



13. HDF Sniper Cup

XIII. Klapka -Tactical Long Range Shooting Cup

2026.11.25-26

Tata / Szomód

Competition objective: the main goal of the competition is to promote sniper skills and precision shooting on a military level, and to provide an opportunity for the exchange of experience between civilian precision shooters and law enforcement/military agencies.

Competition organizer: MH. 25th Klapka György Armored Brigade, TTT-HSE Klapka Shooting Team

Competition officials: HDF Chief Of Staff, Commander of the HDF 25. Klapka György Armored Brigade

The main patron of the competition is: Four star General Zsolt Sándor, Chief of Staff of the Hungarian Defence Forces

The patron of the competition is: Brigadier General Zoltán Németh, Commander of the 25th György Klapka Armored Brigade of the Hungarian Defence Forces

The main sponsor of the competition is: Tactical Ltd.

Sponsors of the competition: Cser Industries, Badbone Bt.,

Competition type: individual competition, team competition.

Competition date: from 2026.11.25. 07.00 to 2026.11.26. 18.00.

Location: Szomód Combined Arms Shooting Range (34 TCT 02419 83900).

Competition participants: professional, contract, reserve and retired members of the Hungarian Defence Forces, members of the FLF BG international forces, shooters from law enforcement agencies, hungarian and foreign civilian sports shooters.

Clothing: weather-appropriate military training clothing for personnel of the Hungarian Armed Forces, and weather-appropriate clothing for civilian competitors.

Awards, evaluation: the top three finishers in each category will receive medals/certificates, and the team will receive a competition evaluation.

Food and supply: the organizer will provide each competitor with a hot lunch and a hot dinner on the first day of the competition and a hot breakfast and a hot lunch on the second day of the competition.

Accommodation: The competitors arrange the accommodation themselves.

Required equipment:

- for professionals: duty rifle
- For sports shooters and civilians: their own weapon (with valid documents!).
- Tripod + gun mount adapter;
- Underlay mattress, polyfoam;
- Shooting bag (smaller, larger);
- Bipod (mounted on a weapon);
- Hearing protection (earmuffs, earplugs, etc.);
- Rainwear;

Optional equipment:

- Spotting scope
- Windmeter
- Laser rangefinder

Forbidden to use:

- Night vision device, thermal camera, thermal camera device, target designator, weapon light;
- Benchrest pad

Entry to the Szomód shooting range: entry to the shooting range is carried out by the guards at the entrance to the shooting range, and it is mandatory to check the competitors' details and vehicle registration numbers with them when entering.

REGISTRATION AND ENTRY PROCEDURE:

The competition is by invitation only and requires pre-registration.

We will carry out a registration check on site, which is mandatory for everyone!

After checking in, upon arriving at the shooting range, you must come to the registration point (it will be signposted) and then you can start registration.

Registration consists of two parts:

- administrative process
- gun control

To register, everyone must bring their weapon, documents proving their ownership, and personal documents. In the case of professional personnel, their service ID and weapon.

You can register on the website of the TTT-HSE website, using the link at the bottom of the competition announcement. For HDF teams, via the outlook system.

The competition is by invitation only. The organizers reserve the right to decide who can participate in the competition due to regular oversubscription. A maximum of 70 people can participate in the competition, excluding places reserved for soldiers.

Deadline for registration: 2026.10.20.

Entry fee: 70.000 HUF/195 eur/person, with companion: 90.000 HUF/250 eur/2 people (due to meals for the companion's 2-day hot meals+water, etc.).

Transport: on the day of the competition, everyone must arrange their own transportation to the shooting range. If necessary, transportation within the shooting range will be arranged by the competition organizer during the competition.

Ammunition: civilian shooters bring their own ammunition. The use of loaded ammunition is permitted. The use of armor-piercing, armor-piercing incendiary and flare rounds is not permitted on the shooting range during the competition.

Ammunition required for the competition by category: 100 pcs/person

SAFETY REGULATIONS:

On the first day of the competition, before the start of shooting, the safety regulations will be explained at the shooting range, after which the competitors will confirm their understanding of the regulations by signing.

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

COMPETITION/WEAPON CATEGORIES:

1. **HDF total:**– active, retired and reserve soldiers (hungarian/foreign) with the following calibers: 308, .223, .243, .300 Winmag, 7.62x54R (for Hungarian soldiers in case of departure with a service weapon, for foreign soldiers with a service weapon).

Rated: active, retired and reserve soldiers (hungarian/foreign);

2. **Law enforcement:** - active, retired and reserve soldiers (hungarian/foreign), invited partner armed forces, with the following calibers: 308, .223, .243, .300 Winmag, 7.62x54R (with service weapon).

Rated: active, retired and reserve soldiers (hungarian/foreign), shooters of fellow armed forces.

3. **Standard:** - 7.62 x 51 (.308), 243, .223 – all entrants who start with these calibers; **A standard caliber weapon that differs significantly from the factory one – in barrel length or initial velocity – cannot be used, and the built weapon will be classified as OPEN!**

Rated: active, retired and reserve soldiers (hungarian/foreign), civilian sports shooters;

4. **Open:** - 6.5x55, 6.5x47, 6.5 creedmoor, 6 mm dasher and all non-standard, magnum and supermagnum calibers;**and any standard caliber weapon that differs significantly from the factory one – has a difference in barrel length or muzzle velocity, or has been rebuilt;**

Rated: active, retired and reserve soldiers (hungarian/foreign), civilian sports shooters;

5. **Magnum:** - 300 Win.Mag, 338 Lapua Magnum, 300 Norma Magnum, and all magnum calibers.

Rated: active, retired and reserve soldiers (hungarian/foreign), civilian sports shooters;

6. **Team (2 people):** -In the team competition, the total score of the pre-submitted names from both days will be the determining factor. The scores will be added together, and the person with the fewest points will be 1st, and so on.

Team categories:

- HDF total;
- Standard team;
- Open team;
- Magnum team;

Rated: active, retired and reserve soldiers (Hungarian/foreign), civilian Hungarian/foreign sports shooters;

In a team competition, only weapons and shooters that match the given category can be in a team!

GENERAL COMPETITION RULES

The 2026 HDF Sniper Cup/ 13. Klapka -Tactical Long Range Shooting contest will be the 13th in the competition series, on the 1st day 6 day and 6 night stages will be conducted, so there will be a total of 12 stages on the first day and 4 on the second day. Both days of the competition will be evaluated together for the Klapka – Tactical Cup/13th HDF Sniper Cup. So

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

In all HDF evaluations, a minimum of 2 snipers per squad must compete in order for us to announce the best HDF sniper team. If there are 3 shooters per squad, their best 3 points count towards the evaluation. For all HDF awards, only competitors from the same squad can compete, but anyone in the 2-person team can compete in the same category.

In all HDF and law enforcement evaluations, based on the principle of equality, standard caliber competitors are evaluated with a 1.5-fold multiplier compared to magnum caliber competitors, while those starting with .223, .243, 7.62x54/53R calibers are evaluated with a 1.8-fold multiplier.

Example: 10 points in .300 Winmag caliber = 15 points in .308 caliber = 18 points in .243, .223, 7.2x54/53R calibers.

On the first day, 7 squads will be formed, with 10 people per squad. These teams will move together on both days. Meals will be served on a rotating stage. The competition organizing committee will decide which squad will start on which stage, according to tradition, by drawing lots.

If someone is disqualified on day 1 due to an irregularity (serious violation of safety regulations), they will not be allowed to continue the competition on day 2. They can still participate in the competition as an observer.

As this is a military sniper cup, no benchrest or similar front weapon rests are allowed in the competition. Only the chamber size of the weapon determines the category, not the equipment used.

Any shooting bag can be used as a back support, and on day 2 any PRS type support is allowed (unsized back bag, tripod, etc.), but the gun must make contact with the specified surface as described in the shooting task.

Any bipod or tripod may be used as a first support, but the weapon must be in contact with the one specified in the shooting task.

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

Based on the principle of equal opportunities, if someone can compete in an individual competition, therefore does not have a teammate and would like to bring an observer (spotter), they can do so. However, communication must not disturb the referee. The participation of the spotter/partner in the competition must be indicated on the registration form.

The use of laser rangefinders is permitted, but not on all courses, but the exact distance to the targets will be announced before each course.

On day 2, the evaluation will be carried out by the assigned judge on each course. There will be 2 spotters on each course, whose signals are authoritative for the given task.

After the first shot has been fired, the roster of the firing team cannot be modified, if the given team has fired a shot, if not.

The total number of participants in the competition is a maximum of 70 people, which will be determined in the order in which registrations are submitted.

It is not mandatory to carry the weapon in a holster on the shooting range, but while moving, the slide must be in the rear locked position and there must be no magazine in the weapon.

Rules and penalties:

- For shots on the neighbor's board, the best shots will be deducted!
- If a shooter shoots a different target, his course is 0 points! If the shooter makes the same mistake again, he will be disqualified from the competition due to ineligibility.
- Any shot fired on the field before the whistle is blown is invalid and the shooter will be disqualified!
- If the shooter fires a shot at a distance greater than 100 meters on the zeroing range, he will be immediately disqualified from both days of the competition, without consideration!
- Access to technical equipment (tank, APCs) deployed on day 1 is only permitted on day 1. On day 2, accessing combat vehicles, taking target pictures, etc. will result in immediate disqualification from day 2 of the competition!
- Firing more shots than specified on a given course will result in immediate disqualification for unethical behavior! A competitor disqualified in this way may not continue competing and will be disqualified from both competition days!

Protest:

The competitor may protest against the factor he/she objects to. The protest request must be reported to the range judge immediately after the end of the shooting exercise, who will assess it on the spot. If the competitor is not satisfied with the decision, the protest committee will meet with the range judges and the competition organizers, who will make the final decision. In the event of a positive assessment, they may decide to reshoot the shooting exercise.

Stage management-scoring:

On each course, the role of the referee, observer and evaluator will be performed by personnel appointed from the professional staff of the Hungarian Defence Forces, who are responsible for observing, evaluating and recording the hits.

On the first day, the competitor collects points. That will be the result of the first day. On the 2nd day, the competitors will be ranked on the steel challenge courses. The number of points the second place finisher will receive will be broken down proportionally depending on the number of entrants. (For example, out of 70 competitors, the 70th will receive zero points, and the first will receive 70. If someone does not hit the target, it is zero points.)

Timing:

On each course, the range judge and evaluator will use a stopwatch and a shooter's clock.

Zeroing:

Zeroing is only possible on the first day of the competition after registration and for a limited period/number of shots (max. 5 shots/3 minutes/shooter).

There is NO possibility to reset the score during the competition and on the second day of the competition!

FORBIDDEN:

Changing weapons to different or same chamber size during the competition without the permission of the competition organizers! Weapon numbers and optics numbers will be continuously checked during the day by the competition organizers (they will be recorded upon registration)!

The use of armor-piercing/flash/armor-piercing incendiary ammunition is prohibited!

THE ORDER OF THE COMPETITION:

1. day

Wednesday, November 25, 2026

07.00: - registration;
08.00-09.00: - zeroing;
09.30: - line-up group assignment;
10.00: - opening ceremony, presentation of the shooting range, rules and regulations, and presentation of competition rules;
10.00: - competition - start of daytime tasks;
12.00: - lunch – continuously by squad;
13.00: - competition - continuation of daytime courses;
16.00: - end of daytime courses;
16.30- 22.00: - start of night courses, dinner

2. day

Thursday, November 26, 2026

07.00-08.00: - breakfast
08.30: - lined up
09.00: - starting steel courses
13.00: - lunch - end of shooting
15.00: - announcement of results – award ceremony
16.00: - closing of the competition
19.00-ig - leaving the shooting range

DESCRIPTION OF STAGES

1. day

2026.11.25.

0. stage - Zeroing

Distance: 100 meters
Purpose: paper target – 2 cm hit marker
Number of shots: 3 pcs
Time: 1 hour for the entire field
Position: arbitrary/optional
Implementation: After registration, the shooter can zero his weapon in the designated sector. Each shooter has 3 minutes to fire 3 shots. This task is not mandatory.

1. stage

Distance: 500-550 meters
Purpose: paper (circular)
Number of shots: 5 pcs
Time: 3 minutes
Evaluation: max. possible score: **50 points**
Position: from a tripod, sitting or standing
Implementation: the shooter takes the shooting position. The range judge measures 3 minutes of preparation time. The shooter fires 5 taimed shots at the target designated for him in the designated sector, from a tripod, in a sitting or standing position, in 3 minutes.

2. stage

Distance:	unknown – target size will be specified (A3 size target)
Purpose:	paper
Number of shots:	1 pcs
Time:	1 minute
Evaluation:	The hit is worth 10 points – if the hit is on the target sheet. max. possible score: 10 points
Position:	arbitrary / optional
Implementation:	One shot – one kill The shooter takes the shooting position, which is assigned by drawing lots. The range judge measures 3 minutes of preparation time. When the targets appear, everyone fires a shot at the target board. If they hit the target board anywhere, they get 10 points!

The use of any laser rangefinder is prohibited! The use of a rangefinder will result in immediate disqualification from this course!

3. stage

Distance:	between 900-1000 meters
Purpose:	paper (circular)
Number of shots:	5 pcs
Time:	3 minutes
Evaluation:	total value of hits on the page max. possible score: 50
Position:	prone
Implementation:	The shooter takes the shooting position. The range judge counts 3 minutes of preparation time. The shooter fires 5 aimed shots in the designated sector at the target designated for him, in 3 minutes.

4. stage

Distance:	between 500-800 meters
Purpose:	paper (circular)
Number of shots:	minimum 1. pcs / maximum 5 pcs
Time:	3 minutes
Evaluation:	total value of hits on the page max. possible score: 50
Position:	prone on the top of a trench
Implementation:	The shooter takes his position at the top of the shooting trench. The range judge measures 3 minutes of preparation time. The shooter fires 5 aimed shots at the target designated for him in the designated sector, within 3 minutes.

If someone hits the outer white part of the target, these hits are minused from the total score for the course. If someone achieves a negative result – i.e. ends the course with a minus – then this number is minused from the total score for the competition. The shooter decides how many shots he/she will fire at the paper target, but one shot is mandatory for everyone.

5. stage

Distance:	between 600-900 meters
Purpose:	paper (circular)
Number of shots:	5 pcs.
Time:	3 minutes
Evaluation:	total value of hits on the page
Position:	arbitrary / optional
Evaluation:	total value of hits on the page max. possible score: 50
Implementation:	The shooter lies down in the shooting position. The range judge counts 3 minutes of preparation time. After this time has elapsed, 3 minutes are available to fire the 5 shots.

Night stages

1. night stage

Distance:	unknown
Purpose:	illuminated steel target with white color
Number of shots:	max. 3 pcs
Time:	shot timer – 1 minute time limit
Evaluation:	max. possible score: 2x10=20 points
Position:	from a tripod, sitting or standing
Implementation:	The shooter takes the shooting position. The range judge counts 3 minutes of preparation time. The shooter fires 3 aimed shots at the designated metal target in the designated sector, from a tripod, in a sitting or standing position. He must hit the metal target 2 times. If the first two shots hit, he does not have to fire the 3rd shot.

2. night stage

Distance:	between 800 and 1060 meters
Purpose:	illuminated steel target with green color
Number of shots:	max. 3 pcs
Time:	shot timer – 1 minute time limit
Evaluation:	hits on the metal target – 50 points/2 shots – for standard caliber - 100 points/2 shots
Position:	arbitrary/ optional
Implementation:	The squad takes up the shooting position. The range officer counts 3 minutes of preparation time. The shooters find the designated metal target, which is illuminated in green.

The shooter has 1 minute to hit it with 2 shots. He can fire a total of 3 shots, but he only gets 50/100 points if two of his shots hit. If the first two shots hit, he does not have to fire the 3rd shot.

3. night stage

Distance:	unknown
Purpose:	illuminated steel target in red
Number of shots:	max. 3 pcs.
Time:	shot timer – 1 minute time limit
Evaluation:	total value of hits on the metal target, max. possible score: 2x10=20 points

Position: standing, from trenches
Implementation: The squad takes up the shooting position. The range officer gives them 3 minutes of preparation time. The shooters find the designated steel target, which is illuminated in red.

The shooter has 1 minute to hit the target with 2 shots. He can fire a total of 3 shots, but he only gets 20 points if two of his shots hit. If the first two shots hit, he does not have to fire the 3rd shot.

4. night stage

Distance: unknown
Purpose: illuminated steel target – blue
Number of shots: max. 3 pcs.
Time: shot timer – 1 minute time limit
Position: prone
Evaluation: total value of hits on the metal target, max. possible score: **2x10=20 points**

Implementation: The shooter lies down in the shooting position. The range judge counts 3 minutes of preparation time. The shooter has 1 minute to hit the steel target with 2 shots. He can fire a total of 3 shots, but he only gets 20 points if two of his shots hit. If the first two shots hit, he does not have to fire the 3rd shot. After the time has expired, he has 1 minute to fire the 3 shots.

5. night stage

Distance: unknown
Purpose: illuminated steel target – yellow
Number of shots: 1 pc
Time: shot timer – 1 minute time limit
Evaluation: The hit is worth 30 points, max. possible score: **30 points**
Position: arbitrary/optional
Implementation: One shot – one kill

The shooter takes the shooting position. The range judge counts 3 minutes of preparation time. When the time is up, the target lights up and the first shooter tries to overcome the metal target. 1 shot is available. After the shot, the light goes out.

The use of any laser rangefinder is prohibited! The use of a rangefinder will result in immediate disqualification from this course!

2. day
2026.11.26.

STEEL CHALLENGE

1. stage

Targets: 2 steel targets
Distance: between 200-600 meters
Position: standing
Time: 90 sec.
Ammunition: 10 pcs. – min 2 pcs.
Equipment: rear gun pouch (unsized), bipod, tripod
Rating: each steel target hit is worth 10 points.
no steel target hit - 0 points

For each remaining ammunition, the competitor receives +1 point.
maximum score available: **28 points.**

Implementation: The shooter takes his place anywhere on the BTR-80 combat vehicle. The preparation time is 1 minute. Competitor starts with the furthest and moves towards the closest. The steel targets are numbered 1-2. The furthest is number 1, the closest is number 2. When he has defeated the metal targets 1-2 in a fixed order, he unloads his weapon.

2. stage

Targets: 2 steel targets
Distances: between 300-700 meters
Position: arbitrary/optional
Time: 90 sec.
Ammunition: 10 pcs – min. 2 pcs.
Equipment: rear gun pouch (unsized), bipod
Rating: each steel target hit is worth 10 points.
no steel target hit - 0 points
For each remaining ammunition, the competitor receives +1 point.
Maximum score available: **28 points.**

Implementation: The shooter takes his place in the GIDRAN type combat vehicle/combat vehicle. The preparation time is 1 minute. Then, with the barrel up, in a closed back position, he stands behind the designated position and waits for the whistle. The magazine may be in the weapon. After the whistle, he engages the steel targets from the designated position in a fixed order (1-2). The position and exact distance of the targets will be explained on site.

3. stage

Targets: 2 steel targets
Distances: between 400-600 meters
Position: arbitrary/optional
Time: 90 sec.
Ammunition: 10 pcs. – min. 2 pcs.
Equipment: rear gun pouch (unsized), bipod
Rating: Each steel target hit is worth 10 points.
no steel target hit - 0 points
For each remaining ammunition, the competitor receives +1 point.
Maximum score available: **28 points.**

Implementation: The shooter takes his place on the Leopard 2 A7 HU tank/bridge launcher. The preparation time is 1 minute. Then, with the barrel up, in the closed rear position, he stands behind the designated position and waits for the whistle. The magazine can be in the weapon. After the whistle, he engages the steel targets from the designated position in a fixed order (1-2). The position and exact distance of the targets will be explained on site.

4. stage

Targets: 2 steel targets
Distances: between 300-800 meters
Position: arbitrary / optional
Time: 90 sec.
Ammunition: 10 pcs – min. 2 pcs
Equipment: rear gun pouch (unsized), bipod

- Rating:** each steel target hit is worth 10 points.
no steel target hit - 0 points
For each remaining ammunition, the competitor receives +1 point.
Maximum score available: **28 points.**
- Implementation:** The shooter takes his place in the designated area of the PZH 2000 self-propelled gun. The preparation time is 1 minute. Then, with the barrel up, in the closed rear position, he stands behind the designated position and waits for the whistle. The magazine may be in the weapon. After the whistle, he will engage the steel targets from the designated position in a fixed order (1-2). The position and exact distance of the targets will be explained on site.

GENERAL COMPETITION RULES FOR STEEL CHALLENGE EVENTS:

The time limit for each event, except for the individual course, is 90 seconds. Upon request, the referee may give a warning signal during the timing. The time of execution is not decisive.

The one-minute preparation time is for the shooter to take up position, take aim, and set up his equipment. After the preparation time is over, he stands up, gathers all his equipment, and waits for the whistle to signal the start of the execution.

The designated spotter always reports the hit. If the metal target breaks during a shot, the competitor may shoot the course again.

REGISTRATION

Registration deadline: **October 20, 2026.**

Link to apply: <https://ttt-tata.hu/mhmlk26/>

For any other questions, we are available at one of the following contact details:

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