, where no unauthorized persons is allowed to approach the equipment. It is prohibited to change the factory settings and adjust the performance characteristics nor to apply damage to the integrity, if they are unauthorized by the Referee board. If the above-mentioned violations are detected, this piece of equipment is not allowed for the contest, and team members shall be disqualified. The Chief referee of the Contest with technicians conducts scheduled and unannounced inspections of military equipment, in order to check their technical condition.

58. During the competition, each team checks and inspects equipment every day; after each stage of the contest, the team is required to maintain weapons and military equipment and prepare it for the corresponding competition.

59. The country where the Contest is to take place shall ensure conduct and compliance of the Contest Regulations requirements.

60. It is prohibited to make any amendments and changes to the Regulations of the Contest without considering them at a meeting of the International Organizing Committee and subsequent approval by the Commander-in-Chief of the Land Forces of the Russian Federation.

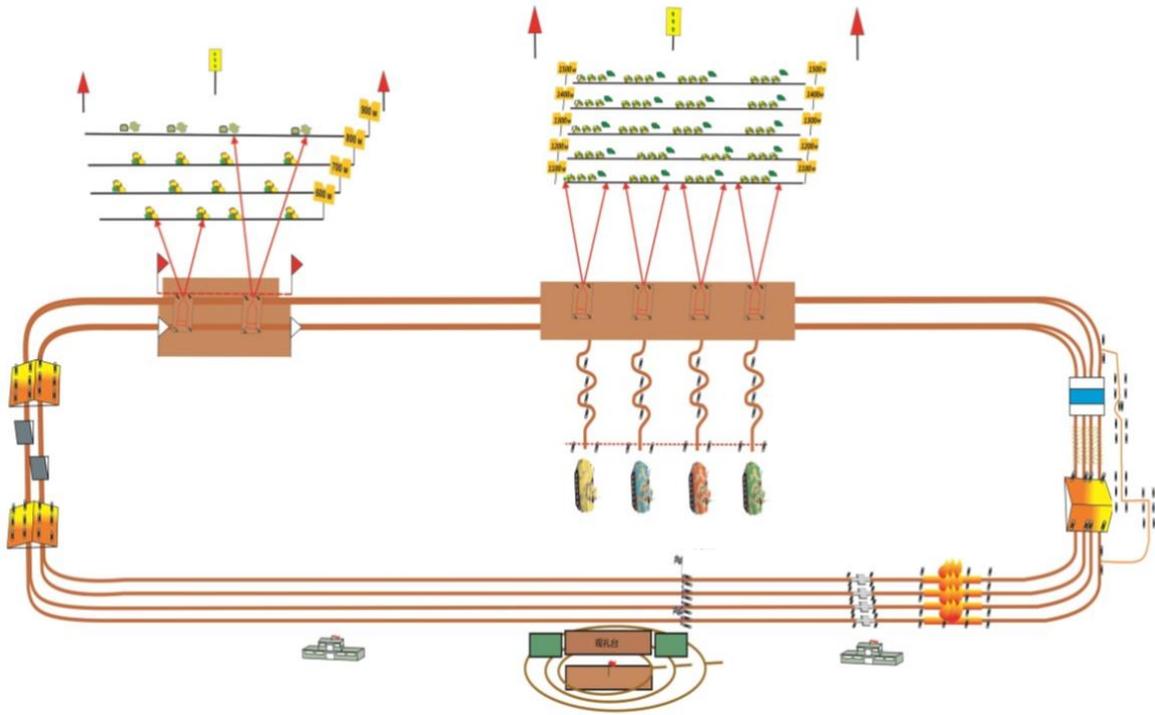
Annexes

1. Key performance parameters of the BMP IFV
2. Contest venue layout
3. Scheme with dimensions of the obstacles and barriers
4. Scheme with dimensions of the targets
5. Signs of the shooting range
6. Appeal (form)
7. List of failures occurred due to the fault of the crew

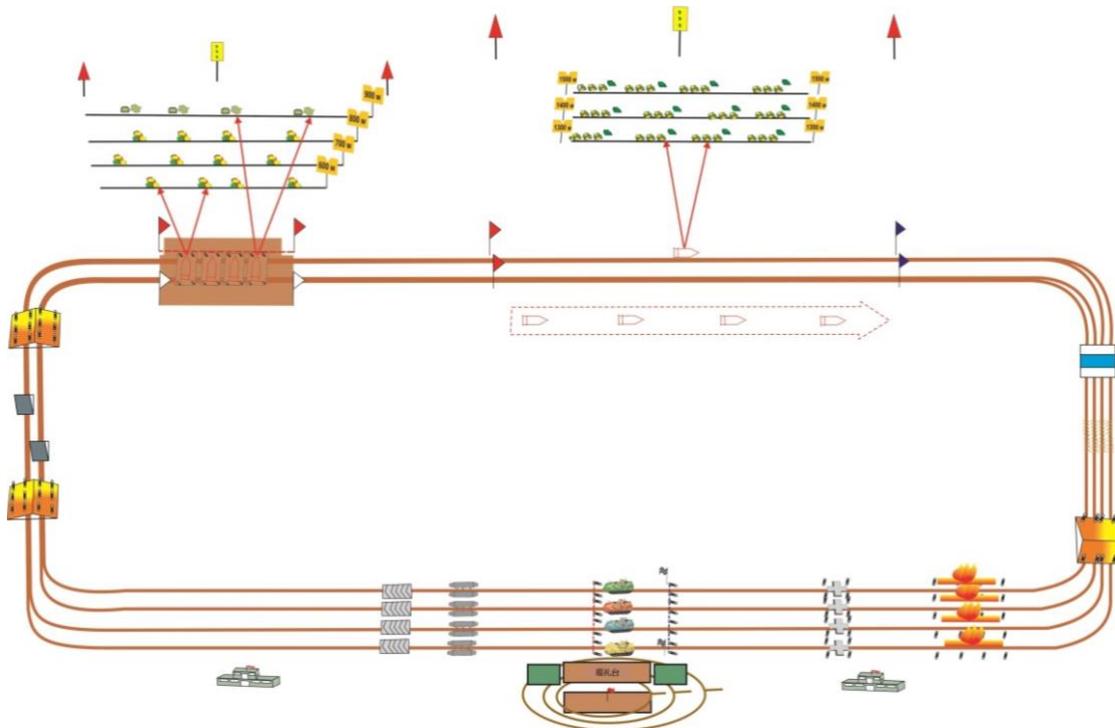
BMP-2 IFV key performance parameters

№	Parameters	Rates
1	Engine power (kW)	290-300
2	Max speed (km/h)	65
3	Range (km)	460-510
4	Main armament	30-mm chain gun
5	Additional armament	7,62-mm coaxial machine gun
6	Main armament effective firing range (m)	2500~4000
7	Compression ratio (kW/ton)	15,8

CONTEST VENUE LAYOUT “Individual race” stage venue graphic presentation

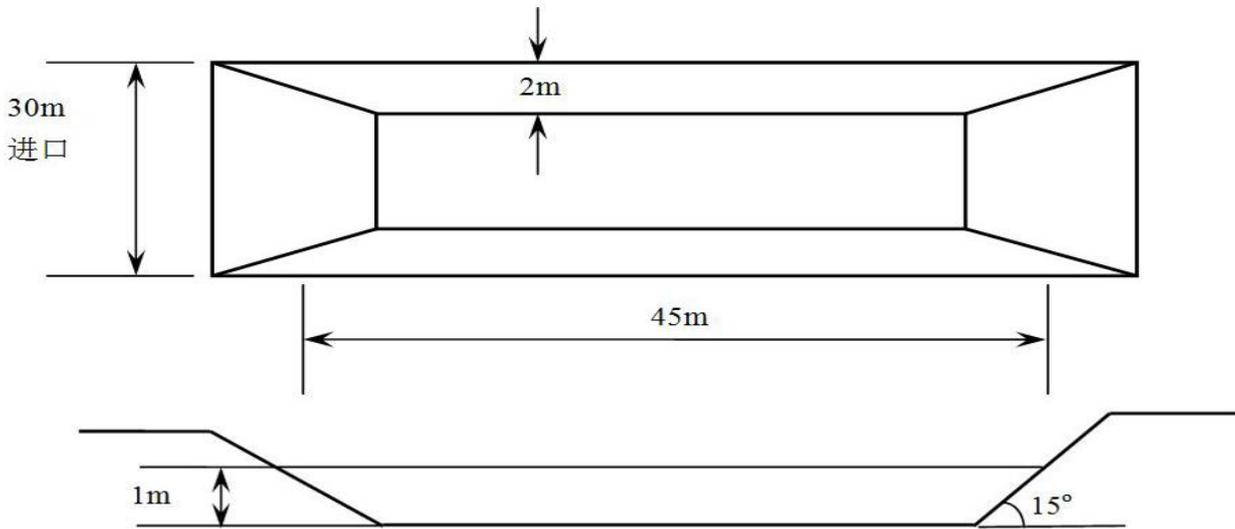


“Relay race” stage venue graphic presentation

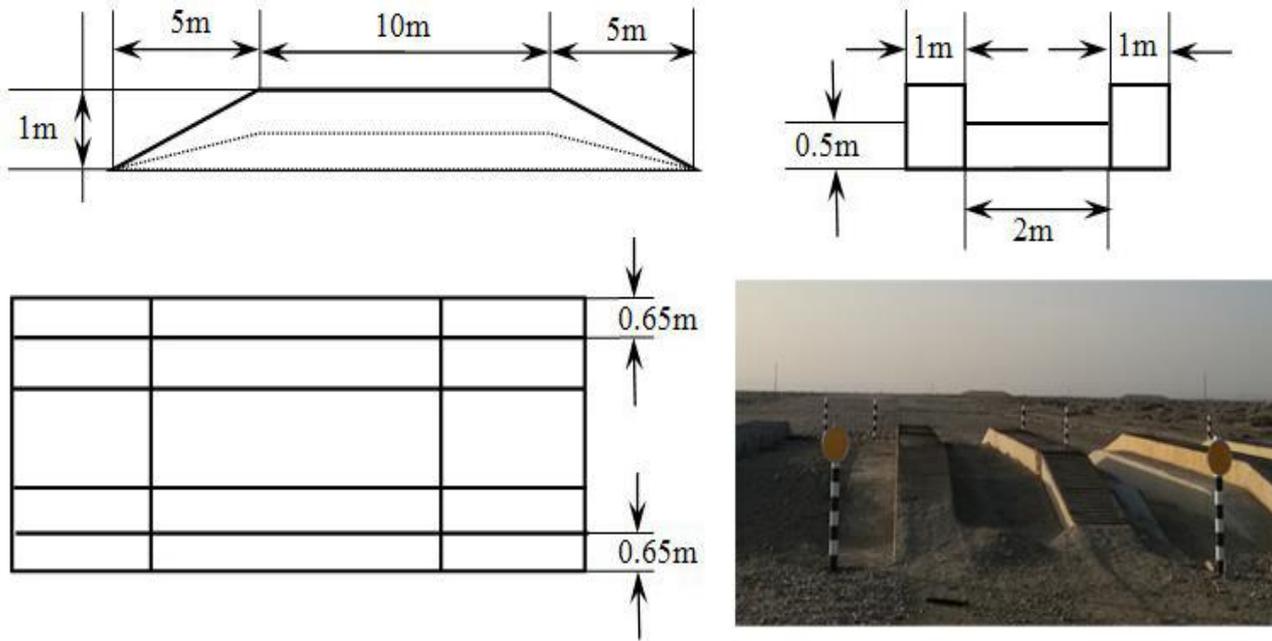


Scheme with dimensions of the obstacles and barriers

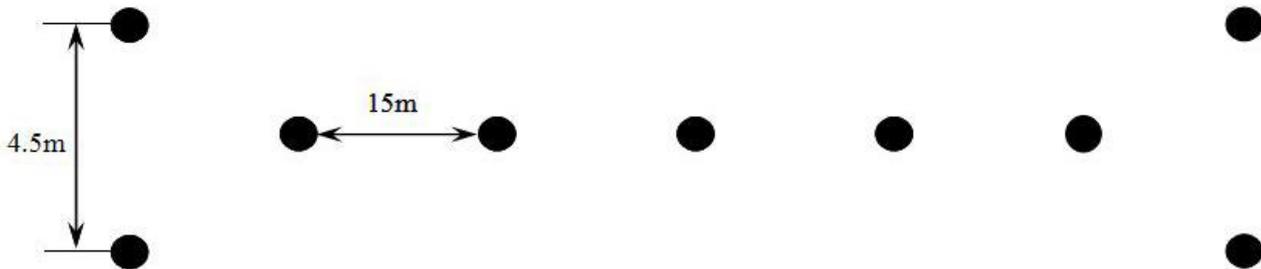
Ford



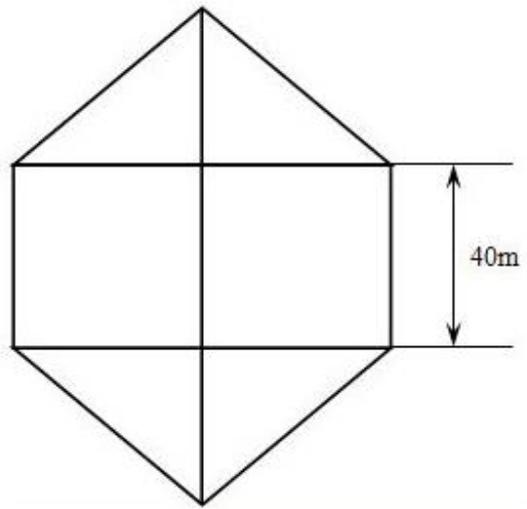
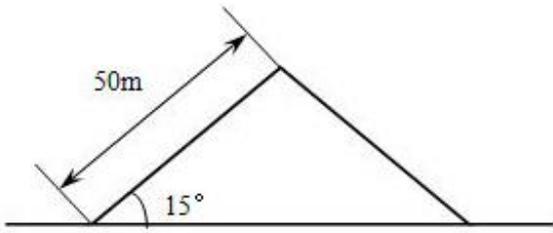
Treadway bridge setup



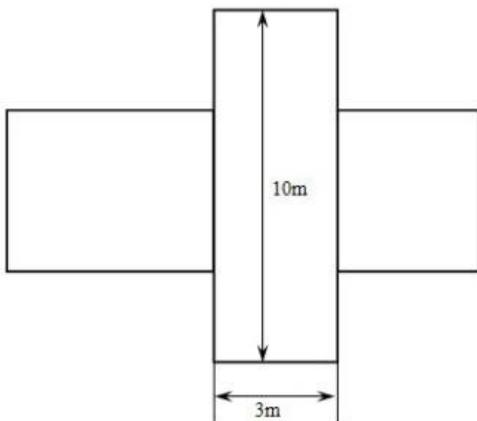
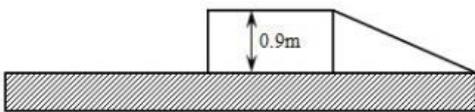
Maneuvering area



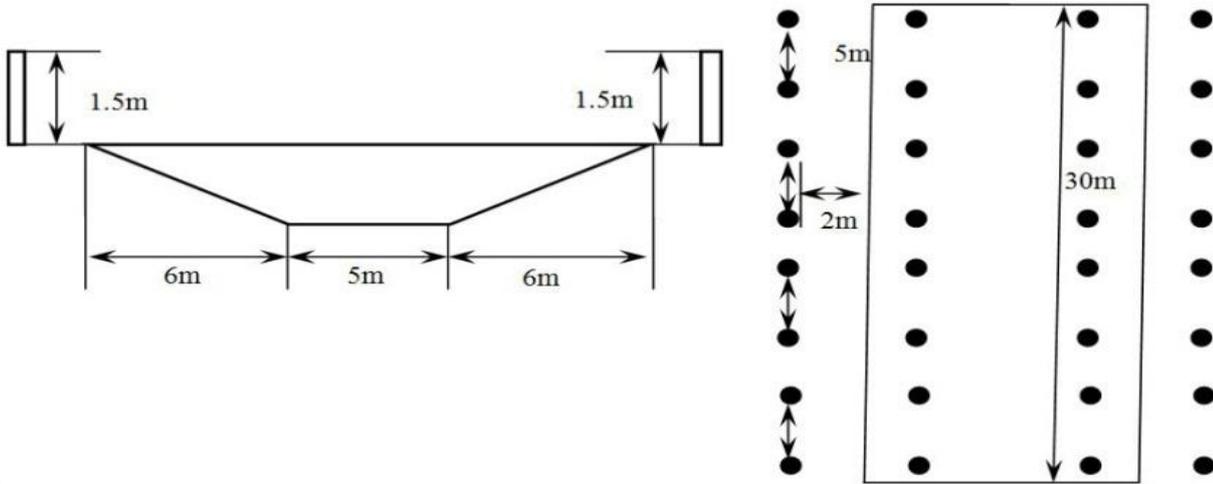
Mound



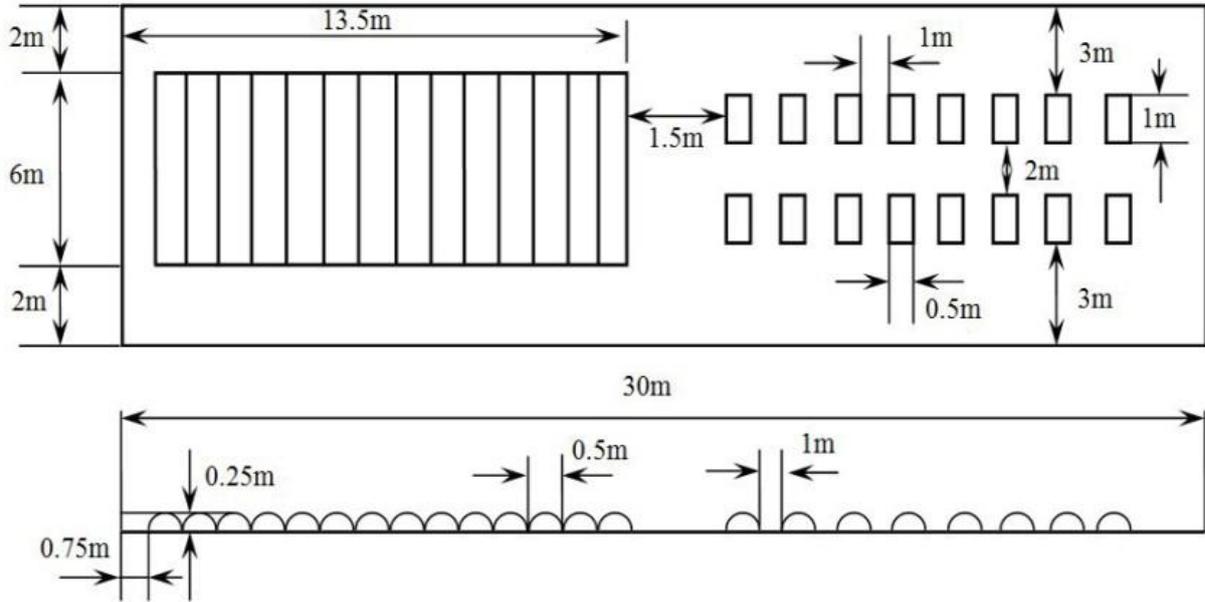
Scarp



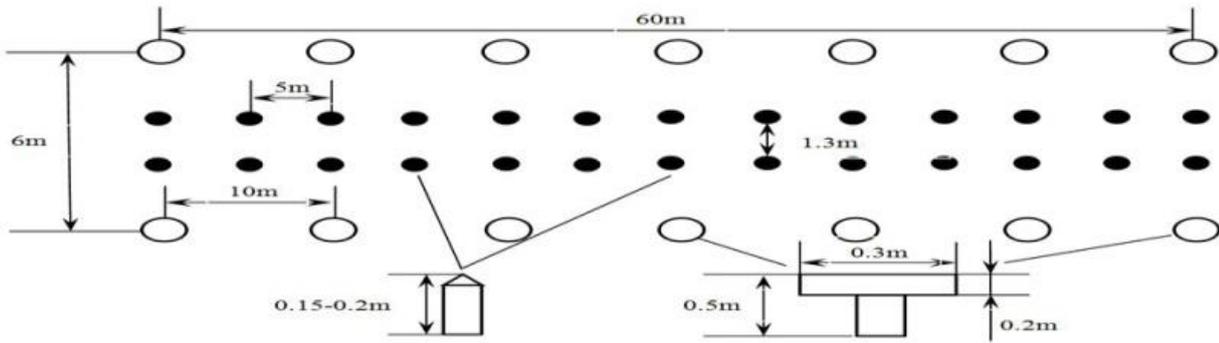
Antitank ditch with safety lane



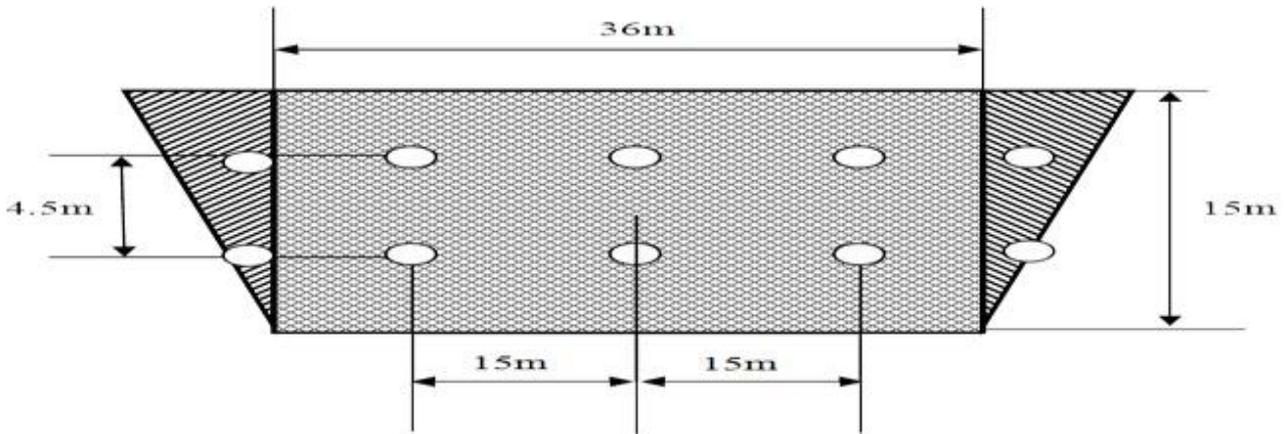
Bumps



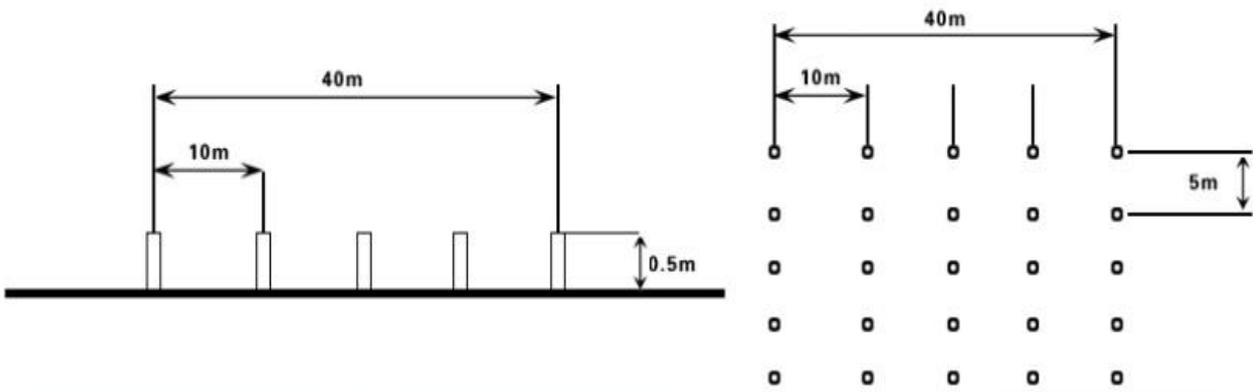
Treadway lane through the minefield



Hillside

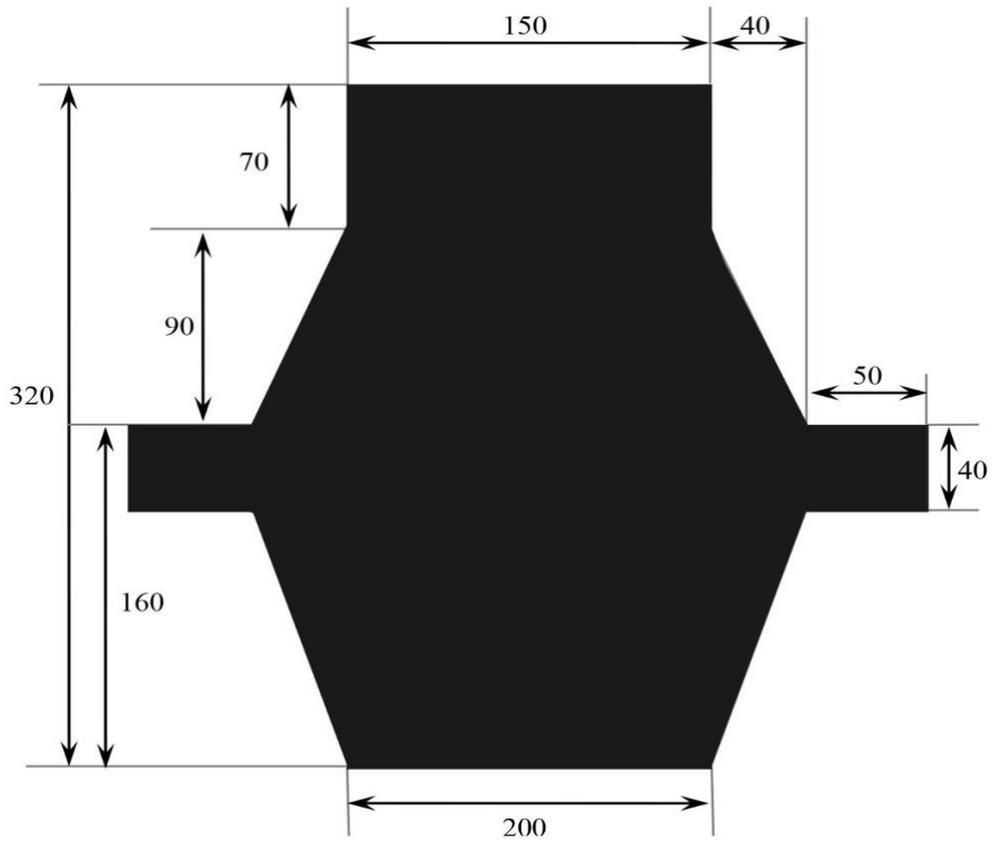


Wall of fire

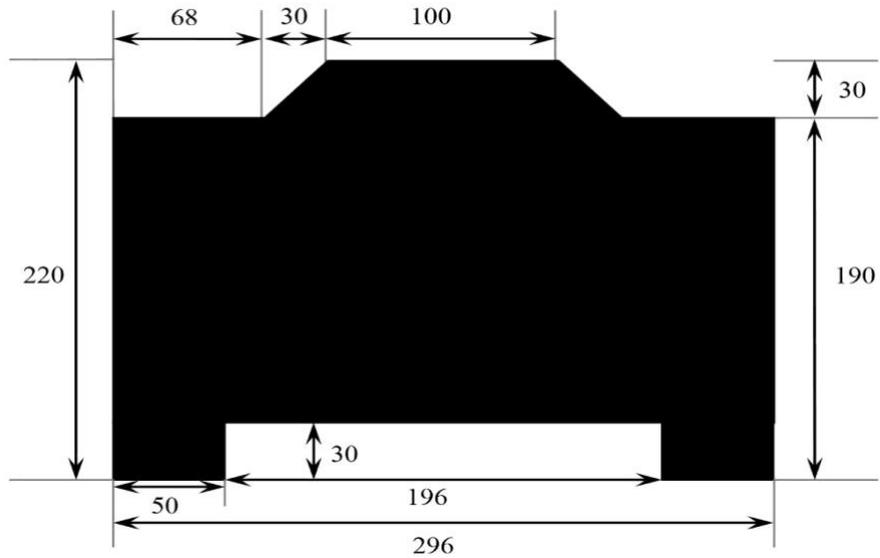


Scheme with dimensions of the targets

Target "Helicopter"

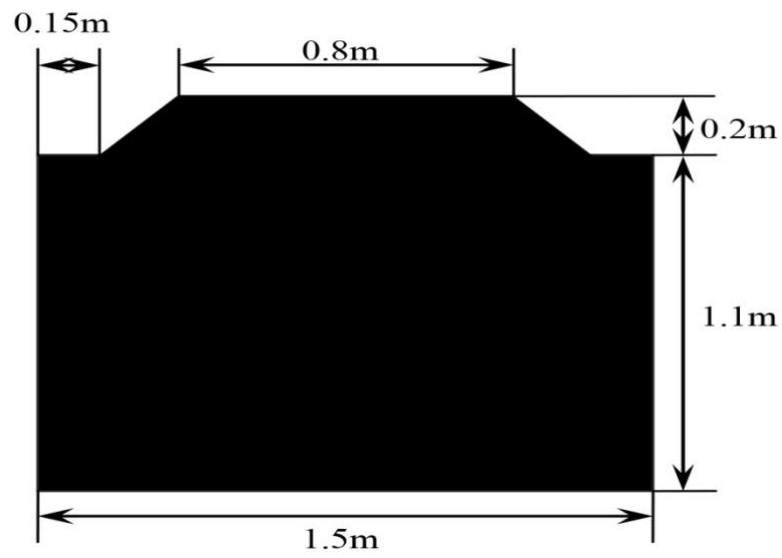


Target "IFV"

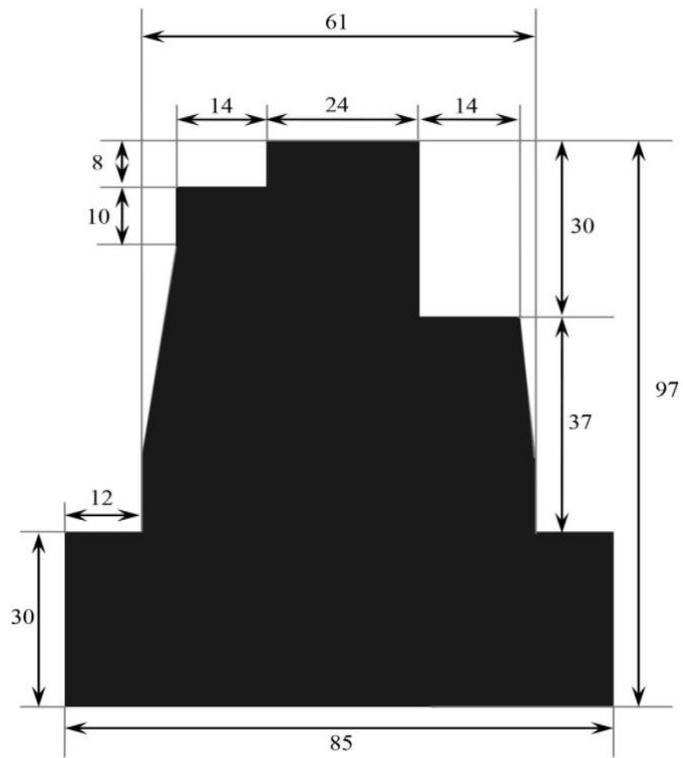


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Target "RCL gun on a vehicle"

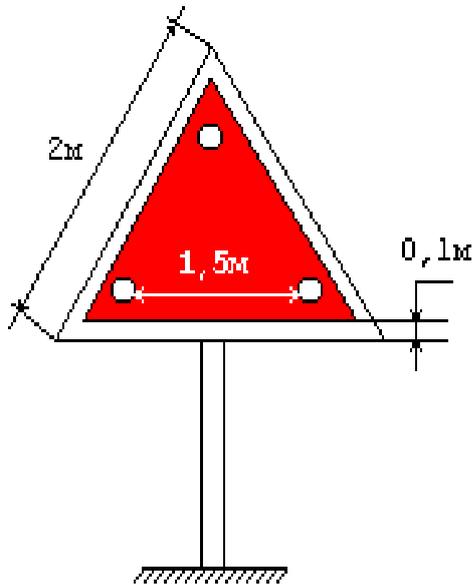


Target "RPG"



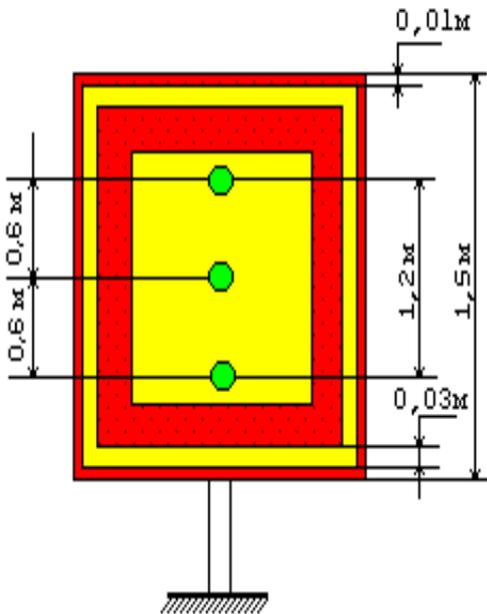
Signs of the shooting range

Sign “Side danger area”.



A red background with white edge-line. The red lamps are installed in the corners of the red background of the sign; the sign height is at least 4 meters from the ground to the lower edge of the sign.

Sign “Main line of fire”.



The red square with its side of 1.5 m and a 3 cm yellow edge-line around it and a yellow square background inside with its side of 1.3 m. Three green lamps are installed in the center of yellow field along vertical axis; the sign height is at least 4 meters from the ground to the lower edge of the sign.

Appeal (form)

Competition:

From applicant (team leader)

Full name:

Competition stage:

Time and date:

Matter of the complaint; reasons and evidence of the complaint. Suggestions for solving and elimination of the reasons.	Final competition results approval	
	Controller	Proposals for solving; reason; signature

I have read and understood decision of the Referee, «Agree» or «Disagree»

(date, time, signature of complaint)

Referee board decision:

Chief Referee:

Member of the Referee board:

Date and time:

I have read and understood decision of the Referee board

(signature, full name, date)

List of failures occurred due to the fault of the crew

1. Damage or bend of the idler wheel crankshaft.
 2. Bend of the balance shaft axe.
 3. Deflection of the vehicle bottom.
 4. Reverse start of the engine.
 5. Burning or hogging of the main clutch disks or blocking friction clutch disks of the planetary steering mechanism.
 6. Steering brake bands burning.
 7. Throwing of turret or gun lock
 8. Gun barrel bend
 9. Water hammer shock of engine
 10. Flooding of a fighting vehicle.
 11. Engine overheating (the temperature of the coolant is above the short-term permissible specified in the manuals (instructions) for the specified gear and vehicles).
 12. Throwing a track
-