



REGULATIONS

on the conduct of the contest “Suvorov onslaught”

I. General Provisions

1. The “Suvorov onslaught” contest of International Army Games (hereinafter referred to as the “Contest”) is an applicable competition among infantry foreign countries Armed Forces fighting vehicles (hereinafter refer to as IFV) crews, where their skills in driving IFV, managing its primary and secondary armament are compared. The Contest aim is to determine the best crew, team and IFV specialists.

2. The contest is conducted within the framework of the International Army Games on the basis the Russian Federation Defense Minister’s decision and in accordance with foreign countries defense branches’ leaders willing to participate.

3. The Contest may be held both on the territory of Russian Federation and on territories of foreign countries. The Contest may be held on the territory of foreign country only if this territory is equipped with the trace and infrastructure objects which meet the requirements given in the present Regulations.

If the Contest is held on the territory of foreign country, then it’s arranging, preparing and conducting sequence is coordinated during 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 an another country, in coordination with the International Organizing Committee of the International Army Games.

4. Decision on the location of the Contest is made by the organizational committee of the International Army Games (hereinafter - OCIAG). Direct preparation of the training facilities and infrastructure (hereinafter - facilities) required for the Contest is the responsibility of the Joint Strategic Command of the Armed Forces of the Russian Federation (hereinafter - JSC AF RF), where the Contest is held. If the Contest is held on the territory of another country - on the Defense Department of the host country. The preparation of the objects must be completed no later than two weeks before the start of the Contest.

The official languages of the Contest are Russian, English and, If necessary, the host country language. Interpreters, if necessary, are offered by the Contest host country.

5. The Commander-in-Chief of the Russian Land Forces is responsible for the overall direction of the preparation and conducting of the Contest.

6. The Regulations on the Contest is a document that defines the order, conditions of the Contest and its refereeing, the structure and subordination of the refereeing board, the rights of the board members, their duties and other issues related to the refereeing activities during the Contest. The Contest Regulations require its strict implementation by all appointed officials who organize, conduct and participate in the Contest. The present Regulations and amendments are approved by the Commander-in-Chief of the Russian Land Forces.

7. An organizing committee of the Contest (hereinafter - OC) is created during the preparation of facilities (venues), for the purpose of its control. It must include a member of the international federation of the Contest, at least three representatives

each from the Organizer of the Contest and the c.

The proposals on the composition of the OC and the appointment of its chairman are reviewed and approved by the Commander-in-Chief of the Russian Land Forces.

OC systematically monitors the progress of preparation of facilities, their correspondence to the present Regulations during the whole period of preparation

8. An organizing committee of the Contest is created to address issues of overall support and conduct of the Contest. The composition of the organizing committee, the terms of its creation and the beginning of its work are determined by the instructions for the holding of the International Army Games of the corresponding year (hereinafter - the instructions), the functions of the officials of the Contest administration are determined by the head of the organizing committee of the Contest with the Chief Referee of the Contest.

The head and the chief of staff of the organizing committee of the Contest are appointed from the Main Command of the Land Forces of the Russian Federation, the composition of the organizing committee from the Joint Strategic Commands of the Armed Forces of the Russian Federation.

The Head of the organizing committee and the OC receive the facilities from the responsible official of JSC AF RF where the Contest is to take place. After the procedure it should be written the act of acceptance and the report about the readiness of the facilities to the Contest to the OCIAG.

If the facilities are not completely ready by the assigned deadline or do not correspond to the requirements of the present Regulation, the OC sends the proposals for the completion of the training for his approval to the Commander-in-Chief of the Russian Land Forces.

After signing the act of acceptance of facilities of the Contest, all responsibility for their maintenance in accordance with present Regulations and organization of overall support of the Contest is vested in the organizing committee of the Contest.

When the Contest is held in a foreign country, the composition of the organizing committee shall be appointed by the host country, besides, an additional position of "Deputy Head of the Contest" is introduced with the appointment of an official from the General Command of the Land Forces of the Russian Federation, with the authority to monitor the fulfillment of all points of the present Regulations during the Contest and to protest the Chairman of OCIAG concerning differences in overall provision for the participants in the Contest.

9. The composition of the participating team - 21 people:

team leader - **1 person;**

referee - **1 person;**

coach - **1 person;**

team members - **12 persons** (4 crews: 3 main and 1 reserve crew) ;

technical support section - **6 persons.**

For technical support of the Contest, a technical support group (6 people) is assigned from the sending party apart from the total number of the team. Two interpreters, a psychologist and a paramedic are to be additionally appointed by the sending party to ensure the work of the team on the territory of a foreign country.

If team arrive with more members than specified in the present Regulations, all expenses for overall supplies for the members of the delegation exceeding the prescribed number of participants are covered by the sending party.

Teams arrive in the territory of the host country within the time limited by the Instructions. In case of arrival of the team before the fixed time without the confirmation of the receiving party, all the expenses for overall supplies of the delegation before the defined time will be covered by the arriving party.

10. Country, where 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

11. 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).

12. 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.

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

the first stage - "Individual race";

second stage - "Relay race".

14. Winners (awardees) of:

the stage "Individual race" is determined by the shortest total time spent by the crews on passing the route;

the stage "Relay" are determined by the shortest time spent by the crews on passing the route.

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.

II. Subjects of the Contest

15. Subjects of the Contest are:

Organizers:

carry out the general direction of the preparation and conduct of the Contest;
approve the referee board of the Contest;
divide the responsibilities among the referees in accordance with the present Regulations and the Contest order.

Participating countries:

present the teams for the Contest. At the presentation of teams participating in the Contest, the countries designate team leaders, who will be responsible for ensuring the teams' attendance at the opening and closing ceremonies, stages of the Contest, the award ceremony, medical examinations, as well as for ensuring discipline of the participants of the teams in the places where the Contest and accommodation will be held; they shall supervise the appearance of members of their teams at the start.

Contest participants:

Team members, referees, coaches, team leaders (representatives), doctors and other persons defined as participants by the Contest Regulations.

16. Disputes between the subjects of the Contest, arising during the Contest, as regulated by the present Regulations.

17. Subjects of the Contest are to know and comply with the present Regulations, be respectful to opponents, judges and spectators.

III. Referee procedures

18. 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 is a group of officials with knowledge and skills related to the Contest, ensuring its implementation in accordance with the Regulations, the creation and control of equal conditions for the participants, as well as the objective evaluation of the results.

The referee board consists of:

Chief referee;

Assistant Chief referee;

Assistant Chief referee for practical actions;

Chief secretary with the secretariat;

Referees;

Assistant Chief referee for video playbacks-technical referee;

Team of field referees;

Technicians and support staff;

Technical commission.

The referee board follows the Regulations of the Contest. 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.

19. After the arrival of all the referees from the teams participating in the Contest, the first (setting) meeting of the Referee Board is held, where the Chief

Referee is elected by open vote, by a majority vote, usually appointed from the host party.

The Chief Referee of the Contest subordinates to the Chief Referee of the ARMY and is responsible for ensuring the Contest in full accordance with the present Regulations, the work of the Referee board, the fairness and correctness of the results, as well as the legitimacy of the admission of teams to participate in the Contest.

All meetings of the referees are presided over by the Chief referee of the Contest.

Only referees whose teams participate in the stages or races of the Contest are allowed to consider the results.

The Chief referee of the Contest is obliged to:

- supervise the work of the referee board of the Contest, lead the organization and conduct of the Contest in accordance with the Regulations of the Contest;

- monitor the proper conduct of the Contest and the performance of the referee board and the organizing committee of the Contest of their duties;

- notify the referee board about all changes in the order of the Contest in time;

- examine protests and to make personal decisions on them or present them for discussion by the Contest referee board;

- approve the Contest results;

- supervise the Contest officials during their preparation;

- conduct classes and seminars with the Contest referee board

- supervise the draw;

- hold meetings of the Referee board;

- supervise the reporting for each stage of the Contest, ensure the submission of final documents to OCIAG;

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

- Do not prevent a referee to access to targets for additional control of the results of the firing;

- provide objective and impartial refereeing during the Contest.

Chief referee is allowed:

- to change the Contest schedule;

- to suspend from further participation in the Contest participants who have seriously violated the safety requirements, in case of presence of alcohol or narcotic (psychotropic) substances in the blood during the medical examination, rudeness, as well as who have demonstrated a clear unpreparedness;

- to suspend referees who fail their duties

- to review a video replay of an episode of the race (stage) in order to make a decision on controversial (complicated) issues;

- to cancel any referee's decision.

It is prohibited for the Chief referee to conduct the Contest in the absence of medical support.

The Chief referee, together with the organizers of the Contest, signs an act on the readiness of the polygon facilities, venues, equipment, weapons and military hardware for the upcoming Contest.

All disputes arising during the preparation of teams to participate in the Contest must be resolved before the start of the Contest.

In case of any disputes, the Chief referee of the Contest listens to the reports of the referees and the field referee of the particular stage of the Contest. Then he reviews video and photo materials, audio recordings, and then determines the real situation. If the dispute remains unresolved, the Chief referee organizes open voting, where members of the referee board vote, while the Chief and the Deputy Chief referee do not take part in the voting. In case of an equal vote distribution, the Contest Chief referee makes the decision on the arisen question.

20. 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.

21. The Deputy Chief Referee of the Contest is elected from the participating teams. He is in charge of the meetings of the referee board in the case of making a decision on controversial issues concerning the team of the Chief referee state or in case of absence of the Contest Chief referee at the meeting for a valid reason. When performing the duties of the Chief referee of the Contest, the Deputy Chief referee follows his rights and duties defined in the present Regulations.

22. The Deputy Chief referee for practical actions is appointed to the Referee board on behalf of the host party, subordinated to the Chief Referee of the Contest and being responsible for the work of the field referees of the Contest and overall readiness of the venue of the Contest during the preparation and conduct of the Contest.

Deputy Chief referee for practical actions is obliged :

- to know the Regulations of the Contest;
- to organize the timely arrival, assembly and departure of the designated field referees to the points of permanent dislocation;
- to conduct classes with field referees on the Contest rules, the order of overcoming obstacles, the performance of firing tasks by participants and signaling the completion of elements of the Contest by teams;
- to give an exam to check the field arbiters' knowledge of the Regulations;
- to monitor the appearance of field referees and provide them with the necessary equipment;
- to organize restoration of the Contest venue in accordance with the Regulations

after each race;

30 minutes before the start of the first race of each day of the Contest, and if necessary, send a safety car to inspect the route, after completing the inspection of the route, report to the Chief Judge of the Contest about its readiness for the start of the race.

23. The Chief of the secretariat of the Contest and the secretariat are appointed to maintain the documentation of the referee board.

The Chief of the secretariat is obliged;

to keep a record of the referee board's meetings;

to draw the order of participation of teams (crews) and options of race with recording the results of in the protocol together with the Contest Chief referee;

to compose the order of the participants' actions;

to formalize the orders and decisions of the Contest Chief referee;

to accept applications, register them and transmit them to the Contest Chief referee;

to keep the referee's documentation;

to direct the work of the secretariat;

to inform the media with the permission of the Contest Chief referee;

to prepare reporting documentation for the Contest.

24. 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. A person with professional skills in the conducting of the Contest is appointed to the post of referee. He is subordinate to the Chief Referee and is responsible for the objectivity of refereeing and the proper calculation of the results of the Contest.

The referees composition is determined at the first and subsequent planning conferences and must be finally formed by the final planning conference when the host party must conduct theoretical and practical training with the referees on the order of refereeing organization in accordance with the present Regulations.

Certificates for referees confirming their qualifications are issued by the organizers of the Contest no later than five days before the start of the Contest, after the Chief referee of the Contest has held a final lesson with the referees with testing their knowledge of the Regulations on the Contest within the time frame established by the preparation plan. In case of late registration for the Contest and if a team is unable to attend the final planning conference, a training session for referees of these teams is held separately when they arrive at the Contest.

The referee is obliged:

to know the Regulations of the Contest;

to ensure the correctness and objectivity of the Contest, the correct performance of their duties by the referees, field referees and the Contest administration, as well as their calculation of the results of the Contest;

to conduct refereeing in a qualified and impartial manner, excluding errors that may lead to distortion of the results of the Contest, to solve in time any issues arising during the Contest ;

to participate at the Contest referee board meetings under the supervision of the Contest Chief referee;

- to examine protests, results and to make personal (discussed) decisions on them or present them for discussion by the Contest referee board;

- to wear an armband with the referee's emblem on it;

- to sign the result lists and protocols of the stages (races) of the Contest.

A referee is allowed:

- to referee the Contest;

- to take part in the discussion of referee board's draft decisions;

- to involve other employees in coordination with superiors;

- to solve assigned tasks;

- to request and receive from the team leaders of the participants the necessary information and documents;

- to take part in the discussion of issues concerning his official duties;

- to inspect targets as part of the referee board after the races;

- to demand the Contest administration's assistance in the performance of official duties.

Referees are obliged to maintain a professional demeanor throughout the Contest.

During the races, the referees are located at the command post, at a specified distance from each other (interpreters are allowed). Referees are prohibited from discussing with outsiders issues related to refereeing

The judge should never allow himself to make negative statements in relation to the judges, organizers, coaches, participants, etc. He must always behave ethically.

Referees must not discuss their evaluations, principles of evaluation, or views on this matter before, during, or after the event.

All contact during refereeing must be conducted only via the Chief referee. All problematic issues should be tactfully resolved only with the Contest Chief referee.

The following recommendations should be followed by all referees during their work:

- it is not allowed to use video and audio recording and photographic equipment not permitted by the Contest Regulations;

- to use materials officially provided by the organizers of the Contest during the consideration of controversial issues.

STRICTLY FORBIDDEN:

- any contact with participants, coaches or anyone using electronic devices;

- giving any signals to the Contest participants;

- any display of favoritism to the participants.

any disrespectful remarks or rudeness to anyone while working as a referee will immediately result in expulsion from the referee board without the right to be replaced by another person.

25. For operational decision-making on controversial issues concerning the results of hitting targets and overcoming obstacles by the participants, the assistant Chief referee for video replays - technical referee - is appointed to the referee board. He is responsible for presenting, at the request of the Chief referee (referees) of the Contest, photo-video content, allowing an objective review of controversial points on the order of passing obstacles and the results of firing. The Chief referee of the contest gives an order to review the video replay (presentation of photos), the

decision on the results of the review is also made by him, by a general vote.

The Assistant of the Chief referee for video replays - the technical referee is obliged:

- to know the Regulation on the Contest and be guided by it;

- by the Chief Referee commands in the course of the race (stage) of the Contest, review a video replay or a photo of the requested episode and make the a decision on it in accordance with the requirements of the Contest Regulations;

- to provide the Contest Chief referee with a video replay (photo material) of the episode for his review to make a decision.

26. The field referee at the area (line", "obstacle") is appointed from among officers. He is subordinated to the Deputy Chief Referee of the Contest for practical actions and is responsible for exact following of safety requirements by participants of the Contest, established order of crossing the site (line, obstacle) according to the Contest Regulations, and timely informing of participants about the results at the Command post of the Contest.

Field referee is obliged:

- A) before the start of the Contest:

- to learn the Contest program and Regulations;

- to check the area (" line, obstacle") readiness for the Contest, its compliance with the requirements of the Regulations;

- to have in good condition (working order) radio communication means, flag signaling, signaling facilities and be ready for their immediate use. to study and know the call signs of the officials of the Contest, the procedure for working on the means of communication, organize communication in your radio network;

- to organize observation of the actions of the crews - participants of the Contest, the order of firing and driving in accordance with the Contest Regulations;

- to check the presence of patterns for placing markers, pointers, pegs, availability of reserve markers (pointers);

- to report to the Contest deputy Chief referee for practical actions about readiness of the stage to start;

- b) during the Contest:

- to keep the results records of the participants' overcoming of obstacles during the stage at the obstacle;

- to report in time to the command post by means of communication (or with the use of signal flags, signal means) the results of passing the obstacles by the participants of the Contest;

- to fill out a list of records of participants overcoming obstacles;

- to fix timely damaged obstacles, limiting markers, pointers (pegs);

In case of violation of safety requirements by the participants of the Contest, report to the Chief referee and act according to the received instructions;

- c) at the end of the Contest (after passing the obstacle by the combat vehicle):

- to report to the referee board the results of overcoming the obstacle by the participants of the Contest;

- in case of damage of an obstacle, its elements or a section of the Contest course, organize the restoration of the obstacle (the Contest course).

The field referees must be dressed and equipped in accordance with the Regulations of the Contest at all times while performing special duties.

27. Technical commission is created to determine the causes of malfunctions and failures of equipment, as well as for the expert solution of controversial issues related to the use of weapons and military equipment during the Contest. The Technical Commission consists of professionals (experts groups) arms industry representatives, manufacturers of weapons and military equipment and one representative from each participating team. Its composition is approved at the first meeting of the Referee board.

On the instructions of the Chief referee, the technical commission verifies that the armament and military equipment participating in the Contest correspond to the requirements of the Contest Regulations.

In the case of malfunction (failure, breakage, damage, delay) of the equipment, the technical commission, with the permission of the Chief Referee of the Contest, goes to the place of the breakage to establish the cause of the malfunction (failure, breakage, damage, delay). The results of the work of the technical commission are formalized by the act before the meeting of the Referee board signed by the members of the technical commission and presented to the Chief referee of the Contest at the following meeting of the Referee board. The report is filed by the head of the Contest secretariat together with the meeting minutes of the referee board.

After examination of the technical commission act, the referee board decides on the involvement of the crew in the malfunction (failure, breakdown, damage, delay).

28. Technical officials are assigned to record violations committed by the crews during the races and they are responsible for control of the route crossing by the crews, keeping the corresponding register of the results of the route and handing it over to the Contest Secretariat in time.

29. The following are allowed to be at the command post during the Contest:

- The Chief Referee of the Contest;
- Deputy Chief referee;
- Deputy Chief referee for practical actions;
- The Assistant of the Chief referee for video replays - the technical referee;
- Referees;
- Technical staff in the number of teams participating in the race;
- Interpreters (if necessary);
- Broadcast producer;
- Cameramen (by agreement between the producer of the broadcast and the Chief referee);
- Commentator of the Contest;
- Head of the organizing committee of the Contest;
- Assistant head of the Contest for communications;
- Assistant head of the Contest for Rocket and Artillery Weapons;
- Head of the repair and evacuation groups;
- Technical commission representative;
- Group of aviation flight control on the range;
- Senior firing supervisor;
- Doctor (paramedic) on duty;

Head of the weather station;

Head of the cordon;

One representative from the Ministry of Internal Affairs and the Ministry of Emergency Situations of the Russian Federation.

Other persons as determined by the Chief referee and the head of the Contest Administration.

30. A participating team that commits unauthorized actions or ignores the instructions of the Referee board will lose its status as a participating team in the Contest.

IV. Order and conditions of the Contest conducting.

31. The Contest is organized on the base of the BMP-2 infantry fighting vehicles or similar type of vehicles 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).

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.

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.

32. When the Contest is conducted on the BMP-2 and its modifications (without 100 mm gun), the appropriate clarifications to be made:

at the stage "Individual race" - the fourth round is not planned, the targets for shooting from 100 mm guns are not covered, the overall dimension is not marked;

on the stage "Relay" - a circle with planned firing from 100 mm guns is conducted as a "speed race", when the crews overcome obstacles, firing is not conducted. Targets for firing from a 100 mm gun are not covered, the overall dimension is not marked.

33. Maintenance, repairs (if necessary) and refueling of equipment with fuel and lubricants are conducted by the Technical Support Unit of the Contest. It is allowed to involve representatives of industry and their repair services. After acceptance of the equipment and drawing up of the technical condition act, the responsibility for the technical condition of the combat vehicle rests with the team that received it. To prevent access to equipment to unauthorized persons, the teams cover the vehicles, seal them and put them under guard. It is prohibited to change the original factory settings, adjustments, installations, break the integrity of the seals, and make design changes without the agreement of the manufacturer's representative and the Chief referee of the Contest. A vehicle with the above-mentioned violations will not be allowed to participate in the Contest and the crew is disqualified. In order to check the technical condition, the Contest Chief referee conducts scheduled and unannounced inspections. The inspection of equipment, its maintenance and preparation for the next day's events are carried out in advance.

Traffic on the track is regulated by the traffic rules of the Russian Federation or according to the instructions of the Contest Chief referee.

34. 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;
- transfer of the BMP (IFV) with certificates of technical condition 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;
- BMP test drive conduct (at the request of teams);
- security briefing;
- 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 3 rounds for a 100-mm gun, 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 3 rounds for a 100-mm gun, at least 30 rounds for a 30-mm gun, at least 70 rounds for a 7.62-mm machine gun);
- the drawing of lots to determine the starting order, race numbers, colors of infantry fighting vehicles and targets for the "Individual Race" stage;

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.

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.

Stage "Individual race"

35. 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 vehicle 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 are one-to-two minutes.

36. 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. Targets pop-up by 2 pieces (for 40 sec) or be 3 pieces (for 60 sec).

With the Contest Chief referee permission 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.

Hitting targets marked on the target field is carried out until the complete expenditure of ammunition. 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.

37. 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. After the crew's report of combat readiness a single target (helicopter) is popped-up. 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.

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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 second lap.

38. 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.

After the crew's report of combat readiness three targets (RPG) are popping-up simultaneously.

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.

Hitting targets marked on the target field is carried out until the complete expenditure of ammunition. 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 first firing line, thereby completing the third lap.

39. Fourth lap.

When on the fourth lap, the crews stop the vehicle at the first firing line, occupy a firing point in accordance with the color determined by draw procedures, and load 3 armor-piercing tracing rounds for a BMP-3 100-mm chain gun. The crew opens fire with authorization of the chief referee at artillery gun et its crew (three half-length figures). Then report when finished shooting and ammunition expenditure.

Hitting targets marked on the target field is carried out until the complete expenditure of ammunition. 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 5 obstacles: a water barrier (ford), a treadway through minefield, a mound, an anti-tank ditch with a pass and reaches the finish line, completing the contest.

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 are 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).

40. 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.

"Relay race" stage

41. 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, and 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.

42. 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.

43. The relay exchange procedures.

The crews 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.

44. The sequence of the “Relay” stage route is executed according to the option set by draw procedures.

First option:

the first lap - shooting a 100-mm gun (3 standard rounds fragmentation projectiles) on the artillery gun and its crew;

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 - shooting a 100-mm gun (3 standard rounds fragmentation projectiles) on the artillery gun and its crew.

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 - shooting a 100-mm gun (3 standard rounds fragmentation projectiles) on the artillery gun and its crew;

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 - shooting a 100-mm gun (3 standard rounds fragmentation projectiles) on the artillery gun and its crew;

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 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).

45. 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 yellow 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.

46. Hitting targets marked on the target field is carried out until the complete expenditure of ammunition. 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 for unloading the fighting vehicle is included to the total time of the route.

47. 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.

48. 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.

V. Track and shooting ranges

49. The contest is conducted on a limited part of the terrain, with natural and artificial obstacles, combat paths, areas and shooting areas, with a total length of 4,300 meters length (Annex No 2).

50. 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).

b) on the target area four fixed (stationary targets without pop up mechanism) groups of targets each with artillery gun with its crew, (three half-length figures) in the range of 10 m along the front and 30 m in depth, at ranges of 1,300 to 1,600 m and no more than 15° by the front, each group of targets is colored 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 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 groups of targets three targets each (RPG) at distances from 600 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).

51. 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 600 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:

for firing from a standing position with a 100 mm gun is equipped:

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 fixed (stationary targets without pop up mechanism) groups of targets each with artillery gun with its crew, (three half-length figures) in the range of 10 m along the front and 30 m in depth, at ranges of 1,300 to 1,600 m and no more than 15° by the front, each group of targets is colored in one of four different colors (red, blue, green, yellow) (Annex No 4).

for flanking fire with a 30mm gun is equipped:

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 target area:

four groups of targets three targets each (IFV) 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.

52. 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) (without pop up mechanism) 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.

53. 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);

a shield (target) for unloading of 30 mm automatic gun and 100 mm cannon at the range of 1000-1500 m from the ceasefire line is mounted on a climbing mechanism, is to be clearly visible in the field, with the size of 2.5 x 2.5 m, on which are applied slanted alternating stripes of white and black color 50 cm wide at an angle of 45 - 60°;

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.

54. Targets are placed vertically at ground level so that they are not visible to the shooter before they are shown (moved); the plane of the targets must be perpendicular to the plane (direction) of fire from the place of shooting; it is forbidden to place targets near landmarks and to place any objects near the targets visible for the shooter.

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.

55. 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.

56. 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.

Pop up targets must fall when they are hit. The appearance time of a target is determined from the moment of its full climbed till the beginning of falling down. 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.

The target is considered to be hit:

when firing at targets designating an infantry fighting vehicle, recoilless gun on a vehicle, anti-tank grenade launcher and helicopter - if there are direct hits of projectiles (bullets) in the target, which penetrated the target and caused a clear characteristic trace. In the case of target destruction - by visible traces in 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. A projectile (bullet) that touches the edge of the target is not counted as a hit;

when firing at targets designating an artillery gun and the gun crew - when the projectiles hit the designated range.

57. Obstacles on the Contest track, targets and equipment used by participants are equipped with technical means of recording (video cameras and other technical means) that provide real-time recording and photo documentation of overcoming obstacles, hitting targets, movement of the combat vehicle on the Contest track as well as crew actions. 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.

58. Shooting performance, race times, lap times, and total times for the Individual Race and Relay stages are displayed in real time on the screens.

VI. Overcoming of obstacles.**59. "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 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.

"Direct limited passage":

Execution of obstacle: the vehicle moves through without touching the restrictive markers and 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.

"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.

VII. Penalties

60. 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 or an additional lap.

61. 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.

62. In case of violation of safety requirements, one penalty lap is given for:

stopping the combat vehicle, stopping the engine, rolling the combat vehicle while overcoming of an obstacle;

driving on a model "mine" while overcoming the obstacle "Treadway through the minefield " (1 lap for each mine);

for missing a designated range with a 100 mm gun (1 lap for each for each miss; for each missed target;

For replacement a combat vehicle;

For the relay exchange procedures failure.

Two penalty laps are given for:

bypassing an obstacle;

for each unshot target (a target is considered unshot if shooting was not directed at its target area or there was no firing)

If the result of the inspection shows that the target has not been hit and a penalty lap has not been set, the penalty lap time is added to the total race time of this crew. If the crew has not completed a penalty lap during the race, 1 minute is added to the total time of the race.

If the result of the inspection shows that the target has been hit and a penalty lap has been set, the penalty lap time is excluded from the total race time of this crew.

When the crew leaves the penalty lap, it is obliged to give way to a fighting vehicle moving straight ahead. Exit from the penalty lap is equipped with the sign "yield the way".

VII. Malfunctions list and procedures to determine them

63. 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).

64. 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 is evacuated by the repair and evacuation team.

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).

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.

65. 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

66. 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.

67. 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 loaded weapons, loaded with ammunition (except for sections of the route from the places of loading ammunition to the line of fire);

loading weapons before the BMP is at the firing line;

shooting with open hatches;

shooting with open hatches;

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

movement of the IFV when the crew members did not take 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.

X. Weapons and military equipment

68. 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 (fuel and lubricants, consultations (if necessary) in the course of maintenance 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.

69. Armor-piercing tracer ammunition is used to fire from 30-mm chain gun during the Contest. 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.

70. As soon as the equipment of each participating country is defined, it is stored in the fighting vehicles park. No unauthorized person is allowed to approach the equipment. It is prohibited neither to change the factory settings nor 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 Contest Chief referee with technicians conducts scheduled and unannounced inspections of military equipment, in order to check their technical condition.

71. During the Contest, 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 (loading, displacement, transfer).

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

73. 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-2 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;

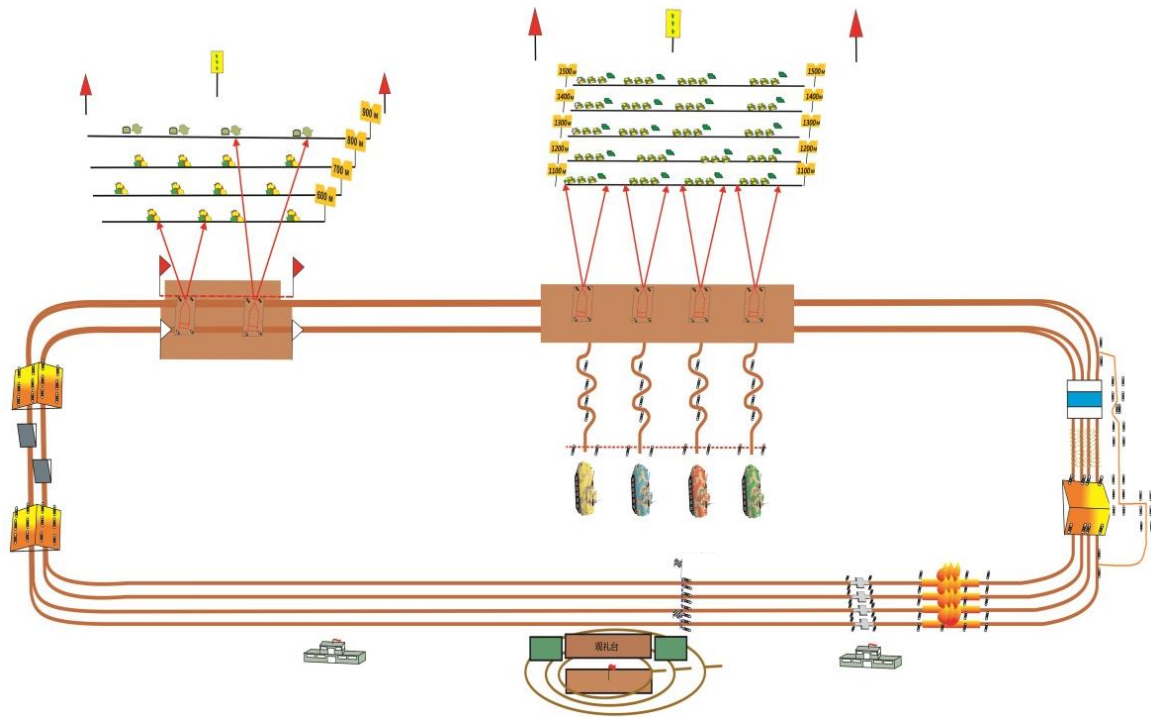
Annex No 1

Key performance parameters of the BMP-2 IFV

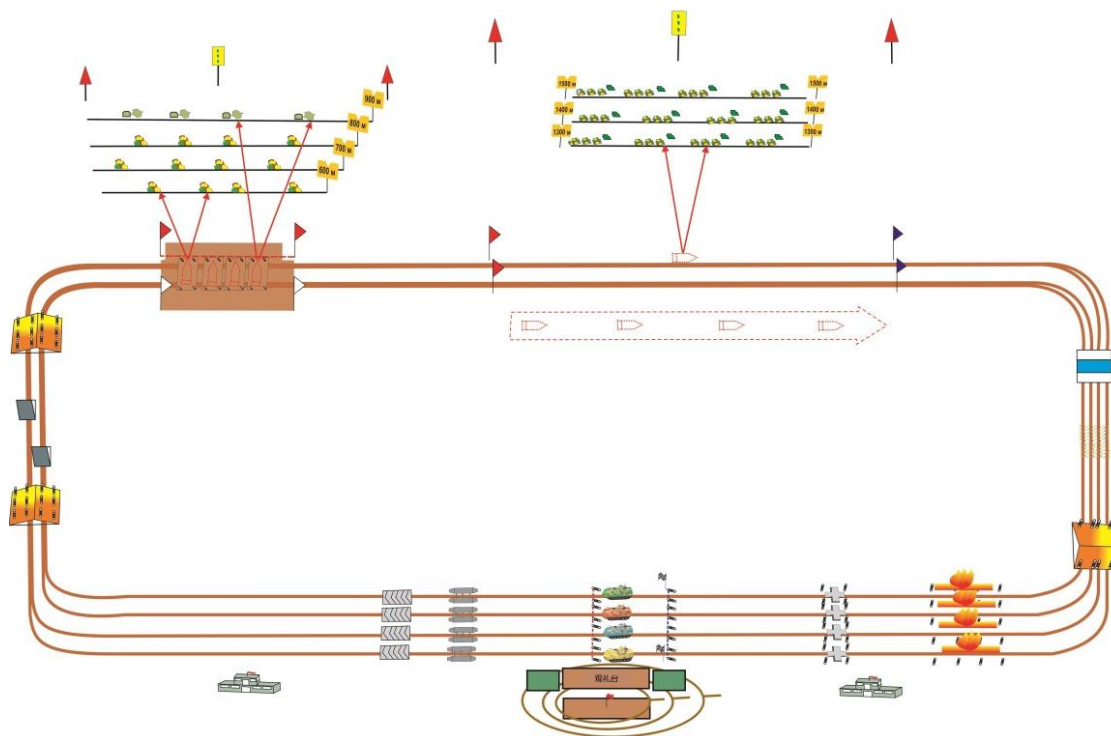
№	Parameters	Rates
1.	Combat weight (t)	13.6.
2.	Crew	3.
3.	Engine power (kW)	65 (on route) / 7.2 (afloat)
4.	Range (km)	460-510
5.	Length (m)	6.74.
6.	Width (m)	2.97.
7.	Height (m)	2.14.
8.	Fuel tank volume (l.)	512.
9.	Gradeability	30°
10.	Grade	25°
11.	Vertical wall climb (m)	0.7.
12.	spanning ability (m)	2.
13.	engine capacity in h.p.	293-298
14.	Compression ratio	15.8.
15.	Gearbox	5 forward, 1 reverse
16.	Type of turret drive	electronic/manual
17.	Main gun caliber (mm.)	30.
18.	angle of climb of a main gun;	-6° - +57°
19.	Effective field of fire of a main gun	360.
20.	Effective range of a main gun (m.)	2500-4000
21.	Minor armament	Twin-barreled machine-gun
22.	Minor armament caliber (mm.)	7.62.

CONTEST VENUE LAYOUT

“Individual race” stage venue graphic presentation

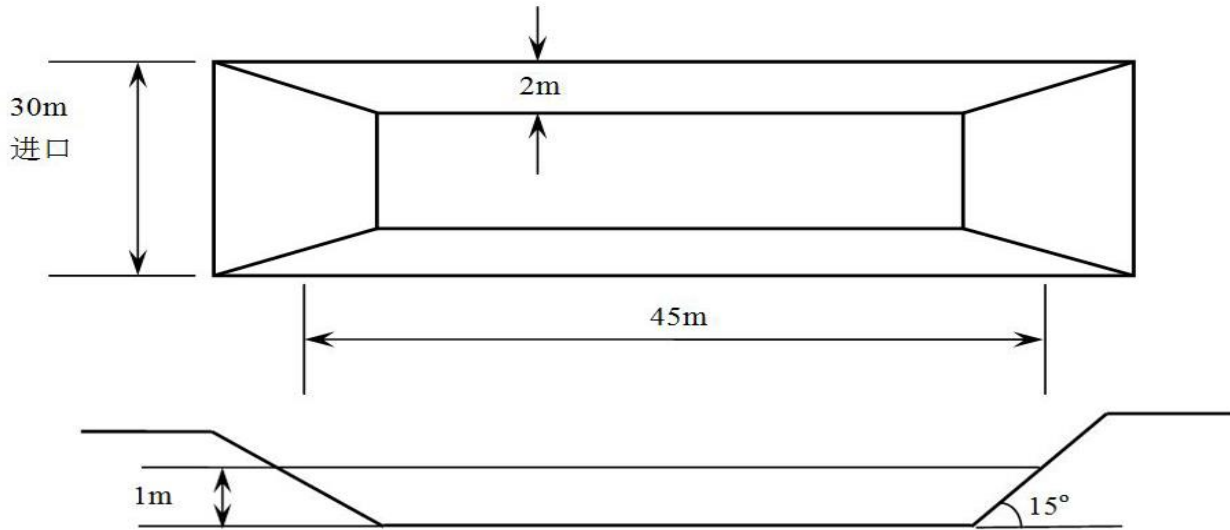


“Relay race” stage venue graphic presentation

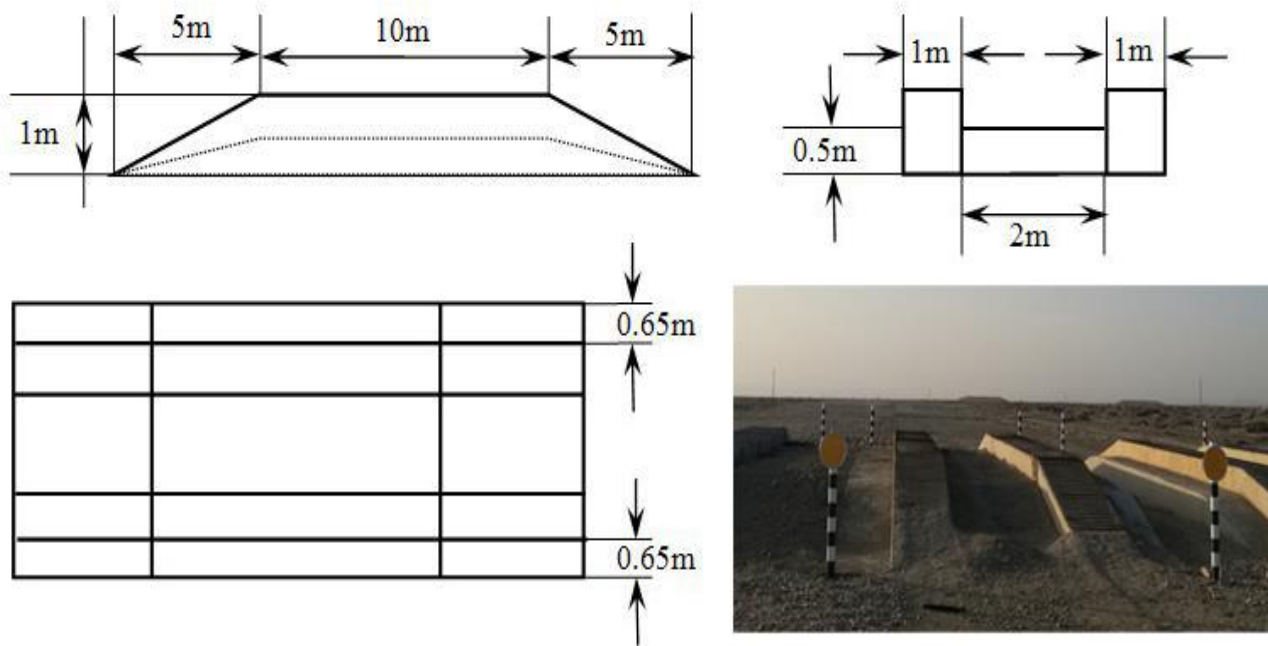


Scheme with dimensions of the obstacles and barriers

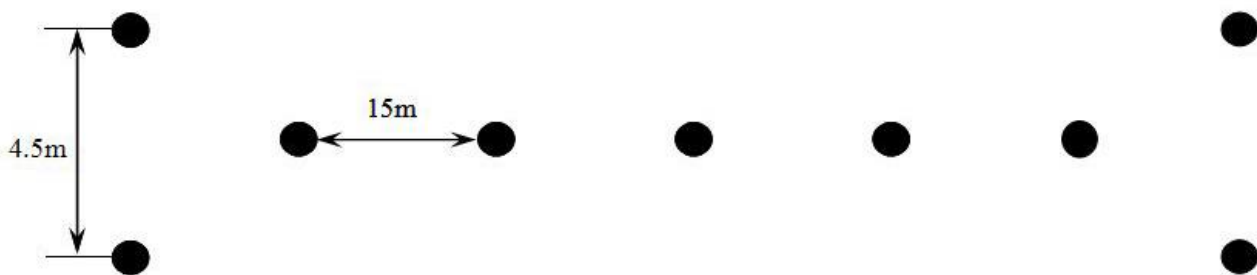
Ford



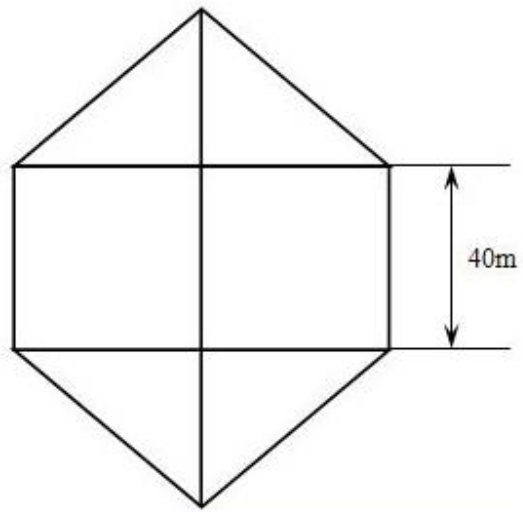
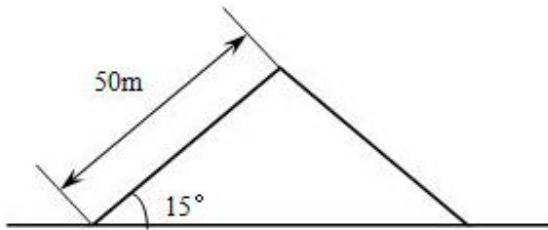
Treadway bridge setup



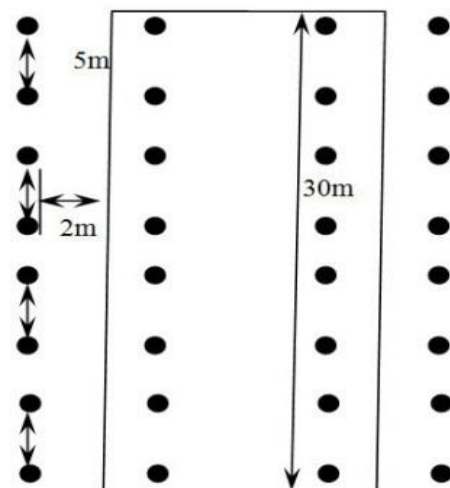
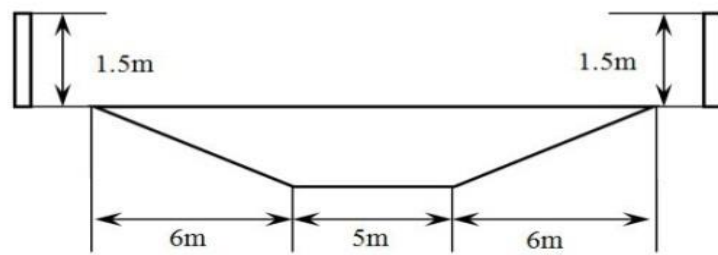
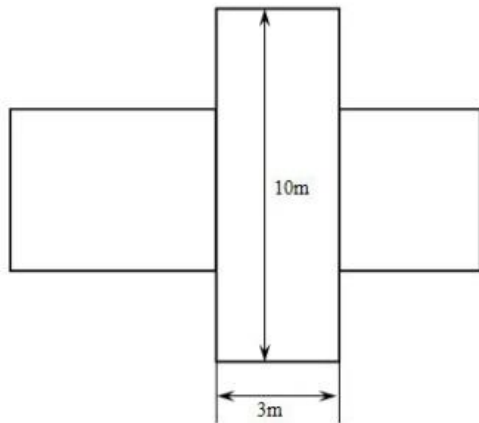
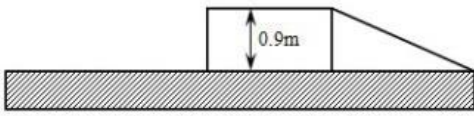
Maneuvering area



Mound



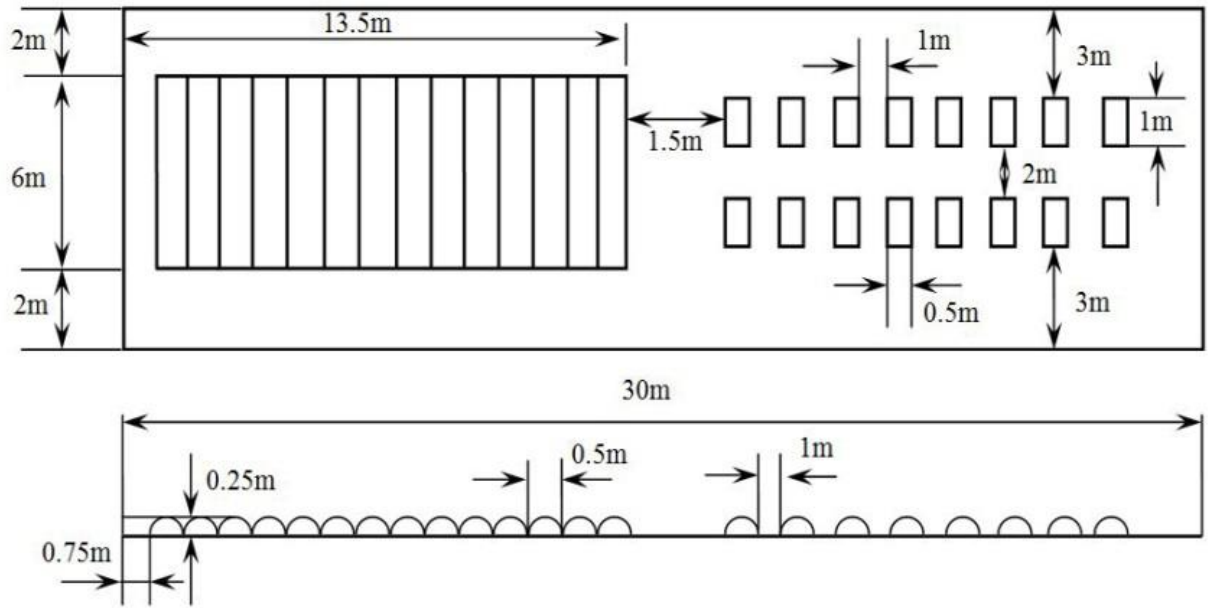
Scarp



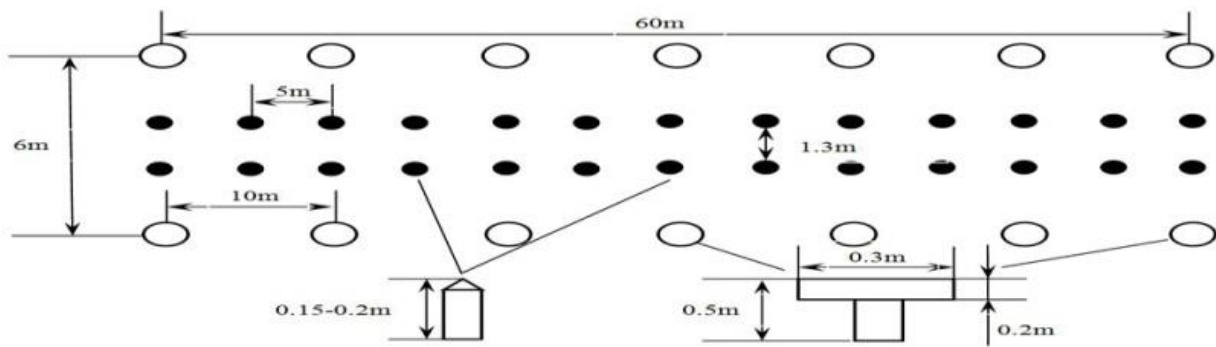
1



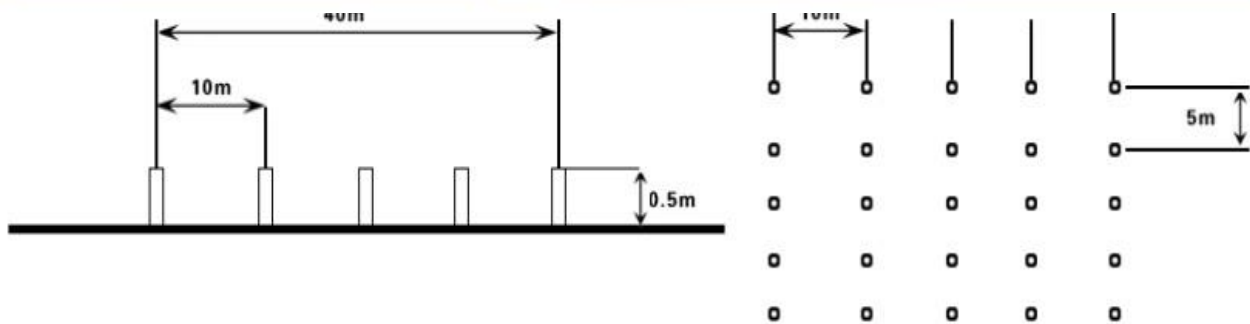
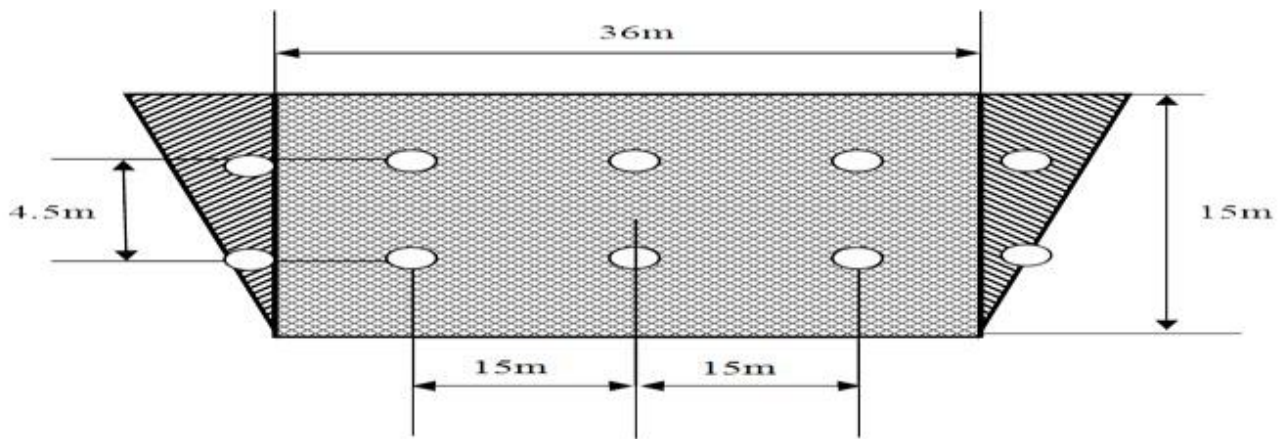
Bumps



Treadway lane through the minefield

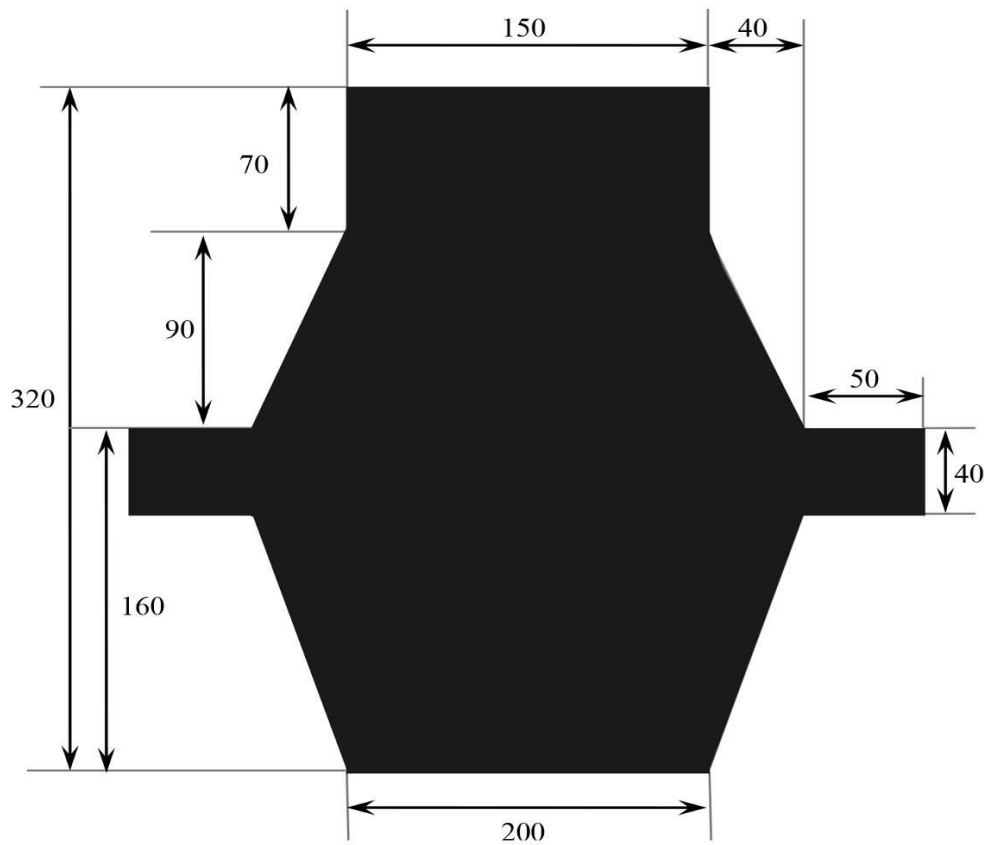


Hillside

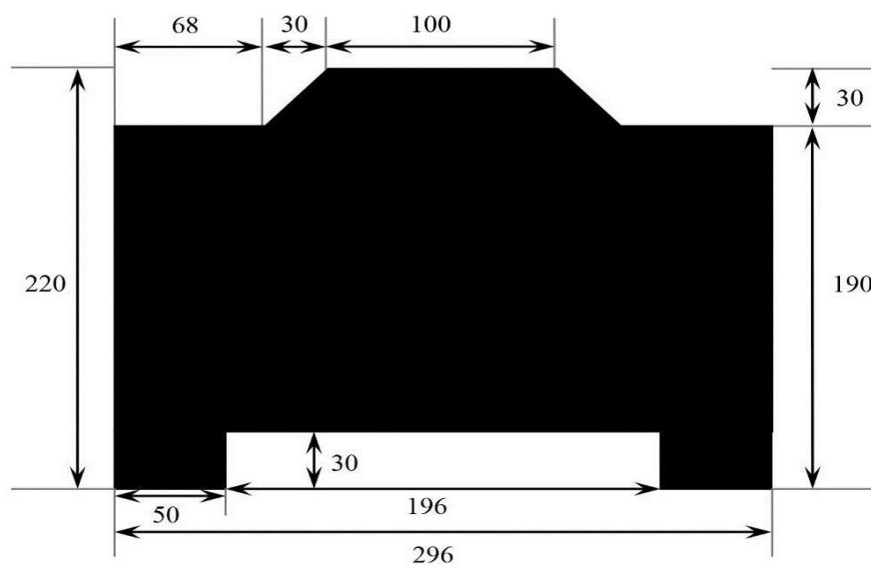


Scheme with dimensions of the targets

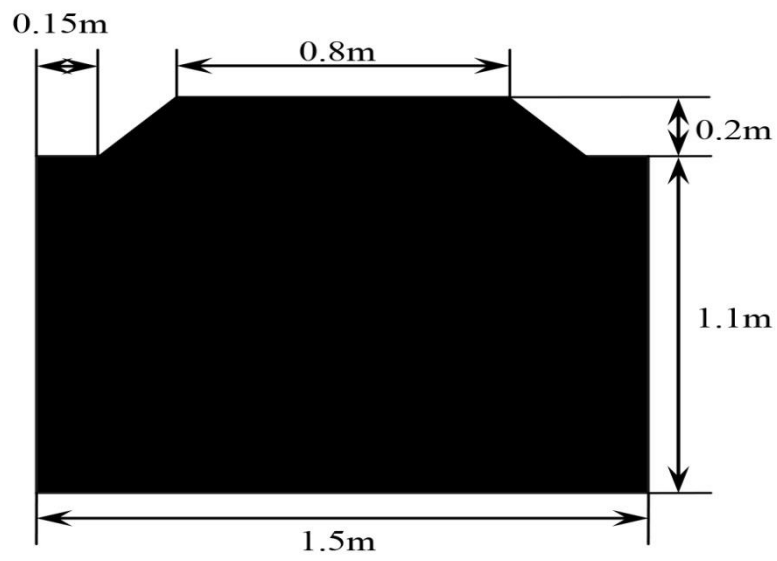
Target "Helicopter"



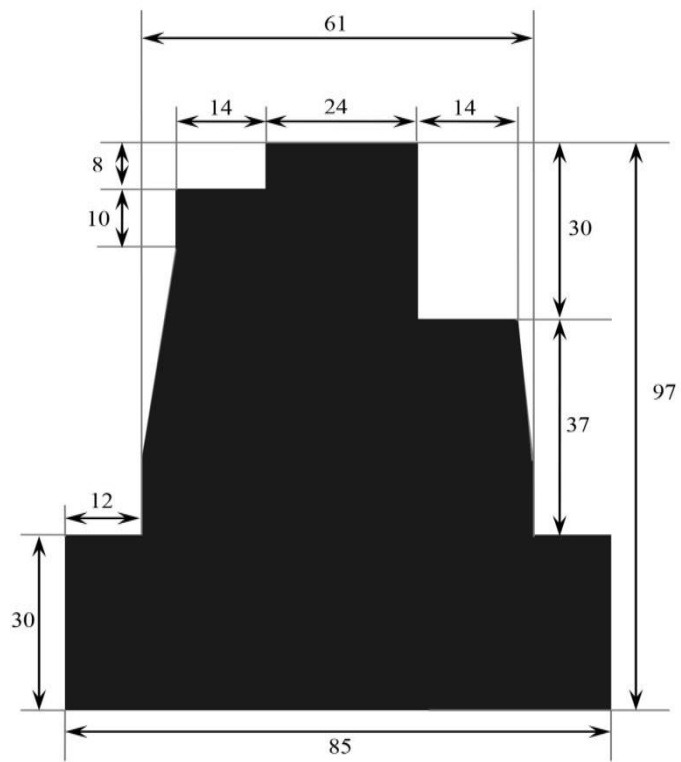
Target "IFV"



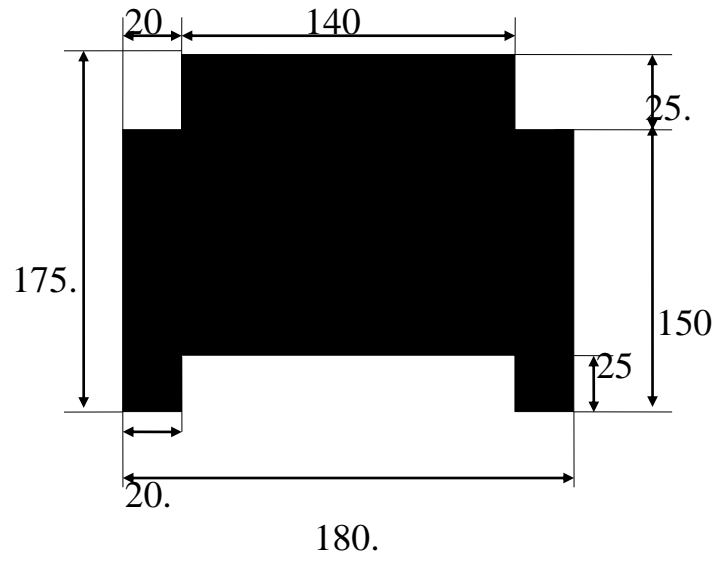
Target “RCL gun on a vehicle”



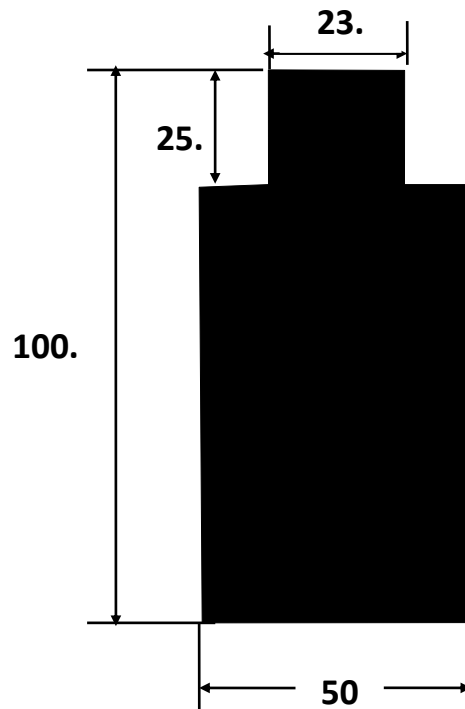
Target “RPG”



Target "Artillery gun"

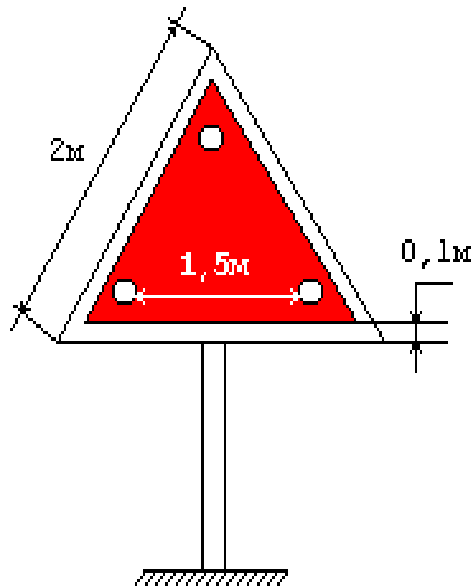


Target "Half body profile"

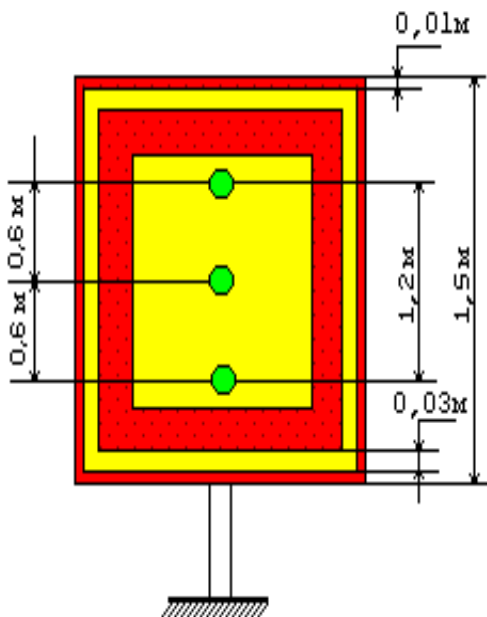


Signs of the shooting range

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
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