



presents the 2012



24-HOUR SNIPER ADVENTURE CHALLENGE

READ THIS ENTIRE DOCUMENT – YOU WILL BE HELD RESPONSIBLE FOR IT

Welcome! The 2012 24-HOUR SNIPER ADVENTURE CHALLENGE will test your mental and physical limits while examining land-navigation, problem-solving, practical shooting, and other field related challenges. Please read this packet in its entirety; it contains vital information about the rules, procedures, and scoring for the match. You will be held responsible for knowing it.

1. Notice of Safety and Emergency Information
2. Safety Rules
3. Match Overview - Procedures - Scoring
4. List of Safety, Equipment, and Penalty Rules
5. Specific Stage Descriptions
6. Match schedule
7. Separate sheet - Route Sheet (including water locations)
8. Separate sheet - Radio Check-in Schedule

STAFF

Zak Smith, Match Director
Ray Sanchez, Assistant Match Director
Cody Carroll, Military Challenges Director
Jeff Hamilton, Director, Sponsorship & Promotion

SAFETY NOT GUARANTEED

By participating in this event, you acknowledge the following:

This event is a potentially hazardous activity.

I am competing with full knowledge of all potential risks and injuries. I will not attempt this event unless I am medically able and properly conditioned and trained for the level of competition that I aspire to. I also know that, although, some safety protection via course officials will be provided, there can be many hazards on the course route.

I know that firearms are inherently dangerous. I understand that this event involves shooting throughout the property, outside of a "square range" environment, while moving through these terrain, and that this format has increased risks compared to range shooting. I understand that safety is not guaranteed. I understand that I bear responsibility for my own safety and to prevent causing harm to others.

I also assume any and all other risks associated with this event including but not limited to falls, contact with other participants, the affects of weather, including high heat and dehydration, snakes, terrain hazards, other natural and man-made hazards. I understand this event involves land navigation problems including the risk of getting lost and cross-country movement through extremely rugged terrain and that inherent risks of such activities include death and serious bodily injury and property loss. I further understand that these activities have increased danger at night.

I am voluntarily assuming the risks of participation with knowledge of the inherent dangers involved, and hereby agree to accept any and all risks of injury or death associated with such activities. I understand that this event may cause serious injury or death.

EMERGENCY INFORMATION

The nearest hospital is the Bear River Valley Hospital at 905 North 1000 West, Tremonton, UT 84337. Some cell phones will work on high ground on the property or on the east side of the property near MCP-1.

Your medical staff is: Dr. Bruce Burnham; Dr. Gerald Doyle; W-EMP-P: Adam Wagner.

ESCAPE AZIMUTH

The escape azimuth is due east. This will eventually take you out of all the hills and valleys and you will hit 8600 W Rd, or if you miss that, I-15. Alternatively, the main range road (22400 N Rd) is the easiest west to east route if you are close to it. Do not enter the danger area north-east of MCP-11 [0392690 4642260] !

CHECK-OUT

All teams must check out with race control before leaving the property. If you don't do this, we'll assume you are lost and put emergency procedures into play to attempt to find you.

EMERGENCY RADIO USE

Radio channel P5.1 is for *emergency use only*. Use this channel to communicate with match staff and emergency personnel in the event of an emergency. *Refer to the sections on "RADIO USE" and "RADIO OPERATION"*

EMERGENCY PROCEDURE

In case of emergency, first render immediate aid as appropriate. Change to the emergency radio channel P5.1 and call to match staff and communicate the nature and location of the emergency. If you cannot raise staff on the emergency channel, change back to the regular match P4.1 and try to communicate to any other competitors who may be able to receive your transmissions. Keep in mind that due to geographical features and atmospheric conditions, you may not have radio communication ability. *Radio transmissions cannot go through earth! Radio waves travel in a straight line. For best communication, seek high ground and hold the radio vertically.*

WATER

Water will be available at checkpoints as listed in Appendix A.

HOST RANGE RULES

1. **ABSOLUTELY NO SMOKING.** The only place you can smoke is inside your closed vehicle.

2. **ABSOLUTELY NO LITTERING.**
3. **ABSOLUTELY NO FIRE.**
4. **ABSOLUTELY NO STEEL-CORE, STEEL-JACKET, OR OTHER FERROUS PROJECTILES.**
5. **ABSOLUTELY NO SHOOTING ANY LIVE ANIMALS.**

Anyone who breaks these rules will be DQ'd from the match and ejected from the property.

GLOBAL SAFETY RULES

The four universal rules of gun safety will be followed at all times. (1) **Treat all firearms as if there were loaded.** (2) **Keep your finger off the trigger until you are on-target and ready to shoot.** (3) **Never point a firearm at anything you are not willing to destroy.** (4) **Be sure of your target and what is beyond it.**

This match and the host range have zero-tolerance policies on "sweeping" (violation of #3 – "destroy"). This means that if you sweep or cover someone with the muzzle of any firearm, you may be disqualified from the match and asked to leave, with no refunds.

This match has competitors spread out all over the property doing land-nav, challenges, and shooting stages. As such, muzzle awareness and control and knowledge of safe directions is critical. There is no 180 degree safe zone! Rifles may only be loaded upon RO command and **LOADED RIFLES MAY ONLY BE POINTED AT THE TARGET ARRAY FOR THE STAGE YOU ARE CURRENTLY SHOOTING.**

We have set up this match to be as safe as possible for everyone as long as you stay in the designated areas, stay out of the specific danger areas, point your firearms only in designated safe directions, and keep track of your body's performance and needs. While traveling between control points, your rifle must be unloaded (no magazine and chamber empty) and carried straight up or down. While in a wait area prior to a stage, you may set down your rifle (action open) in a safe direction (that is, nobody downrange of your muzzle). While shooting a stage, your rifle may only be pointed at the target array between the left/right lateral limit flags.

Safety is everyone's responsibility and if you see a safety infraction or any unsafe activity or situation: take immediate action to make the situation safe and contact match staff immediately.

You will only be engaging targets that are facing you - in other words, they are at a 90-degree angle to the bullet path. If you see a target that is angled or facing you edgewise, then it is a target for a different stage. **DO NOT ENGAGE.**

Pistols must be unloaded at all times, unless otherwise directed by a Range Officer. They must be secured in a holster. You may not handle a pistol unless you are inside your vehicle or are under the direct supervision of and commanded to do so by a Range Officer. Unloaded pistols must have an empty chamber, no magazine present, and the hammer or striker in the down position– just like a USPSA/IPSC match.

MATCH OVERVIEW

The 2012 24-HOUR SNIPER ADVENTURE CHALLENGE consists of a cross-country land navigation course with shooting stages and non-shooting "challenges" at many of the mandatory checkpoints.

There are 14 mandatory checkpoints. The 14 mandatory checkpoints are denoted as MCP-1 through MCP-14. **These checkpoints must be taken in order.** The only exception is that MCP-8 and MCP-9 may be taken in either order: 8-9, or 9-8. Mandatory checkpoints 10-14 must be again taken in order.

All the shooting stages and challenges are located at the mandatory checkpoints.

There are at least 18 bonus checkpoints, labeled BCP-1, BCP-2, etc. These may be taken in any order provided the danger areas are avoided.

CHECKPOINT DROP DEAD TIMES

Some checkpoints will have a "drop dead time." These will be listed on the route sheet. This is the last time the checkpoint will be open for check-ins. If you are going to miss the drop-dead time for a stage, (1) proceed directly to the next checkpoints you can make and (2) notify race control via radio if possible.

RACE TIMEOUT

All teams must finish by 10 PM on Saturday. Any teams still on the course at 10 PM Saturday shall contact match staff immediately and proceed to the finish area (MCP-14).

SAFETY EQUIPMENT USAGE

During night-time, the “red flash strobe bike-type light” must be worn at all times on the outside of the pack or on the outside of your torso in front. It must be worn above waist level.

The military-style emergency strobe shall only be activated in case of emergency.

Other use of white light at night is OK.

The reflective belt is to be worn on the rucksack at all times.

DANGER AREAS

You must be clear of the area of MCP-3, 4, 5, 6 by 10 AM Saturday.

Specifically, you must not be north-east of MCP-11 [0392690 4642260] after 10 AM. It is an impact zone for MCP-11, 12, 13.

Any area south of the main range road is a danger zone. Never go south of 4641000, with the exception of staying on the road that goes to MCP-9.

Additionally, **do not be north-east of MCP-5, other than being at MCP-4 or the road that connects them.**

CHECKPOINT PROCEDURE

At all mandatory checkpoints, you must check-in with the range officer (RO) to get your score card punched/marked. The RO will give you a short briefing about the challenge and you will proceed per his instructions. If you choose to bypass the challenge, you will incur a scoring penalty. If the checkpoint, challenge, or shooting stage is already occupied by a team, you must wait until they are done or the RO is ready for your team.

BONUS CHECKPOINTS

Bonus checkpoints are not manned. To score a bonus checkpoint, utilize the punch on the position marker to score the correct location on your score card. These checkpoints may be taken in any order and at any time, provided the danger area is avoided.

SHOOTING STAGE PROCEDURE

At most stages, you must be within arms-reach of the shooting spot when you engage targets. This means that the RO may ask you to touch the spot with your hand (either). The only exception is that you may shoot from a standing position on the spot provided at least one foot is touching the painted spot or stake.

You may engage the rifle targets in any order; however, **it is your responsibility to effectively communicate which target you are engaging to the RO.** The RO will give you the benefit of the doubt, but his decision is final if it was a hit or a miss.

At the majority of the stages, the RO will call you up to the shoot position and then start time once he has pointed out the positions, limit flags, and targets. In these cases, the RO will give you a command to load and make ready at the position and then time will start. He will not wait while you get ready. It is your responsibility to be ready to go when you arrive at the shoot position.

The time limit for most stages is 5 minutes. You may not shoot after the RO calls time. You may ask the RO for the amount of time left.

If a target breaks and the steel plate is on the ground then the shooter is to re-engage the target nearest to the down target twice, but not twice in a row. If there is a transient safety issue downrange (such as a cow in the bullet path), the RO is to pause the shooter momentarily until it is safe. Do not delay more than 5 minutes. Notify the Match Director of down targets or any other stage problems as soon as possible.

RADIO USE

Non-emergency radio traffic will be on channel **P4.1**.

Follow radio discipline at all times, especially in emergencies. This means:

Listen to the channel before you transmit to ensure it is open.

All transmissions must be identified by team number.

Unnecessary transmissions are prohibited.

Obscenity and profanity is prohibited.

Transmission of false or misleading messages is prohibited.
Make sure when you stow the radio the transmit button is not depressed.

When transmitting, say, "Control, this is team XX." Once your call is acknowledged, you may continued with your message. Keep your transmissions brief and to the point.

PRESS AND HOLD THE TRANSMIT BUTTON FOR TWO (2) SECONDS BEFORE SPEAKING INTO THE RADIO.

Radios shall not be used for teams to communicate with each other in circumstances other than emergencies. Violations will incur scoring penalties of -50 point per infraction.

RADIO OPERATION

The "up" and "down" arrows on the radio change the channel when they are not in "lock mode." Lock mode is indicated by a "key icon" in the lower right-hand corner of the LCD screen. To toggle lock mode, press and hold the "H/L" button until the icon appears or disappears. When the radio is in lock mode, the only buttons that have effect are the transmit button (top on left), the squelch adjust (below transmit on side). Otherwise, pressing the H/L button momentarily will toggle the power level.

It is possible for you to get the radio into a weird mode if you mess with it. Keep the radio in lock mode unless you need to change to the emergency channel. It is recommended that you power the radio off when you do not need to transmit or receive.

RADIO CHECK-INS

At times designated on the radio schedule (Appendix B), check in with race control:

Press transmit button and hold for 2 seconds prior to speaking.

"This is team XX calling control."

Repeat up to 3 times trying to raise race control. Once control replies, report the last checkpoint you completed and your status.

"Control, this is team XX. We just left checkpoint 14 and we are OK."

RADIO CODES

According to the radio schedule, code words will be periodically transmitted. For each of these that you write down correctly and submit with your score sheet, you will get additional points.

DO NOT REPLY TO THE RADIO CODEWORDS

MATCH SCORING AND POINT ASSIGNMENTS

The overall team score will be a sum of all the points earned and lost throughout the course. This will be comprised of:

Fourteen (14) mandatory checkpoints (MCP) @ 100 points, pass/fail. 1400 points total.

At least eighteen (18) bonus checkpoints (BCP) @ 20 points, pass/fail. 360+ points possible total.

Six (6) shoot stages @ 100 points. graded on performance. 600 points total.

Six (7) challenges @ 100 points. graded on performance or pass/fail. 700 points total.

Radio check-ins per schedule: 10 points per check in.

Radio codes: 10 points per correct radio code recorded.

Bonus points for time: 40 points per hour finished before 10:00 PM Saturday (pro-rated for partial hours).

Failure to complete initial challenge -200 points.

Failure to produce item from required gear list during race -20 points (per instance, unless legitimately used)

Failure to produce item from required gear list at check-in -100 points.

Penalty for bypassing a stage or challenge -20 points (also lost opportunity to gain its points).

Seal broken on any sealed device -1000 points. (Will be waived in the event it was used to render aid in a legitimate emergency.)

Final scoring may differ due to changes necessary during match.

PER STAGE SCORING - SHOOT STAGES

MCP-1

Score is $100 * \text{rifle hits} / 5$. Max time is 120 seconds.

MCP-2

Time plus penalties. Best score receives 100 points, all higher net times receive a fraction based on ratio to fastest time. +20 seconds per non-neutralized target, FTE, procedural. Max shooting time is 300 seconds.

MCP-8, MCP-9, MCP-12

Score is $100 * \text{number of targets hit} / \text{total number of targets}$. Max time 120 seconds. Rifle shooters get one shot per target only.

MCP-13

Score will be $100 * \text{total number of rifle+carbine hits} / \text{total number of targets}$. -10 per pistol miss.

SCORE SHEETS

Keeping track of your score sheet is your responsibility. Submit your score sheet to the RO at the finish line only.

Match Rules

1 Safety

1. Violation of any safety rule will result in match disqualification (DQ).
2. USPSA safety rules are the baseline for safety at this match.
3. Competitors shall practice good muzzle control and firearm safety at all times. Competitors that do not handle their weapons safely will be disqualified from competing further in the match with no refund of match fees.
 - (a) Do not ever allow the muzzle of your weapons to point at anyone.
 - (b) Do not load your weapons until directed to do so by a range officer.
 - (c) Do not put your finger on the trigger until your sights are aligned with your target.
 - (d) Obey all Range Officer commands immediately.
4. In addition to the USPSA definition of an *Accidental Discharge*, the stage RO may call an A.D. using his own judgement. Example: if the competitor was clearly not engaging a target. Any round that does not impact within 10 yards of the target the competitor is engaging is declared to be an AD.
5. The entire competition area is a "cold range."
 - (a) No firearms may be loaded at the match site except under the direct command of an RO.
 - (b) Long-guns shall be kept unloaded in cases or on a designated rack, and carried muzzle up or muzzle down and the action open.
 - (c) "Sweeping" any person with a weapon's muzzle will result in immediate D.Q.
6. All firearms must have a functioning safety, subject to verification by an RO at any time. (A pistol that has not had any factory safety devices disabled will be considered to have a safety for the purpose of this rule.)
7. Any firearm or ammunition deemed by any RO or match staff to be "unsafe" for any reason may not be used in the match until a determination is made by the match director that it may continue
8. Any firearm that can be demonstrated by any RO or match staff to have a hammer/striker that will fall without the trigger being pressed shall be deemed unsafe and may not be used in the match until repaired.
9. Any rifle slung must have an empty chamber, unless directed by the stage RO.
10. No person shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
11. Eye and ear protection is mandatory.
12. This match includes dynamic shooting in natural terrain. Match staff will communicate what are safe directions to point firearms while shooting, or while waiting. This will typically be presented during a stage or match briefing. The competitor shall note and obey the safe muzzle direction guidelines.

2 Teams

1. Each team shall be comprised of two competitors.
2. One shooter shall be designated the "*rifle shooter*," and one shooter shall be designated the "*carbine shooter*."
3. Targets designated as rifle targets may only be engaged by the rifle shooter, with his rifle.
4. Targets designated as carbine targets may only be engaged by the carbine shooter, with his carbine.
5. Each shooter shall shoot the same firearms for the entire match.
6. For the purposes the preceding rule, the "same firearm" shall be defined by a specific combination of caliber, receiver, barrel, stock, grips, sighting device.
7. Unless otherwise directed by the stage RO, team members will stay within arms'-reach while shooting on all stages. Every shot fired without team members in this proximity will incur a procedural penalty.
8. For a team to be scored as "completed" a task or nav point, both team members must be present within arms' reach.
9. While travelling, team members must be within 7 yards of each other at all times, unless directed otherwise by match staff of briefing.

3 Equipment

1. All equipment on the Required Gear List must be carried at all times.
2. Rifle
 - (a) Minimum caliber: .243/6mm
 - (b) Maximum caliber: .338LM
 - (c) Maximum muzzle velocity: 3200fps
 - (d) Ammunition subject to verification by chronograph at any time
3. Carbines
 - (a) Minimum caliber: .223/5.45
 - (b) Maximum caliber: 300WSM
 - (c) Loaded cartridge OAL not to exceed 2.90"
 - (d) Barrel length not to exceed 20"
 - (e) Maximum muzzle velocity: 3200fps
 - (f) Ammunition subject to verification by chronograph at any time
4. Pistols
 - (a) Minimum caliber: 9mm Luger
 - (b) Must be carried in a holster that will retain the pistol during vigorous activity.
 - (c) Holster may be "mounted" to your person or to your pack only. If it is mounted to the pack, it may only be mounted on a waist belt in such a manner that it can be drawn by the competitor without removing his pack. Any holster connected to the pack waist-belt must be a closed retention-style flap holster*. Cross-draw configurations are not allowed regardless of where the holster is mounted. (* For the purposes of this rule, a holster is a flap holster if it has a movable part that covers the rear of the pistol and physically prevents the pistol from leaving the holster, and is held in position by some mechanism such as a hook, latch, button, etc. A retention holster without a rear flap does not qualify.)
 - (d) Pistol must be in safe operating condition
 - (e) Pistol must not exceed USPSA's "Limited" division specifications. Pistol-mounted lights are allowed.
5. When selecting your rifle and carbine, keep in mind that the majority of targets will be reactive armor steel plates. If your load does not have enough momentum to cause a hit indication that is detectable by a spotter, your shot will be counted as a miss. For reference, .243 is known to have acceptable target indication for rifle targets, and .223 is known to have acceptable target indication for carbine targets.
6. Any shooting accessories may be used provided they are carried by the team during every stage. Accessories include but are not limited to:
 - (a) bipods (rifle only), bags, shooting sticks, slings, jackets, gloves, or other shooting support devices
 - (b) optics such as spotting scopes, binoculars, and range-finders
 - (c) secondary optics for use on rifle or carbine
7. Ammunition that must be "fired" to be unloaded once chambered is declared to be unsafe and may not be used in this match. All firearms must be able to be completely unloaded without firing a round.
8. No steel core, steel jacketed, armor piercing, incendiary or tracer bullets are permitted.
9. Teams violating Equipment Rules will be subject to scoring and/or monetary penalties. Fines will be assessed if target damage occurs due to: forbidden bullet types (AP, steel, tracer, etc); disallowed calibers; or exceeding the muzzle velocity limits.
10. In the interest of fairness to all competitors, active night vision devices (night vision optics) are not permitted.
11. GPS devices not permitted for land nav.

12. Electronic maps are not permitted.
13. All two-way communications devices are prohibited, other than SPOT trackers and radio gear provided by the match. This means cell phones are prohibited. One-way PLB's are permitted.
14. Each team must bring a GPS to be used for emergencies only. It will be sealed pursuant to the following rule:
15. GPS, cell phones, and other communications devices may be brought and used for emergencies only, or to coordinate extraction if a team quits. All such devices will be sealed in a container by match staff prior to the event. Use of any such device during the match shall incur an extreme scoring penalty. If the sealed container is opened, that is considered proof of use. The Match Director has sole discretion to waive this penalty for any team that uses these devices to render emergency aid to any person during the match.
16. Note: there is nothing that prohibits "PDA" style ballistic computers, provided that they have no two-way communications capability, no GPS capability, and no stored maps. (For the purpose of this rule, hardware support for a capability means the device has the capability even if it can be disabled in software.)

SCHEDULE

FRIDAY

1600 RACE BEGINS

SATURDAY 1000

NO TEAMS MAY BE NORTH-EAST OF MCP-11 [0392690 / 4642260]

SATURDAY 2200

RACE END

NOTE DAWN 5:57 SUNRISE 5:57

NOTE DUSK 21:39 SUNSET 21:06 SUNDAY 1000

RESULTS AND AWARDS AT THE SNIPERCOUNTRY LODGE

RANGE OFFICERS

Please show courtesy and grace to the range officers. They have volunteered their time to help make this match run smoothly and be fair to everyone. If you have a complaint, please bring it to me (Zak), Cody, or Ray- but don't take it out on the RO's; they certainly do not deserve it. RO scoring decisions are final.

AA TARGETS

Special thanks to AA Targets, owned by Austin Angus.

AA Targets is the Official Targetry System of COMPETITION DYNAMICS and many of the targets shot in the match were provided by AA Targets.



www.AATARGETS.com