

SAFETY

1. For the purposes of the Mammoth Sniper Challenge, the entire property of the match location and its associated ranges, trail, encampments, roads, vehicles, structures, and dwellings will be considered a COLD range. Firearms may only be loaded at the direction of a match official.

1.1 When required by the stage brief, firearms may be made ready before starting a stage only under the direct supervision and after the direction of a Range Officer while in a designated shooting area. This includes inserting magazines (empty or otherwise).

1.1.1 Stage starting condition and location for firearms will be clearly stated in each stage brief.

1.1.2 Some stages will start with firearms in transport condition, empty chamber, magazine out, hammer or striker down.

1.1.3 Some stages will start with firearms in hand, magazine out, bolt back.

1.1.3 Some stages will start with firearms in hand, magazine in, empty chamber.

1.1.4 Some stages will start with firearms staged magazine inserted, empty chamber bolt back.

1.2 Firearms will be unloaded and cleared to transport condition under the direct supervision and visually inspected by a Range Officer before a shooter leaves the designated shooting area.

1.2.1 After completing a stage firearms will be cleared and transported from stage to stage in transport condition.

1.2.2 Transport condition includes: empty chamber with magazine out, bolt closed and hammer or striker down.

1.3 No participant, official, range staff, or support personnel will consume or be under the influence of any alcohol, drug, or mind-altering substance while engaged in shooting activities of any kind. Anyone found doing so will be disqualified and removed from the property immediately.

1.3.1 Any participant, official, range staff, or support personnel under the influence of any prescription medication that renders said person impaired, will be stopped, removed from competition, and may be asked to leave the premises

1.4 Eye protection will be worn by all competitors, staff, and spectators while firearms are in use on the zero range or on competition stages.

1.5 Ear protection will be worn by all competitors, staff, and spectators while firearms are in use on the zero range or on competition stages.

DISQUALIFICATIONS

2. Match disqualifications will result in the competitor being stopped, removed from the shooting area, disqualified from the match, and possibly removed from the property depending on the severity of the infraction or offense. ROs will stop the competitor, render their firearms safe, remove the competitor from the shooting area and notify the Rangemaster. The Rangemaster will review the infraction and may issue the disqualification or return the competitor to the match. The Match Director will have the final decision and the decision will be final. If a competitor is disqualified from the match they will not be eligible for any prizes, compensation, or refunds.

2.1 Safety related offenses that will result in a match disqualification include, but are not limited to:

2.1.1 Negligent discharge during loading, unloading, clearance of a malfunction, or any other remedial action.

2.1.2 Failure to maintain positive control of a loaded firearm. This includes dropping, bobbling, mishandling, or losing a loaded weapon from a securement device such as a holster, sling, or scabbard.

2.1.3 Abandoning a loaded firearm in an unsafe manner wherein it does not stay within the confines of the prescribed abandonment container or position.

2.1.4 Sweeping, flagging, or muzzling themselves, a teammate, another competitor, spectator, or staff member with a firearm during a stage.

2.1.5 Discharging a firearm into a stage prop or hard surface closer than 10 feet from the competitor.

2.1.6 Discharging a firearm into the ground within 10 feet of a competitor.

2.1.7 Breaking the 180° to the stage field muzzle safe zone or plane as described in the stage brief.

2.2 Other offenses that will result in a match disqualification.

2.2.1 Cheating, purposefully impeding another competitor, lying, altering scorecards, altering targets, or altering props to gain a competitive advantage either before, during, or after the stage or competition.

2.2.2 Altering any of the their own, their teammates, or a competitor's firearms, optics, ammunition, or required equipment from the prescribed condition that is specified in the match rules or written stage brief.

2.2.3 Sharing stage details with competitors who have not shot a stage will be considered cheating and will be grounds for a match DQ.

2.2.4 Leaving any stages blind holding area with the intent of learning details of the stage like target location, distance, shooting position etc.

2.2.5 Shooting prohibited ammunition or designated primary or secondary calibers.

2.2.6 Conduct deemed unsportsmanlike by the Rangemaster or Match Director.

CONDUCT

3. Competitors will conduct themselves in a polite, courteous, and respectful manner at all times.

3.1 The Rangemaster or Match Director may assess penalties (ranging from loss of points and up to and including disqualification from a stage or the match) to competitors who repeatedly demonstrate conduct deemed unsportsmanlike, unsafe, and not in the interest of a fair and equitable competition.

SPECIAL CONSIDERATIONS

4. Competitors with documented physical disadvantages may be given a pre-approved alternative to the written stage brief but may incur a penalty. Every attempt will be made to accommodate these disadvantages with an equitable alternative but no advantage will be allowed to any competitor. Requests must be made prior to the beginning of the stage and must be approved by the Match Director.

4.1 Under very special and extreme circumstances reshoots will be granted at the discretion of the Rangemaster or Match Director.

4.2 Reshoots will not be granted for competitors suffering from firearm, ammunition, gear or other mechanical gear malfunctions.

4.3 Reshoots will not be granted for competitors that do not understand the stage briefs, movement required, target distribution between team members and stage time limits.

AMMUNITION

5. No armor piercing, penetrator, incendiary, steel core, or steel jacketed projectiles will be allowed.

5.1 Minimum caliber allowed for all rifles is .223 Remington/5.56x45.

5.2 Minimum caliber allowed for handguns is 9mm.

5.3 Maximum parameters for rifle cartridges:

5.3.1 Maximum caliber for rifle projectiles is 0.308"

5.3.2 Maximum weight for rifle projectiles is 220 grains +/- 5 grains.

5.3.3 Maximum velocity for rifle projectiles is 3200 FPS +/- 25 FPS for a 5 shot string average.

5.4 Cartridges in question may be disassembled, weighed, measured, and fired from the competitor's firearm through a chronograph to determine if the cartridges are within the rules. The Match Director will determine if this is to be done and will supervise all such activities with a witness from the match staff and two competitors chosen at random.

DIVISIONS

6. All 3 divisions will adhere to the following requirements:

6.1.1 Each team will carry and use in competition two rifles and two pistols.

6.1.2 Each team must use at least one rifle chambered in EITHER .223 Remington/5.56x45 OR .308 Winchester/7.62x51 (Secondary shooter). The other rifle for the team may be of any caliber provided it does not exceed the minimum and maximum parameters described in sections 5.1 and 5.3 (Primary shooter).

6.1.3 Each team must declare a Primary and a Secondary shooter. This designation may not be changed during the match. The Primary shooter must shoot the Primary rifle at all times, and the Secondary shooter must shoot the Secondary rifle at all times, except when stage briefs requires otherwise.

6.1.4 All divisions will carry everything with them that they start the day with. Teams may not abandon any equipment, clothing or gear. Nothing but empty cartridge casings may be abandoned.

6.1.5 The distribution of gear between the team members while traveling between stages can be determined by the teams and can change throughout the event. Rifles can be carried in hand, slung or in rucks. Rifles must be transported in safe condition. Pistols can be carried in a positive retention holster or packed away. Pistols must be transported in safe condition.

6.2 TOUGH MAN DIVISION

6.2.1 Tough Man division competitors will have 16 minutes per mile to complete timed movements.

6.2.2 Timed movements are defined as:

6.2.2.1 Movement from the start/finish to their first stage marker of the day.

6.2.2.2 Movement between all stage markers.

6.2.2.3 Movement between the last stage marker of each day and the bivouac site where they will sleep.

6.2.2.4 Movement from their last stage marker of the match to the finish line.

6.2.3 Tough Man division competitors will carry all rifles, pistols, ammunition, shooting gear, food, clothing, sleeping gear etc. they expect to require for the duration of the match. Water will be provided at every stage and at the bivouac site. Nothing will be left behind when they break camp each morning. They may not abandon any equipment, clothing or gear during the course of the event. Nothing but empty cartridge casings may be abandoned.

6.2.4 Once Tough Man division competitors arrive at the finish point for each day they will be released to the bivouac site to setup their own lodging and given a starting point, and step off time for the following morning.

6.3.5 Competitors that are not at their designated starting point for the designated step off time will be considered to have dropped from the event. There will be no accommodations for teams that are not present or prepared to start each morning.

6.3 REGULAR DIVISION

6.3.1 Regular division competitors will have 16 minutes per mile to complete timed movements.

6.3.2 Timed movements are defined as:

6.3.2.1 Movement from the starting/finish to their first stage marker of the day.

6.3.2.2 Movement between all stage markers.

6.3.2.3 Movement between the last stage marker of each day and the start/finish.

6.3.2.4 Movement from the last stage marker of the match to the finish line.

6.3.3 Regular division competitors will carry all rifles, pistols, ammunition, shooting gear, food, clothing etc. they expect to require for each day. Water will be provided at every stage. They may not abandon any equipment, clothing or gear during the day. Nothing but empty cartridge casings may be abandoned.

6.3.4 Once Regular division competitors arrive at the finish point for each day they will be released to provide for their own lodging and given a starting point, and step off time for the following morning.

6.3.5 Competitors that are not at their designated starting point for the designated step off time will be considered to have dropped from the event. There will be no accommodations for teams that are not present or prepared to start each morning.

6.4 OPEN DIVISION

6.4.1 Open division competitors will drive or ride between all stages and the finish line on designated routes and sometimes in designated vehicles.

6.4.2 There are no timed movements for Open division competitors.

6.4.3 Open division competitors will not be allowed to travel on foot for safety reasons.

6.4.4 Open division is intended for teams that have a medical necessity or mobility issue and cannot ruck, for new shooters with little to no experience and for sponsor teams who want to participate as a way of testing their gear or abilities. Open division teams registrations must be approved by the Match Director.

6.4.5 Open division competitors that are not at their designated stage at their designated start time will be considered to have dropped from the event. There will be no accommodations for teams that are not present or prepared to start each stage.

EQUIPMENT

7. Teams in all three divisions may carry any equipment that they feel will benefit their performance.

7.1.1 Allowable equipment includes: LRFs, spotting scopes, binoculars, tripods, wind meters, PDAs, ballistic computers, bipods, shooting bags, rucksacks, writing utensils, notebooks, calculators, data books, slings, shooting supports, etc.

7.1.2 Be aware that although all equipment will be allowed the winner of this match will not win a gear race. The teams that win will do so by exhibiting superior marksmanship, teamwork, problem solving and both physical and mental endurance.

7.2.1 Tough Man division: All equipment that a team begins the match with must be carried throughout the entire match.

7.2.2 Regular and Open division: All equipment that a team begins the day with must be carried throughout the entire day.

7.3 For all divisions: Some stages will require all gear to be carried throughout the stage and penalties will be incurred for failure to do so. These penalties can range from points deductions to a complete loss of stage points. Teams will be able to retrieve lost or abandoned gear during these stages but it will be on the clock and it will reduce their opportunity to score hits on targets.

7.4 Hiding, staging, or discarding any equipment, ammunition, food, clothing or any other items to avoid carrying them or with the intent of returning for them later will be considered cheating and will result in an immediate disqualification from the match.

7.5 Bartering or trading any equipment, ammunition, food, clothing or any other items to another team to avoid carrying them or to aid another team will be considered cheating and will result in an immediate disqualification from the match.

STAGE EXECUTION

8. After the time has expired for the movement to a stage, teams will be given at least five minutes to assemble in the holding area.

8.1.1 Some stages will include blind holding areas where the stage layout cannot be seen.

8.1.1.1 Any competitor leaving any blind holding area with the intent of learning details of the stage like target location, distance, shooting position etc. will be disqualified from the match immediately.

8.1.2 Some stages will allow for inspection of the stage layout and identification of targets beforehand.

8.2 Stage brief will be read clearly and without interruption by the Range Officer two times.

8.2.1 Five minutes will be allowed for competitors to ask questions regarding the stage and stage brief in a group format.

8.2.2 Range Officers will answer questions in this group format to their best ability.

8.2.3 Range Officers will not explain or depict how previous competitors navigated a stage.

8.3 Range Officers will be fixed and assigned to stages throughout the event to ensure that the stage brief presentation, question/answer time and the details of the stage rules and execution are consistent throughout the shooting of a stage.

8.4 After completing a stage, competitors will be released to a post stage holding area where they are not to communicate with any team that has not yet completed the stage. Stage details regarding target size, location, range, stage execution, etc. are not to be shared between teams that have completed the stage and those that have not.

SCORING

9. The total team score will be the combined total of points that each team member earns.

9.1 Primary and Secondary team member scores will not be kept individually.

9.2 Points may be earned by hitting targets with gunfire or successfully completing required non-shooting exercises as described in the stage briefs.

9.3 Point values for targets will be covered in the stage briefs.

9.4 Hits on static steel will be verbally called by the Scorer.

9.5 Hits on reactive steel will verbally called by the Scorer and will require the target indicator to flash or activate. Such requirements will be clearly stated in the stage briefs.

9.6 Hits on falling steel will be called by the Scorer and will require the steel to fall or disappear. Such requirements will be clearly stated in the stage briefs.

9.7 Paper or cardboard targets may require more than one hit to be neutralized. Such requirements will be clearly stated in the stage briefs.

9.7 Some steel targets may require hits from both team members to score. Such requirements will be clearly stated in the

stage briefs.

9.8 Hostage targets that are impacted will be assessed a penalty. Such penalties will be clearly stated in the stage briefs.

9.9 Some stages will require the shooter to communicate to the Scorer which target they are engaging so that the correct target can be observed and scored. In these instances, hits will not be scored if the target was not identified by the shooter and confirmed by the Scorer.

9.9 Misses will not be called by the stage Scorer and stage Scorers will not assist teams in getting on target.

9.10 A team member will be required to initial a score sheet confirming their score before leaving the stage.

PROTESTS AND ARBITRATION

10. Disputes between Range Officers, Scorers and competitors will be handled calmly and efficiently. All parties will be respectful and may be confident that every effort will be made to make difficult decisions with fairness. Unfortunately, during competitions, emotions are high, and mistakes can be made. Penalties or disqualifications are not taken lightly. They will be carefully considered, and the appropriate call made.

10.1.1 Protests may not be lodged regarding the scoring of targets. The Scorer's verbal call stands and is final. Scorers may correct their verbal call if they realize they made a mistake during the stage. This correction can only be made before a team member initials the score sheet confirming their score before leaving the stage.

10.1.2 In situations where a penalty or disqualification is a possibility the Match Director will be summoned into the discussion. The Match Director will do his best to hear both sides of the story and may ask other witnesses to render an opinion. The decision of the Match Director will be final.

10.1.3 The decision to stop a competitor for an unsafe act will be made by the RO of the stage. The Rangemaster will be summoned to rule on the act. If no resolution can be made, the Match Director will be summoned. The decision of the Match Director will be final.

10.1.4 After the final scores are tabulated and posted a time period of arbitration will be announced. Since competitors have already initialed a sheet confirming each of their stage scores there will be very little arbitration on final score. Competitors may dispute the compilation of their final scores. When the time period of arbitration has expired all disputes will be considered final.