



11. HDF Sniper Cup/XI. Klapka-Tactical Long Range Shooting Cup

08.14-15. 2024 Szomód

Objectives of the competition:

The main objectives of the competition are to promote long-distance rifle shooting, to share experience and to integrate the military and sport shooting communities. The competition aims at increasing officers' and soldiers' competence as well as at promoting long-distance shooting among civilians. During the competition the best shooter and the best shooting team will be determined.

Organizer: HDF. Klapka György 1. Armored Bde, Klapka Shooting Team

Official person of the contest: Commander of the HDF. Klapka György 1. Armored Bde

Classification: individual and team match

Match director: OR-8 Tibor Debreceni

Date of the contest: 08.00 CET 08.14.2024-19.00 CET 08.15.2024

Place of the contest: Szomód Military Shooting Range (*MGRS: 34 TCT 02419 83900*)

Members of the cup: active duty, retired, reservists, EVA BG international forces, law enforcement members and civilian shooters.

Registration deadline: 15.00 CET 14.07.2024

Registration fee: **46.000 HUF**

(+12.000 HUF for escorter and spotter, which consists of 4 times warm foods – 2 lunches, 1 dinner, 1 breakfast-,water and soft drinks)

Awards:
Places 1-3 coins.
Places 1-3 diplomas.
Team places 1-3 coins,
Team places 1-3 diplomas

Accommodation: at the shooting range in tent (signed on the registration form) or own accommodation reservation in hotel.

Equipment:

- rifle with ammo;
- tripod;
- bipod;
- shooting mat;
- rear shooting bag;
- ear pro;
- rain protection,
- warm clothes

Optional equipment:

- spotting scope;
- wind meter;
- laser rangefinder;

Forbidden equipment:

- night vision, laser illuminator, thermal scope;
- placeable additional equipment under the bipod – bipod support

Entering to the shooting range: only the registered competitors/spotters/visitors can enter the shooting range with registered car.

Registration: every members have to fill the registration form – pre-registration. The organizers will check every registrations at the Shooting Range again. To check in the registration point is mandatory after the arriving to the range.

The registration process has two parts:

- document check
- weapon check

When you arrive at the shooting range, bring all the paperworks and weapons to the registration point.

Persons can participate in the competition, on the condition that they possess appropriate permissions and licenses concerning ownership of firearms, and that they register on time and pay the admission fee.

The organizer has the right to refuse the registration of a competitor without giving reasons.

Ammo: min. 59 pieces/competitor

Safety rules:

1. Malfunction of the rifle or ammunition is the competitor's concern.
2. Leaving the firing position with the weapon is allowed only after unloading the rifle, subjecting it to the referee's checking procedure.
3. The course of the competitive shooting may be recorded using audio/video equipment. The material will be available only to the organizers and referees. It will be published or distributed.
4. Any check-ups and repairs can be performed only in the designated SAFETY AREA.
5. It is forbidden to bring live, blank, or dummy ammunition to the safety area. Not adhering to this rule will result in disqualification (DQ!).
6. Moving around the shooting range with a rifle is allowed without weapon bag or case, but the bolt has to be stopped in rear position.

Violation of any rules of the shooting range will result in immediate disqualification from the competition!

Categories:

1. **Standard** - central fire rifle, cal 223; 5,45×39; 7,62×39; 308WIN; 7,62x53R (7,62x54R).
2. **Open** - central fire rifle, cal 6.5x55, 6.5x47, 6.5 creedmoor, 6 mm dasher
3. **Magnum** - central fire rifle, cal: 7 mm Remington Magnum, 300 Winchester Magnum, 300 Norma Magnum, 300 Remington Ultra Magnum, 338 Winchester Magnum, 338 Norma Magnum, 338 Lapua Magnum, and muzzle bullet energy of 4 500 – 10 000 J.

4. **Team** - Teams consisting of two competitors in same category. (the sum of points gained by the team in one division).

In the case of unpredictable events or weather conditions, the organizers have the right to modify the program of the event!

Rules:

Each stage will be shot twice by the competitors!

When the squad is done, it moves on to the next stage, and when it's completely finished, the squad shoots the stage again!!

On the 2nd day, 4 pcs. steel challenge stages will be conducted, which will be evaluated together. So the total score of the 1st and 2nd day will be scored!

The team competition will also be evaluated based on the total score obtained on the 1st and 2nd day.

On the first day, 7 squads will be formed, with 10 people per squad. These teams will move together on both days. Accordingly, the meal is performed like a revolving stage. According to tradition, the competition organizing committee will decide which squad will start on which track.

If someone is disqualified on the 1st day due to an irregularity (serious violation of safety regulations), they cannot continue the competition on the 2nd day either. You can still participate in the competition as an observer.

As this is a military sniper cup, no benchrests or similar front gun rests can be used in the competition. Only the capacity of the weapon determines the category, not the tools used for it.

Any shooting bag can be used as a rear support, and on the 2nd day any PRS-type support is allowed (back bag without dimensions, tripod, etc.), but the weapon must be in contact with the specified surface as described in the shooting task.

Any bipod or tripod can be used as a first support, but the weapon must be in contact with what is specified in the firing task.

Since the competition is both an individual and a team competition, the use of a partner as target observation is allowed on any communication channel, provided that it does not interfere with the course of the competition and the competition judge.

Based on the principle of equal opportunities, if someone is able to compete in an individual competition, and as a result does not have a teammate and wants to bring a spotter, he can do so. On the other hand, communication must not disturb the competition judge. The spotter/partner must indicate his participation in the competition on the registration form.

The use of a laser rangefinder is allowed, but not on every course, but the exact distance to the targets will be explained before each course.

On the 2nd day, the evaluation will be carried out on each track by the assigned track judge. There will be 2 spotters on each track, whose signal is authoritative for the given task.

The achieved competition results will be continuously updated per course, which can be viewed at the stand of the competition office.

After the first shot has been taken, the roster of the given team can no longer be modified, if the given team has taken a shot or not.

The total number of participants in the competition is a maximum of 70 people, which takes place in the order in which the registration is submitted.

It is not mandatory to transport the weapon in a holster on the shooting range, but during movement the lock must be in the rear latched position, and there can be no magazine in the weapon.

The competitor shoots at one target only, following the procedure appropriate for the first, the second, or the third string, using always the same weapon that was previously declared. The start of the competitor in an additional equipment class requires the re-registration and possession of an additional weapon corresponding to the technical requirements of the given class.

The rifle may be supported by (not attached to) any object brought on the range by the competitor. It is permitted to use e.g. backpacks or containers as support.

It is permitted to use front support – bipod.

It is permitted to use rear support, both original equipment and one attached by the competitor – e.g. monopod, used in order to enhance the stability of the rifle.

The front and rear support of the rifle may be connected only by means of the stock.

If the shooter shot before the whistle, he/she will be DQ-d from this stage.

Every shooter can use a spotter. They can communicate each other, but it couldn't disturb the range masters.

Penalties:

For shots fired at the neighbor's board, the best shots are deducted!

- If a shooter shoots another target, his course is 0 points! If the shooter makes the same mistake again, he will be disqualified from the competition.
- A shot on the field before the whistle is blown is invalid and the shooter is disqualified!
- If the shooter fires a shot at a distance of more than 100 meters on the zeroing range, he will be immediately disqualified from both days of the competition, without consideration!
- Access to the technical devices placed on the 1st day is only allowed on the 1st day. On the 2nd day, action on combat vehicles, target photography, etc. results in immediate disqualification from the 2nd competition day!
- Firing more shots than specified on the given course results in immediate disqualification due to immoral behavior! A competitor disqualified in this way cannot continue competing and will be disqualified from both competition days!

Protest:

Competitors have the right to lodge an objection against the final results of the competition within one hour of their announcement. Objections lodged after this period will not be considered. If any other problems appear, a protest of a competitor will be taken into consideration when presenting it in writing and after payment of the arbitration fee 100 EUR to the Head Judge of the competition.

Scoring:

The total score of the 1st and 2nd day will be scored together!

The range officers are responsible for the scoring.

If the shooter shot the other target, this stage will be scored with 0 point.

If the competitor repeat it again during the competition, he/she will be DQ-d!

If the shooter shot more than designated numbers of ammo at this stage, the best score will be minused from the points,

Timing

The range officers will use timer and shot timers.

Zeroing:

There will be sighter shots only the first day!

If the shooter fires a shot at a distance of more than 100 meters on the zeroing range, she/he will be immediately disqualified from both days of the competition, without consideration!

Forbidden:

Ammunition: It is absolutely forbidden to use tracers, armor piercing and incendiary bullets, and any other bullets which are forbidden in sports shooting.

Weapon: The organizer doesn't allow two or more competitors are using the same rifle. The weapon and optic numbers will be checked during the contest. There's no possibility to change your weapon without match director's permission.

Agenda

1.day 08.14.2024

Wednesday

7.00: - registration;
08.00: - zeroing;
09.30: - assembly;
10.00: - opening ceremony;
10.30: - introducing the shooting range;
11.00: - championship – daytime stages;
12.00: - lunch;
13.00: - championship – daytime stages;
17.30: - end of daytime stages;
17.30- 19.00 : - dinner – to prepare the shooting range for night course;
20.00 - starting the night courses;
21.30 - end of the first day;

2. day 08.14.2024

Thursday

07.00-08.00: - breakfast;
08.30: - assembly;
09.00: - starting the steel courses;
13.00: - lunch – end of the 2nd day,
15.00: - awarding ceremony;
16.00: - closing ceremony;
19.00-ig - leaving the shooting range

Stages

1. day 08.14.2024

Wednesday.

0.stage – Zeroing

Target: paper
Distance: 100 m
Position: freestyle
Shooting time limit: 5 min
Number of shots: 5

Course: After the registration there is a possibility to take 5 zeroing shots at the sniper sector.

If the shooter fires a shot at a distance of more than 100 meters on the zeroing range, she/he will be immediately disqualified from both days of the competition, without consideration!

1. stage

Target: paper
Distance: 500-550 meters
Position: from tripod
Shooting time limit: 3 mins/squad
Number of shots: 5/5 – max points: 2x50
Scoring: hits on the paper targets

Course: The competitor takes the firing position. The RO measures 3 minutes of preparation time. In the designated sector, the shooter fires 5 shots at the target assigned to him, from a tripod, in a sitting or standing position.

2. stage

Target: paper
Distance: unknown - target size will be specified
Position: sitting (tripod or backpack)
Shooting time limit: 3 mins/squad
Number of shots: 2/2, max points: 2x10

Scoring: hits on the paper target, the hit is maximum 10 points - if the hit is on the paper target – everywhere!

max. available score: 2x10 (10 in first string, 10 in second string)

Course: The competitor takes the firing position. The RO measures 3 minutes of preparation time. In the designated sector, the shooter fires a maximum of 2 t shots on the paper target assigned to him.

During the preparation time, everyone draws a number. That will be his target. After the preparation time, the targets appear automatically, and everyone has to estimate the distance with their crosshairs and independently deliver max. 2 shots at the correct number of targets. Only one shot will be scored, but the shooter has 2 chances to hit the target! After 3 minutes, the targets are down. All targets will be placed at different distances! **The use of any**

laser rangefinder is prohibited! Using the rangefinder means immediate disqualification from this course!

3. stage

Target: paper
Distance: 900-1000 meters
Position: prone
Shooting time limit: 3 mins/squad
Number of shots: 5/5, max points: 2x50
Scoring: hits on the paper target

Course: The competitor takes a place. There are 3 mins preparing time. The shooter will shoot 5 ammos to the designated paper targets.

4. stage

Target: paper
Distance: 500 – 800 meters
Position: standing from trench
Shooting time limit: 3 mins
Number of shots: 5/5
Scoring: hits on the paper target, max points: 2x50

Course: The shooter is standing 30 meters behind the trench. The RO draws lots for shooting positions among the shooters. After the whistle, the shooters run forward, occupy their shooting position and fire 5 shots from the shooting position drawn for them. Shooters have 3 minutes for the task. The use of a laser rangefinder is allowed. The shooter fires from the trenches from the shooting position assigned to him from a standing position.

5. stage

Target: paper
Distance: 600 – 900 meters
Position: any kind
Shooting time limit: 3 mins/squad
Number of shots: 5/5
Scoring: hits on the paper target

Course: The competitor takes a place. There are 3 mins preparing time. When prep. time is up, shooter have 3 minutes to fire the 5 shots.

Night stage

Target: steel target
Distance: 700-1100 meters
Position: prone
Shooting time limit: shot timer – 1 minute
Number of shots: 2
Scoring: hits on the steel target
nearest target – 50 points/hit
farest target – 100 points/hit

Course: The squad takes the firing position. The RO measures 3 minutes of preparation time. The shooters look for the designated metal targets, which are illuminated and marked with green and red lightsticks. Green indicates the closer metal target, red indicates the farthest metal target.

The shooter has 1 minute to hit the chosen target with 1-1 shots. The order depends on the shooter, he can shoot any of them, the hit indicator flashes back to the RO. You can fire a total of 2 shots, at any target.

Because it is a long-distance shooting competition, this stage is in difficult conditions at night, the results will be plus-scored!

2. day 08.15.2024

Thursday

Steel Challenge

1. stage

Target: 2 pcs. steel targets

Distance: 300 – 600 meters

Position: standing

Shooting time limit: 2 mins

Number of shots: unlimited

Scoring: hits on the steel targets
every steel target : - 20 points
no hits: - 0 point
every steel targets: - 40 points

Equipment: rear bag(without size dimension), bipod

Course: The competitor takes a place in the BTR-80 APC. There are 1 min preparing time. Hiding through the designated hiding hole, he runs into the trench and hit the metal targets in a fixed order. It starts with the farthest and comes to the nearest. The metal targets will be numbered, up to 1-2. The furthest is number 1, the closest is number 2. When he hit the metal targets 1-2 in numerical order, he unloads his weapon.

2 . stage

Target: 2 pcs. steel targets

Distance: 300 – 700 meters

Position: prone, kneeling, standing

Shooting time limit: 2 mins

Number of shots: unlimited

Scoring: hits on the steel targets
every steel target : - 20 points
no hits: - 0 point
every steel targets: - 40 points

Equipment: rear bag(without size dimension), bipod

Course: The competitor takes a place in the Gidran 4x4 APC. There are 1 min preparing time. The shooter will shoot the steel targets from the designated place from 1-2 in numerical order. The distances of the steel targets will be explained on the scene.

3.stage

Target: 2 pcs. steel targets
Distance: 400 – 600 meters
Position: prone,kneeling,standing
Shooting time limit: 2 mins
Number of shots: unlimited
Scoring: hits on the steel targets
every steel target : - 20 points
no hits: - 0 point
every steel targets: - 40 points
Equipment: rear bag(without size dimension), bipod

Course: The competitor takes a place on the Leopard 2 A4 HU Tank. There are 1 min preparing time. The shooter will shoot the steel targets from the designated place from 1-2 in numerical order. The distances of the steel targets will be explained on the scene.

4. stage

Target: 2 pcs. steel targets
Distance: 300 – 800 meters
Position: prone,kneeling,standing
Shooting time limit: 2 mins
Number of shots: unlimited
Scoring: hits on the steel targets
every steel target : - 20 points
no hits: - 0 point
every steel targets: - 40 points
Equipment: rear bag(without size dimension), bipod

Course: The competitor takes a place on the PZH 2000. There are 1 min preparing time. The shooter will shoot the steel targets from the designated place from 1-2 in numerical order. The distances of the steel targets will be explained on the scene.

Rules

Only the hits will be signed, but we will write the times also if the time will be the same between 2 shooters.The total time will be counted in this case.

The hits will be confirmed by the range officer, not by the team mate.

Only the registered competitors who have paid the fee may participate in the contest.

Registration deadline:

07.14.2024 (2024.july 14), number of participants are LIMITED (70 persons)!!

If somebody doesn't come, the organizer won't give a refund!

There is no possible to pay the participating fee at the shooting range!

<https://ttt-tata.hu/2024-08-14-15-mh-mesterloveszkupa/>

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