



## RULES

### CTRV 2km Challenge presented by Cadex Defence Valcartier CFB

- There won't be zeroing or practice shot in the morning.
- Rifle as to be a bolt-action. No caliber restriction – Only 1 category;
- All shooting will be done in the prone position with a bipod.  
The bipod must be attached to the rifle (no F Open type of shooting rest);
- The maximum weight of the rifle (rifle, scope and bipod) is 50lbs (in 2020, the total weight will be revised to 40lbs);
- The distances could go up to 2,070 m. They will be known the evening before the event;
- Teams must be composed of a shooter and a spotter;
- Shooter cannot shoot in more then 1 team, but can be spotter on another team;
- Spotter cannot do this role in more then 1 team, but can be shooter on another team;

## **COURSE OF FIRE**

Teams will have 5 minutes to prepare before they start shooting;

### **Qualification round**

3 targets (between 1000 to 1700m) – 5 shots per target. Shooting order will be draw

- At the signal, teams will have 10 minutes to engage the qualification targets;  
Scoring will be as following / per distances:  
Impact on the 1<sup>st</sup> shot = 5 x the value of the distance (ex: 5 x 1000m = 5000 pts)  
Impact on the 2<sup>nd</sup> shot = 4 x the value of the distance  
Impact on the 3<sup>rd</sup> shot = 3 x the value of the distance  
Impact on the 4<sup>th</sup> shot = 2 x the value of the distance  
Impact on the 5<sup>th</sup> shot = 5 x the value of the distance
- (Maximum of 15 shots): If a team shoot 4 rounds at one target (forget to shoot 1), they cannot take that shot at another target. If a team fire 6 rounds at a target (instead of 5), the score will be taken on the first 5 rounds and the team is losing 1 round on the other target (last shot).
- If a team cannot make an impact on the first 2 targets, they will be eliminated.

## FINAL

The first 6 highest scoring team will advance to the final. Shooting order will be draw.  
Each team will shoot 10 rounds (5 per target). The score of the final will added to the qualifying score.

Scoring will be as following / per distances:

Impact on the 1<sup>st</sup> shot = 5 x the value of the distance (ex: 5 x 1000m = 5000 pts)

Impact on the 2<sup>nd</sup> shot = 4 x the value of the distance

Impact on the 3<sup>rd</sup> shot = 3 x the value of the distance

Impact on the 4<sup>th</sup> shot = 2 x the value of the distance

Impact on the 5<sup>th</sup> shot = 5 x the value of the distance

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- Each target will be equipped with a camera (for the judge) and hit indicator (for spectators);
  - Impacts will be judged with the video camera system and decisions will be final;
  - In case of a malfunction of the cameras system, the judge could rely on the hit indicator;
  - In case of a malfunction of the cameras or a target problem, the timer will be stopped, and shooting will resume once the problem is fixed;
  - Once the problem is resolved, a sighter can be shot (on the current target engagement). This shot will not count in the final score and cannot replace another shot in the remaining string of shots;
  - If, in case of a malfunction of the camera system or hit indicators, the judge cannot be certain that the shot is a hit or a miss, this shot will be retaken with the remaining string of shots once the problem is resolved;
  - The rifle cannot be used by more than 1 shooter.