

2008 Minuteman Cross Country Biathlon

Event Date: August 30, 2008

RULES / PROCEDURES

(FOR SCHEDULE OF EVENTS - see EVENT CONTROL SHEET)

1. EVENT OFFICIALS:

Radio Checks / All Radios set to Channel: _____

Battery Check

Range Set up

Firing Point Number Identifiers to be PLACED ON TARGETS

AND AT EACH FIRING POSITION.

i.e., #1 for competitor #1, etc...

Event Officials Place ID on FRONT OF SHIRT with safety pins (OFFICIAL'S ID IS WHITE).

OFFICIALS NEEDED:

- TIMER OFFICIAL (ID)
- SCORING RECORDER OFFICIAL (ID)
- SCORING MASTER CONTROL COORDINATOR (ID)
- 1/4 Mile Marker Official (ID)
- Certified Range Safety Officers:
- Certified Rifle Instructors:
- Medical Certified

2. PARTICIPANTS TO SIGN IN — AT SIGN IN TABLE:

A. **Fill out the Competitor Shirt Identification Form** (for this event you can enter two races - one scope and one iron, if you desire);

If a participant competes in two biathlon races (one scope / one iron) - BOTH will count for score. Each score will be entered in its respective column on the Scoring Master Control Sheet.

-NOTE ALL PARTICIPANTS SHOULD BE PRE-SIGNED IN ON COMPUTER AND FORMS - ONLY AUTHORIZED LAST MINUTE ENTRIES WILL NEED TO BE ENTERED IN DOCUMENTATION

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Each Participant and staff is to Receive:

- **SCHEDULE OF EVENTS (EVENT CONTROL)**
- **Rules and Procedures**
- **Participant List**

B. Bring your Shirt Identification Form (colored form) to the SCORING MASTER CONTROL COORDINATOR who will enter the information onto the **computer SCORING MASTER CONTROL SHEET** (there is one sheet for **YOUTH** and one sheet for **ADULTS**).

C. Place your Shirt ID Form on your shirt back using the safety pins provided (have another competitor help you..

D. There are FIVE METAL TARGETS for each RUN/SHOOT; PLUS, an OPTIONAL 100 YARD FINAL SHOT. If you chose to compete in both the IRON and SCOPE , you will run the course two times.

E. “ GROUP A” WILL COMPETE FIRST, with the following groups competing in the following order: GROUP B, GROUP C, GROUP D etc...

3. BIATHLON COMPETITION:

Unless you are assigned to help during the race, you must stay out of the range area and away from the race course.

Individual Race Format - Marksmanship - Biathlon Segment - Individual Shooters:

1ST - Run / prone shoot (5 shots)
(After Scoring, Metal Targets w/b resent by pull line)

2ND Run / standing shoot (5 shots)
(After Scoring, Metal Targets w/b resent by pull line)

3rd Run/ prone shoot (5 shots)
(After Scoring, Metal Targets w/b resent by pull line)

4th Run standing shoot (5 shots)
(After Scoring, Metal Targets w/b resent by pull line)

Plus: OPTIONAL 100 Yrd SHOT: After last shot (after 4th Run), you may fire 1 round at the 100 yard target (standing or prone-your choice). A hit will count as two (2) hits.

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Stretches / Warm Up before race.

Start Race and the course of fire as set forth below.

After firing each course of fire, you will LEAVE your rifle at the shooting position (on the shooting mat), muzzle pointed down range, with the action OPEN (magazine out, tube feed open etc...) with the EMPTY CHAMBER INDICATOR INSERTED into action.. Action must be facing upward so that RSO can make sure firearm is empty.

When you are moving between the RANGE AREA and THE RUNNING COURSE, you are to WALK. **THERE IS NO RUNNING IN THE RANGE AREA OR AT ANY OTHER LOCATION OTHER THAN THE RUNNING COURSE. VIOLATION OF THIS RULE IS GROUNDS FOR AUTOMATIC DISQUALIFICATION.**

After firing your final shot of the race, PUSH THE STOP WATCH TIMER OFF SWITCH. The TIMER IS LOCATED AT YOUR RIGHT SIDE - FRONT.

NEXT, AFTER FIRING YOUR FINAL SHOT, UNLOAD, REMOVE ALL MAGAZINES, OPEN THE ACTION, INSERT EMPTY CHAMBER INDICATOR, AND LEAVE YOUR FIREARM ON THE SHOOTING MATT. STAY AT YOUR STATION (SIT DOWN OR LYE DOWN ON YOUR SHOOTING MAT. DO NOT LEAVE YOUR POSITION UNTIL INSTRUCTED TO DO SO.

Course of Fire:

For the Summer Biathlon, the rifles will be left in the range and NOT carried during the run.

Fire a .22-caliber rifle at five targets at a range of 50 meters, from both the prone and standing — known as the "off-hand" — positions – AS FOLLOWS:

-Each shooter will start in 30-second intervals on a designated course. After completing the ½ mile circuit, each shooter will fire five rounds from a prone position.

-After completing the ½ mile circuit a second time, the shooter fires from the off-hand position.

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-After completing the ½ mile circuit a third time, the shooter fires from the prone position.

-After completing the ½ mile circuit a fourth time, the shooter fires from the off-hand position.

Plus: OPTIONAL 100 Yrd SHOT: After last shot (after 4th Run), you may fire 1 round at the 100 yard target (standing or prone-your choice). A hit will count as two (2) hits.

Firearms:

.22 Rifle provided it meets the BSA Policy as Follows:

Boy Scouts - Any .22 Action (Bolt , Pump, Lever, Semi-Auto, etc.) PROVIDED scout can only load and fire only 1 round at a time (as per recent revision to Guide to Safe Scouting).

Venturing/Exploring Scouts - Any .22 Action (Bolt , Pump, Lever, Semi-Auto, etc.).

4. TIMER OFFICIAL DUTIES:

Place the **TIMER PAD** at each shooting position (top right).

Place the **Target number (Large Number)** onto each target stand using the drill and screws provided.

Ensure that each competitor has **21 ROUNDS OF AMMUNITION FOR EACH RACE** (AMMO CUP CAN BE USED FOR THIS PURPOSE OR OTHER HOLDER).
NOTE: THE LAST ROUND IS FOR THE OPTIONAL 100 YARD BONUS SHOT ONLY. If you shoot at the 50 yard metal targets with that last round you will be disqualified.

For each competitor there is a stop watch. Each is marked #1, #2, #3, #4, #5, #6.

Each contestant has a number, such as "A-1", which is group A, contestant #1. You are to match the stop watch # with the contestant number.

At the start of the race YOU start the timer for each Competitor when they start the run.

Start each competitor at 30 second intervals.

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After all contestants have started, you will take each stop watch TO THE FIRING LINE WHERE THE RESPECTIVE CONTESTANT WILL BE SHOOTING AND PLACE IT ON THE TIMER PAD (LOCATED AT THE TOP RIGHT OF THE SHOOTERS POSITION).

Be careful not to stop or start the watch.

After the race is completed, and all times are recorded by the SCORING RECORDER OFFICIAL, YOU will clear all stop watches to zero, pick up all stop watches, go back to the starting line, and prepare for the next race.

5. **SCORING RECORDER OFFICIAL DUTIES - (use two officials for this task due to having to keep track of metal target hits during race).**

NOTE: It is the responsibility for each COMPETITOR to stop his/her watch after their last shot is fired and then clear their fire arm and placed the empty load chamber indicator in the action.

As each 5 shot sequence is completed you will record the # of hits for each competitor and then reset the targets by pulling the reset line ensuring that all 5 metal targets are in the upright position for the next 5 shot sequence. You can enter “hash” marks on the MARKSMAN INDIVIDUAL SCORE SHEET FOR EACH COMPETITORS HITS DURING RACE.

1. After all competitors have finished a race, YOU will utilize the same **MARKSMAN INDIVIDUAL SCORE SHEET** on your clipboard for the particular group which finished. Thus, Competitors A-1 etc... will have their scores entered on the “Group A” Score Sheet. YOU WILL ADD UP ALL “HASH” MARKS AND CIRCLE THE TOTAL HITS. REMEMBER - a HIT ON THE 100 YARD TARGET COUNTS AS “ TWO” HITS.

2. For each competitor (verifying their number appearing on the back of their shirt with the score sheet), fill in on the Score Sheet, the following information:

Check off - BSA Iron or BSA Scope OR venturing Iron or Scope, as the case may be.

Enter the number of minutes in the minute column.

enter the number of seconds in the seconds column.

Enter the number of targets hit in the hits column.

Review the Score Sheet for errors.

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Write your name on the Score Sheet
Turn the Score Sheet into the SCORING MASTER CONTROL
COORDINATOR

AFTER THE SCORE SHEET HAS BEEN TURNED INTO THE SCORING
MASTER CONTROL COORDINATOR, and reviewed / approved,
Then go to the RSO and advise him that the targets may be inspected and reset for
the next race..

The RSO will then safely proceed with Target inspection and reset for the next
race.

6. SCORING MASTER CONTROL COORDINATOR DUTIES:

Supervise Sign in procedures.

Have groups report by name to designated table to fill out each competitors
COMPETITOR SHIRT ID FORMS.

Have each competitor report to you and enter the information from the
COMPETITOR SHIRT ID FORM into the computer form - SCORING MASTER
CONTROL SHEET).

After all competitors have been signed in, advise the RSO and Officials that the
Races may begin.

After each race has been COMPLETED, enter the scores from the MARKSMAN
INDIVIDUAL SCORE SHEETS INTO THE COMPUTER (SCORING
MASTER CONTROL SHEET).

There are two score sheets on computer- one for youth - one for adults. YOUTH
scores will be entered on the Youth Score Sheet. ADULT scores will be entered
on the Your Score Sheet.

After all races are completed, review the SCORING MASTER CONTROL
SHEET AND DETERMINE WINNERS FOR EACH CATEGORY.

Enter the names of the winners (1st, 2nd, 3rd, for each category) ON THE
BIATHLON RESULTS REPORT

7. 1/4 Mile MARKER OFFICIAL DUTIES

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Posted at 1/4 Mile Marker Position (END OF RUN LINE):
watch for condition of youth;
water at location.
Chairs at location.
Radio

8. CLOSING:

Announce results.
Hand out certificates for PARTICIPANTS and HELPERS.

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SCORING RECORDER OFFICIAL

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TIMER OFFICIAL

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SCORING MASTER CONTROL COORDINATOR

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1/4 MILE MARKER OFFICIAL

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