

2007 Biathlon - Event Date: September 1, 2007

RULES / PROCEDURES:

(FOR SCHEDULE OF EVENTS - see EVENT CONTROL SHEET)

1. Event Officials:

Radio Checks / All Radios set to Channel: _____

Range Set up

Firing Point Number Identifiers to be PLACED ON TARGETS
AND AT EACH FIRING POSITION.

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

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)
- 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.

Each Participant is to Receive the SCHEDULE OF EVENTS (EVENT CONTROL)

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 FOUR targets for each RUN/SHOOT; PLUS, two targets available for competitors who desire to compete in both IRON and SCOPE.

E. "GROUP A" WILL COMPETE FIRST, with the following groups competing in the following order:

GROUP B

GROUP C

GROUP D

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) (lowest set of targets on stand)
- 2ND Run / standing shoot (5 shots) (2nd row of targets from ground)
- 3rd Run/ prone shoot (5 shots) (3rd row of targets from ground)
- 4th Run standing shoot (5 shots) (top row of targets on stand)

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.

-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.

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).

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.

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 stop 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:

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

1. After all competitors have finished a race, YOU will utilize the 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.

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.

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 reset for the next

race..

The RSO will then safely proceed with Target 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

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.

**SCORING
RECORDER
OFFICIAL**

TIMER OFFICIAL

**SCORING
MASTER
CONTROL
COORDINATOR**

**1/4 MILE
MARKER
OFFICIAL**