



## **Rules of Engagement for the 2019 Grunt Style Vortex Optics Mammoth Sniper Challenge Presented By Realtree Outdoors**

### **RUCKS**

Before the start of each ruck, each Squad Leader will review with their squad the ruck route, landmarks along the way, ruck distance and ruck time. Competitors will be allowed to ask questions. Competitors will be given a one-minute warning to the start of the ruck time. Ruck routes will start and end at a S/F or a Stage Marker sign. Distances have been measured with GPS and will not be debatable. Ruck times are simply the distance x 16 min/mi. Squad leaders will start two countdown timers at the start of the ruck. Squad Leaders will lead the rucks. Competitors are free to pass the Squad Leader. Squad Leaders will be at the end of ruck Stage Marker sign to check teams in on arrival. Teams not arriving in the allotted time will have failed that ruck. These failed teams may be picked up by a transport vehicle and will have the option to leave the event or to continue shooting stages for score while riding from stage to stage. Teams that fail a ruck will not ruck any more or camp with the Toughman teams going forward.

### **SHOOTING ORDER**

Teams will choose their position in the shooting order as they arrive at the end of ruck Stage Marker sign. The first team to arrive will have the most shooting order positions to choose from and the last team to arrive will have the least. If a team fails a ruck they will choose their position in the shooting order for that stage after those that completed the ruck on time. Teams that drop and become riders will choose their shooting order position after all the teams that are still rucking and after any teams that just failed the most recent ruck have chosen their position in the shooting order.

### **STAGE EXECUTION**

After everyone has arrived and a shooting order has been established, the Range Officer will read the stage brief. The stage brief will be read exactly the same way for all squads. After reading the stage brief a second time there will be a five-minute period for questions & answers. After the stage brief and question & answer period, teams will be sent to a holding area and the first team will be called on deck after 5 minutes. The Range Officer will confirm with the team that they understand the course of fire and the stage will begin. At the end of the stage shooters will be asked to show clear. As soon as a team leaves the on deck area and begins a stage the next team in the shooting order needs to move into the on deck position. No event staff will update teams on time expired or time remaining. No event staff will spot or coach teams with wind calls or corrections. Spotters will only call hits on target. No event staff will assist or advise teams that are not scoring hits because they are shooting targets out of order or have not completed a particular task. Time will be called when time expires and one team member will be required to initial their score sheet before leaving the stage.

### **FIREARM STARTING CONDITIONS**

Firearm starting conditions and locations will be addressed in each stage brief.

## **TARGET IDENTIFICATION**

In stages where the stage brief does not require the targets be engaged in a particular order the competitor must identify which target they are engaging with each round. If the Scorer does not confirm your target call you may not be scored for hits on a target that you see and the Scorer does not.

## **ROUND COUNT**

If a competitor were to engage every target of the match and score on every scoring opportunity on every target it would take 38 pistol rounds and 90 rifle rounds to shoot the match. Very few competitors will engage every target. No competitor will score on every opportunity on every target. A few stages are unlimited pistol or rifle rounds. Some targets are must hit to move on. Some targets are shoot once hit or miss. 60 pistol and 125 rifle might do it. Per team member.

## **TARGET RANGES**

Secondary Shooter targets will range out to 800 yards. Primary Shooter targets will range out to 1100 yards. Pistol targets will be the same for both shooters and will not exceed a range of 50 yards.

## **TARGET PREP**

In an effort to be fair to all competitors, targets will be repainted between squads.

## **BRASS COLLECTION**

Teams will be asked to sign their score sheet and move to the post stage holding area as quickly as possible. There will not be time to forage for spent brass. Brass will be collected by event staff and will be available to sort thru Sunday after the conclusion of the event.

## **INJURIES**

Teams that leave the event to seek medical attention will not be allowed to re-join the event without first meeting with the Match Director. The Match Director will make the final decision regarding a team's return to the event.

## **CONDUCT**

Teams acting in a disrespectful manner to event staff including Range Officers, Spotters, Scorers, Squad Leaders etc may be subject to a match disqualification. Disputes regarding ruck times or shooting scores will be addressed in a professional manner. If needed, the Match Director will be called to discuss. In these cases, the decision of the Match Director is final.

## **SAFETY**

Teams acting in an unsafe manner or displaying unsafe firearms handling practices may be subject to a stage or a match disqualification. Teams that lose physical control of a firearm during a stage may be subject to a stage or match disqualification. Muzzles must be pointed in a safe direction at all times. Poor muzzle discipline, including sweeping, may be grounds for stage or match disqualification.

Teams that commit an accidental discharge downrange without excessive elevation will receive a warning about their actions. Teams that commit an accidental discharge over a backstop, berm or in any other unsafe direction will be disqualified from the match immediately after a discussion with the Match Director and Range Officer.

Disputes about safety will be addressed in a professional manner. The Match Director will be called to discuss any safety issue. In these cases, the decision of the Match Director is final.

## **SCORING**

Final standings for the event will be determined by a combination of shooting scores and days of rucking completed. Teams that complete all rucks from start to finish will first be ranked by shooting score. Below that group, teams that survive from the start to the start of Sunday am will be ranked by shooting score. Below that group, teams that survive from start to the start of Saturday am will be ranked by shooting score. Finally, teams that do not survive to the start of Saturday am will be ranked by shooting score. The time of day that a team fails a ruck does not matter – only the number of rucking days completed and shooting scores matter. Based on this system, the top finishing teams will have completed all the rucks in time and shot the highest shooting scores. Note that teams that fail a ruck early in a day could possibly finish ahead of a team that fails a ruck later the same day by posting a higher shooting score for the match.