



International T-Class Confederation

T-Class Mile World Cup, 26-27.09.2026

Start:	26 Sep 2026 09:00	Region:	BULGARIA
Discipline:	T-Class Tactical Long Range [TLR]	Type:	Team
Organizer:	SC Dynamic Arms, BTCF	Site:	UC Slivnitsa
Division:	Bolt Action, Semi Auto		
Description:	TeamWork Competition During the competition, participants' skills will be tested through realistic scenarios conducted under reduced-visibility conditions. - Pro Series - Discipline: T-Class Tactical Long Range (Rules: T-Class Rules, https://t-class.org/rules) - Realistic scenarios and stage designs on natural terrain, specifically developed for TeamWork competition and reduced-visibility conditions - Physical load: light to moderate - Night stages – targets will be illuminated - Use of night vision or thermal sights is permitted (according to the stage briefing conditions) - Shooting from tripod (40% of the stages) - Engagement of computerized scenarios from Smart Target Systems using lasers and artificial target illumination - Distances: from 1,000 to 1,610 meters - Competition format: two-day TeamWork match including night stages - Eye protection is mandatory while on the course of fire - 7.1.1.1. Trigger pull weight must not be less than 500 grams for bolt-action rifles and not less than 1,000 grams for semi-automatic rifles (Rules: T-Class Rules, https://t-class.org/rules) - During the course of fire, only light from chemical light sources is permitted Participation: Team of two competitors. The use of an additional spotter or assistant is not permitted during the course of fire. Firearms: One sniper rifle with a telescopic sight for each competitor. The use of night vision or thermal sights is permitted (according to the stage briefing conditions). [TLR] Bolt-action and semi-automatic sniper rifles in calibers up to 8.60 mm with a maximum cartridge case length of 72 mm are allowed. Ammunition: Minimum recommended quantity – 60 rounds per competitor (120 rounds per team). Targets: Paper targets and steel targets equipped with Smart Target Systems. Schedule 25 September 2026 (Friday) 16:00 – 18:00 – Zeroing (optional) 26 September 2026 (Saturday) 09:00 – 10:00 – Registration and technical briefing 10:00 – 10:30 – Opening ceremony 11:00 – 01:00 (after midnight) – Competition 27 September 2026 (Sunday) 10:00 – 16:00 – Competition 16:00 – 16:30 – T-Class Mile World Record Attempt for the top five teams in the competition standings 16:00 – 17:00 – Results verification 17:00 – 18:00 – Award ceremony Registration Procedure - Submit an application by e-mail to info@t-class.org - Registered T-Class competitors have priority - Registration confirmation will be issued, after which the match fee must be paid - The entry fee covers one team consisting of two competitors - Upon receipt of payment, a competition slot will be assigned to the team.		



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Competition Modules

Name: M3 - LONG RANGE

Description:

Exercise: M3 Ex.01 - TeamWork Cold Bore Headshot, Day 1

Module: M3 - LONG RANGE

Type: Team

Area: Tank Ramps 1

Execution: TeamWork, with team order determined by draw

Distance: Approximately 1050 meters

Weapon: Sniper rifle

Ammunition: 2 shot per competitor, total 4 shots per team (Virginia count)

Firing Position: Prone on a common firing line

Targets: Metal gongs with Smart Target system – 2 pcs. (33 cm and T-Class A1 46x72 cm)

Start Signal: Timer with PAR time

Description: Competitors have taken their start positions — prone behind their weapons on a common firing line. Weapons are loaded with magazine inserted, bolt in rear position. Competitors wait for the start signal — an audible timer beep. After the start signal, Competitor A engages first and then physically tags Competitor B, who takes over. Competitors must engage the 33 cm target first, followed by the A1 target. The 33 cm target awards increased points due to the cold shot. If the team achieves 4 hits, it receives a 300-point bonus. Violation of the execution order is penalized with one procedural penalty. More shots than allowed and/or a shot fired after the stop signal (more than 0.3 seconds) results in zeroing the team's score for the stage.

Equipment: Allowed are bipods, third legs, soft rear supports, slings, or others at competitors' discretion.

Time for preparation: 60 seconds

Execution Time: 240 seconds total for the team

Administrative Time: 240 seconds

Scoring: Points-based, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
Bonus	Sniper	0	team x4	1000	4 x 4	300	
ST1	Sniper	2	33 mm	1000	33	416	
ST2	Sniper	2	A1	1000	46 x 72	251	



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Exercise: M3 Ex.02 - Accuracy & Precision 1000, A1, Tripod

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: Teamwork, common firing line

Distance: 1000 meters

Weapon: Sniper rifle

Ammunition: 7 rounds per shooter, total of 14 per team (Virginia count)

Shooting position: both shooters sitting, shooting off a tripod

Target: one paper T-Class A1 target per team

Start/stop signal: timer, horn, or verbal command

Description: Competitors have taken their positions as specified in the stage briefing. Upon the start signal, competitors load their rifles and engage their team target with a total of 14 rounds per team (7 rounds per competitor) within the allotted administrative time. If the team achieves 14 hits on the target, it receives a bonus of 287 points. **In the event that the target contains more hits than required by the briefing, the highest-scoring hits shall be deducted unless the hits are clearly distinguishable (e.g., caliber, color).** More shots than specified and/or a shot fired after the stop signal (more than 0.3 seconds) results in zeroing the team's score for the stage.

Equipment: For tripod-supported shooting positions, the use of a tripod is mandatory. The use of additional supports is permitted at the competitor's discretion, except for a second tripod.

Preparation time: 120 seconds

Execution time: 300 seconds

Scoring: points-based, sport scoring according to T-Class rules

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
A1	Sniper	14	Alfa	1000	11 x 35	287	
			C	1000	28 x 62	265	
			D	1000	46 x 72	251	
bonus	Sniper	0	x14	1000	11 x 35	287	



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Exercise: M3 Ex.03 - TeamWork Tactical Transition

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: Teamwork

Distance: approximately 1100 to 1400 meters

Weapon: Sniper rifle

Ammunition: minimum 6 rounds per team (Comstock count)

Shooting position: prone

Targets: metal targets with smart target system

Start signal: PAR timer

Description: Competitors start in prone position behind their rifles. Rifles have bolts open and no magazines inserted. The stage is executed in relay format. Upon the start signal, the first shooter inserts a magazine, chambers a round, and engages targets from left to right. After completing their string of fire, the shooter removes the magazine and physically tags the second shooter. The second shooter then inserts a magazine, chambers a round, and engages the targets from right to left. If targets are engaged in the wrong order, the team receives one procedure penalty per error. Failure to physically tag between shooters or firing after the stop signal (over 0.3 sec) results in zero stage for the team.

Equipment: bipods, monopods, soft rear support, slings or other support at shooters' discretion.

Preparation time: 60 seconds

Execution time: hit factor scoring, but not more than 240 seconds

Administrative time: 240 seconds

Scoring: hit factor, according to T-Class rules

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST1	Sniper	2	A1	1200	46 x 72	261	
ST2	Sniper	2	A1	1400	46 x 72	268	
ST3	Sniper	2	1/2 A1	1100	46 x 36	273	



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Exercise: M3 Ex.04 - TeamWork 1600m x10

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: TeamWork

Distance: approximately 1610 meters

Weapon: Sniper rifle

Ammunition: 10 rounds per team (Virginia Count)

Shooting position: prone

Targets: metal gong with Smart Target system

Start/Stop signal: PAR timer

Description: Competitors start in prone position. Rifles have magazines inserted, bolt fully open (closed with safety on for semi-auto). At start signal, competitors load and engage the target with a total of 10 rounds per team. The team decides the shooting order. Each subsequent shot scores a lower percentage. Extra shots and/or shots fired after the stop signal (over 0.3 seconds) results in zero stage for the team.

Equipment: bipods, monopods, soft rear supports, slings, or other supports at the shooters' discretion are allowed.

Preparation time: 60 seconds

Execution time: 240 seconds

Administrative time: 240 seconds

Scoring: points-based, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST1	Sniper	10	1st, 200% [100 sm]	1610	100	496	
			2nd, 150%	1610	100	372	
			3rd, 100%	1610	100	248	
			4th, 90%	1610	100	223	
			5th, 85%	1610	100	211	
			6th, 80%	1610	100	198	
			7th, 75%	1610	100	186	
			8th, 70%	1610	100	174	
			9th, 65%	1610	100	161	
			10th, 60%	1610	100	149	



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Exercise: M3 Ex.05 - TeamWork Trench Stop All

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1 (trench)

Execution: TeamWork

Distance: approximately 1200 meters

Weapon: Sniper rifle

Ammunition: minimum 4 rounds per team (Comstock)

Shooting position: prone, from a trench

Targets: metal gongs with Smart Target system

Start signal: PAR timer

Description: One competitor has taken the start position – prone behind his rifle. The second competitor has placed his rifle in the start position and only he receives the firing order and other information from the briefing, which he relays to his teammate during the course of fire. The rifles are without magazines inserted and with the bolts in the rear position. After the start signal, the second competitor takes a firing position, relays the received information, and both competitors load their rifles and simultaneously engage the four targets according to the received information until hit or skip. An incorrect target engagement order results in a zero stage penalty for the team. A shot fired after the stop signal (more than 0.3 seconds) results in zeroing the team's score for the stage.

Equipment: bipods, monopods, soft rear supports, slings, or other supports at the shooters' discretion are allowed.

Preparation time: 60 seconds

Execution time: with Hit Factor but no more than 240 seconds

Administrative time: 240 seconds

Scoring: with Hit Factor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST1	Sniper	1		1200	50 x 60	264	
ST2	Sniper	1		1220	50 x 70	261	
ST3	Sniper	1		1220	50 x 70	261	
ST4	Sniper	1		1200	50 x 60	264	



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Exercise: M3 Ex.06 - Night Guard: Accuracy & Precision 1000, T-1000

Module: M3 - LONG RANGE

Type: Individual

Area: Tank ramps 1

Execution: simultaneous fire line, individual for each competitor

Distance: 1000 meters

Weapon: sniper rifle

Ammunition: 10 rounds per competitor (Virginia count)

Shooting position: prone

Target: T-1000 target with scoring zones, illuminated by a spotlight

Start/Stop signal: Light from the Smart Target system

Description: Competitors take position as per briefing. The stage is run in two separate starts. Competitor A shoots first, then targets are swapped and a new start signal is given for the second competitor. At start signal, the competitor loads and engages their own target with 10 rounds within the administrative time. If there are more hits on the target than required by the briefing, the best hits are deducted unless visibly different (caliber, color). Extra shots and/or shots fired after the stop signal (over 0.3 seconds) result in zero stage for the competitor on this stage.

Equipment: Use of bipods, tripods, monopods, soft rear supports or others at the competitor's discretion is allowed.

Preparation time: 60 seconds

Execution time: 600 seconds per start

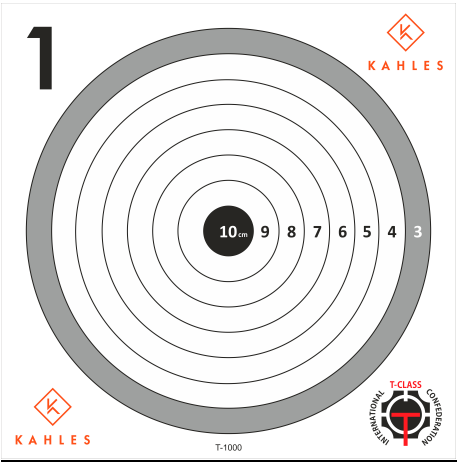
Scoring: points-based, sport scoring, according to T-CLASS RULES



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Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
T-1000	Sniper	10	10	1000	10	300	
			09	1000	20	290	
			08	1000	30	280	
			07	1000	40	270	
			06	1000	50	260	
			05	1000	60	250	
			04	1000	70	240	
			03	1000	80	230	





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Exercise: M3 Ex.07 - Night Guard: TeamWork Partner-Activated Engagement

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1 (watchtower)

Execution: TeamWork

Distance: from approximately 1000 to 1200 meters

Weapon: sniper rifle

Ammunition: minimum 6 rounds per team (Comstock)

Shooting position: Seated from a tripod and prone.

Targets: metal gongs, size A1 (46x72 cm)

Start/Stop signal: Light from Smart Target system

Description: The start position is as follows: the competitor engaging the 1000-meter target is in the prone position, while the competitor engaging the 1200-meter target is seated behind a tripod. Rifles have magazines inserted, with the bolt in the rear position (forward position and safety engaged for semi-auto rifles). Competitors are illuminated from the side by a police light. Upon the start signal (light signal from the Smart Target system), competitors load their rifles and engage the targets according to the following scenario: a competitor engages Target M1 (1000 meters) and, upon a hit, activates Target M2 (1200 meters) for the second competitor. This sequence is repeated a total of three times. Each competitor engages only his designated target. The targets are additionally illuminated by a street lamp. Upon expiration of the administrative time, the system automatically deactivates all targets. Targets remain active for 50 seconds. If the first target is missed, the scenario is terminated. If all targets are successfully hit, the Hit Factor is calculated based on the achieved completion time. If the team does not achieve hits on all targets, the administrative time is assigned as the score for the stage. Violation of the prescribed engagement order or engagement procedure and/or a shot fired after the stop signal (more than 0.3 seconds) results in zeroing the team's score for the stage.

Equipment: use of tripod is mandatory; use of other supports allowed at competitor's discretion, including hard rear supports.

Preparation time: 60 seconds

Execution time: with Hit Factor, but no more than 300 seconds

Administrative time: 300 seconds

Scoring: with Hit Factor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST1	Sniper	3	A1	1000	46 x 72	251	
ST2	Sniper	3	A1	1200	46 x 72	261	



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Exercise: M3 Ex.08 - Night Guard: TeamWork Laser-Designated Target Engagement

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: TeamWork

Distance: from approximately 1000 to 1610 meters

Weapon: sniper rifle

Ammunition: minimum 3 rounds per team (Comstock)

Shooting position: prone, no restrictions

Targets: metal gongs, sizes 60 cm, 80 cm, and 100 cm

Start/Stop signal: target indicated by laser

Description: Competitors start in prone position behind their rifles. Rifles have magazines inserted, bolt fully open (closed for semi-auto, safety on). At start signal (target indicated by laser), competitors load and engage targets together or separately (at their discretion) according to the following scenario: the indicated target (1000 meters) is engaged; upon hit, a second laser indicates the next target (1300 meters); after hitting it, the third target (1610 meters) is activated. Targets pulse with light, indicating HIT and turning off after a hit. If the administrative time limit is reached, the system automatically turns off all targets. Laser-indicated targets are active for 60 seconds; if no hit is registered, subsequent targets do not activate. The last target is active for 120 seconds. If all targets are hit, a Hit Factor is calculated based on the execution time. If the team does not hit all targets, the administrative time is used for scoring the stage. Violation of order or shooting method and/or shooting after stop signal (over 0.3 sec) results in zero stage.

Equipment: Use of bipods, tripods, shooting sticks, soft rear supports, or others at the shooter's discretion is allowed.

Preparation time: 60 seconds

Execution time: with Hit Factor, but no more than 240 seconds

Administrative time: 240 seconds

Scoring: with Hit Factor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST_K1	Sniper	1	60 sm	1000	60	250	
ST_K2	Sniper	1	80 sm	1300	80	248	
ST_K3	Sniper	1	100 sm	1610	100	248	



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Exercise: M3 Ex.09 - Night Guard: TeamWork Blackout Engagement

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1 (trench)

Execution: TeamWork

Distance: approximately 1100 meters

Weapon: Sniper rifle

Ammunition: minimum 6 rounds, maximum 12 rounds per team

Shooting position: prone in a trench

Targets: metal gong with Smart Target system – 1 piece (A1 size 46x72 cm)

Start signal: signal from shooting timer

Description: Competitors start in prone position. Rifles are loaded with a round in the chamber and safety off. Competitors wait for light from the Smart Target to acquire the target, but do not shoot while it is illuminated. The light illuminates the target for 15 seconds, after which it turns off and the system gives an audio start signal. The active shooting time after the light turns off is 15 seconds. The scenario automatically repeats 6 times with a 10-second pause. Two hits during one activation of the target count as one hit for the team. The value of the points decreases by 10% for each successive shot. Violations of the execution order and/or shooting before the audio signal result in zero stage for the team.

Equipment: bipods, shooting sticks, soft rear supports, slings, or others allowed at the shooters' discretion.

Preparation time: 60 seconds

Execution time: according to the scenario from the Smart Target systems

Administrative time: 240 seconds

Scoring: for points, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
Smart A1	Sniper	6	1 (100%)	1100	46 x 72	256	
			2 (90%)	1100	46 x 72	231	
			3 (80%)	1100	46 x 72	205	
			4 (70%)	1100	46 x 72	179	
			5 (60%)	1100	46 x 72	154	
			6 (50%)	1100	46 x 72	128	



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Exercise: M3 Ex.10 - Cold Bore, Day 2

Module: M3 - LONG RANGE

Type: Individual

Area: Tank ramps 1

Execution: Individual

Distance: approximately 1050 meters

Weapon: Sniper rifle

Ammunition: 1 shot per competitor

Shooting position: prone

Targets: metal gong with Smart Target system – 1 piece (T-Class A1)

Start signal: timer with PAR time

Description: Competitors take the starting position – standing, weapon in carrying position. Weapons have magazine inserted, bolt in forward position. Competitors wait for the start signal – audio signal from the timer. After the start signal, the competitor assumes prone shooting position, loads, and fires one shot at the target. More shots than allowed and/or shots fired after the stop signal (more than 0.3 seconds) result in zero score for the competitor in this exercise.

Equipment: bipods, shooting sticks, soft rear supports, slings, or others allowed at the competitors' discretion.

Preparation time: no position preparation time

Execution time: with Hit Factor, but no more than 60 seconds

Administrative time: 60 seconds

Scoring: with Hit Factor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
Smart A1	Sniper	1		1050	46 x 72	254	



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Exercise: M3 Ex.11 - TeamWork 1500 m

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: TeamWork

Distance: approximately 1500 meters

Weapon: Sniper rifle

Ammunition: 12 shots per team (Virginia Count)

Shooting position: seated using tripod

Targets: metal gong with Smart Target system

Start/Stop signal: timer with PAR time

Description: Competitors have taken their start positions approximately 20 meters from the firing position, in accordance with the briefing delivered immediately prior to the start. The rifle is in the carry position and made safe (bolt in the forward position, no magazine inserted, carried with one hand alongside the body). In the other hand, competitors carry a folded tripod. After the start signal, competitors place their tripods at the designated locations, load their rifles, and engage the target with a total of 12 rounds per team in an order determined by the team. Each competitor may use up to 7 rounds for the entire stage, and the team may decide how to allocate them. Only one cartridge may be loaded in the magazine at any time. For each subsequent shot, competitors must remove the magazine, insert a cartridge into the magazine, and reinsert the magazine into the rifle. Following a hit indication from the Smart Target system, the target remains inactive for 1.5 seconds. More shots than specified and/or a shot fired after the stop signal (more than 0.3 seconds) results in zeroing the team's score for the stage.

Equipment: one tripod per competitor, soft rear supports and/or sling allowed

Preparation time: 60 seconds

Execution time: 240 seconds

Administrative time: 240 seconds

Scoring: for Hit Faktor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST	Sniper	12		1500	50 x 80	267	



International T-Class Confederation

Exercise: M3 Ex.12 - TeamWork T-Class Mile

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: TeamWork

Distance: from about 1000 to about 1610 meters

Weapon: sniper rifle

Ammunition: minimum 5 pcs for the team (Comstock)

Shooting position: prone, no restrictions

Target: metal gongs, sizes 33 cm, 50 cm, 80 cm and 100 cm.

Start/Stop signal: timer with PAR time

Description: The start position of the competitors is lying behind the weapon. The weapon has a magazine inserted, the bolt is in the rear position (forward for semi-auto, and on safety). Upon giving the start signal the competitors load and shoot the targets together or separately (at their decision) as follows - they shoot target M1 until hit, then proceed to M2 until hit, then to M3 until hit, then to M4 until hit, and then repeat the target M1. Upon hitting all targets (M1 - M2 - M3 - M4 - M1) then the Hit factor is calculated with the achieved time for the execution. If the competitors refuse to shoot a target, they receive procedure for each refused target, and must verbally inform the RO to continue to the next. If the team does not have hits on all targets or refuses to shoot a target they receive administrative time for stage evaluation. Violating the order or method of shooting and/or shooting after the stop signal (more than 0.3 sec) leads to zeroing the result of the exercise for the team.

Equipment: Allowed is the use of bipods, tripods, monopods, soft rear rests or others at the competitor's decision.

Preparation time for position: 60 seconds

Execution time: with Hit factor, but no more than 240 seconds

Administrative time: 240 seconds

Scoring: with Hit Factor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
K_ST1	Sniper	2	33 sm	1000	33	277	
K_ST2	Sniper	2	50 sm	1200	50	268	
K_ST3	Sniper	2	80 sm	1400	80	253	
K_ST4	Sniper	2	100 sm	1610	100	248	



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Exercise: M3 Ex.13 - TeamWork Ghost & Go

Module: M3 - LONG RANGE

Type: Team

Area: Tank ramps 1

Execution: TeamWork

Distances: about 1100 meters

Weapon: Sniper rifle

Ammunition: minimum 12 pcs for the team (Comstock)

Shooting position: prone in a trench

Targets: metal gongs with Smart Target system – 2 pcs.

Start signal: light from Smart Target system

Description: Competitors have taken their start positions – prone behind their rifles and ready to engage. Rifles are loaded with a round chambered and the safeties disengaged. Competitors await the start signal – a light signal from the Smart Target system. The targets are activated according to the following scenario: the East target is activated first for 4 seconds, followed by the West target, then the East target again, and then the West target again. The activation time is always 4 seconds, while the interval before the next activation is 10 seconds. After a total of 6 target activations (three activations of the East target and three activations of the West target), competitors make their rifles safe (bolt in the rear position and magazine removed) and move to a prepared second position, where they load and engage another 6 target activations. The time allowed for movement between positions is 100 seconds. Hits outside the target activation period do not count. Two hits during a single target activation are counted as one hit for the team. Violation of the prescribed course of fire results in zeroing the team's score for the stage. Movement (more than one step) with an unsafe weapon (unless the bolt is in the rear position and the magazine removed) leads to disqualification for the team.

Equipment: allowed are bipods, monopods, soft rear rests, sling or others at the competitors' decision.

Preparation time for position: 60 seconds

Execution time: according to the scenario from Smart Target systems

Administrative time: 260 seconds

Scoring: for points, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST1	Sniper	6	A1	1100	46 x 72	256	
ST2	Sniper	6	A1	1110	46 x 72	257	



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Exercise: M3 Ex.14 - Chek Zero 1000

Module: M3 - LONG RANGE

Type: Team

Area: Tank Ramps 1

Execution: TeamWork

Distance: 1000 meters

Weapon: Sniper rifle

Ammunition: 3 rounds per competitor, 6 rounds per team

Shooting position: prone

Targets: metal gong with Smart Target system – 1 pc. (40 cm)

Start signal: timer with PAR time

Description: Competitors are in the starting position – prone behind their rifles. Rifles have magazines inserted, bolt in the rear position. Competitors wait for the start signal – an audible signal from the timer. After the start signal, Competitor A loads and engages the target, safes the weapon (opens the bolt to the rear position without removing the magazine) and physically tags Competitor B. Competitor B loads and engages the target, safes the weapon (bolt in the rear position) and tags Competitor A. This sequence continues until the last shot. Firing more rounds than allowed, firing without tagging, firing without safing the weapon (bolt in the rear position) and/or firing after the stop signal (more than 0.3 sec) will result in zeroing the exercise score for the team.

Equipment: bipods, third legs, soft rear rests, slings or other supports at the competitors' discretion are allowed.

Preparation time: 60 seconds

Execution time: with Hit Factor, but no more than 180 seconds

Administrative time: 180 seconds

Scoring: with Hit Factor, according to T-CLASS RULES

Targets, Hit Zones, Scoring and Pictures

Target	Weapon	Ammo	Zone	Distance	Size [cm]	Points	Miss
ST	Sniper	6	40 sm	1000	40	270	